

PRIMARY

LEARNING RESOURCES

+ DIGITAL COLLECTIONS

LONDON
GRID FOR LEARNING



Magazine Version: 1.0

MIXED REALITY

INNOVATIVE VIRTUAL
AND AUGMENTED-
REALITY APPS BRING
HISTORY TO LIFE **P14**



SIGURD AND THE DRAGON **P37**



ANCIENT EGYPT **P38**



PREHISTORIC BRITAIN **P39**



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+ FEATURES INCLUDE ■ ONLINE SAFETY ■ SEND INCLUSION ■ AR/VR ■ TRAINING HUB

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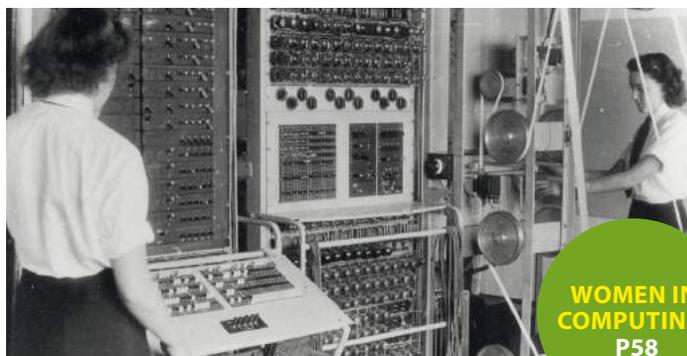
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WELCOME

2018 will see some significant advancements in the service offer for schools, placing informed school choice at the heart of all that we do; evolving the service offer to help you transform not just your teaching and learning but all aspects of your school operation through the uptake of cloud based technology. Despite this revolution, one thing will never change – teaching & learning comes first.

2017 saw a range of initiatives that ensured that LGfL will remain the lead provider of online technology services to London schools and beyond. Refinements to our technical services, unique online content, support for inclusion or our ever expanding safeguarding guidance and support, we continue to ensure that teaching and learning is at the heart of what we do for schools. We are also committed to securing best value for schools, the money you save by being with LGfL can be invested back into your own strategic priorities.

In the first few weeks of the year, we won a ERA Award for our Cyber Pass online safety diagnostic tool. This tool is helping teachers to not only understand the competencies of their learners to help support their curriculum planning but also increasingly it is proving a source of regional data on the competencies of children across London to help inform policy, not just at school level but also within a regional and policy context.

The CyberPass resource embodies the spirit within which we work – we don't just suggest a new approach to learning, wait for a quick 'wow!' and then return to business as usual. We want to make tech work for teachers, meet a clear need (online safety remains 'a challenging area to support learners who have such varying capabilities'), and lay the groundwork for curriculum excellence, whilst ensuring safeguarding is at the heart of all that we support in schools. The ERA Award was recognition of that aim.



Since we launched the LGfL Training Hub in September 2016, over 600 teachers have now benefitted from our curriculum centre of excellence; we have learning resource consultants that can support you directly in school, we boosted bandwidth for all our schools, with an upgrade that truly futureproofs our network; and the community continues to grow to more than 3,000 schools.

Our services are truly national in their reach including Sandwell, Liverpool, Glasgow and Northern Ireland. And we are delighted to provide schoolsafe broadband, cloud services and online learning resources to some of the UK's largest and most successful academy chains. Looking forward to 2018 then, we are ramping up our efforts to bring cloud transformation into education.

There is much more to the cloud than meets the eye, and we are engaged in various projects that will benefit schools looking for help in this area (read more on page 6). As part of this, we have launched the Champions Pilots with both Google and Microsoft which we think will be truly transformational for schools which take part.

At the same time, we will continue to expand our CPD offering, increasing safeguarding activities, rolling out the Free-School Meals Checker to every UK school, and much, much more.

It has been an exciting journey for me so far, and I look forward to the next exciting chapter with you in 2018.

John Jackson
LGfL CEO



Find out more about LGfL at www.lgfl.net
Stay up to date at news.lgfl.net and on social media



Facebook
/LondonGridforLearning



Twitter
@LGfL



SuperCloud starts here!

Transformation, disruption, innovation are words often used in the Ed Tech community to describe the potential of new technologies, and the same goes for cloud technologies. With CEO John Jackson's long experience of using the power of the cloud to transform local government, he is bringing his experience to bear in the education sector. But what's it all about and how can the cloud help busy teachers and cash-strapped schools?

That is the driving force behind our new partnerships with Google, Apple and Microsoft. All offer amazing opportunities for the classrooms of the future, and we are committed to making it easier for any school wanting to make the most of cloud and next-generation digital platforms.

Don't worry though – we aren't forcing this on anyone; our commitment to school choice can be summarised in the concept of 'freedom first', which is at the heart of all that we do for you. We are now helping schools via our training programme, centres of excellence and the new LGfL TV portal, which will help offer a focus for developing the ideas of the senior leaders of tomorrow.

My background in local government can be summed up in one word: transformation. And for me, that is the essence of the cloud.

For many people, 'cloud' is a nebulous term (no pun intended), but I can assure you that this is not just a trendy buzzword.

For me, it is about a different mindset; about getting things done in the most effective way whilst saving real money; about cutting out waste and adding exciting new functionality that allows teachers and students to focus on their core tasks – teaching & learning.

At LGfL TRUSTnet, we are committed to enabling and accelerating cloud adoption. We already offer supercharged,

schoolsafe, value for money connectivity.

But we want to leverage that to enable digital transformation of schools on a large scale. That requires common platforms, services and infrastructure; it means one-and-done, ultra-reliable connectivity; it means pay as you use, not pay when you don't; it means open-source friendly; and in order to be truly responsive to schools' needs, it also means open and interoperable, whether with Google, Apple and Microsoft (see pages 6-7) or with newcomers to the education arena.

Technologists often talk about wanting to cause disruption – that is, to shake up the market and bring about a revolution.

In schools, disruption (albeit with a slightly different meaning) is generally undesirable, so it is important to state that we are not looking to force our users into anything, but we do want to enable them to do a lot more if they so choose! Freedom comes first!

2018 will be a big year for the cloud, so be sure to stay up to speed with the latest developments and take advantage of all the ways we can support you and your community of learners.

news.lgfl.net

G SUITE FOR EDUCATION

Google Classroom and the other G Suite for Education tools are already exciting schools around the world. At LGfL, we are all about digital transformation, so that's why we have formed a strong partnership with Google to help our schools 'go Google'.

Google's strength is the development of technology solutions that 'simply work' and have, at their core, a commitment to innovation. G Suite for Education provides a platform for learning that enables realtime collaboration and helps teachers save time.

