



# Rolling Classroom Project

2014

# Our Mission

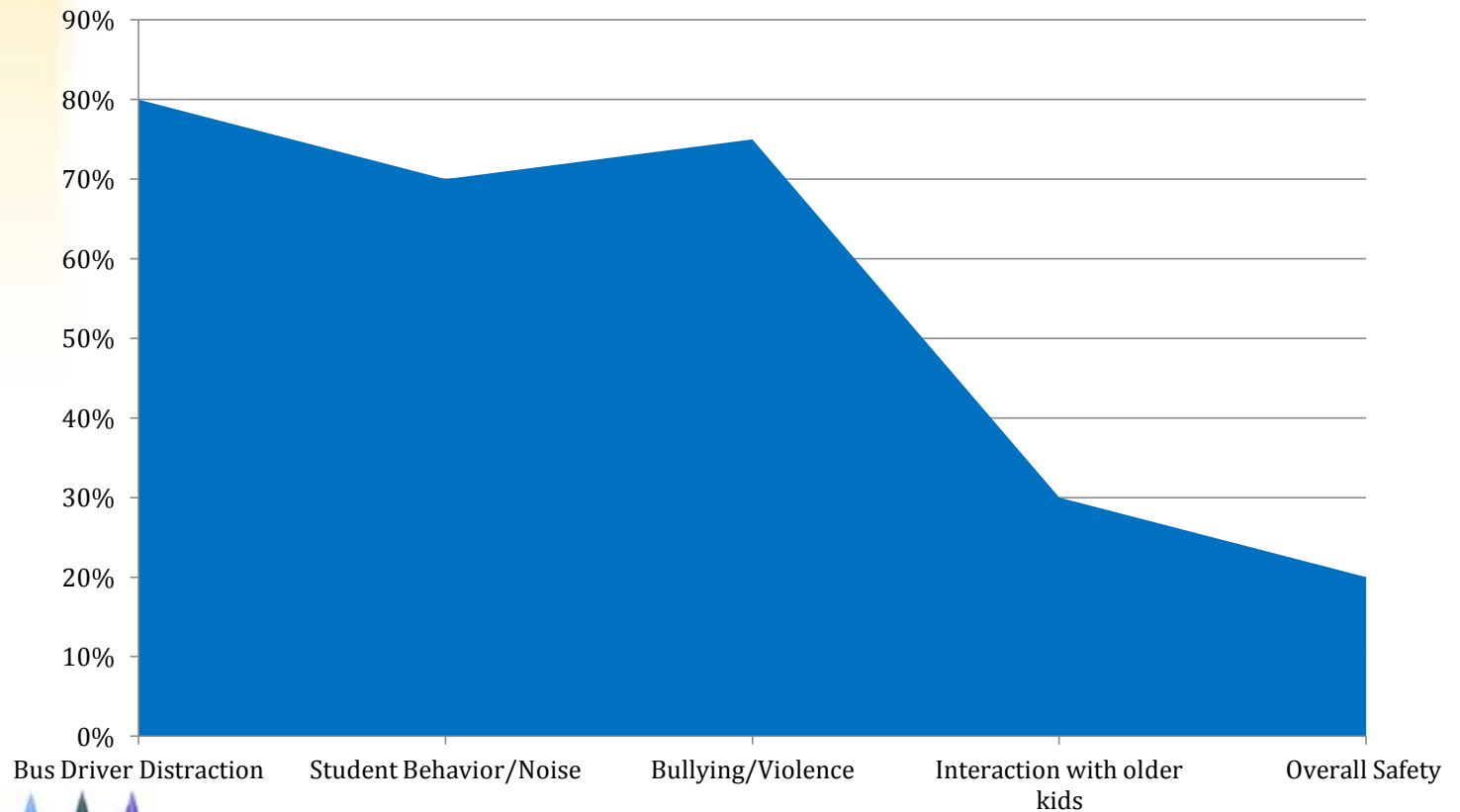


Our group goal was to create the framework for a rolling education project using video, mobile and other digital technologies to deliver educational programming to students on school busses.



