

I think anyone that uses this will see that the children were extremely excited to use the software. They were desperate, desperate, desperate to use it. But I know that if I were to bring this into one of my history lessons, the excitement and engagement in the room would be extremely high. So it is something that I know we've been talking to the computing lead. We're looking to get some more devices and it's something that I think we will roll out across the whole school.

And I think children from as young as I would say even year one could use this, especially with the computing skills the children have these days.

So I worked with a group. It was year five and year sixes and it was a range of abilities and every single child could access their learning. So it began with a lot of excitement. However, that died down and then became an engagement.

And the children were discussing with each other a range of different things

We were able to build a spear which was almost 2 meters long, and the children were able to understand how big that was in relation to how small the children were. So there's an opportunity to start these really valuable conversations and an opportunity to have key questions whilst the children are building this world also, they are both for spa.

So you wouldn't have the ones from Athens here, would you? I was very impressed to see that the children, maybe the more high attaining children, were able to push their vocabulary and could explain things really well, whereas those children that maybe struggled their learning a little bit more also were able to access this.

But you could see a confidence in them because it was something that they were able to use and it made it very visual for them when their child is actually building that world that you can see whether it's understood the topic, it felt like the learning for all of them was readily available.

They didn't find there was any barriers to learning, which was a great experience.