G Suite was built in the cloud and as a result enables you to access your work and collaborate from any device, any time, from anywhere. Chromebooks are a really powerful and low cost device that are exceptionally easy to manage with minimal IT support. This is why Chromebooks are the most popular device in US and Swedish schools and UK schools are rapidly seeing the benefits, too.

Around the world, there are more than 70 million active users of the platform (and it is growing rapidly). Teachers and students say that the platform truly drives collaboration



in schools and helps promote a learning culture based on peer-to-peer interaction and project-based activity.

Google Classroom represents Google's biggest investment yet in the education space. At its core, Classroom provides a set of tools to help teachers create and collect assignments paperlessly, including time-saving features like the ability to automatically make a copy of a Google document

for each student. With unlimited storage and no hidden costs, G Suite is a fantastic tool to have in your school's toolkit! With upcoming changes to GDPR, and Google's commitment to compliance and security as a data processor, there's never been a better time to move your school to the cloud.

We have recently launched the Google Cloud Champions programme and 50 schools are currently helping us identify excellent practices - we look forward to sharing these with you soon! We have lots of free G Suite Training available for LGfL schools which you can sign up for at training.lgfl.net. And if your school hasn't already gone Google - what are you waiting for!? We can help you through every step of the way including synchronising users with their USO account. Just get in touch with Oli.Trussell@lgfl.net to find out more.

G Suite

Introducing Classroom

Create, share, and grade assignments with ease. Classroom was designed to help you save time and keep classes organised.

Take Gmail to school

Gmail's spam protection, powerful search, and integrated calendars help you get more done. For education, there are absolutely no ads.

Streamline your class

Create, share, and grade assignments with ease. Classroom helps you keep classes organised, and improve communication with students.

Collaborate on documents

Create and edit docs, spreadsheets, and presentations right in your browser. Multiple people can work at the same time, and every change is saved automatically.

Share in the cloud

Save work files in Drive, access them from any device and share them instantly. No more sending attachments or merging different versions.

Share calendars

Spend less time planning and more time doing with shareable calendars that integrate

seamlessly with Gmail, Drive, Contacts, Sites, and Hangouts.

Create websites

Launch a website for your class, your team, or a project with our easy site builder. All without writing a single line of code.

Meet face to face

Connect any time via video, voice, or text. Use text chat for quick questions and Hangouts for group video calls, virtual office hours, and field trips.

Archive your emails and chats

Manage, retain and search for your organisation's email and on-the-record chats. Export files to Google Drive and preserve your data.

MICROSOFT EDUCATION – OFFICE 365 FOR EDUCATION



In October LGfL and Microsoft reaffirmed their strong partnership and launched a new Cloud Champions programme. It gives 50 innovative schools in London that are focused on leadership, technological advancement and learning the chance to transform their educational offering by integrating technology into their classrooms.

Microsoft Education exists because we are passionate about engaging students and empowering teachers to have better learning outcomes. Everyday we work to understand how we can better support you to enable learning outcomes, access affordable and accessible learning platforms and create collaborative and creative institutions.

ENABLING LEARNING OUTCOMES

Institutions around the world are using Microsoft solutions to give their students 21st century technical skills in STEM, hands on activities to make them career ready and increase inclusivity and opportunities that create the next generation of global citizens. Whether it be using free lesson plans written by educators, tools such as Sway and PowerPoint QuickStarter and/or Skype in the Classroom, students who learn across Microsoft solutions are being supported to thrive inside and outside of the classroom.

AFFORDABLE AND ACCESSIBLE LEARNING PLATFORM

We know how precious your time is in the classroom and how important it is for all the technology that you are

using to simply work. The Microsoft platform is simple to set up and manage, affordable and flexible enough to meet the needs of any individual, classroom, school, college or university. Tools such as OneDrive support high level securing and collaboration in the cloud, enabling students, teachers and parents to access files anywhere, anytime, on any device.

MODERN TOOLS FOR A COLLABORATIVE CLASSROOM

Collaboration is integral to Microsoft Education solutions. Applications such as Microsoft Teams, Skype for Education, SharePoint Online and the Office Web Apps allow for a fully integrated system that connect the physical and digital in real time for truly transformative learning experiences.

We are also flexible and understand that you use different devices across different locations. Whether you are using PCs, laptops or tablets Office 365 for Education will work perfectly well with Macs, iPads, iPhones and Android smartphones and tablets which is why it continues to be the preferred solution for educational and professional institutions worldwide.

EXPERIENCES THAT SPARK CREATIVITY

With Office 365 for Education you can inspire and prepare the creators of tomorrow through fun and collaborative apps that are valuable tools in 21st century classrooms like Minecraft: Education Edition, PowerPoint QuickStarter, Paint 3D, and LEGO® Education WeDo® 2.0.

Unlock new ways to teach and learn with Windows Mixed Reality by transforming abstract concepts into 3D experiences in the classroom, enabling students to investigate more deeply, see more clearly, and learn by doing. Students and teachers can achieve this by allowing students imagination to take shape using Paint 3D. Students can create 3D objects from scratch (see image) or modify someone else's creation. When students

Teams

Collaborate anywhere at anytime; increase your efficiency. Create collaborative classrooms, connect in professional learning communities, and communicate clearly with staff and students.



OneNote

Organise class materials into a single digital notebook; access and prepare lessons and assignments from any device; combine handwritten text, web content, audio and video for more compelling content and personalized learning.



Office 365 for Education

Create dynamic learning experiences in and beyond the classroom with the well-known core productivity applications.



Skype in the Classroom

Open-up the classroom and create exciting, memorable lessons – talk to experts, share ideas and create amazing learning experiences with classrooms from around the world.



Sway

With this digital storytelling app, students and teachers can create and share interactive reports, presentations, personal stories and more.



OneDrive

File storage and collaboration in the cloud, enabling students, teachers and parents to access files anywhere, anytime, on any device.



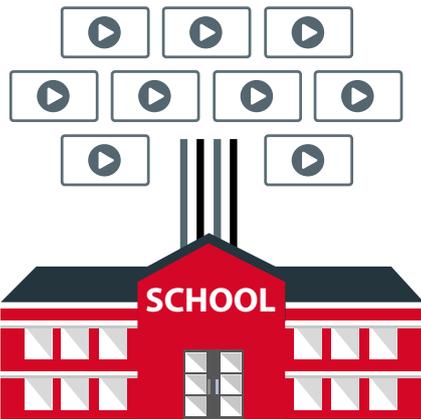
are finished they can share it to their favourite social site or into the physical world using the Remix 3D community. This is true digital transformation.

