To Whom It May Concern,

As an educator, providing a “well-rounded education” is my mission, and that now includes the arts in its definition (ESSA, 2015). Exposure to the arts within schools, however, has been decreasing (Kisida, Greene and Bowen, 2014). Therefore, I would like to bring an Act One VR *Arts Immersions*™ field trip to our students. Act One is a nonprofit whose mission is to provide access to the arts for Arizona’s Title I students. They provide groundbreaking VR field trips to Title I schools – anywhere in the state – at no charge!

Act One arrives at our school with their custom technology – 50 VR headsets with WIFI, controlled by an app that includes accommodations to increase accessibility such as Spanish or English subtitles and tablet viewing options.

Act One’s VR field trip is not just about technology, however. VR is a powerful tool for education. *Arts Immersion*™ is a learning experience in which the VR Specialists guide students in discussions after each chapter. Breaking content into shorter chunks allows students time to process the information (Long and Grant, 2020) and creates a shared social field trip experience.

Act One’s trained VR Specialists are fingerprinted through the state of Arizona, vaccinated, and will be masked for our protection. A visit from them includes a coloring book incorporating art from the field trip and lessons for extending the learning in class.

The field trip experience, “Freedom in Expression,” introduces students to the history of public art and mural making. They travel to Chicago to visit Phoenix-born muralist Sentrock in his studio, then visit his murals around the city to discover how the Mexican Mural Movement inspired a modern-day mural movement. Next, they hear from all-female mariachis Las Azaleas to learn what influences them and enjoy an incredible performance at the historic Fox Tucson Theatre. Students will be inspired to find their own “Freedom in Expression!”

“Freedom of Expression” incorporates many different curricular areas, including ELA, geography, history, social studies, STEM, music, visual and performing arts, as well as a behind-the-scenes look at careers in the arts. VR targets three common learning styles through experiential learning: visual, auditory, and kinesthetic. Research has shown that the benefits of VR in education include increased retention, concentration, engagement, empathy, and mood.

VR is the perfect medium to explore new places without having to leave the classroom. With concerns about learning loss and social and emotional well-being, ensuring access to arts experiences will help us build a more equitable future without even leaving our classroom.

Visit act1az.org for more information.

Sincerely,