



# EASY WAYS TO USE ESSER FUNDS

## LU Interactive Playground Basic Funding Package for use with ESSER Funds

The LU package can be tailored to your needs and is fully fundable by the current ESSER funds. It supports the dynamic issues affecting children during COVID-19 and can help students learn more while catching up emotionally, physically and mentally.

### What is LU?

School gymnasiums have been the same for the past 50+ years. Lu brings creativity, interdisciplinary transformation and relevant change, including the use of immersive technology and digital resources and strategies. Starting in the gymnasium, the LU playground transforms physical education using the interrelationships of leveraging technology for **whole child learning**.

LU transforms traditional school PE classrooms into interactive learning environments using well-designed activities and a powerful audiovisual, multi-sensory infrastructure. It integrates K-12 education curriculum in a creative way to engage and challenge every child.

The LU Interactive Playground is a smart space that understands, in real time, the behaviors and interactions of people within the transformed environment. It increases the potential for children's success based on three whole child principles:

- Physical Health (e.g. movement, motor skills, fitness, health and wellness);
- Mental/Intellectual Health (e.g. increasing the executive functions of the brain to increase skills in Literacy, Numeracy, Social Studies, Science, Health/PE, Music, Art)
- Social/Emotional Health (e.g. self-esteem, confidence, emotions, self-regulation, motivation, engagement, interests, behavior and attitudes).

These learning efforts are more important than ever in the current environment to help students catch up, learn better and faster, and to get their bodies back in shape with more activity. In fact, studies have found by engaging the whole person, we can accelerate learning and communication in thousands of ways that can build that path to success throughout life while enjoying the journey at the same time.



See the LU Educational Catalog for several examples of educational activities for all ages and the LU Portfolio Chart for how they apply.

## Mapping to ESSER Criteria

The US Department of Education lists 11 key criteria. LU fits the following:

1. Activities to address unique needs of low-income students, students with disabilities, English learners, racial and ethnic minorities, students experiencing homelessness, foster youth.
2. Purchase educational technology (including hardware, software, and connectivity) for students served by LEA, including low-income and IDEA.
3. Provide mental health services and supports.
4. Plan and implement summer learning and supplemental afterschool activities.
5. Provide principals and other school leaders with resources necessary to address needs of their individual schools.
6. Other activities necessary to maintain the operations and continuity of services in the LEA and continuing to employ existing staff of the LEA.

## ESSER Funding Justification

Lu transforms scholastic environments into immersive and interactive spaces using the latest augmented reality technologies and world-class audiovisual equipment (3D cameras, projectors, synchronized lighting and sound systems) paired with a catalog of educational play applications with lessons that are designed by education experts and based on the school curriculum. It simply reinvents physical activity through video games. Lu products are designed with the philosophy that every child deserves to grow and develop to their full potential. They also emphasize the need to prepare for the school of tomorrow by embracing new technologies changing the available space to adapt to all sorts of needs.

Lü translates evidenced research into effective teaching practices. Lu Interactive Playground is likened to a "MAGIC BOX": a room full of resources for people that include subject matter, activities, experiences, skills, digital tools and enjoyment all related to physical activity, childhood fitness, academic and physical development, and success.

The magic behind the LU Interactive Playground is not what children immediately see. Standards-based lesson activities (apps) are presented so that challenge and interest can be ignited through teamwork and immediate feedback. Embedded in the software are design principles involving neuroscience, education, health, and medical research linked to Physical Education and academic learning standards at various levels of difficulty. LU provides opportunities for more engagement in lessons, activities and apps that respond to different ways students learn. Many of the activities can be modified or adapted for students with various challenges and learning difficulties/ disabilities.





The learning system is designed to address the “how to” of transforming the PE classroom. Some of the educational benefits include developing the ability for teachers to:

- **Translate** effective learning theory and learning concepts into practice by integrating academic, digital-age, and kinesthetic learning through movement and physical activity.
- **Integrate** gamification to activate, strengthen, and promote engagement in health, sports, fitness, and physical education, leading to a quality active lifestyle.
- **Provide** an environment that focuses on the parts of the brain and the body that benefit from motor and manipulative, spatial ability, and coordination, linked to social, emotional, and cognitive stimulation and interaction.
- **Provide** immediate feedback on responses to academic and physical tasks using time management, virtual scoreboards and other tools as students are engaged in team and individual sports and fitness activities
- **Reinforce** health, physical education, and academic concepts and topics as they participate seamlessly in physical education and physical activities.



## Simply Spoken:

- The brain works best when used in tandem with the body.
- Children are designed to be moving and active.
- Active and fit children perform better academically.
- Exercise releases endorphins, which help children feel better and relax.
- through movement and creative learning.

Contact Bluum and we can give you a full-scale demonstration and a formal estimate tailored to your needs. Also, if you need funding assistance, we have a cost-free [Grant Assistance Program](#) to help you also, now and in the future.

