

Have a look at the software yourself and maybe just get a small focus group and have a short period of just kind of free play where the children explore. And through the children's exploration, you get to explore as well.

I think it's very important to also have a focus. So if you are getting the children to use this software, maybe in the lesson have prompt questions, have a clear aim of what you want to get out of the software. Some children may just find that they end up playing, whereas actually if you focus on their learning, they will thoroughly enjoy the learning, but they can get a lot from it as well.

Questions that some of the teachers might be having is that actually can my school afford this? And this is where the beauty of sandbox comes in, because you don't have to invest into anything extra. All you need is an iPad that's working. You need the children to create the worlds, or you can take some of the premade worlds and it takes absolutely no time in making it. I thought it's going to take me so long to do it, but it doesn't and you can just get going.

I would have a very clear learning intention. I would have very clear success criteria for the children, and I would have a very clear image in my mind of what I'd want the outcome to be. And I think the more that you use the software, probably your own expectations will get higher and higher and higher of what you can get from the software.

I think it's important just to make sure that the children have a clear focus while they are using the software. And there's so much on there, there is a possibility that some children might get a little bit lost because there's too much to do. So if you've got a very clear focus and you can set from very clear expectations what you want your outcome to be and what you want the children's outcome to be, I think it could be really successful.

I think what I personally would use it either at the beginning of a history unit to excite the children and get them engaged, or you could use it throughout, or it could again be a nice way to do a little bit of assessment towards the end of a unit, for example, in Maya Temple, you could get the children to discuss what they would include in there, why they're including certain things, why they chosen to put things in certain places.

And I think just through the children's discussion, through using the software, you would definitely get a great level of assessment.