

Our IT strategy is quite broad. It covers the teaching and learning experience, it covers flexibility, it covers working in the cloud. But the key part of it is the teaching and learning and use of technology across the curriculum.

We launched the Sandbox app with my class in year six about a month ago.

Now in our history lesson, we were learning about ancient Benin.

So we thought it would be a really good way of taking their learning a little bit further in terms of their knowledge and their skill set within a historical setting. So they've done all the work regarding the knowledge that they need to. They've even done a trip to the British Museum and they had a really firm knowledge about the Benin bronzes, using Sandbox AR, about bringing all of that knowledge together for the children to create their own, I suppose in a sense, their own primary resource. They were creating a resource that was pertinent to them because they've got complete control over what it is that they want to showcase to represent their learning.

I'm going to add trees because in Benin there was a lot of greenery. Benin was also known for trading.

So in the past we've used things like Erasma, which is an augmented reality. But a lot of the software that is available is still about giving the children information in various guises, whereas something like sandbox is about them being able to assimilate the learning that they've done and show it and represent it.

Does it feel like playing? Does it feel like learning?

It feels like learning, but it is enjoyable