LEARN MORE WITH LGfL

WATCH MORE

5,280

VIDEOS UPLOADED BY
LGfL SCHOOLS



1,189,741

PUBLIC VIDEOS PLAYED

132,000

PREMIUM VIDEOS PLAYED

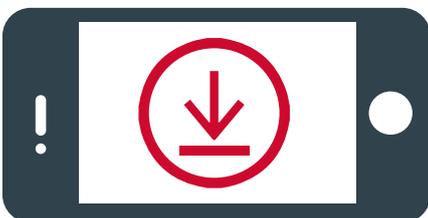
INTERACT MORE

88,000

2017 AUGMENTED-REALITY
APP DOWNLOADS

24,000

2017 VIRTUAL-REALITY
APP DOWNLOADS



LISTEN MORE

57,500

PROFESSIONALLY
RECORDED AUDIO
FILES



READ MORE

36 AUTHORS

728+ INTERVIEW CLIPS
ON READINGZONE LIVE

LEARN MORE

600

TEACHERS TRAINED AS
PART OF LGfL'S CENTRAL
TRAINING PROGRAMME

INSPIRE MORE

617

ATTENDED 2017
ANNUAL CONFERENCE

ENGAGE MORE

15+ MILLION

BUSYTHINGS PAGES
VIEWED IN 2017

“ Thank you for all you are doing to build a SEND community as well as much needed and outstanding resources! ”

Sally Paveley
The bridge, islington

“ LGfL's VideoCentralHD gives us a secure place to store and share video content from teachers and pupils. The ability to share these videos helps us engage parents more in their children's daily lives. ”

Bina Bond
Class teacher, PE leader & Maths development team, Anson Primary

“ I teach in a SEND school, and my class loves the LGfL content we use. Audio Network, for example, is a great resource when creating sensory stories. ”

Kate Bradley
The Bridge School

“ Fantastic resources available to LGfL schools for free! ”

Carol Rockery
EAL Team Havering

“ LGfL is so much more than a broadband provider. It has content that allows us to keep children safe online and enrich their curriculum experience, and provide crucial links to help parents support children at home. ”

Simon Pile
Assistant Headteacher, Anson Primary

FEATURES

BEHIND THE SCENES AT LGfL



THE STATE OF THE CAPITAL

All LGfL schools in London have access to CyberPass to assess the online-safety competencies of their pupils (find out more on page 28). The diagnostic tool not only provides a snapshot for individual schools, but also reveals trends across the capital and helps to inform policy and the support that we can offer to you. We publish regular reports on what we discover – read on to find out more...

If the average online-safety lead in a school were asked to identify an area of strength in the online-safety competence of young people, they would be unlikely to identify dealing with friends online as a strength, albeit against a background of young people living out their friendships online (and therefore developing a deep well of experience to draw from).

Nor, given the problems that schools face with sexting, would you expect 'sharing' to be a top topic (by the way, make sure the excellent sexting guidance from UKCCIS has been circulated, discussed and implemented in your school – this and more via sexting.lgfl.net).

Nonetheless, of the eight themes covered in CyberPass, the data consistently reveals that pupils score highest for skills that relate to managing friendships online, and for knowing what, where, when and how to share.

“ As increasing aspects of our lives move online and with young people spending upwards of 3 hours a day on the internet it is crucial that schools have the time and resources to teach these skills in the classroom. ”

Mark Bentley, Online Safety and Safeguarding Manager commenting on the findings of the survey.

What lies behind this seeming contradiction? We reviewed the questions, and it isn't that the questions were wrong or too easy.

But it certainly provides food for thought. The finding perhaps shows that young people are hearing and understanding messages about how to treat friends online, but either choosing not to apply them in practice or more likely being unable to.

So are the messages we are giving to young people not relevant or not useful? Does it mean that we are not practicing what we preach as adults (surely no pupil in your school has ever found a teacher's holiday snaps on Facebook)?

The answers to both those questions have at least elements of truth to them, but there is no need to throw any babies out with the bathwater. But we do need to equip young people (and adults for that matter) with the tools

to cope with their digital lives.

That means learning when and how to switch off and control the tech designed to control us; it certainly means honing critical thinking skills to spot fake news, fake friends, grooming and radicalization efforts and more besides.

That's what we at the LGfL DigiSafe team are committed to doing through our safeguarding resources, templates and signposting via our portal, as well as training, support and guidance for teachers

Read the full report:

[safeonlinein2017.lgfl.net](https://www.lgfl.net/safeonlinein2017)

Find resources for your Key Stage or area of need:

[saferesources.lgfl.net](https://www.lgfl.net/saferesources)



TO ROAST OR NOT TO ROAST?

“Roast me!” is a phrase I would normally only use when pretending to be a potato, which doesn’t happen all that often. Those of you over a certain age probably feel the same (aspirations to vegetable imitation notwithstanding). But for young people, its alternative meaning can have severe consequences.

It’s not new, but comes around in cycles; whether it is known by this name or not, the chances are that it is happening at your school.

What is it? Put simply, posting a photo or video of yourself alongside the hashtag #roastme and thereby inviting friends and strangers alike to tease you for it. Harmless banter... after all, they literally asked for it? Or something more nefarious?

We mustn’t forget that one person’s teasing is another’s bullying, and the same words can always have a different impact on us depending on who said them; these things can quickly spiral out of control, and sometimes people don’t actually post the photo in question but ‘volunteer’ others.

Asking to be roasted is clearly harmful and self-destructive in some cases (psychologists have likened it to self-harm where the user really is seeking abuse).

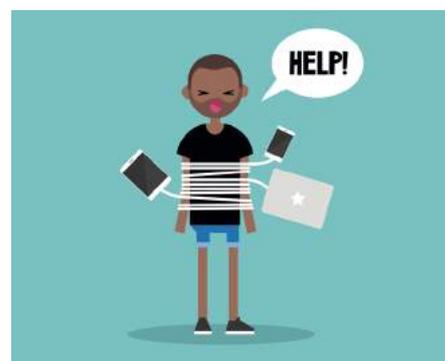
So what to do? Whether you use this half-baked term (pun very much intended) to talk about the issues or just think about all the instant social media putdowns we are all partial to now and again for a laugh at others’ expense, the issues are the same.

We could do worse than encourage young people to stop and ask the perennial self-reflective question “how would it make me feel?”. Even if they asked for it – literally.

For signposts to resources and organisations that help schools and

families with bullying issues:
bullying.lgfl.net

For blogspots like this:
safeblog.lgfl.net



ONLINE SAFETY PORTAL, FEATURING:

- Sexting / Messaging
- Templates for school policies and agreements
- Official documents / guidance
- Parental engagement
- Support, resources and signposting for themes including
 - Livestreaming
 - Gaming
- Sexting
- Grooming
- Bullying
- Radicalisation
- Body image
- Pornography
- Fake news
- ...and many more

Visit the LGfL online-safety portal

os.lgfl.net



GETTING IT WRITE!

