MAASE SLIP CONFERENCE

January 14, 2022

Sponsored by the Michigan Association of Administrators of Special Education (MAASE) and the Michigan Council for Exceptional Children (MCEC)

MITTIN
MI Tranistion to Independence
Virtual Life Skills Library

Welcome & Introductions

Presenters

Ashleigh Moro

**Jackson ISD
Special Education
Teacher**

Abby Cypher

**MAASE
Executive Director**

Kristine Gullen

**MAASE
Manager of Projects
and Professional
Learning**

Partners

Tommy Troung

Great Lakes Reality Labs
President

Kieran Peasley

Great Lakes Reality Labs
Developer

Objectives

Participants will...

Understand the development and refinement process related to the VR modules

Understand the benefits of utilizing virtual reality in education

Explore the modules and determine how they could support instruction

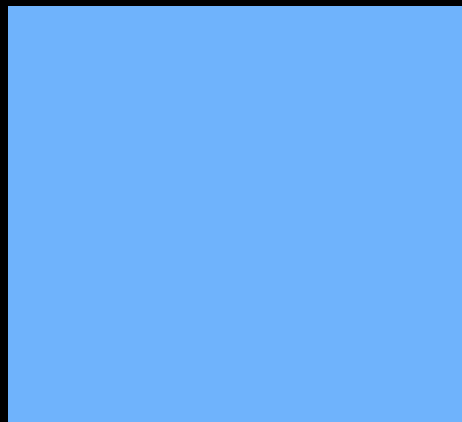**Make connections between CEC's High Leverage Practices and the virtual reality modules being developed**

Agenda

01

Overview

02

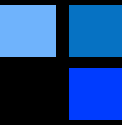Instructional Impacts

03

Module Play-Thru

Part 1: Overview

Project Partners

MCEC

- Federal Grant Recipient
- Teacher Training

MAASE

- State Grant Recipient
- Project Oversight
- Administrative Support
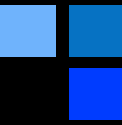- Ongoing Funding

Great Lakes Reality Labs

- Module Development
- Module Refinement

Public Policy Associates

- Module Refinement
- Teacher Feedback
- Evaluation & Development

Project Timeline

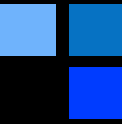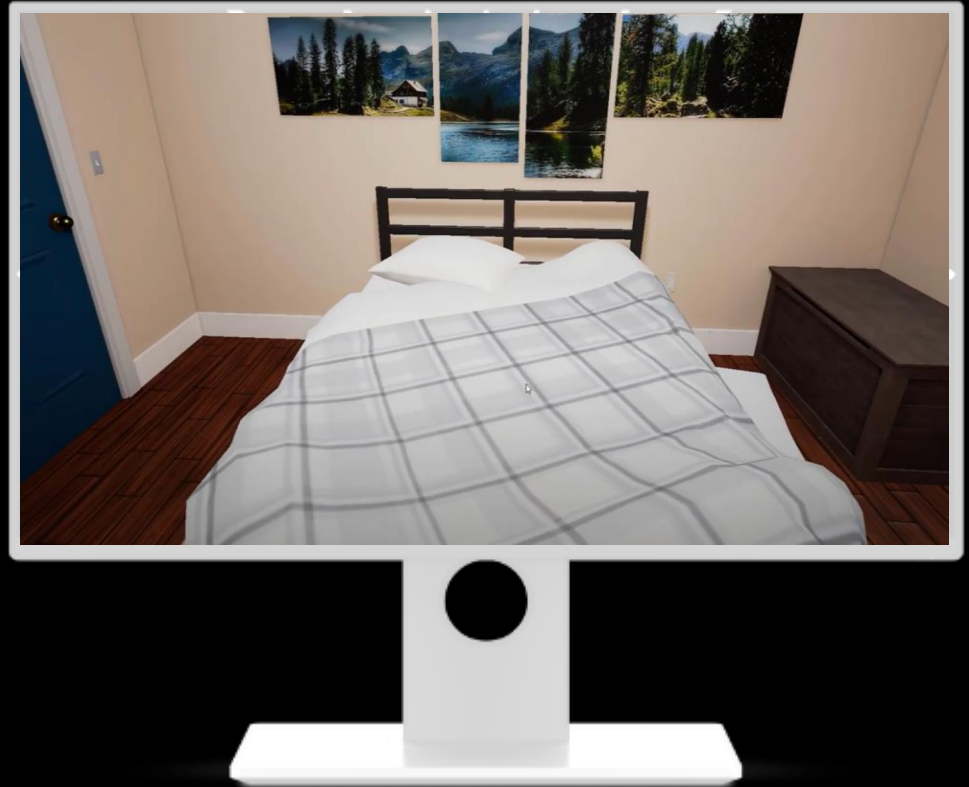| October 2020	Dec – Mar 2021	Apr – July 2021	October 2021	Future Work
MCEC secured grant funding	Great Lakes Reality Labs develops 10 modules	Feedback and refinement	Modules roll-out to Michigan educators	Additional module development
MAASE secured state funding				Solicit nationwide

