# CORE USE OF CLASS DEVICES WITH KS2

MATHS

Various maths EdTech tools can fit within weekly teaching and also work as homework options. Such ntervention and gamification tools have become more sophisticated over time, with analysis and targeting of tasks.

Products like Learning by Questions provide live feedback and formative assessment as children progress through their class learning. Best at upper KS2 and used amongst a mix of approaches, in our opinion, and assisted with workings on paper.
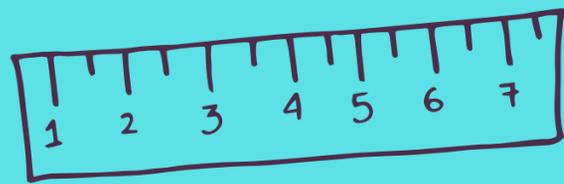
WRITING

Handwriting at primary leads into keyboard skills before secondary education. Building typed tasks into your curriculum can be achieved through many subjects, and allowing children to experience the ability to re-structure their writing can be motivational and liberating.

Combining written words with visuals in an appealing way is a key skill and part of modern communication.

STRUCTURE + LINK WITH HOME

Post-lockdown, do continue with a learning platform for homework and communication between teacher / parent / child. Such platforms can be great places to structure tasks or simply deliver instructions, including web links. They provide the possibility for children to reflect on learning, perhaps with video or sound, while encouraging self-reliance and independence.

READING / SPAG

Numerous software tools will assist with comprehension and SPAG - yet as with any venture, be aware that children can become bored by the same approach year after year. If reading from a screen motivates reluctant readers, do use this at times to encourage.

COMPUTER SCIENCE & E-SAFETY

The Computing curriculum, including computer science & online safety, requires class devices. Children might use web-based coding environments, or programming hardware such as Microbits.

& ANY OTHER SUBJECT

- Online guided tours
- Web resources and video content
- Quizzing options
- Collaborative tools
- Mind-mapping and planning
- Pre-recorded video lessons, including from pre-existing resources

DEVICE CHOICES

While we choose to equip most teachers with PC laptops - and would also suggest that small sets of iPads can be useful devices - we are very pleased to be using Chromebooks as our majority, staple device for children. Many, many schools are discovering the economic and time-efficient nature of such devices, including the simplest remote management and best battery life.

That doesn't mean we think the full Google eco-system is the best place for primary children - in many ways it is third party software that suits this age-group. Yet using a Google log-in, augmented by an easy single sign-on system, is a great way to open up a multitude of options, all synced-in with the same password details.

Learning by Questions

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EdTech Demonstrator Programme