



*Public School 3*  
*We fly We soar We achieve*  
*Judith Wilson, Principal*  
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To Whom It May Concern,

Where do I begin to tell you how fortunate I am to have my school, P.S. 3, matched to Warren Black's *VR Quest*. I had waited one year for PENCIL to find an organization just right for P.S. 3. I asked to be matched to an organization that would involve my 4<sup>th</sup> and 5<sup>th</sup> grade students in Technology and at the same time incorporate the Common Core Standards and S.T.E.M. I needed a program that would engage my students at a higher-level of thinking. This is it!

Warren Black, C.E.O. of *VR Quest* has provided my teachers and students with all the tools necessary to implement the program into our technology classroom. There are teacher's guides, advanced video instruction from Mr. Black, VR Head-Mounted Displays and more! The software that Mr. Black has made available to the students of P.S. 3 is state-of-the-art and engaged the students from day one!

Our students have chosen Egypt as the "lead" theme. However, a myriad of other content areas and disciplines are woven into the project to create a unique and challenging cross-curricular experience. The excitement in the room can be felt as students venture out into the world of creating their own 3D video games. Our students had no prior experience building video games but were able to do it with *VR Quest*'s 'kid' friendly instructions. Enough from me! Read what our teachers and kids have to say.

Mr. James Laieta, Grade 5 Gifted & Talented Teacher

"*VR Quest* integrates educational fully- immersive virtual Reality Game Designs into our school day via technology. My students are in the process of creating their own video games that enhances research skills, academic rigor, and a "hands on" approach that commingles the newly aligned Common Core State Standards. My students and I can not get enough of this technological phenomenon that has been brought to us on a "silver platter" by the creator and brainchild of the program, Mr. Warren Black. I spent my summer trained in a program that has broadened my teaching into the 21<sup>st</sup> Century! My students have taken the "quest" to a new and higher level to learning! This program is inspirational, and the answer to a teacher's dream!"

Justine Kostenbader, Technology Teacher

"Children today live in a fast paced, digital world. *VR Quest* uses a 2D and 3D game designing platform to teach research, problem solving, critical thinking, computer/internet literacy along with the Common Core Standards. It's great to see that the students are fully engaged as well as taking ownership and pride in their creations. Is there a part of me that feels guilty that they don't realize how much "work" and research based learning they are actually doing? Nope, not at all!"

Michael Mantello, Grade 5: “This game program provides me with the chance to use my computer skills and think creatively to build my own unique video games. Mars, Egypt, whatever the “quest”, it feels as if I’m brought into that time dimension! I know we are learning, but I feel we are masterminds of being the creators of a great new world!”

Scott Rapport, Grade 5: “Who would have thought that creating your own video game would be brought into the school day? This is one of the best programs I have ever seen! The research components are all there for us to study before taking the journey into another dimension! I just love VR QUEST!”

Chase Tierney, Grade 5: “When my teacher told us we would be creating our own inventive video games, I could not believe my ears! VR QUEST takes my computer knowledge and lets me to study all the subject areas such as Science and Social Studies, and bring it into a whole new learning environment!”

Dante Acquatico, Grade 5: “VR Quest is awesome! Building your own video game, and feeling like you are part of that world creates an “outer body experience”.

Steven Bracco, Grade 5: “VR Quest is such a great leaning tool! I love every bit of it, especially creating my own video games!”

Junhee Lee, Grade 5: “VR Quest is a quest or adventure of learning, computer skills, gathering research, and building upon your knowledge of science and social studies. Learning about Mars and Egypt using VR Quest is much more fun then just reading about it from a text book!”

We are honored and excited to welcome Warren Black to our P.S. 3 family. We invite you to come to P.S. 3 to meet our students and see their finished projects. Students have demonstrated a real excitement and a vested interest in creating their own games. I have attached some quotes to share with you so that you can read what students are saying about their rich experiences into the world of cutting edge technology.

Sincerely,

Judith Wilson  
Principal