Rolling Classroom Project
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
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

- 80% Agree
- 20% Disagree
Money Vs. Value

Cost Comparison Per Bus

<table>
<thead>
<tr>
<th></th>
<th>26&quot; Single Screen Monitor &amp; DVD</th>
<th>Wi-Fi</th>
<th>17&quot; Multi Monitors &amp; DVD</th>
<th>Smart phones - 30 Students</th>
<th>Notebooks Smartboards - 30 Students</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start Up cost</td>
<td>$1,400.00</td>
<td>$1,400.00</td>
<td>$2,050.00</td>
<td>$3,000.00</td>
<td>$9,000.00</td>
</tr>
</tbody>
</table>

$0.00  $1,000.00  $2,000.00  $3,000.00  $4,000.00  $5,000.00  $6,000.00  $7,000.00  $8,000.00  $9,000.00  $10,000.00

Money Vs. Value
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