# Lessons Learned

*“If students avail themselves of the technology it should change behavior and will also quiet the noise.” – Bus Driver Jack*



**Parents Biggest Areas of Concern for Current Bus Ride**

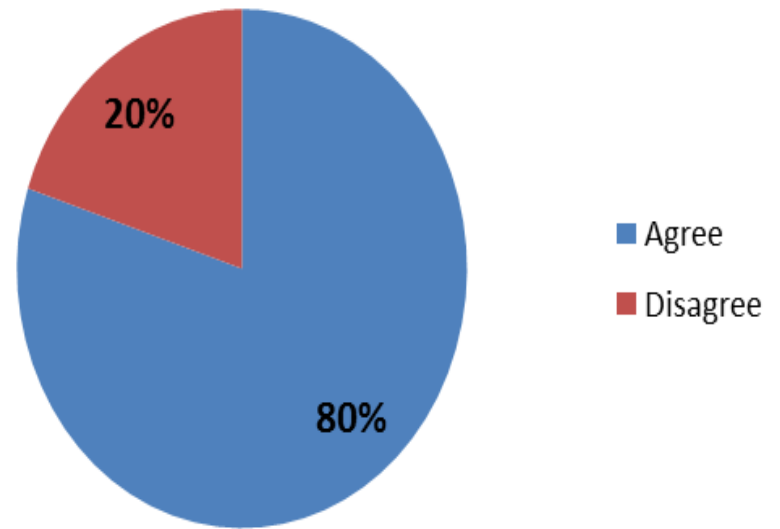


# Engaging Content

*"I think the transition from learning in the classroom that is so structured to academic games on the bus would be a great addition to how my Child learns." – Parent Becky*

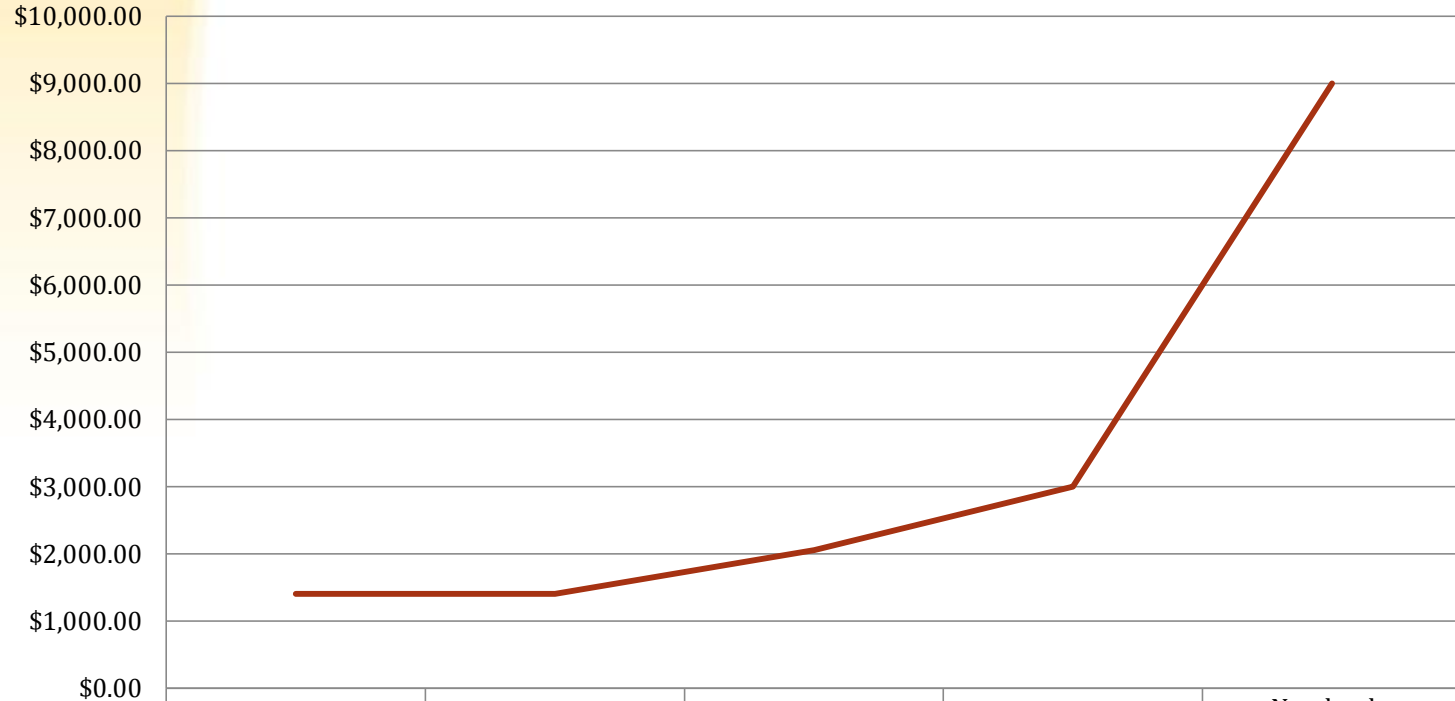
- School News
- History
- Sports Music
- Fitness education
- Words/Phrase of the day or week
- Community current events
- Interactive games, projects

