



## 2025 ASSEMBLY BILL 364

July 17, 2025 - Introduced by Representatives SNYDER, KITCHENS, KREIBICH and O'CONNOR, cosponsored by Senator FEYEN. Referred to Committee on Science, Technology, and AI.

1     **AN ACT relating to:** a virtual reality technology pilot program for school  
2           districts.

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### *Analysis by the Legislative Reference Bureau*

This bill requires the Department of Public Instruction to administer a pilot program to award a contract to an entity to provide a virtual reality technology program in one rural school district, one suburban school district, and one urban school district, each of which is selected by DPI. As part of the contract, the entity must agree to provide the virtual reality technology program to at least 16,000 pupils and provide at least 3,200 virtual reality headsets for use in the participating school districts. Under the bill, the virtual reality technology program must satisfy various criteria, including the following:

1) It is aligned with the state model academic standards for math and science in grades 6 to 12.

2) It has demonstrated significant improvement in Algebra 1 benchmark assessments through a research-backed, spatially enhanced approach to mathematical concepts, as verified by a third-party evaluation—specifically, a randomized, controlled trial.

3) It includes a formative assessment platform that a) allows pupils to take assessments aligned with the state model academic standards for math and science and b) provides assessment results to teachers and school district administrators in a manner that allows them to monitor pupils' progress toward meeting the math and science standards throughout the school year.

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The bill also requires DPI to provide to individuals who teach math in the middle or high school grades in the participating school districts coaching, which DPI must ensure is delivered in the classroom, and training on how to effectively use the virtual reality technology program in the classroom. Finally, the bill requires DPI to provide to the standing legislative committees on education monthly written reports on the status of the selection of an entity to provide the virtual reality technology program and the implementation of the virtual reality technology pilot program.

For further information see the state fiscal estimate, which will be printed as an appendix to this bill.

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***The people of the state of Wisconsin, represented in senate and assembly, do enact as follows:***

**SECTION 9134. Nonstatutory provisions; Public Instruction.**

**(1) VIRTUAL REALITY TECHNOLOGY PROGRAM; PILOT PROGRAM.**

**(a) Definitions.** In this subsection:

1. "Department" means the department of public instruction.

2. "Rural school district" means a school district that, in the previous school year, had a membership of no more than 745 pupils.

3. "Suburban school district" means a school district that, in the previous school year, had a membership of more than 745 pupils but less than 18,000 pupils.

4. "Urban school district" means a school district that, in the previous school year, had a membership of at least 18,000 pupils. "Urban school district" does not include a school district operating under ch. 119.

5. "Virtual reality technology program" means an experiential learning platform that satisfies all of the following criteria:

a. It is aligned with the state model academic standards for math and science for grades 6 to 12.

b. It has demonstrated significant improvement in Algebra 1 benchmark

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1 assessments through a research-backed, spatially enhanced approach to  
2 mathematical concepts, as verified by a randomized, controlled trial conducted by a  
3 3rd party.

4 c. It immerses pupils in real-world problems in the economy to build career  
5 exposure and relevance, utilizing 3-dimensional models and interactive models that  
6 visualize and manipulate abstract mathematical concepts that pupils typically  
7 struggle to grasp, retain, and apply.

8 d. It offers tactile, multimodal learning experiences that derive and teach  
9 math concepts and skills for science, technology, engineering, and math education  
10 in grades 6 to 12.

11 e. It includes a formative assessment platform that allows pupils to take  
12 formative assessments aligned with the state model academic standards for math  
13 and science and provides results on those assessments to teachers and school  
14 district administrators in a manner that allows teachers and school district  
15 administrators to monitor pupils' progress on those state model academic  
16 standards throughout the school year.

17 (b) *Pilot program.* 1. The department shall award, using a competitive  
18 request-for-proposals process, a contract to an entity to provide a virtual reality  
19 technology program in 3 school districts, as selected by the department under subd.  
20 2., during the school year in which this subsection takes effect and the subsequent  
21 2 school years. The contract awarded under this subdivision shall require that the  
22 entity providing the virtual reality technology program provide the virtual reality  
23 technology program to at least 16,000 pupils in this state and provide at least 3,200

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1 virtual reality headsets for use in the school districts selected to participate in the  
2 program.

3 2. The department shall select one rural school district, one suburban school  
4 district, and one urban school district to participate in the pilot program under this  
5 subsection.

6 3. The department shall provide to individuals who teach middle school or  
7 high school math in a school district participating in the pilot program under this  
8 subsection training and coaching on how to utilize the virtual reality technology  
9 program to deliver effective problem-solving and pupil-centered lessons in the  
10 classroom. The department shall ensure that the coaching provided under this  
11 subdivision is delivered in the classroom.

12 4. The department shall provide to the chairpersons of the education  
13 committees in the assembly and senate a monthly written status report on the  
14 status of contracting for the provision of a virtual reality technology program and  
15 the implementation of the pilot program under this paragraph.

16 (END)