

ANTSER CASE STUDY

CAMBRIDGESHIRE VIRTUAL SCHOOL

Embedding the Antser Virtual Reality Programme across Cambridgeshire Virtual School to provide staff with an immersive learning experience that focuses on the deeper understanding of a child's perspective, to support better outcomes for children and young people.

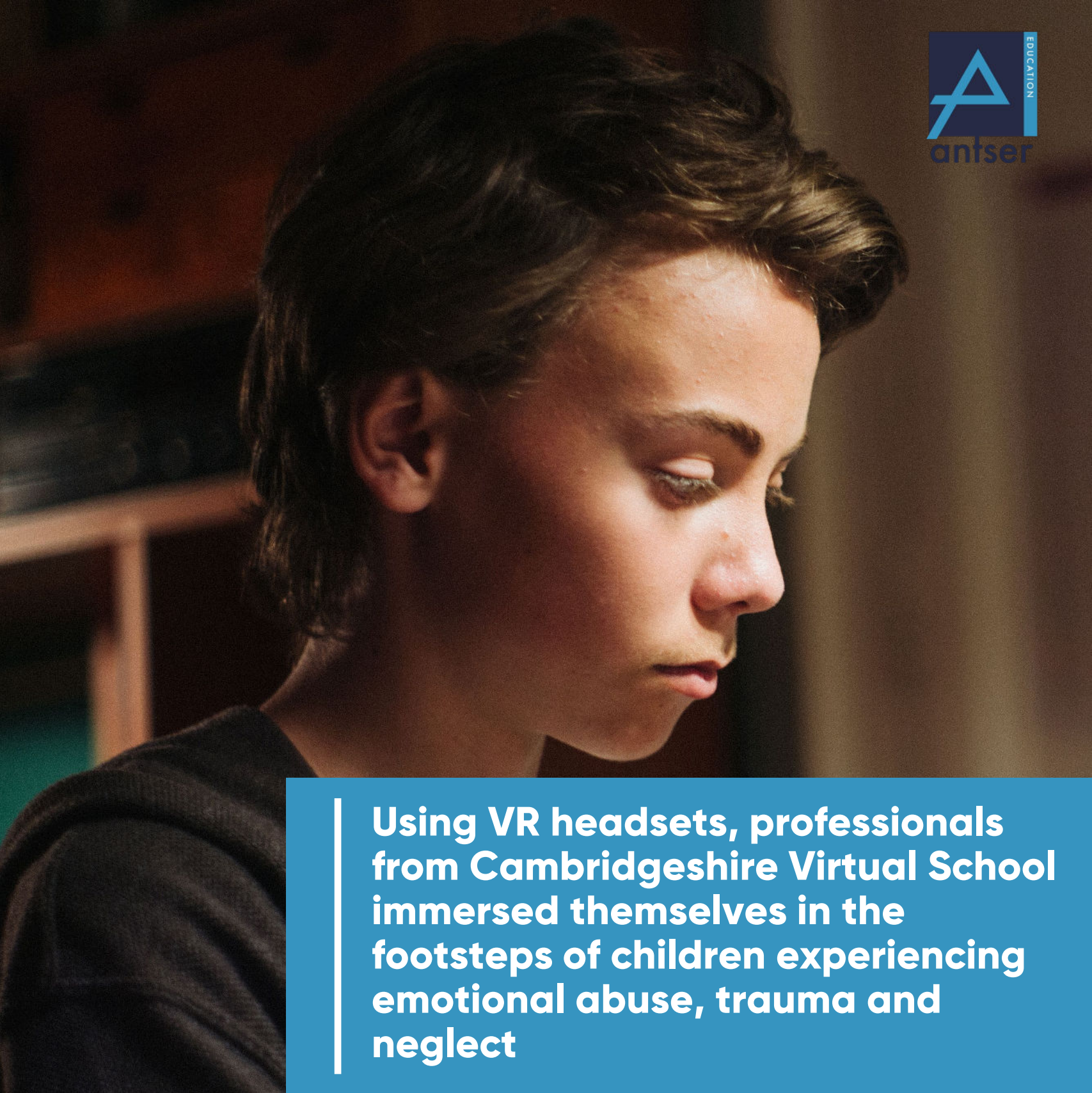
INTRODUCTION: CAMBRIDGESHIRE VIRTUAL SCHOOL USED ANTSER'S VIRTUAL REALITY PROGRAMME TO HELP DELIVER EFFECTIVE TRAINING ACROSS THEIR TEAMS

In October 2019, Cambridgeshire Virtual School undertook a partnership with Antser to implement and use Virtual Reality (VR) technology to help deliver effective training to the team across the education sector.

