

# Primary VR Workshops

2025-2026

[www://](http://www.edupeoplevr.com)

• EDU  
peopleVR

# About Us



## Our Mission

To enhance and enrich your curriculum using immersive technology and exceptional teaching. Our curriculum-aligned VR workshops draw on almost 15 years of primary education and curriculum leadership experience to create unforgettable educational experiences that students don't just observe: they feel and live.



We are based in Darlington and primarily serve North Yorkshire, Tees Valley, County Durham, and the North of England, but we deliver VR workshops in schools all over the country. This has included mainstream primaries; academies; independent schools; alternative provisions; and special schools up to the age of 18. We are predominantly primary practitioners, but would be happy to discuss your KS3 requirements.

## Our Impact



100+ schools visited



100% recommended by pupils and teachers



15 topics covered

## Why Choose Us?



EduPeople VR an educational VR experience provider run by Justin Peoples – a former headteacher and incredibly thoughtful practitioner. He is passionate about creating VR experiences that are memorable but meaningful, which is why I am assisting him in the design of high-quality tasks to work alongside the experience. This ensures rigour while taking children to places they wouldn't ordinarily be able to go.

**Karl Mcgrath, Task Design Lead, Benton Park Primary**

# Booking a Visit



1

Discover our **Topics** (in the following pages) and choose the ones that align with what your pupils are learning.

2

Click the **Contact Us** button at the bottom of the page to get in touch and find out more.

3

If you've decided you're ready to go, click on our **Booking Form** button and your date will be secured. We'll be in touch soon after to finalise the schedule.

## A Few Things You Need to Know



One classroom (or a space with tables, chairs and an electronic board) is required for the whole day.



Our team will need access to this space 30 minutes before the first workshop is due to start in order to test the equipment and set up for the sessions.



For our VR visits, we advise that pupils with epilepsy should consult with their doctor before using a VR headset. Written consent from carers is required in this instance.



We do not require consent form for all pupils. We'll send you a template text and email that you can send to your families giving them the options to opt out.



We do not require access to your internet. No technical assistance or setup is required (apart from logging us on to a device so we can share our slide deck).

# Curriculum



Below is an overview of our most popular sessions:

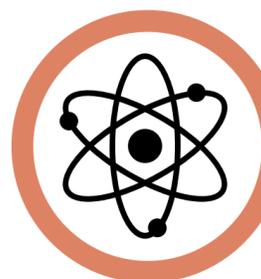


## History

**Ancient Greece**

**Mayan Civilisation**

**The Romans**



## Science

**Animal Adaptation**

**Climate Change**

**Earth and Space**

**Rocks in Action**



## Geography

**Africa**

**Biomes**

**Frozen Kingdoms**

**Investigating Our World**

**Mountains**

**Rainforests**

**Rivers**

**Road Trip USA**

**Volcanoes**

We can modify most of our workshops to suit different needs and age ranges.

For example, as an alternative to **'Biomes' in KS2**, we offer **'Weather Around the World' for KS1**. If you have a specific science or geography objective in mind, **GET IN TOUCH!**





# HISTORY

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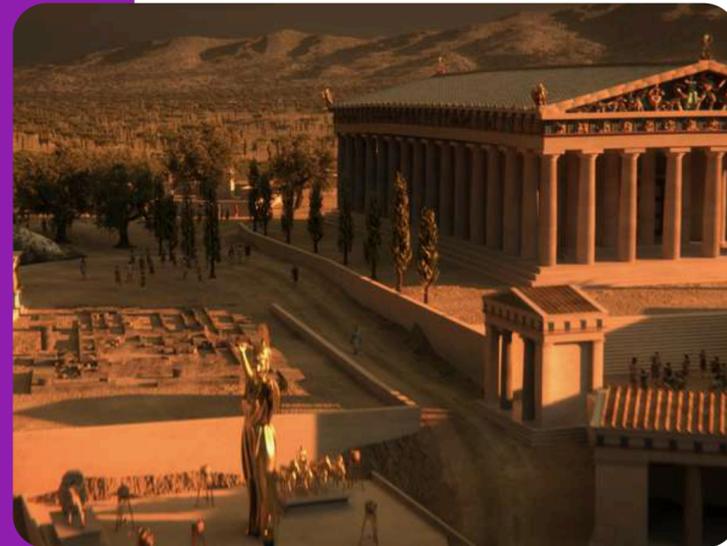
Justin came into school to work with our Year 3 pupils for a VR session on the theme of Ancient Greece. The engagement was fantastic and the children were extremely enthusiastic and spoke positively and with excitement following the session. We look forward to Justin returning to work with other year groups later in the year...



# Ancient Greece

Step back over two millennia and experience the birthplace of Western civilisation with our immersive VR journey, tailored specifically for KS2 pupils. This workshop offers a unique exploration of Ancient Greek architecture, mythology, daily life, and sporting traditions, bringing to life the era that shaped our modern world. Pupils will explore iconic sites, encounter legendary figures, and discover the cultural innovations that still influence us today.

