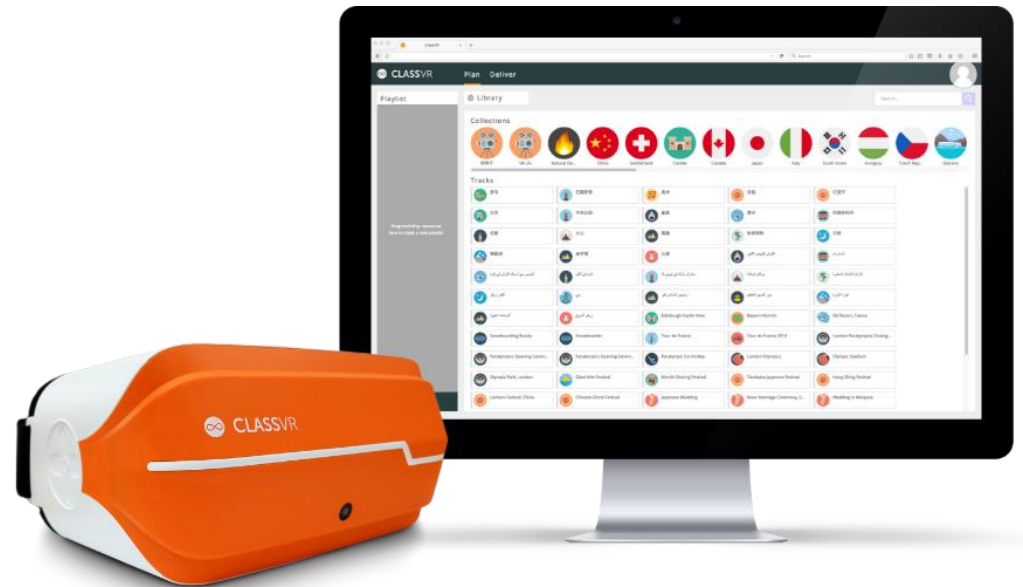


# VR in SEN Education



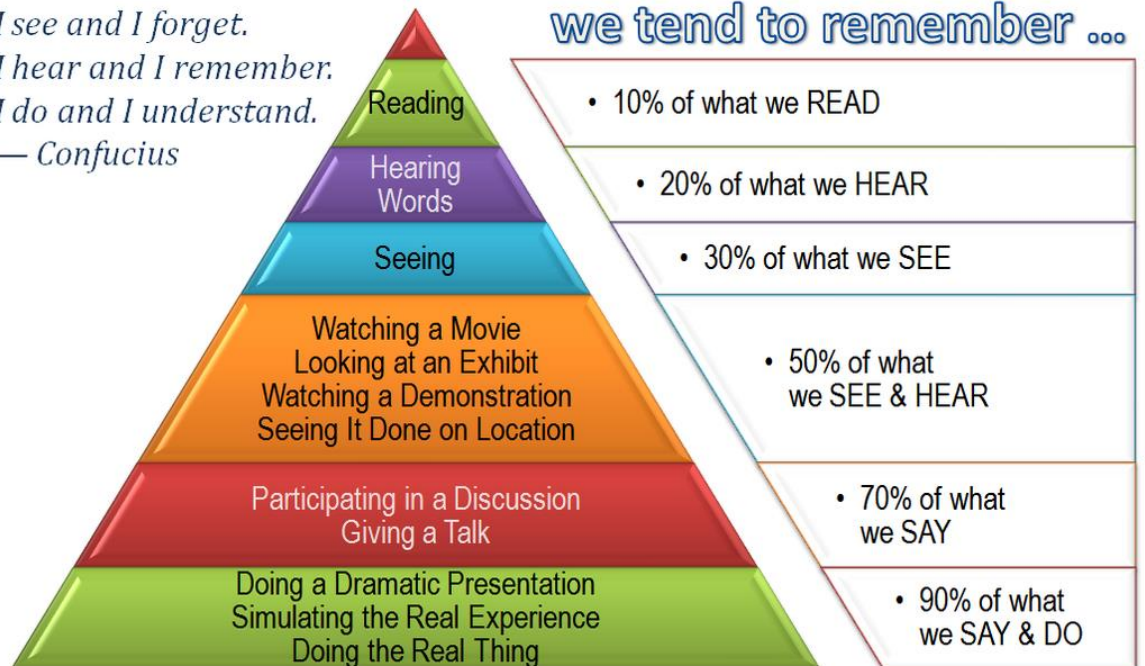
# Why VR?

Virtual Reality is a computer simulation that gives the immersive feeling of being somewhere else. This immersive experience facilitates knowledge retention.

## Edgar Dale's Cone of Experience

Shows that we retain around 90% of what we experience!

*I see and I forget.  
I hear and I remember.  
I do and I understand.*  
— Confucius



Source: Edgar Dale (1969)

# Research into SEN

- VR simulations can be used to reduce and manage anxiety and stress in real-life situations e.g. going into the pool or being around dogs
- It can be used in social skills training for children with an autistic spectrum condition by allowing them to practise communication in role-play scenarios in a safe environment. Thus, helping to generalise skills learnt in smiLE therapy.



# Developing Speaking Skills

- Early literacy is underpinned by high-quality experiences that stimulate speaking and listening
- The best way to build vocabulary and awareness of sentence structure is through real-world experiences
- VR can be used as an additional immersive tool to existing enriching and stimulating practices



# Enhancing Real-life Experiences

- Educational trips are a perfect way to teach children about the world
- VR can be used to step back into those experiences and re-live the excitement
- It can also extend their understanding e.g. looking at a monkey they saw in the zoo in their actual habitat



# Access To Wide Opportunities

- VR can allow students to see parts of the world they may never see
- They can also travel back in time to experience a specific point in history
- They can experience a depiction of the future too
- Build their own worlds

