

**Wibsey Primary School**

Virtual Reality Policy

# Purpose

This policy reflects the school values and philosophy in relation to the use of virtual reality in classrooms. It sets out a framework within which teaching and non-teaching staff can operate and gives guidance on planning, teaching and health and safety.

Copies of this policy are kept on the Teacher Drive and are available on the school website.

**Introduction**

The use of computing technology is becoming an integral part of everyday life. At Wibsey Primary School we pride ourselves on using new and developing technology to enhance the teaching of the curriculum and the learning experiences for our children. Virtual Reality (VR) can provide a wealth of opportunities and experiences that may otherwise be impossible. The purpose of this policy is to state how the school intends to use VR technology.

**Curriculum Development**

Virtual reality is to be used across the curriculum to engage and enthuse pupils in their learning. Teachers should plan for this in a variety of lessons and use it to provide Wibsey pupils with experiences they would not normally have. Evidence of using the VR should be evident on planning and evaluation on apps/image/videos shared as good practice on the Wibsey Playlists.

**Health and Safety**

Please also see the ClassVR usage guide (appendix 1).

Children are to use the VR headsets whilst sat on the floor to avoid disorientation.

Headsets are to be used for 1 minute for every year of the child’s age before having a break to avoid stress to the eyes and disorientation. E.g. A year 3 child can use the headset solidly for 7-8 minutes before removing. After a break, they may return to the headset again. Adults should monitor the children for any symptoms of motion sickness or discomfort and terminate their use of the VR immediately.

Headsets will be wiped down with anti-bacterial wipes half termly or sooner if needed to sterilise and clean the area.

**Medical Problems**

Children or adults with epilepsy or prone to dizziness, eye twitching or blackouts triggered by flashing lights or patterns should consult their doctor before using the headset. Teachers to consult with Inclusion Leader and parents for permission.

**Uploading and using content**

When downloading/uploading/using content teachers must view the content first to deem it suitable, especially if uploaded from the internet - see internet use policy. If a problem is detected, all headsets should be sent to the home screen using the ClassVR teacher panel and the computing team/PrimaryT made aware. Such content should then be deleted off of the headsets and if necessary, SMLT and parents informed.

At the end of the school year, all apps/playlists will be deleted off of the headsets and maintenance and software updates will take place.

**Procedures**

The VR headsets will be logged out using the online calendar available to all teachers. The key will be collected and signed out by the teacher. The VR unit should then be taken to the classroom before the lesson begins. Discussions with the children on how to use them safely needs to take place. They will remain switched on to enable downloading and preparation for lessons. After the session, headsets will need to be returned to the cabinet in order and plugged in to charge. The cabinet returned to its place and the keys signed in.

If there is an issue with a headset, the issue will be logged on to the primary job list for the technician to look at.

**Digital Leaders**

Digital leaders, a selection of pupils in UKS2, will be available to assist in setting up the headsets or within the lesson for younger pupils to assist the usage of the headsets. Teachers will organise ahead of time for those pupils to assist, if possible.

## ClassVR**Appendix 1**

## **Virtual Reality Health & Safety Usage Guide**

HEALTH & SAFETY WARNINGS: TO REDUCE THE RISK OF PERSONAL INJURY, DISCOMFORT OR PROPERTY DAMAGE, PLEASE ENSURE THAT ALL USERS OF THE HEADSET READ THE WARNINGS BELOW CAREFULLY BEFORE USING THE HEADSET.

IT IS IMPORTANT TO REMAIN SEATED USING THE HEADSET UNLESS YOUR CONTENT EXPERIENCE REQUIRES STANDING.

These health & safety warnings are periodically updated for accuracy and completeness. Check www.classvr.com/health-and-safety for the latest version.

### **Before Using the Headset:**

* Read and follow all setup and operating instructions provided with the headset.
* Review the hardware and software recommendations for use of the headset. Risk of discomfort may increase if recommended hardware and software are not used.
* Your headset and software are not designed for use with any unauthorised device, accessory and/or software. Use of an unauthorised device, accessory and/or software may result in injury to you or others, may cause performance issues or damage to your system and related services.
* To reduce the risk of discomfort, adjust the viewing focus for each user before use of the headset.
* A comfortable virtual reality experience requires an unimpaired sense of motion and balance. Do not use the headset when you are: Tired; need sleep; under emotional stress or anxiety; or when suffering from cold, flu, headaches, migraines, or earaches, as this can increase your susceptibility to adverse symptoms.
* We recommend seeing a doctor before using the headset if you are pregnant, elderly, have pre-existing binocular vision abnormalities or other serious medical conditions.

### **Children:**

Adults should make sure children use the headset in accordance with these health and safety warnings including making sure the headset is used as described in the Before Using the Headset section and the Safe Environment section. Adults should monitor children who are using or have used the headset for any of the symptoms described in these health and safety warnings (including those described under the Discomfort and Repetitive Stress Injury sections), and should limit the time children spend using the headset and ensure they take breaks during use. Prolonged use should be avoided, as this could negatively impact hand-eye coordination, balance, and multi-tasking ability. Adults should monitor children closely during and after use of the headset for any decrease in these abilities.