Do you constantly hear some children say “I hate writing!” “Writing is boring!” or “Writing makes my hand hurt!”? Are there learners in your classes who struggle with handwriting, spelling and/or grammar? Ones who find a blank page intimidating? There are many young people who struggle to get their ideas onto paper for a range of reasons. WordQ SpeakQ software is available through LGfL and TRUSTnet at no additional cost and can help your reluctant writers express themselves more effectively and with confidence.

GETTING STARTED

Late in 2016, Sarah Davey, a year 6 teacher and ICT coordinator at Tubbenden school in Bromley, came along to an LGfL SEND training course for some ideas for her reluctant writers. She had a few learners with dyslexia in her class and was keen to help children like these write to their potential. Many of them had ideas; it was just a case of getting them on

paper. That day, Sarah learnt about WordQ SpeakQ and how it can be used to facilitate young writers. Eager to try it out, she went back into school the next day, installed it on her laptop and introduced it to a few boys in her class.

BENEFITS

The improvements in the writing of some of her learners was incredible. They were producing more extended

pieces of writing, were gaining in their self-esteem and were developing the motivation to write.

“ WordQ SpeakQ builds confidence by the bucketful. It removes the frustration that writing can sometimes bring. ”

Tubbenden staff have now used

WordQ Speak Q across the school and Sarah has used it with learners from 2 successive year 6 classes. Staff have noticed a wide range of benefits for children, all depending on the learning needs of the individual. Sarah reports that a “larger volume of writing becomes easier to produce, writing becomes legible and unmuddled, children can read it back to themselves with ease and can edit learning very easily”. She finds that learners are able to retain the flow of writing as they are not worrying about spellings or punctuation and they are also supported with word recognition. The software was also found to support a successful thought process when choosing word suitability. One of the biggest benefits that staff have witnessed has been the confidence that learners are building in their writing. Sarah feels they have no fear of being wrong now when they write and that they are braver in their vocabulary choices than they had been.

“The software allows children opportunities to use language they’d perhaps otherwise be afraid to use.”

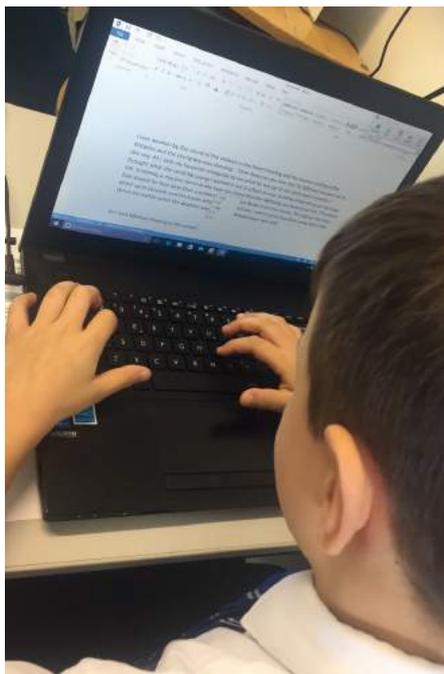
Sarah reports that the learners pick the software up very easily and that as a teacher, WordQ Speak Q enables her “to address the next stages of learning more appropriately because as teacher I can see what the learning focus needs to be”.

MORE ABOUT WORDQ SPEAKQ

WordQ SpeakQ is an easy to use literacy tool which includes Word Prediction, Speech Recognition and Spoken Feedback. It is available to install at no additional cost to all LGfL and TRUSTnet schools and once installed, the WordQ SpeakQ toolbar will appear which can be used online or offline on any programme, wherever a young person can type.

AT HOME

Parents of year 6 learners have also been amazed at the progress and confidence that their children have had with their writing since using WordQ SpeakQ:



“My son showed tremendous progress using the WordQ SpeakQ software alongside having Mrs. Davey as his year 6 teacher. We watched him improve in leaps & bounds.”

SECONDARY SCHOOL USE

A number of London Secondary schools are also looking into using this technology and other solutions with their learners and some are kindly working with LGfL to provide clear support on how such technology can potentially be used in exams. Secondary English staff and SEN staff who attended recent WordQ SpeakQ training sessions report clear potential benefits for many of their students and were particularly interested in utilising the personalised word bank features to support targeted vocabularies when teaching different topics across the curriculum. A number of Secondary schools are currently piloting this software with small numbers of their students.

TRAINING

Many staff from London Secondary and Primary schools recently attended half day courses in Autumn 2017 dedicated to understanding WordQ SpeakQ and 100% reported the highest levels of interest and relevance in



the software following the sessions. They commented that “this is easy to use software” and “is a really helpful tool for students across the board”. Further training on this software will be arranged in 2018 and can be viewed via www.training.lgfl.net or local requests can be made using send@lgfl.net.

CHALLENGES AND SUGGESTIONS

Tubbenden School has experienced some challenges in implementing WordQ SpeakQ such as staff training, the availability of hardware and the use of the software on other devices. Many of these have been overcome by using strategies such as pupil trainers and touch typing classes and LGfL and its providers are currently looking at refining network installation and the use of software on other devices. When using WordQ SpeakQ, Sarah suggests:

“Show the children how the programme works - use simple terms, then let them use and experiment. They will have success very quickly. Within a few sessions confidence becomes much increased with the programme itself and in writing.”

MORE ABOUT USING WORDQ SPEAKQ

Please go to the SEND pages of this booklet or www.wordqspeakq.lgfl.net for more information.

MIXED REALITY

MOVING BEYOND THE WOW FACTOR...

Sometimes it's enough of a struggle to keep up with our standard reality, never mind enhancing it with augmented or virtual reality. So what role does AR/VR have in everyday learning and why does LGfL keep investing in these leading edge technologies?





Choosing the right technology to use in the classroom is fraught with issues. Many times as teachers, we are presented with something that surely must be worth using. But then...

How many schools have voting handsets tucked away somewhere in a store cupboard, or a class set of PDAs? Many of these technologies and approaches have genuinely fantastic and enthusiastic cheerleaders with positive case studies to match.

However, the educational landscape is littered with technologies and software that promised much but delivered little.

So when asked to innovate with technology, a careful strategy is needed to ensure it doesn't eat that precious budget, all for limited impact.

WHY AUGMENT? Why virtualise our surroundings?

Augmented and virtual reality technology could easily fit these descriptions.

They both continue to have the wow factor, and the ever decreasing price of tablet and headset devices and infrastructure required are no longer barriers to presenting this in schools.

But while it isn't hard to produce a 'wow', the question remains: why bother?

In LGfL TRUSTnet's Prehistoric Britain, an extinct virtual Megaloceros Giganteus (Giant / Irish Elk) appears before the student's eyes and walks around the page (or your hand, if you shrink the trigger image).

