



Dear Parents and Carers,

15th October 2019

Centre VR Visit for Year 5 – Moon Landing

Technology has come a long way in the last few years! Children today live in an unrecognisable world to the one many of us grew up in and it continues to change at a phenomenal pace.

Virtual reality is going to upend the world and cause a monumental shift in the way we surf, shop and experience the web, thanks to the pure power and imagination of human thought. It will dramatically transform the way we learn, live, communicate and connect with others around the world.

R. L Adams – Author, blogger, software engineer and serial entrepreneur

Whether we like it or not, there is no doubt that technology will continue to develop and change the way we live our lives and at Castleman Academy Trust, we are passionate about preparing our young learners for that ever-changing future.

We have recently built links with Centre VR in Bournemouth and we have secured the opportunity for all Year 5 learners to experience Virtual Reality at this new site with the latest technology at an incredibly reduced rate. We are passionate that our curriculum is about real experiences and therefore we have been considering very carefully how we can use this technology to enhance our curriculum offer. The visit to Centre VR will take our learners on the greatest journey ever taken by humankind – the Apollo 11 mission. They will get to experience this historic event through the eyes of those who lived through it. Using a mix of original archive audio and video together with accurate recreations of the spacecraft and locations. These are the experiences we cannot recreate in the classroom through books or video clips and will support historical understanding of what travelling to the moon might actually have been like during NASA's golden era. We are very excited to take up this opportunity and offer this VR experience to our learners. This is an important part of the curriculum and we can offer a two hour VR experience for **£8.69** per pupil which will also include transport costs to the centre (The centre usually costs £40 per hour). Please make the payment via ParentPay by Friday 25th October 2019. If you require a PayPoint barcode letter please contact the school office.

Dates for the visits are as follows as each Year 5 class will be on a different day:

5W – 4th November 2019

5V – 5th November 2019

5Z – 8th November 2019

5X – 11th November 2019

5Y – 13th November 2019

Pupils will need to wear school uniform and bring lunch and a water bottle with them.

Any member of the public accessing the VR Centre must complete the attached waiver. Please read carefully and sign on behalf of your child ahead of this visit. Please return the signed permission and waiver slip to the school office. Without the signed permission and waiver, your child will not be able to take part in this opportunity. The learners will only access VR experiences that have been agreed by the school and are suitable for their age. They will not engage with any activities that have access to the internet. All children will be taking regular breaks between experiences.

We very much look forward to opening the VR world to our learners...who knows what is around the corner.

Yours sincerely

Miss R Murphy
Head of Year 5

Mrs D Goulding
Director of Curriculum

Mr J Rose
IT Systems Manager

Dunyeats Road, Broadstone, Poole, Dorset, BH18 8AE

01202 696121

schooloffice@broadstonemiddle.poole.sch.uk

www.bmsweb.co.uk



BROADSTONE MIDDLE SCHOOL REPLY SLIP
Re: Centre VR Visit for Year 5 – Moon Landing

Pupil's Name: Class:

I give permission for my child to take part in the visit to Centre VR.

- I agree to make a voluntary contribution via ParentPay in the sum of £8.69 by Friday 25th October 2019
- I require a PayPoint barcode letter
- I do not agree to make a voluntary contribution and will contact my child's class teacher by Friday 25th October 2019.

Signed: (Parent/Carer) Date:

VR Centre Waiver Form

PLEASE CAREFULLY READ THE ATTACHED 'CENTRE VR WAIVER FORM' AND SIGN BELOW

BY USING ONE OF THE CENTRE VR VIRTUAL REALITY HEADSETS YOU ARE INDICATING YOUR ACCEPTANCE OF THE TERMS AND CONDITIONS OF THIS AGREEMENT.

I (or my child/dependent/minor) wish to use one of the Centre VR virtual reality headsets. I recognize and understand that the use of a VR headset involves certain risks.

1. I (or my child/dependent/minor) am using the VR equipment voluntarily;
2. I assume all of the physical, psychological, and financial risks associated with use of VR equipment;
3. By signing, I acknowledge that I have read and understood all of the terms of this release form and that I am voluntarily giving up substantial legal rights, including the right to sue Centre VR Ltd or its employees;
4. [If the headset is being used by child/dependent/minor] I am the parent or legal guardian of the minor named below. I have the legal right to consent to and, by signing below, I hereby do consent to the terms and conditions of this Release of Liability.

I understand that I must sign this Release of Liability in person before using the equipment at any Centre VR location.

I am confirming that I am over 18 years of age and have read the above information and agree to the Centre VR Terms and conditions.