Run by Cambridgeshire County Council, Cambridgeshire Virtual School is a team of teachers and dedicated professionals who work to support the education and improve educational outcomes for Cambridgeshire's looked after children and previously looked after children.

Initially adopting the VR training back in 2019, Cambridgeshire Virtual School were eager to implement the use of VR headsets and embarked on a partnership with Antser ahead of a series of planned staff training sessions.

Particularly interested in exploring the trauma and attachment training, the team successfully delivered further training to seven individuals, however, due to COVID-19, the roll-out of the VR training drew to a halt. These training sessions were to be resumed the following year.

A close-up profile shot of a young man with dark, wavy hair, wearing a VR headset. He has his eyes closed and a focused expression, looking slightly downwards. The background is dark and out of focus.

Using VR headsets, professionals from Cambridgeshire Virtual School immersed themselves in the footsteps of children experiencing emotional abuse, trauma and neglect

THE ANTSER VIRTUAL REALITY PROGRAMME PROVIDED AN IMERSIVE LEARNING EXPERIENCE THAT FOCUSED ON THE PERSPECTIVE OF THE CHILD

Throughout 2020, many schools, colleges and early years settings were enquiring about the VR training, which led to the team adopting the VR's 2D content to continue delivery. Over the course of January, April and June 2021, Cambridgeshire Virtual School rolled out three morning sessions to primary and early years, secondary and special, as well as post-16 age groups.

“The VR headsets were a powerful tool and developing trauma and attachment training for the wider school will be a priority, especially reaching out to our parent/wider community.”

– Cambridgeshire Virtual School Training Participant

In total, Cambridgeshire Virtual School has delivered Antser VR training to over 120 delegates across local Cambridgeshire schools and settings in other counties, helping teachers and teaching assistants to better understand the importance and impact of being trauma-responsive.

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EVALUATION

Following evaluation data collected during the training, Cambridgeshire Virtual School have found the response to the virtual reality training as well as 2D films impactful.

In 2021, Cambridgeshire Virtual School have helped train approximately 60 primary and early years, 40 secondary and specialist provisions and 25 post-16 attendees.

In addition to the positive feedback, Cambridgeshire Virtual School now operate on a tiered approach that presents a variety of training for practitioners which has resulted in an empathetic shift amongst its users.



Following the training, participants...



100% agreed to having a deeper understanding of the child's perspective
97% agreed they would consider alternative ways to approach situations in their work

THE OUTCOMES

- ✔ **Increased staff awareness and understanding around trauma and adverse childhood experiences.**
- ✔ **Increase in individuals' skills that help them become more trauma-responsive.**
- ✔ **Expansion of Cambridgeshire Virtual School's services to help vulnerable children and young people.**

FUTURE PLANS FOR USING ANTSER VR

In terms of the future, Cambridgeshire Virtual School are implementing a new tiered training package that will include a full day training, staff meeting, and half day inset where VR headsets will be used as a taster of trauma and attachment.

In addition to this, Cambridgeshire Virtual School are also planning to run a small pilot two-day training exploring the use of the VR headsets in more depth to become more trauma responsive. This pilot will be in partnership with Cambridgeshire SEND and Educational Psychology Service to eventually have a broader reach.

Specifically focusing on trauma, the training will focus on how practitioners in schools can become more trauma responsive through developing nurturing relationships.

Understanding that trauma for children and young people is a continuous issue, Cambridgeshire Virtual School are looking to include within the two-day training the opportunity for schools to benefit from a self-evaluation which will lead to undertaking a project in a chosen area.