Any teacher who witnesses the reaction will attest to the undoubted wow factor. The appearance of the animal on the page has far more impact than a static image.

It disrupts the standard pedagogy

“ It disrupts the standard pedagogy and creates a powerful learning experience. ”

and creates a powerful learning experience. The animal is not in isolation, but interacting in full context within the materials.

It is this cognitive attractor that separates the use of AR like this from the standard use of the technology, which is invariably wow-only. The most recent Roman Virtual reality experience places the viewer on Hadrian's Wall as a centurion keeping out the Picts who periodically whizz an arrow past your head as you stand guard. Such experiences can not be created through any other technology and we are starting to see improved learning outcomes as direct result of the use of 'mixed' reality.

Our rigorous editorial process ensures all resources enhance effective teaching and meet curriculum requirements. But best-practice use of augmented reality requires the development and application of further principles.

Central to this is the concept that AR and VR are only used to show or demonstrate something that cannot be seen or experienced without it.

This avoids the obvious pitfall of creating objects that merely look 'cool'. A Megaloceros Giganteus is extinct, so pupils could not experience it in any other way.

But of course, this must be coupled with subject and curriculum context. If there is a disconnect between the experience and the curriculum, then the potential for immediate learning is

lost, and perhaps more importantly, the desire to learn can disappear.

BEHIND THE SCENES

AR is a simple concept. A model, video, sound or image (or a combination) is shown overlaid on the real world.

This is achieved via the camera lens of a mobile device and shown on the screen. The effect is generated by programming the tablet to recognise a 'trigger' or 'tracker' image.

The tricky bit is to maintain the illusion as the device is moved around, leaving the 3D object still in place. With recent innovations such as apples ARKit, the line between augmented and virtual reality is blurring, bringing new experiences to classroom environments for everyone.

WHAT NEXT?

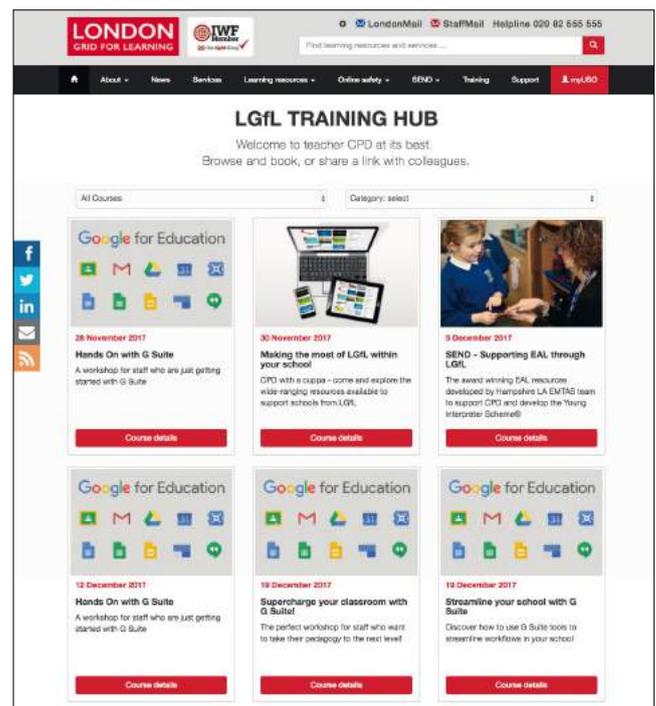
The future is unpredictable but exciting. But one thing is clear: thousands of pupils are already being engaged and drawn into deep learning by using augmented-reality resources from LGfL TRUSTnet.

What's more, 2018 sees further investments at LGfL in mixed (augmented + virtual) reality. Get real? No thanks.

prehistoric.lgfl.net
maya.lgfl.net
ww1.lgfl.net
coldwar.lgfl.net
egypt.lgfl.net
sigurd.lgfl.net
romansxr.lgfl.net

LGfL TRAINING HUB: CPD AT ITS BEST

Since its launch in September 2016 more than 600 teachers have benefitted from a range of continuing professional development programmes. The aim of the cross-curricular programme is to support teachers in the effective delivery of their curriculum areas through the use of technology and LGfL resources.



The training is delivered by a variety of LGfL trainers – all with an extensive and varied teaching background, and often curriculum specialists who have helped create LGfL learning resources. Trainers have an extensive understanding of the latest curriculum challenges and developments, and are experts in the effective use of LGfL resources to raise attainment and achievement for learners in a variety of school contexts.

Training for teachers in the use and deployment of both Google and Microsoft have also featured within the training programme this year to enable teachers and school leaders to use the tools and technology that is right for them within their own school environment.

The majority of training takes place

at the Camden City Learning centre, a location chosen for its Central London location and school-focused facilities.

However, thanks to our wider range of development partners, we have also been able to provide training at both Microsoft and Google headquarters in London as well as hubs in North East London working with Leyton Orient Trust.

Courses are delivered in small groups, ensuring that attendees receive a high quality, responsive and relevant experience. Courses are delivered over a full day, half day, hour INSET sessions and also through webinars ensuring the training meets the needs of teachers throughout the year.

To ensure that as many teachers can attend as possible, all training is provided at no additional charge within the

existing LGfL/TRUSTnet service.

Events are repeated if they are particularly popular or offer guidance that is regularly updated such as online-safety and social media training.

All CPD courses are flexible and tailored to the needs of those who attend. We always make sure that 'hands-on time' is planned into the day so that teachers have time to explore themes and resources with experts on hand to guide and answer questions throughout.

Why not visit the training portal today to see how your school can make the most of this excellent service enhancement? Supercharge your use of LGfL resources to boost achievement and attainment in your school.

training.lgfl.net

LEARNING RESOURCES

WITH 74% COVERAGE OF THE NATIONAL CURRICULUM, YOU'RE BOUND TO FIND LGfL CONTENT THAT WILL ENERGISE TEACHING AND LEARNING



J2BLAST, LEARN TO FLY IN MATHEMATICS P23



SEARCH & RESCUE P22



BALLET BOYZ P31



COUNTER EXTREMISM P29

LEARN MORE WITH LGfL – READ ON TO FIND OUT MORE

BUSY THINGS

Award-winning cross-curriculum activities for the Early years, Key Stages 1 and 2. Busy things is the exemplification of learning through play, and is always coupled with tight curriculum relevance.



It is no coincidence that Busy Things is one of LGfL's most heavily-used resource with over 1 million page turns by London teachers every month.

Busy Things is a wonderfully quirky online educational resource featuring hundreds of award winning curriculum-linked, games, activities and downloadable resources for use within the primary classroom.

