



How have you been using Sandbox?

So one of the key curriculum areas we use Sandbox AR within was when we studied the polar regions and polar climate. One of our key texts in English is to do it in Shackleton and his journey on the Endurance. So we allowed the children to develop the learning gain and understand all charts and journey through the text that we used in English and through the resources on LGfL and then we enabled the children to then take the Sandbox AR and build their own polar region. And the idea behind this was to try to feel conditions. It's one thing to look at conditions that Shackleton so I enjoy to actually try and be amazed within those conditions and feels if the snow is touching you on the cheek and hear the sounds of the wind and walking through the huge crevasse on an endless trek really brought that lane into life for the children. Some of the resources that we use, some LGfL which were invaluable in the children's learning, was the use of video and text embedded within the diary and journal entries and the timelines and the short snippets of audio enabled the children to be more amazed and understanding of the hardships that Shackleton and his crew had to face.

Suddenly Wilson shouted Hold on to the sledge and I saw him slip a leg into a crevasse. I jumped to the sledge but saw.

Nothing, which then linked nicely to their thought process when building their own polar region within the Sandbox AR because they could think about the conditions, the animals and what sort of hardships that they would potentially face while navigating this difficult climate. One of the key resources you use was the webinar and zoom meetings that we attended through LGfL with a team of scientists who were tracking through the Antarctic in real time. So they would document their journey and their science experiments that they were conducting which gave us another sort of facet of understanding with regards to what it was like to live and trek in that harsh, hostile climate. I think this was fair and embedded by the fact that the pupils were also able to be involved in designing a logo to attach to the flag, which also was planted as part of this expedition. The way we've used Sandbox AR in coding club that I run after school, we sort of tied it a little bit to Scratch programming, created platform games using Scratch and then we had to go creating our own Immersive platform AR game through the Sandbox app. So we put obstacles to navigate through, we created mazes, things to try and climb over.

So someone tried to create a virtual hide and seek game through the app. The idea of Sandbox ARB and Mesa has been favouring bold and by the use of the now press play kit. So not only do we have that visual Immersive experience, we also have that audio experience and this can be ranged from the sound effects to do with the weather. It can be a theme of music that might relate to the topic. It can even be a style of classical music that helps to engage and start learning. It to feel like they are not only seeing what's in front of them, but hearing the environment around them as well.