Child's name:

Signed: (Parent/Carer) Date:

Please return to the School Office by Wednesday 23rd October 2019

THE CENTRE VR WAIVER FORM

Please read this document carefully. It is required to be signed before entering a Centre VR experience.

PLEASE NOTE: You will not be able to take part in CentreVR experiences without signing this waiver. For the purpose of this waiver, the terms VR and AR shall be used interchangeably.

To enter Virtual Reality you must wear a headset which will totally block your view of your real location, and headphones that will prevent you from hearing the outside world. You will communicate with your party and our team members through the built-in communications system. In the event of a fire alarm, the system will shut down immediately. If this happens, you should remove the headset and take instructions from our team members.

Your view of the virtual world can be shown on monitors in our centres, or not if you request that. Our team members can always see this view. Some multiplayer experiences will allow you to see, and be seen, by people online from anywhere in the real world in virtual reality, so please be mindful of your actions and language, respecting other children and adults who may be in the virtual world with you.

Many titles have an age rating or suggestion. Players will be able to choose any title. It is the players (or players guardian if under 18) responsibility to check the selected games are appropriate. The Centre VR system includes features to help display appropriate titles for the age of players, including filters on our web site, but this can only work when a player selects or provides their correct age.

ONLINE - Some games allow access to the internet and can allow interaction, including audio and gestures which we will absolutely no control over. Unfortunately, this means inappropriate behaviour and verbal comments can be easily encountered, and all users should be aware that any online game allow this to happen. We cannot police this and are therefore unable to guarantee this will not happen if an online title is selected.

In Store - Some players and users of VR can be easily shocked or surprised, both pleasantly and not, which can result in some people shouting expletives. Centre VR and its staff will do all it can to stop this but it is obviously impossible for us to stop it entirely. We do ask that all players respect the others in the locations.

WOW!

Our Virtual Reality experiences can be extremely realistic, creating unprecedented levels of emotions. You can be scared, made to feel unsafe, unsure of your footings, or make you jump out of your skin. Others can help you relax and unwind, wow you with wonder or make you curious.

We recommend you start with more gentle experiences until you have become more familiar with the new world, unless you really want to experience something shocking. All our titles have information listed that will help you choose the experiences that best suit you. Please read this information before choosing any experience.

A LIST OF POTENTIAL ISSUES THAT YOU MAY BE AFFECTED BY. PLEASE READ CAREFULLY AND CONSIDER HOW THEY MAY AFFECT YOU BEFORE SIGNING THIS WAIVER AND ENTERING VIRTUAL REALITY.

- Eye strain.
- High volumes in the headphones (There is a volume control).
- Flickering screens and flashing images which could trigger underlying health conditions.
- Motion sickness.
- Equipment may affect some medical devices such as cardiac pacemakers etc.
- The equipment and media content of some experiences may affect those with pre-existing medical or mental health conditions.

- May affect pregnant women adversely.
- It is possible to feel claustrophobia, panic, or other phobias.
- Objects in the real world may not be visible in the virtual world.
- Objects in the virtual world may not exist in the real world.
- Feelings of disorientation may be felt at the end of the experience.
- Repeated use may exaggerate the effects above.

If at any time you have any health & safety questions regarding your experiences at Centre VR, please ask a member of our team straightaway. We recommend that you do not enter VR when tired, or ill, under the influence of alcohol or drugs, hung-over, in pain, or feel stressed or anxious in any way, as these factors can increase your risk of potential issues.

Due to the unpredictable nature of the human response to virtual reality (dizziness, nausea, seizures, fear of heights, bumping into objects, etc.), we require all participants to sign this waiver releasing Centre VR Limited from any liability regarding your (or your child/dependent/minor's) use of the Oculus Rift, HTC Vive, HTC Vive Pro Samsung Odyssey and/or any of the Centre VR equipment.

Oculus VR, LLC. PlayStation VR, and HTC Vive recommend that children over the age of 13 use VR headsets.

Unfortunately, there are risks associated with the use of VR (Virtual Reality) and AR (Augmented Reality) headsets. Some of the risks are fairly obvious: bumping into objects, tripping over wires, etc. Other risks are not so obvious and may either be latent in their effects (for example, vision impairment) or may trigger dizziness, nausea or even a seizure. The fact is, the technology is so new that health and safety research needs to catch up with it.

Because of the risks associated with the use of VR, Centre VR requires that a waiver is signed prior to using the Centre VR equipment. In order to help you understand those risks, here are two articles that help to explain the risks involved.

<https://www.wearable.com/vr/guide-vr-headsets-children>

<https://pdfs.semanticscholar.org/ab1b/4153e44abb4c1a1fcac5f2aaee847d30ecf3.pdf>

Please stop use of the VR equipment if you feel any discomfort whatsoever.