Teachers are able to use the curriculum browser to quickly and effectively identify activities suitable for both Key Stage and specific areas of the curriculum. Children are able to

access these activities within school and also using their USO can benefit from these at home.

Busy Things resources quickly engage young minds and retain their interest through quality animation, vibrant colour, wacky sounds and a good injection of Busy Things humour!

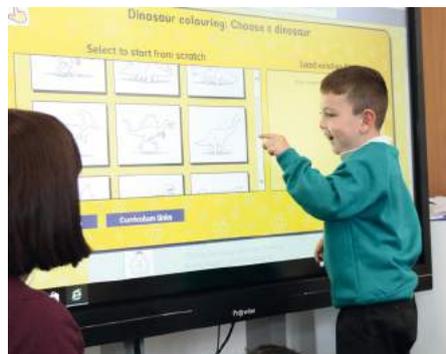
A clear favourite among EYFS and KS1 teachers, where the importance of play is never underrated, there are also many activities for ages 7+ (Key Stage 2), including a range of templates to structure writing across the curriculum.

Easy-to-use paint and publishing

tools are available for creating topic work that can be saved, printed or recorded within the My files area creating individual portfolios. Teachers are able to customise content to suit the individual abilities within their class.

The treasure trove of online materials within the resource is complemented by a vast clipart bank, downloadable worksheets, cut-out characters for craft activities and much much more.

busythings.lgfl.net



“ I use Busy things with children aged 3 and above as a free-access activity within the classroom and for intervention groups. It is ideal for supporting Maths and Literacy, and the art programmes are great for encouraging creativity. I particularly like the clear challenge and progression, and the instant feedback. ”

Rhianwen Dean, Nursery teacher, Knollmead Primary School

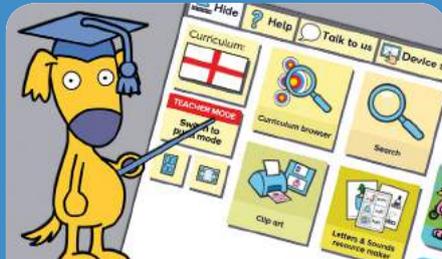
Welcome to Busy Things

Teach • Laugh • Learn



Teacher-led activities

A range of front of class teacher-led engagement tools designed to help you introduce, demonstrate and revise topics.



Teacher Mode

Busy Things has a dedicated teacher mode; an area full of tools to help you plan, personalise content and gather evidence.



Curriculum browser

Speed up lesson planning by finding resources to meet your teaching objectives at a click.



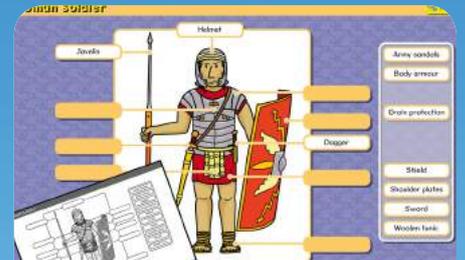
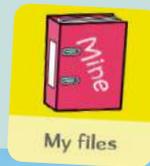
Mobile optimisation

You can access nearly all Busy Things resources on any device, making it ideal for individual use, small groups and full-class learning.



My Files area

Save, print and record children's work for individual portfolios in the My Files area.



Interactive Worksheets

Worksheets are a resource type on Busy Things. Label diagrams and categorise objects. Each worksheet can also be printed for offline use.



J2E5 CLOUD-BASED CREATIVE EDITOR

j2e is an online, fun, creative environment. Text, graphics, animations, sounds, videos and embedded objects can be combined on a single web page.



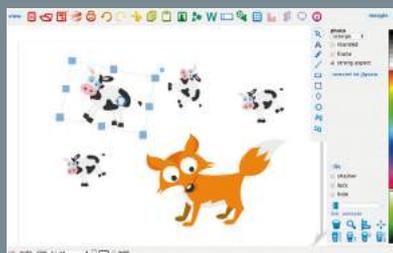
Search and import images



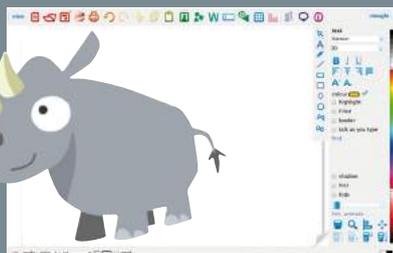
Paint and add text



Scale, rotate and edit images



Animate text and images



Print, publish and save



J2E TOOL SUITE

Create, edit, style, save, share, publish, blog, vote, review... The j2e Tool Suite is a collection of online educational tools specifically designed to engage, motivate and inspire.

SOMETHING FOR EVERYONE

The j2e Tool Suite encourages pupils from Foundation Stage through to Key Stage 3 to create, share and safely blog their work – at school and at home.

It is also an effective resource for teachers, enabling file sharing, collaborative learning and assessment and tracking.

J2LAUNCH

j2launch is the landing page for all the tools, providing a single point of access for teachers and learners (just remember j2launch.lgfl.net), which also enables the management and distribution of any digital resource, so you can incorporate all files and links into your j2e space.

The 'my files' area gives teachers and pupils a dedicated space to upload work from tablets, phones and laptops. This can be used as an effective e-portfolio for the whole school.

USER-FRIENDLY

j2e can be used intuitively, just like a sheet of paper. The ease of use encourages natural creativity.

VERSATILE

Combine text, graphics, animations, sounds, videos and embedded objects on a single web page.

COLLABORATIVE

Share and collaborate on a document in real time. See changes made by another user instantly.

ONLINE SAFETY FIRST

There are many unique safety features, such as overlaying custom safety and copyright permission checks onto Google Image Safe Search.

FORMS

Use j2e forms to gather data, comments or other information from different groups.

TEACHER FEEDBACK

The teacher can add pins or stickers such as stars and smiley faces to a piece of work, and search them later as part of the assessment and review process.

j2launch.lgfl.net

CYBERSECURITY

TalkTalk, US Democratic Party, Tesco Bank, Yahoo... the list goes on. If some of the world's biggest organisations still fall prey to cyber security attacks, then how much hope has the average consumer got?

Do your colleagues and pupils know what cyber security is – it isn't the same as online safety? Do they know how to protect themselves and your data from online (and offline) cyber threats?

There aren't many materials specifically designed for schools, so LGfL commissioned a security expert and teacher to design a resource that can help tomorrow's professionals start thinking about their digital security today.

This resource is not just useful for pupils; it is also of value as part of continuing professional development for all members of the school community, including teachers, governors and all support staff.

cybersecurity.lgfl.net



APPMAKER

“...and for homework, make a poster or a PowerPoint to show you have understood the topic.”
Oh no, not again!

The LGfL AppMaker is the antidote to this malaise. Teachers and learners are used to using mobile apps, but creating your own one adds a new layer of engagement for students.