Ascend the sacred Acropolis to marvel at the Parthenon's majestic columns. Travel to ancient Olympia, birthplace of the Olympic Games, where athletes once competed for glory. Visit Phidias' workshop to witness the master crafting his legendary creations, and stand in awe beneath towering statues of Zeus and Athena!



 [Enquire Now](#)



## Lesson Content:

- Architecture and Innovation:** Explore the architectural marvels of Ancient Greece, from the Parthenon to the temples of Olympia, understanding their engineering brilliance and lasting influence on modern buildings.
- Mythology and Culture:** Encounter the gods and goddesses of Greek mythology and discover how these stories influenced art, literature, and the values of Greek society.
- Daily Life and Society:** Learn about the social structures, trades, and everyday experiences of Ancient Greek citizens, recognising the contrasts within their society.
- Sports and the Olympics:** Understand the origins of the Olympic Games and the role of sports in fostering cultural unity and pride within Ancient Greek civilisation.
- Legacy and Influence:** Discover how Ancient Greece shaped the Western world through democracy, philosophy, art, and science, connecting past achievements to present day life.

Stand beside legendary artefacts, visit iconic ancient sites like the Acropolis and the Temple of Zeus, and witness photorealistic and historically-accurate scenes from the Ancient Olympics and everyday Greek life. Not all VR content is created equal! Our historical images are based on archaeological site surveys and built using wire frame by teams of experts. It's not 'like Ancient Greece', it actually is Ancient Greece!



Workshops were tailor made to our curriculum needs, and adaptations were made to suit the varying needs of the classes. The children left such positive feedback, and are so excited about the prospect of Justin returning again later in the year. Many thanks for an outstanding VR experience.

-Deb Robbins, St Peter's CE Primary School



45- 55  
Minutes



History

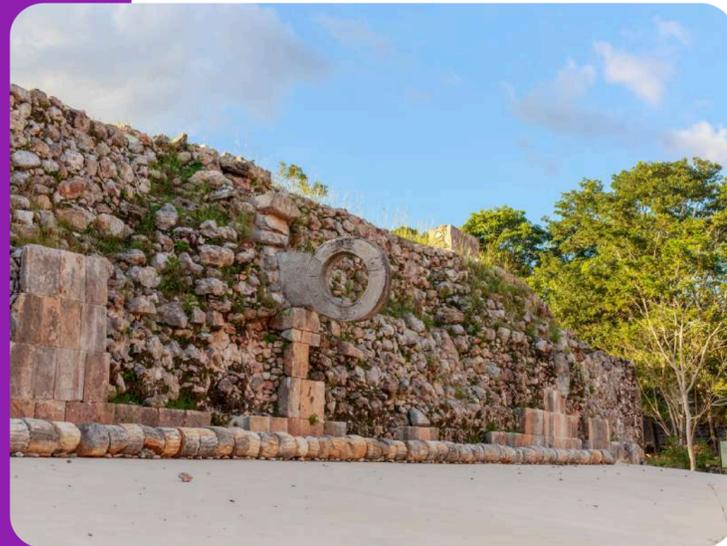
## National Curriculum Objective

The legacy of Greek culture on later periods in British history, including the present day

# The Maya

Venture deep into the heart of one of history's most remarkable civilisations with our immersive VR journey, tailored specifically for KS2 students. This workshop unveils the mysteries, achievements, and cultural richness of the ancient Maya, from their towering temple pyramids to their sophisticated understanding of astronomy and mathematics. Through the power of virtual reality, students will explore monumental sites, discover sacred rituals, and connect with the spiritual beliefs that defined this extraordinary non-European society.

Journey through the heart of the ancient Maya world. First, explore Tikal's towering temples and their cosmic alignments; then, descend into sacred underwater caves to uncover burial rituals; next, walk the ball courts where myth met sport; and finally, connect with jaguars and other spirit animals that shaped Mayan beliefs.



[Enquire Now](#)



## Lesson Content:

- Architectural Mastery:** Explore the magnificent temple pyramids of Tikal and other Maya cities, understanding their sophisticated construction, astronomical alignments, and the mathematical precision that made these structures possible.
- Religious Beliefs and Rituals:** Discover the sacred ceremonies, burial practices, and underwater cave rituals that connected the Maya to their gods, exploring how religion shaped every aspect of their civilisation.
- Sport and Culture:** Experience the ancient ball game Pok-ta-Pok, learning how this dramatic sport combined athletic skill with spiritual significance and understanding its role in Maya society.
- Spiritual Connections:** Meet the jaguars, serpents, and other spirit animals that held deep meaning for the Maya, discovering how these creatures influenced art, mythology, and daily life.

Experience authentic 360° imagery from Tikal, Chichen Itza, sacred cenotes, and ancient ball courts across Mesoamerica. Through virtual exploration, students will witness the grandeur of Maya civilisation and understand what made this society so distinctive.



Justin has an excellent manner and rapport with the pupils and I would recommend him to any school wanting to create broad and exciting learning experiences for their pupils.