Real Life in your Classroom
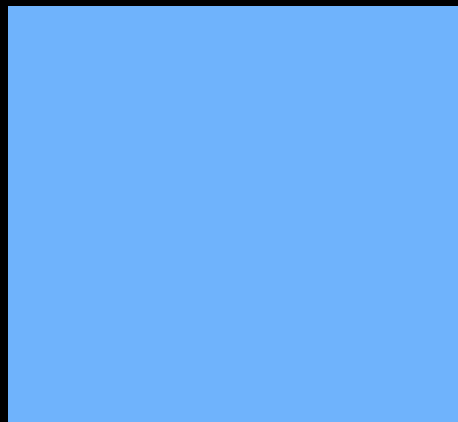
Safety and Independence in the…

HOME
- Clean the bedroom
- Change a light bulb
- Use a microwave
- Use an oven
- Use a stove
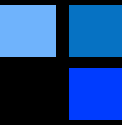- Put away groceries

COMMUNITY
- Cross the street
- Walkthrough a parking lot
- Shop for groceries
- Use self-checkout

Part 2: Instructional Impacts

CEC High Leverage Instructional Practices

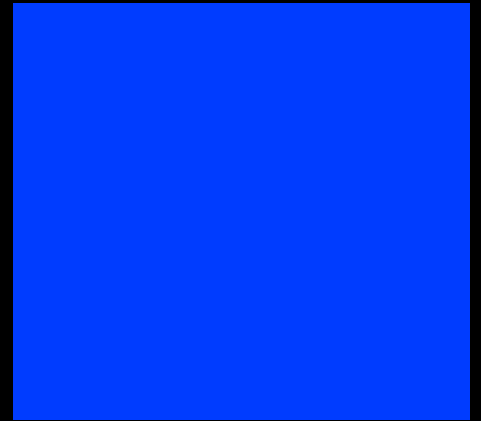| High Leverage Practice	Benefits of Virtual Reality
➢ **Collaborate** with **professionals** to increase student success. ➢ **Collaborate** with **families** to support student learning and secure needed services.	● **Supports students in need of more instructional time** ● **Supports students that may not have as much access to the community** ● **Creates connections between community experiences and the classroom in a safe manner**

VR
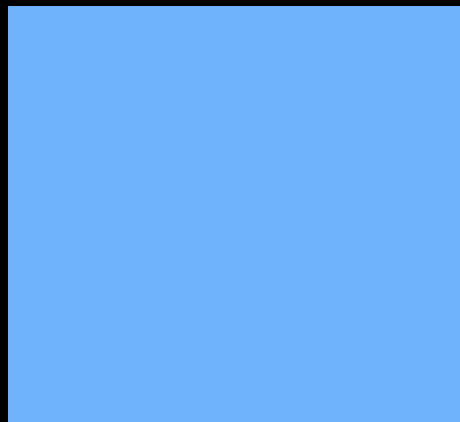Module
Walkthrough

Classroom Impact

Modifications and adaptations that we have used within the classroom

Connections that we have made to our current curriculum

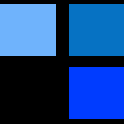**Connections with other programs**

Questions

Part 3: Module Play-Thru

Play-Thru

Things To Consider
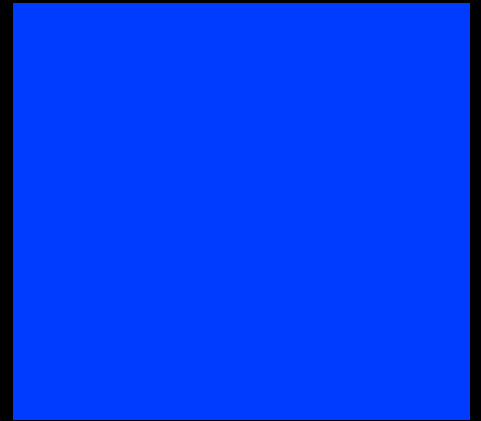
Participation in Statewide PLCs

Creating an online community

(coming soon)

Connect with your tech dept for installation and ongoing support

Interested in becoming involved?

Sign up with the QR code

Questions

Thank You from our Partners