The ability to do this with ease for subjects other than Computing is a powerful way to harness today's technologies in an appealing way for young people.

Prepopulated with high-quality content from LGfL resources, students can create a fully-functioning app within minutes, inserting videos and images, styling pages, writing their own text, and even adding interactive quizzes.

Once the app is complete, it can be shared and opened on any mobile device by parents, teachers or classmates.

Not only does the LGfL AppMaker bring webapps out of Computing departments, it takes the facilitating power of technology into other departments to reinvigorate learners and learning.

appmaker.lgfl.net



SEARCH AND RESCUE

Maths can sometimes be a matter of life and death. This exciting resource, made possible through direct partnership with the UK Maritime and Coastguard Agency, shows pupils exactly how and why.



Featuring exclusive footage of real-life rescues at sea, lifeboat and helicopter searches, and rescue coordination at the National Maritime Operations Centre, pupils can see mathematical problem-solving in action – real life, with real consequences.

Much more than a series of exciting, attention-grabbing videos and images, the resource is extensively mapped to the new National

Curriculum and includes detailed lesson plans and resources to enable pupils to apply their skills in context, solving problems for themselves.

Featuring comprehensive and differentiated support materials, topics covered include Bearings, Pythagoras and Trigonometry, Algebra, Vectors and Speed, Distance and Time.

The online assessments are designed to help teachers and students

identify possible misconceptions and gaps in the required knowledge.

Pupils may sometimes question the excitement or relevance of plotting an accurate triangle and calculating its sides, but what if the three points are a helicopter, a lifeboat and a sailor in distress, with only minutes left to save a life?

www.sar.lgfl.net

“ Problem-solving has never been so real and so relevant. ”



PLAN YOUR OWN RESCUE

Determining POD

In this example in the conditions we can find taken to search this resulting POD.

10mph (100% POD)	hours
20mph (80% POD)	hours
40mph (60% POD)	hours

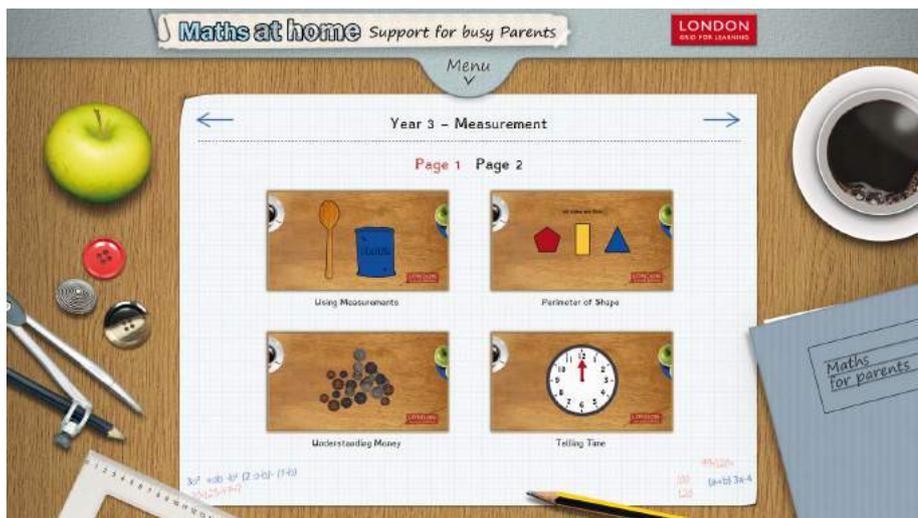
Determining search areas

The coastguard have to develop efficient search techniques.

The speed that a helicopter travels, determines its ability to detect search objects.

MATHS AT HOME

“I’d love to help with Maths at home, but I can’t. I was never any good when I was at school. Plus, they teach it differently these days; and I don’t know what they are doing anyway.” Finally, there is an answer: Maths at home: support for busy parents.



This popular resource is aimed squarely at parents, in recognition of the crucial role they play in a child’s education, but also against a background of difficulties getting to grips with today’s pedagogy.

Maths at home empowers and enables parents to help children develop mathematical skills at home, with short videos for every statement of the entire Primary Maths National Curriculum.

Each clip explains the concept in simple terms, gives a snapshot of how schools are likely to teach it, and provides fun, practical ideas for learning in and around the home. Simple fractions on a pizza, for example, or sorting socks into piles. Maths really can become part of everyday life.

Most importantly, Maths at home videos are designed to ignite conversations and to make Maths a positive and enjoyable experience outside of school.

Why not start by introducing it at workshops or parents’ evenings?

mathsathome.lgfl.net

J2BLAST

j2blast is a set of game based learning tools which encourage pupils to learn while they do what comes naturally; play and compete against each other. As they progress through the levels, the questions automatically adjust to the pupils’ ability so that they never find them too easy or too difficult.

Users can choose times tables, SATs questions, or spellings and either practice or take part in a live game. If no other live players are waiting for a game, robots take over, so it always appears that there are multiple players.

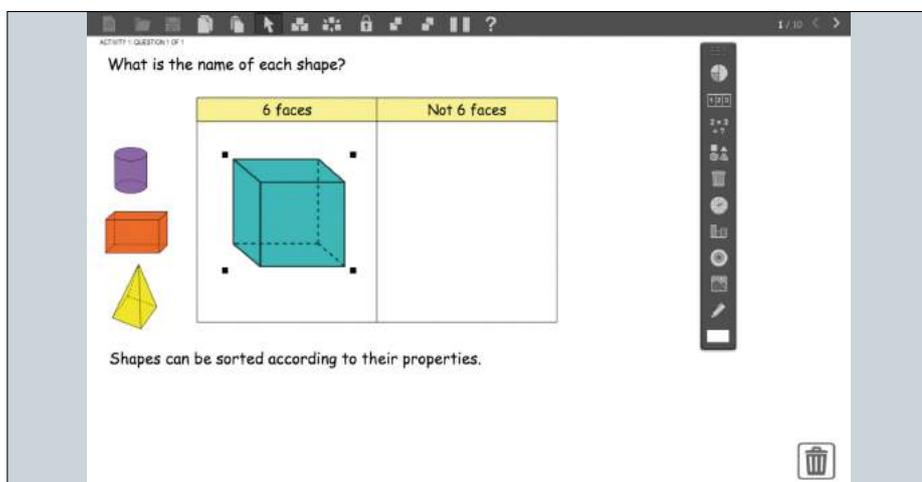
The scoreboard shows your place in the class, school and world. Teachers can see detailed information about the achievements of their pupils as well as which aspects they have found difficult. As the users progress, they earn points which unlock new premium characters. This makes learning fun and increases motivation.

j2launch.lgfl.net



MULT-E-MATHS

Fresh look for this KS2 interactive-whiteboard resource.