### **Seizures:**

Some people (about 1 in 4000) may have severe dizziness, seizures, eye or muscle twitching or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV, playing video games or experiencing virtual reality, even if they have never had a seizure or blackout before or have no history of seizures or epilepsy. Such seizures are more common in children and young people under the age of 20. Anyone who experiences any of these symptoms should discontinue use of the headset and see a doctor. Anyone who previously has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should see a doctor before using the headset.

### **General Precautions:**

To reduce the risk of injury or discomfort you should always follow these instructions and observe these precautions while using the headset:

Use Only In A Safe Environment: The headset produces an immersive virtual reality experience that distracts you from and completely blocks your view of your actual surroundings.

Always be aware of your surroundings before beginning use and while using the headset. Use caution to avoid injury and remain seated unless your content experience requires standing.

* Use of the headset may cause loss of balance.
* Remember that the objects you see in the virtual environment do not exist in the real environment, so don’t sit or stand on them or use them for support.
* Serious injuries can occur from tripping, running into or striking walls, furniture or other objects, so clear an area for safe use before using the headset.
* Take special care to ensure that you are not near other people, objects, stairs, balconies, open doorways, windows, furniture, open flames, ceiling fans or light fixtures or other items that you can bump into or knock down when using—or immediately after using—the headset.
* Remove any tripping hazards from the area before using the headset.
* Remember that while using the headset you may be unaware that people may enter your immediate area.
* Do not handle sharp or otherwise dangerous objects while using the headset.
* Never wear the headset in situations that require attention, such as walking, bicycling, or driving.
* Make sure the headset is level and secured comfortably on your head, and that you see a single, clear image.
* Make sure any headphone cables if used are not tripping hazards.
* Ease into the use of the headset to allow your body to adjust; use for only a few minutes at a time at first, and only increase the amount of time using the headset gradually as you grow accustomed to virtual reality. Looking around when first entering virtual reality can help you adjust to any small differences between your real-world movements and the resulting virtual reality experience.
* Do not use the headset while in a moving vehicle such as a car, bus, or train, as this can increase your susceptibility to adverse symptoms.
* Take at least a 10 to 15 minute break every 30 minutes, even if you don’t think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort. You should decide what works best for you.
* If using headphones, listening to sound at high volumes can cause irreparable damage to your hearing. Background noise, as well as continued exposure to high volume levels, can make sounds seem quieter than they actually are. Due to the immersive nature of the virtual reality experience, do not use the headset with the sound at a high volume so that you can maintain awareness of your surroundings and reduce the risk of hearing damage.

### **Discomfort :**

Immediately discontinue using the headset if any of the following symptoms are experienced: seizures; loss of awareness; eye strain; eye or muscle twitching; involuntary movements; altered, blurred, or double vision or othe visual abnormalities; dizziness; disorientation; impaired balance; impaired hand-eye coordination; excessive sweating; increased salivation; nausea; lightheadedness; discomfort or pain in the head or eyes; drowsiness; fatigue; or any symptoms similar to motion sickness.

Just as with the symptoms people can experience after they disembark a cruise ship, symptoms of virtual reality exposure can persist and become more apparent hours after use. These post-use symptoms can include the symptoms above, as well as excessive drowsiness and decreased ability to multi-task. These symptoms may put you at an increased risk of injury when engaging in normal activities in the real world.

* Do not drive, operate machinery, or engage in other visually or physically demanding activities that have potentially serious consequences (i.e., activities in which experiencing any symptoms could lead to death, personal injury, or damage to property), or other activities that require unimpaired balance and hand-eye coordination (such as playing sports or riding a bicycle, etc.) until you have fully recovered from any symptoms.
* Do not use the headset until all symptoms have completely subsided for several hours. Make sure you have properly configured the headset before resuming use.
* Be mindful of the type of content that you were using prior to the onset of any symptoms because you may be more prone to symptoms based upon the content being used.
* See a doctor if you have serious and/or persistent symptoms.

### **Repetitive Stress Injury:**

Using the device may make your muscles, joints or skin hurt. If any part of your body becomes tired or sore while using the headset or its components, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before using it again. If you continue to have any of the above symptoms or other discomfort during or after use, stop use and see a doctor.

### **Electrical Shock:**

To reduce risk of electric shock:

* Do not modify or open any of the components provided.
* Do not use the product if any cable is damaged or any wires are exposed.

### **Damaged or Broken Device**

* Do not use your device if any part is broken or damaged.
* Do not attempt to repair any part of your device yourself. Repairs should only be made by Avantis Systems Ltd

### **Contagious Conditions**

To avoid transferring contagious conditions like conjunctivitis (pink eye), do not share the headset with persons with contagious conditions, infections or diseases, particularly of the eyes, skin or scalp. The headset should be cleaned between each use with skin-friendly non-alcoholic antibacterial wipes and with a dry microfiber cloth for the lenses.

### **Skin Irritation**

The headset is worn next to your skin and scalp. Stop using the headset if you notice swelling, itchiness, skin irritation or other skin reactions. If symptoms persist, contact a doctor.