Sandbox Examples

You'll often see Sandbox being used straight away and somebody will put the actual elephant in the room. And that's wonderful to be able to just have the chance for children to walk around an elephant in a classroom. But actually, we want to do more than that. We want to link that into learning somehow. Otherwise it just becomes the gimmick that we don't want augmented reality to be.

So actually, if you've got a giraffe in the classroom and you've placed that in and it's filling up your three and a half, four metres of ceiling space, what can you then do with that if you relate that to children? And you stand a child next to that? So we began to realise that just by doing a simple thing like taking a screenshot of a child standing next to a giraffe, you could really explore the mathematical possibilities of ratio and proportion. You could really begin to set up mathematical questions when you lay children down against the length of a shark and begin to think about even just setting up simple mathematical arrays where you line up simple objects so children can learn their times tables in an innovative way.

But again, when you let children lead the learning, you get something completely different. So we had a young boy called Noah who was just sitting on the floor for quite a while with his iPad, and all he was doing was setting up a treasure hunt around the room of timestables questions. And he challenged us to find all of the questions that he set up and then to screenshot them when we find them and use Markup to be able to add in the answers. And so all of a sudden, we're now able to say, the children are setting the learning, the children are setting the questions, and other children are able to go around and showcase their learning through simple use of the iPad.