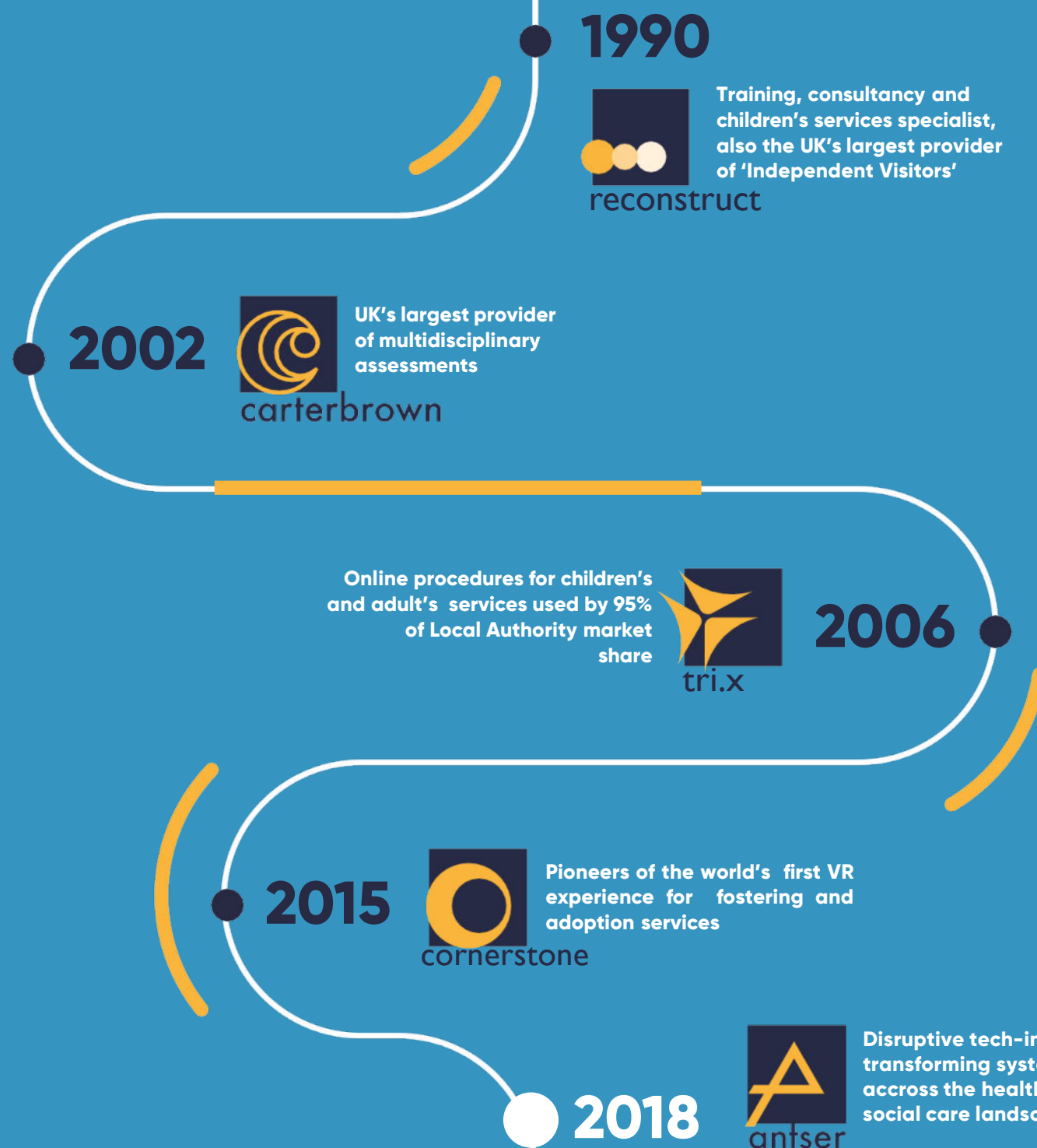


ABOUT ANTSER

Antser is an integrated organisation delivering transformation in education, health and social care.

Led by our board of education, trauma and children's services experts, we have combined our experience with innovation and technology to address learning disruption and the underlying causes. Our holistic approach supports both the child and the team around the child – educators, support teams, parents and carers, as well as wider agency groups.

Our solutions range from core compliance to transformation and technology all with one aim in mind – to deliver better outcomes.



A photograph of a family of three sitting at a light-colored wooden table. On the left, a man with short brown hair is looking towards the center. In the middle, a young girl with brown hair is looking towards the right. On the right, a woman with curly brown hair is looking towards the center. On the table, there is a white container with a pink lid and heart patterns, a yellow stuffed bear, and a blue box. The background is a plain, light-colored wall. There are blue and yellow geometric shapes overlaid on the image: a blue square in the top left, a dark blue square below it, a blue square on the right side, and a yellow square in the bottom right corner.

**For further information on any of
our solutions please get in touch**

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