-Sam Butters, Headteacher, Airy Hill CP



45- 55  
Minutes



History

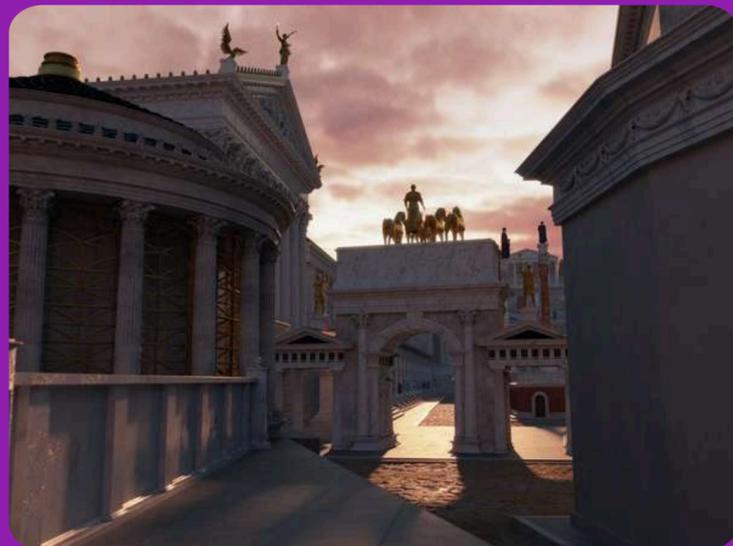
## National Curriculum Objective

A non-European society that contrasts with British history – Mayan civilisation  
c. AD 900

# The Romans

Embark on a thrilling VR journey back to the zenith of the Roman Empire. This immersive experience unveils the innovation, architecture, and daily life of Ancient Rome, from the splendour of the wealthy citizens to the iconic Colosseum. Through detailed virtual environments and vivid reconstructions, students will gain a captivating insight into the impact and legacy of Rome's dominion, bringing the wonders of Ancient Rome to life like never before.

Begin by stepping back in time through Ancient Rome's grandest sites. As you continue, journey from the opulent villas of Palatine Hill to the bustling Forum's marketplace and temples. Become a spectator at the Circus Maximus and explore the streets of Pompeii before eventually descending into the Colosseum's underground chambers, where gladiators and exotic beasts once awaited their fate.



[Enquire Now](#)



## Lesson Content:

- Architectural Wonders:** Recognise the significance of Roman engineering and architecture through iconic structures like the Colosseum, aqueducts, and amphitheatres, discovering how these innovations shaped future civilisations.
- Insight into Roman Society:** Delve into the inventions, social structures, and daily routines of Ancient Rome, from gladiatorial combat to trade and politics, appreciating its profound influence on modern Western civilisation.
- The Roman Empire:** Understand how Rome expanded from a single city to dominate much of Europe, North Africa, and the Middle East, exploring the military might and strategic genius that built this vast empire.
- Cultural and Scientific Achievements:** Discover Roman innovations in law, language, art, and engineering that continue to influence our world today, connecting ancient achievements to modern life.

This workshop is brought to you using authentically recreated 360° imagery and videos from Palatine Hill, the Colosseum, Pompeii, the Roman Forum, and the actual terrain of Ancient Rome. Not all VR content is created equal! Our historical images are based on archaeological site surveys and built using wire frame by teams of experts. It's not 'like Ancient Rome', it actually is Ancient Rome!



Children and staff had a fantastic experience taking part in the VR workshops, which had been tailored to exactly what we wanted. Justin was extremely knowledgeable and had a great manner with the children easily keeping them engaged and motivated throughout the sessions. Thank you!

-Lucy Hodges, Trinity Academy Richmond



45- 55  
Minutes



History

## National Curriculum Objective

The legacy of Roman culture (art, architecture or literature) on later periods in British history

# Timetabling

## Choose Your Own Timetable

This is an example for what a typical 6 session day would look like. Most schools prefer to send their own timetable for the day because they have the knowledge of the intricacies of their own school day.

Start	End	Session	Class/Group
09:00	09:45	Session 1	Group 1
09:50	10:35	Session 2	Group 2
10:40	11:25	Session 3	Group 3
11:30	12:15	Session 4	Group 4
LUNCH			
13:15	14:10	Session 5	Group 5
14:15	15:05	Session 6	Group 6

Sessions do not have to run in any specific sequence or age order.

Remember, every class/group can choose a different workshop topic to best meet their curriculum needs.



### We Provide the Equipment

We can adapt to a standard classroom or any suitable space within the school premises as long as it has tables, chairs, a laptop/PC and a big screen. We bring all the rest.



### Timings to Suit You

We can adapt the start and end times of the sessions, or the duration of the sessions to suit your school's needs. We are experienced teachers, so we know how to be flexible!



### Customisable Lessons

Our lessons, slides and content is not an off-the-shelf platform. We have carefully designed each and every workshop. The advantage of this is that we can adapt and change sessions to meet your exact needs.



### Safety & Safeguarding

The safety of your pupils is paramount. We conduct thorough risk assessments for all our equipment, ensuring its safety. Our team has up-to-date safeguarding training (and have been DSLs themselves). Each have enhanced DBS checks on the update service as part of our commitment to keeping children safe.