Student Interest in Participation in Technology Project



# Money Vs. Value

## Cost Comparison Per Bus

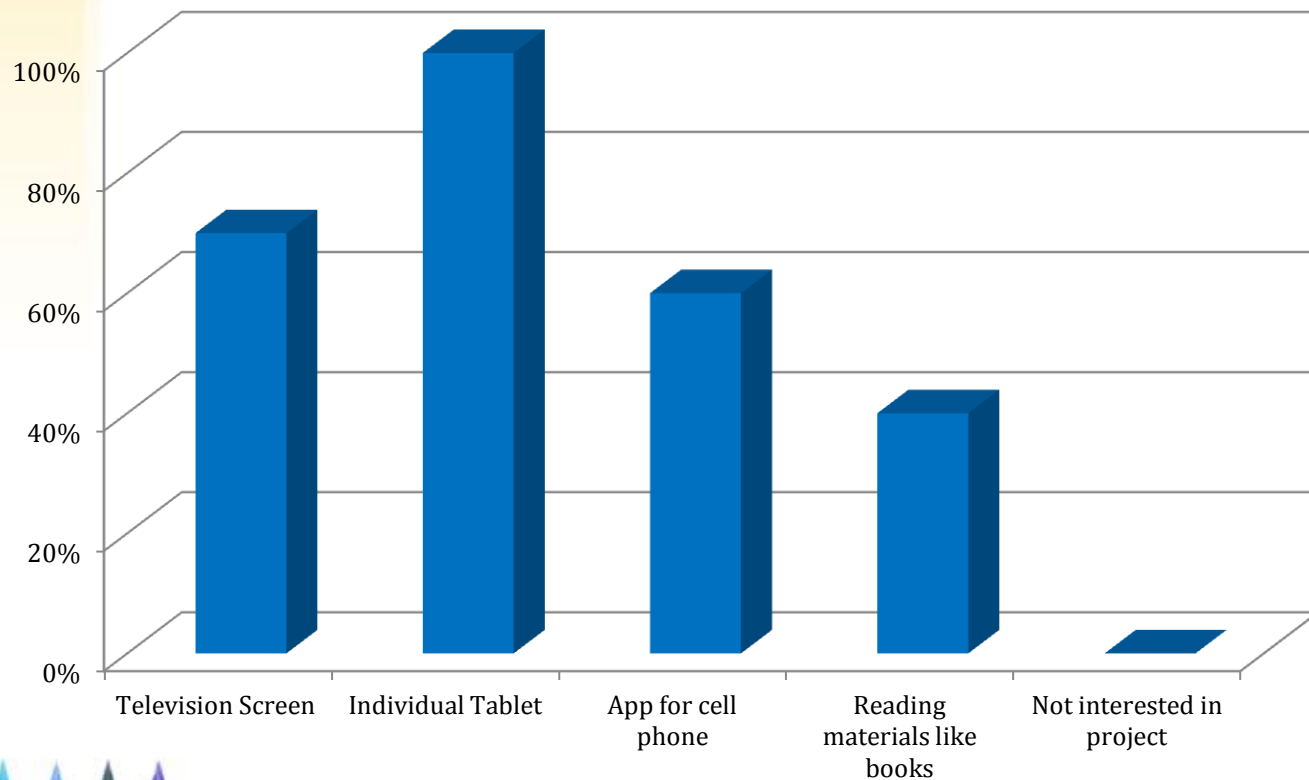


|               |            |            |            |            |            |
|---------------|------------|------------|------------|------------|------------|
| Start Up cost | \$1,400.00 | \$1,400.00 | \$2,050.00 | \$3,000.00 | \$9,000.00 |
|---------------|------------|------------|------------|------------|------------|



# Smart Bus – Wi-Fi

*“I think having a computer or television on the school bus would be really cool!” – Student Ava*



**Student Interest in Participation by Technology Option**

