

# Bedford Creative Arts - Airships XR Schools Project FAQs

## What year group/ages is the project for?

Year 9 and up. The project uses virtual technology headsets and the learning is pitched at upper school students.

## When will the workshops be happening?

May, June and July 2026

## How do I book?

Email Sadie Hunt at [projects@bedfordcreativearts.org.uk](mailto:projects@bedfordcreativearts.org.uk)

## When is the deadline for bookings?

Friday 24 April 2026

## For Option 1 - Trip

### How many students can attend the trip?

A maximum of 30 students.

### Can you help financially with the cost of coach hire?

Yes, we can pay up to £150 towards the cost of a coach.

### How long is a 'full day'?

This can be arranged with each school individually depending on the length of your school day, and travel time. We will ensure that it fits within your school day.

### What will happen in the workshops?

Students will work in small groups of 4 – 6. The workshop begins with a talk from Dr Atif Ghani (lead Producer on this project), introducing the airships and some of the key concepts. Students are then posed the question – what caused the Airship R101 to crash? Using the virtual reality and mixed reality technology provided, students have the opportunity to explore different answers.

### Where will the workshops be hosted?

We have several partners and possible locations for the workshops – all are in Bedford, and you will be informed once you have confirmed your booking.

### What will students need to bring with them?

A pencil case with pens/pencils and a packed lunch. School staff are also advised to bring a packed lunch.

## For option 2 – Project Host

### What does it mean to be a project host?

We will bring the project to your school, students will participate in the same workshops as the trip option.

### What does the school need to provide to be a host?

- Stable WIFI that can be accessed by external/non-school devices
- IT contact to liaise with prior to the visit to ensure software and technology can be used within fire walls
- Space large enough for 25 – 30 students with sufficient tables and chairs that can be moved to 5 – 6 group configuration, and leave open space for VR headset use (a hall/gym or studio is preferable)
- Enable access to the room 1 hour before hand and 30 minutes after the workshop
- Projector or screen to share presentation slides
- Between 6 – 10 school laptops or tablets with internet access