



Education

# Immersing students in **new worlds** with VR

Lethbridge School Division

Creating one-of-a-kind learning experiences with Lenovo VR solutions.

Lenovo

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## Who is Lethbridge School Division?

Located in south-west Alberta, Canada, Lethbridge is a growing, vibrant city with a population of more than 100,000 people. The school division provides compelling learning experiences to almost 12,000 students through a diverse array of programs at 24 schools, from kindergarten through to Grade 12.

Employing nearly 1,200 people, the organization has developed enduring community partnerships with the Lethbridge Police Service, Lethbridge College, Alberta Health Services, Southwest Alberta Child and Family Services, Alberta Human Services, and other agencies. The division is also home to a thriving co-curricular program that includes a range of athletic, fine arts, and student leadership opportunities.



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# The Challenge

Lethbridge School Division is always looking for innovative ways to capture students' interest and remove barriers to learning. The organization saw an opportunity to harness virtual reality (VR) technology to achieve these goals.

Andy Tyslau, Vice Principal at Dr. Plaxton Elementary School, explains: "Our objective is to deliver diverse educational experiences to students from an early age. At the same time, we can't physically take them everywhere we want to, whether that's because of health and safety issues or practical concerns. For example, you can't fit an entire class of students in the bucket of a fire truck ladder! And some of our students are online-only learners, for whom VR could be transformative."

For Lethbridge School Division, the challenge was knowing how and where to target its investments to ensure maximum pay-off for students and staff. While VR technology had been available commercially for some time, the team was aware that offering it within an educational context would require a different approach.

Jesse Sadlowski, Director of Technology Learning and Innovation at Lethbridge School Division, explains: “Whenever we undertake a new initiative, we need to think long term. How can we support teachers so that they accept technology and use it to its full potential? Equally, how can we ensure it’s used purposefully? Any equipment needed to be suitable for the classroom too: hygienic and adjustable for younger students.”



**“We knew that VR had the potential to increase inclusivity in the classroom, giving students access to all experiences, all the time. The question was where to start in introducing it at Lethbridge.”**

**Andy Tyslau**

Vice Principal, Dr. Plaxton Elementary School

# No holds barred education

Lethbridge School Division teamed up with Lenovo to realize its vision of VR in the classroom. The organization began by purchasing 20 Lenovo VR Classroom 2 Headsets alongside the Lenovo ThinkReality program. To help with content management and creation, Lenovo connected Lethbridge School Division with Veative Labs, Uptale, Victar VR, and Wild Immersion.

“Lenovo proposed a cost-smart solution that offers different levels of control,” says Tyslau. “You can create virtual experiences where the students all watch you, as the instructor, take them through a sequence, or send them out on their own for discovery learning. Thanks to Veative, we can also split the headsets into smaller groups if appropriate. We’ve got great flexibility to tailor the experience to the lesson.”

## Hardware

Lenovo VR Classroom 2 Headsets

## Software

Lenovo ThinkReality  
Lanschool Air VR  
Veative Limited Content  
Management & Creation  
Uptale Content Management  
& Creation  
Victar VR Content  
Management & Creation  
Wild Immersion Content  
Management & Creation

## Services

Lenovo Warranty Upgrade  
Lenovo Integrated Solution Support

As part of the solution, Lethbridge School Division gained 24/7/365 access to Lenovo Integrated Solution Support (LISS), a dedicated support service that ensures help is at hand whenever it is required. Sadlowski adds, “Since all devices are covered by LISS for any issues or incidents, we can be assured of the health of the Lenovo solution throughout its expected lifetime.”

Since the initial pilot program, Lethbridge School Division has purchased an additional 12 VR headsets to meet growing demand from teachers. With support from Lenovo and its partners, the organization’s staff and students are becoming increasingly enthusiastic about VR and all its possibilities.



**“The Lenovo technology has proved incredibly easy to use. The headsets are simple to clean, can fit smaller heads, and students can wear glasses underneath. We’re able to manage all content from a single point of control, making it ideal for an educational setting. We started with consuming content, and are now moving towards creating it.”**

**Jesse Sadlowski**

Director of Technology Learning and Innovation, Lethbridge School Division



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“To incorporate VR into the classroom successfully, we knew we had to ensure we had the right day-to-day tech tools available to support both teachers and students. Partnering with Lenovo hasn’t just made that possible—it’s made it straightforward.”

**Jesse Sadlowski**

Director of Technology Learning and Innovation,  
Lethbridge School Division

# Expanding students' horizons

Lethbridge School Division now offers students across the district an extensive library of virtual experiences. The organization is drawing on long-standing community partnerships to create compelling learning opportunities that add new dimensions to students' education. Starting with elementary-age learners, the organization is planning to expand the program to integrate VR into its secondary school curriculums.

“We started off using Lenovo VR to create virtual field trip experiences for our students,” recalls Sadlowski “So far, we’ve worked with the City of Lethbridge, local farmers and a historical society. Students can tour the local firehouse and even go behind the scenes with our favorite NHL team—the Calgary Flames. Our collection is growing fast!”

Tyslau adds: “We’re only just getting started with Lenovo VR. We’d like to explore using it to help students transition from school into the workforce. By getting familiar with a worksite virtually before they visit it in reality, our students can start a new job with greater confidence. XR [extended reality] is also on our radar, as we consider how we could combine virtual experiences with physical ones.”



**“With VR, there are fewer limits on what you can teach. You can show students star constellations during the daytime, or what a total solar eclipse looks like—without waiting for the stars to align.”**

**Jesse Sadlowski**

Director of Technology Learning and Innovation, Lethbridge School Division



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## Results

Using Lenovo VR technology, Lethbridge School Division is increasing engagement and inclusivity. The organization is giving its teachers the tools to deliver unique learning experiences that appeal to a wider cross-section of students.

“At the most basic level, Lenovo VR is helping us bring our curriculums to life,” explains Tyslau. “But beyond that, it’s especially useful for inspiring community in the classroom through shared connections and access points. For example, we can show a student that’s only recently arrived in Canada what three feet of snow looks like in the middle of summer! We can use immersive engagement or spatial learning delivered through the Lenovo headsets to help those with learning differences—whether those are physical or travel limitations.”

Next on the agenda, Lethbridge School Division plans to build on its success by giving students the opportunity to create content as well as consuming it.

“I think any teacher would say that students learn the most when they’re creators rather than consumers,” says Sadlowski. “So our newest goal is to put the powerful Lenovo VR tools at their fingertips. I can imagine students making VR experiences about what it’s like to live in the 16th century for history class, or unleashing all kinds of creativity when guided by their art teachers. It’s exciting to think where we can take our students next—or, even better, where they could take themselves.”



Enables immersive, unique educational experiences



Boosts student engagement to enhance learning outcomes



Increases inclusivity to enable equity of education



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“The possibilities that Lenovo VR is unlocking for our students are endless. We can break down the traditional four walls of the classroom to increase engagement and accessibility. With Lenovo VR, even the sky doesn’t have to be the limit.”

**Andy Tyslau**

Vice Principal, Dr. Plaxton Elementary School

# Why Lenovo?

For Lethbridge School Division, Lenovo was the obvious choice, providing a solution that both worked at scale and could be managed from a single point of control.

“Lenovo was the only vendor that could supply us with VR headsets that weren’t designed for individual use,” comments Tyslau. “The solution came with device and content management capabilities we couldn’t find anywhere else. Plus the warranty services give us peace of mind that Lenovo are in it with us for the long haul.”

# How do you create immersive learning experiences?

Driving student engagement and inclusivity with Lenovo VR technology.

[Explore Lenovo VR Classroom](#)