



Why use Sandbox AR?

So augmented reality for us has always been embedded in what we do within the school. Way back in 2010, we brought London to life using augmented reality triggers that would play videos that the children had made on location at London landmarks. But augmented reality was always quite difficult; it was a bit of an add on, it was almost gimmicky in some ways. And the concern was always that we needed a product that was going to be able to be really easily embedded in what we do with children and enable them to get something fundamentally important out of the learning.

The immersive technology that we're using previously was quite static and quite limited in its use. And even though it provided the immersive opportunity, it didn't allow the children the creativity and engagement and freedom to explore their own ideas.

With Sandbox, what we're able to do is create experiences, or have the children create experiences, that are relevant to what they're learning and give them, I suppose, really key ways of being able to show their understanding about anything across the curriculum; whether it's a story, whether it's something from a period of history, or whether it's something geographical. It's easy to use, it's quick to create, and importantly, it's really quick to capture as well.