

ENCOURAGE CREATIVITY

Text

With Activexpression, every student can contribute their ideas. Whereas previously, a few extrovert students would put up their hands to offer ideas, now all students can send their ideas. This flipchart shows one good use of this. Ask students to decide what gadgets they will use in the story. All answers can be displayed, encouraging students' creativity and letting them share all the best ideas.

The year is 2134 and the Intergalactic Space Police are on the trail of a master criminal, who has stolen the Life Diamond (the diamond at the centre of the earth's core that controls the planet's temperature).

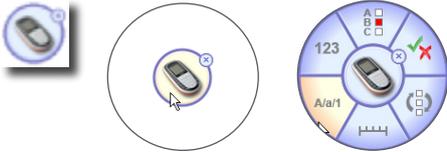
Write a science fiction adventure based on this idea.

You will need to decide:

- Who goes on the quest for the diamond
- What problems they face
- What fantasy gadgets they have
- How the quest ends

Where the story's set Characters Gadgets they use Problems they have

To ask this question:



What can the teacher do with the results?

The teacher just has to click the Word Seed button and the suggested names of the story's setting can be pasted on the flipchart. Many opportunities then arise for discussing which names to use. You can also list the results by name, so you can see who gave which response.

Where the story's set Characters Gadgets they use Problems they have

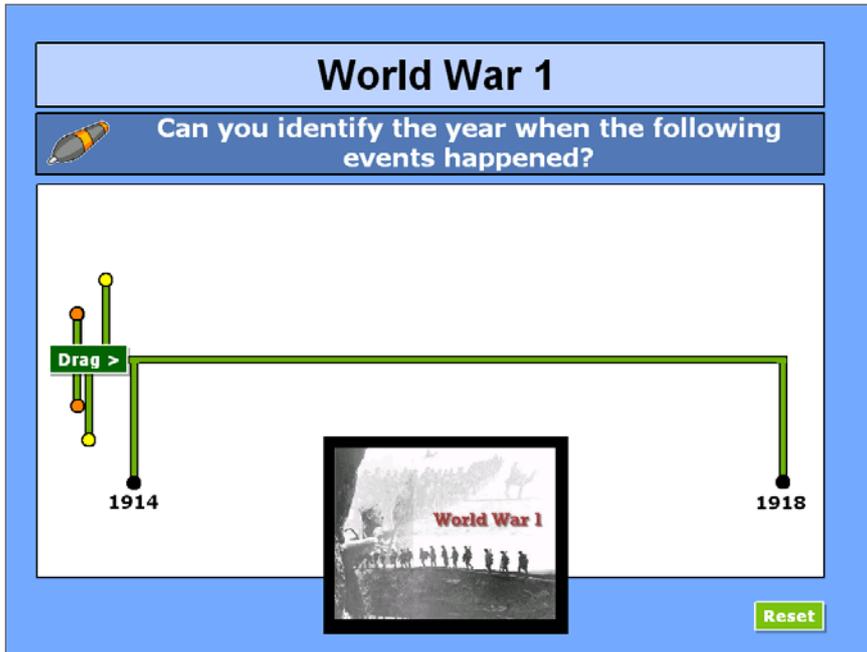
Planet blob KLARK Land of Zelda Pluto Luna Megloo Mars earth jj Planet of doom Celeste Krypton Vulkan lo Iggle Triklöp

Name	Response	Time
Alex	Planet blob	0.0 s
Bashir	lo	0.0 s
David	Triklöp	0.0 s
Dorina	Planet of doom	0.0 s
Gregg	earth	0.0 s
Jane	Iggle	0.0 s
John	Vulkan	0.0 s
Liam	Celeste	0.0 s
Maria	jj	0.0 s
Nicola	Mars	0.0 s
Sam	KLARK	0.0 s
Selda	Land of Zelda	0.0 s
Simon	Luna	0.0 s
Stewart	Megloo	0.0 s
Susan	Krypton	0.0 s
Vicky	Pluto	0.0 s

FUN AND UNDERSTANDING

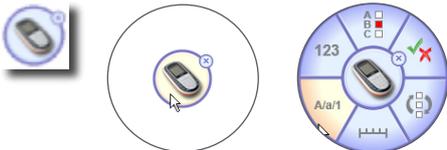
Text

You can quickly check how much your students have learned using questions such as the one shown here. Events are dragged from behind the picture and students are asked to text the month and year when they think the event took place. This element of fun means even students who don't know the answer can be encouraged to guess, helping them to understand the subject.



The image shows a digital interface for a World War 1 activity. At the top, a light blue box contains the title "World War 1". Below it, a dark blue box with a pencil icon asks, "Can you identify the year when the following events happened?". The main area is a white timeline with a green line. On the left, there are several colored dots (yellow, orange, red, green) and a green box with "Drag >" and a right-pointing arrow. A vertical line extends from the "1914" mark on the timeline to the "Drag >" box. A horizontal line extends from the "Drag >" box to the right, and a vertical line drops down to the "1918" mark. In the center of the timeline, there is a small black-bordered image of soldiers in a trench with the text "World War 1" overlaid. At the bottom right of the interface is a green "Reset" button.

To ask this question:



A MIXTURE OF LEARNING STYLES

Text

The examples here mix kinaesthetic and aural learning styles with a text vote. Students can answer a question while listening to music or a speech. They can send the outcome of an experiment to the board so that all students can see all results.

Send one word from this French speech

Hint: This recording is about French trains

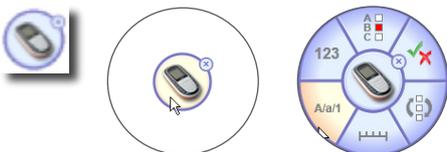
Send one instrument you can hear

Felix Mendelssohn: Overture to "Fingal's Cave"

Using a stopwatch in an experiment

How long does it take the water to boil?

To ask these questions:



What can the teacher do with the results?

We have used the Fingal's Cave question here. Click the Word Seed button to paste the instruments identified on the display. Students can vote again to name the remaining missing instruments. Many follow-on exercises can then be done: sort the instruments into sections of the orchestra; put the instruments in the order in which they first appear in Fingal's Cave.

Send one instrument you can hear

Felix Mendelssohn: Overture to "Fingal's Cave"

cello bassoon clarinet trumpet tuba
violin percussion flute
cello trumpet trombone violin violin

Instrument	Count	Percentage
bassoon	1	5.67%
cello	2	13.33%
clarinet	1	5.67%
flute	1	5.67%
harp	1	5.67%
percussion	1	5.67%
trombone	1	5.67%
trumpet	2	13.33%
tuba	1	5.67%
violin	4	26.67%