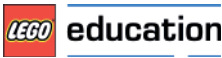


Whether you are looking to reward students, engage more difficult groups, or trial new technologies with staff and students, Tablet Academy Pupil Engagement Workshops can be tailored to meet your needs.

Our workshops can be designed in partnership with you to meet a particular curriculum requirement, inspire the school community or motivate less engaged student. Example of such activities include:

LEGO Education



Build it and they will come - or will they? Well they will if they can program what they build. Challenge and reward your students by booking a LEGO education workshop delivered by our LEGO Education Teachers and allow your students to design, build and program robots, cars, or whatever their imagination allows. These are offered at both KS1/2 and KS3/4.

Minecraft



Minecraft instantly engages students. The immersive experience helps students create and collaborate in support of their learning. Our Minecraft sessions can be tailored to meet your curriculum focus, be that creative writing or exploring a mathematical theory, the opportunities are endless. We use a specially adapted version of Minecraft (MinecraftEDU) which has been designed specifically for schools and teachers.

CSI - Forensics



In this, our most popular workshop, students have to solve a crime using 21st Century Skills, Science, Mathematics and logical thinking. Working in teams they must collect evidence, analyse clues and create a written report as to their hypothesis, which they then share and discuss with the rest of the class.



S.T.E.M.

This workshop consists of 6 activities which are designed to challenge pupil's understanding of Science, Technology, Engineering and Mathematics. Students work in groups to solve an equation, program a Turtle, investigate a murder and much more.



Robots Festival

If there is anything students love, its Robots. Our Robots Festival provides students with the opportunity to take control and program a range of robots to complete obstacle courses, solve mathematical challenges and cover elements of the computing curriculum, all in one activity.



Augmented Reality

Augmented reality is the latest technology which allows digital content to merge with real life camera feeds. This workshop allows students to create digital content as videos that load before your eyes and become part of the real world.



Modern Languages

This workshop consists of a number of short activities through which staff and pupils can discover how they can better learn languages. It can also be tailored to meet E.A.L. requirements.



Literacy through Animation and Video production

Video production and animation projects can combine a number of cross curricular skills and activities that help engage the most reluctant writers. The approach we take has been proven to raise literacy levels and build on collaborative learning skills.