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# THE VR SCHOOL

**OFFICE OF DR. FREEDOM CHETENI**

Superintendent of Schools

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## SCHOOL PROFILE 2025-2026

The VR School

Veritatem Quaero et Progressum

CEEB Code: [Insert CEEB] | Website: [www.thevrschool.org](http://www.thevrschool.org)

Main Campus: 520 Lasuen Mall, Suite 200, Stanford, CA 94305

Phone: (650) 656-0483 | Email: [stanford@thevrschool.org](mailto:stanford@thevrschool.org)

Superintendent: Dr. Freedom Cheteni

Director of College Counseling: Dr. Aultmon

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### THE SCHOOL & MISSION

**"We Declare Missions with a Major Impact."**

Established in 2017 in the heart of Silicon Valley (Stanford, CA), **The VR School** is a pioneering "moonshot" institution that revolutionizes education through the synergistic integration of Variable Reality (VR), Artificial Intelligence, and global collaboration.

Unlike traditional schools, we utilize an **Open Loop Education model**. Our philosophy is grounded in the belief that "Mission Drives the Major." Students do not simply consume curriculum; they identify global challenges and engineer solutions. With campuses in **Stanford, Palo Alto, Ningbo (China), and Singapore**, we offer a borderless, immersive education that prepares students to be architects of the future.

### THE STUDENT BODY

The VR School serves a diverse, globally distributed body of **402 students (Grades 6-12)**. Our community is intentionally inclusive and representative of the global society our graduates will lead.

- **Demographics:** 40% African American, 35% Asian, 15% White, 10% Hispanic/Latino.
- **Global Reach:** 25% of students are international, representing over 20 countries.
- **Access:** 20% of students receive tuition assistance; 15% are supported via IEPs.



- **Professional Achievement:** Our student body includes working professionals—from actors in major studio productions (*The Book of Clarence*, *Underground Railroad*) to entrepreneurs leading "unicorn" status startups.

## ACADEMIC PROGRAM & CURRICULUM

The VR School curriculum exceeds the University of California a-g requirements and is aligned with CCSS, NGSS, and the C3 Framework. However, our delivery is uniquely immersive.

- **Virtual Reality Integration:** 75% of coursework utilizes VR/Online delivery. Abstract concepts in calculus or molecular biology are visualized in 3D immersive environments.
- **"Movement Thinking" Framework:** All courses integrate Dr. Esther Wojcicki's "Moonshot Thinking," requiring students to apply academic standards to real-world problem solving.
- **Institutional Partnerships:** Students access dual enrollment, mentorship, and research opportunities through partnerships with **Stanford University, MIT, Juilliard, De Anza College, and San Jose State University.**

Honors & Advanced Placement (AP)

We offer a rigorous suite of AP and Honors courses. Due to the personalized nature of our "Mission" model, students often engage in university-level research or professional work in lieu of traditional electives.

## GRADING & EVALUATION

The VR School utilizes a **Mastery-Based Assessment** system focused on growth and competency rather than seat time.

- **Proficiency Scale:** Grades reflect a student's mastery of specific skills and standards.
- **Retake Policy:** To encourage resilience and genuine understanding, students are permitted to retake assessments until mastery is demonstrated.
- **Transcript Notation:** While we calculate GPA for external reporting, our internal focus remains on the "Moonshot Innovation Diploma," awarded to students who demonstrate capability in Interdisciplinary Mastery, Global Collaboration, and Purpose-Driven Impact.

Standardized Testing Performance (2023)

Our students consistently outperform state averages, validating the efficacy of immersive learning:

- **Mathematics Proficiency:** 91% (State Avg: 74%)
- **Science Proficiency:** 89% (State Avg: 69%)
- **ELA Proficiency:** 86% (State Avg: 72%)

## CO-CURRICULAR & STUDENT LIFE



- **The Metaverse Campus:** Student life extends into digital spaces where clubs, student government, and social events occur globally, bridging our US and Asia campuses.
- **EduCoin:** The school utilizes a proprietary financial literacy tool (EduCoin Crypto Trademark) to teach economics and fiscal responsibility through real-world application.
- **Athletics & Arts:** Despite our digital focus, we maintain robust physical education and arts programs, viewing physical well-being as essential to intellectual stamina.

## COLLEGE & CAREER MATRICULATION

Graduates of The VR School are "Antifragile"—adaptable, tech-fluent, and purpose-driven. They matriculate to top-tier universities and often bypass traditional career ladders to launch their own ventures.

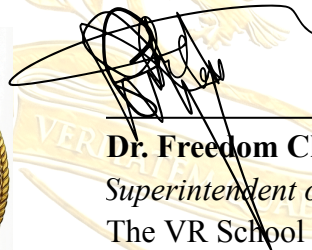
- **University Acceptances:** Graduates have been accepted to leading institutions including Stanford University, MIT, and other top-tier research universities.
- **Industry Placement:** Alumni have founded companies achieving significant valuation (e.g., Nowports) and work in major technology and entertainment sectors immediately post-graduation.

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*Accredited by the Western Association of Schools and Colleges (WASC).*

**The VR School**  
Office of the Registrar

Sincerely,



**Dr. Freedom Cheteni**  
*Superintendent of Schools*  
The VR School  
**Date:** January 10th, 2026