“ I regularly use Mult-e-Maths as a visual and interactive way to introduce or develop an area of mathematics. The children love to come to the whiteboard and get involved, and the innovative activities often become the basis of further investigation. ”

Year 6 Teacher, John Ball Primary School

Mult-e-Maths has been on LGfL for many years, but the popular interactive-whiteboard resource for Key Stage 2 has had a total refresh and rebuild, with new activities, lessons and worksheets to accompany the activities – now compatible with all devices.

The resource has between seven and nine modules for each of Years 3-6, with between 40 and 50 lessons across each year group.

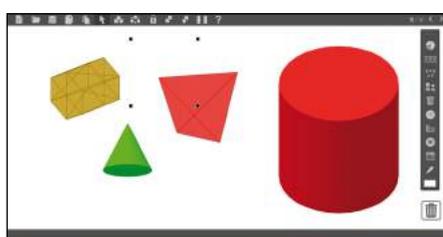
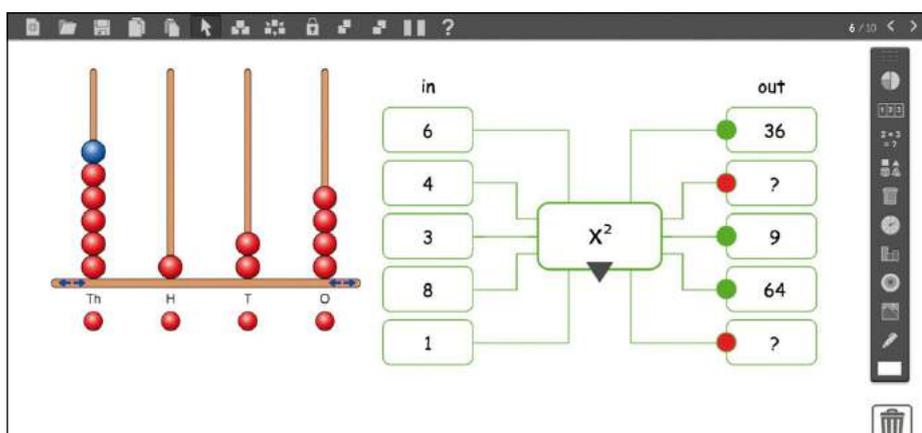
The IWB activities have clearly-mapped curriculum links and can be manipulated using a series of flexible tools that will be familiar to the Maths teacher, giving the flexibility to transform and add to the graphs and objects in a variety of ways.

The update will be appealing for teachers familiar with Mult-e-Maths, as well as those new to the resource. And whilst the IWB activities are made for the classroom, lesson plans and worksheets help to extend learning beyond the school day.

multemaths.lgfl.net

MATHS TOOLBOX

A flexible, interactive whiteboard resource for explaining difficult teaching points with high visual impact.



The Maths Toolbox is a highly versatile resource, designed to enhance mathematics teaching and learning.

It is the ideal resource to support creativity and to help make effective use of an interactive whiteboard or tablet devices when working with a group of young mathematicians.

The Maths Toolbox complements any existing maths scheme with visual presentations of mathematical ideas that make them easier for children to understand:

- Creative, rich maths software for the interactive whiteboard
- Set up maths activities to suit your learning objectives, save the file and have everything ready to teach
- Set up progressive pages to give your lessons a clear structure and help you to maintain a good pace
- Share saved lessons across a network, email them to colleagues, or set them up at home and email them to yourself at school.

mathstoolbox.lgfl.net

GROWING UP AROUND THE WORLD

Eleven lives, eleven stories, eleven dreams, eleven countries...
one life cut short! What's it like growing up around the world?

11
REAL-LIFE
STORIES



Over more than two decades, charity tve followed the lives of 11 children in 10 different countries to make a series of groundbreaking films.

A precursor to the BBC's "Child of our Time" series, this resource provides a unique insight into what it means to grow up in different parts of the world; the challenges, hopes and dreams of the 11 children and the impact of the world around them.

Growing up around the World aims to help UK children understand the realities of childhood in different contexts. Strikingly, many of the struggles and challenges the children encounter are universal, from the UK to South Africa to India.

Designed for use in Citizenship, PSHE or Geography lessons, the videos introduce Key Stage 2, 3 and 4 pupils to human rights, building an understanding of the issues facing

people around the world, specifically regarding education.

These are real stories, including poverty, unemployment and death, so this resource aims to provide schools with a safe space in which to tactfully address these complicated issues.

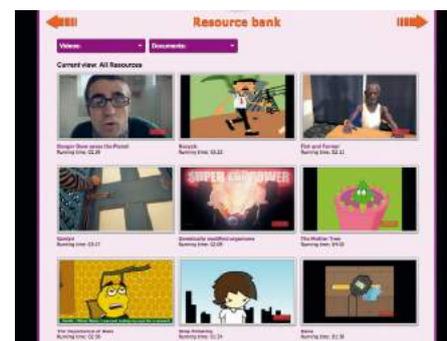
Particularly useful in multi-cultural London classrooms, the resources come with a comprehensive teacher pack with full lesson plans, starter activities, sample worksheets, a dictionary of key terms and tips for expanding on the material provided in the resource.

This also includes ideas to help pupils get involved with human rights and take action about issues they are passionate about, through social media campaigns, blogging, organising debates, petitions and writing to decision makers.

growingup.lgfl.net

TVE RELAY – INSPIRING CHANGE

Environmentalism always starts in the local environment. Get your students talking on camera about the issues that affect them; then hand on the baton in the tve relay.



From overfishing to battery recycling, from the extinction of species to gardening, tve relay gets to the heart of the environmental problems troubling the policymakers of tomorrow.

22 young people from across the world made the original videos about issues of concern to them. These clips

were created by a relay, where each filmmaker selected the next one.

The footage and accompanying five lesson plans are relevant to the curriculum in their own right, but pupils in LGfL schools are now encouraged to take up the challenge of creating their own film to convey a personal message

about the environment.

The VideoCentral HD service can be used to share your creations; suitable videos will be added to the relay resource in future.

tverelay.lgfl.net

SWITCHED ON SCIENCE

If this doesn't leave pupils and teachers switched on, then what will?

100% coverage of the Primary Science curriculum, including video demos for teachers.

"Science is Science, whatever the curriculum says." Perhaps true, but...

When the National Curriculum was revised for September 2014, the core principles of Science did not change. However, there is now a greater focus on working scientifically, and this is where Switched on Science comes into its own.

Licensed by LGfL from Rising Stars for all London schools, this resource is a great example of when to licence a commercial product on behalf of all schools when it offers the best value for money.

Switched on Science isn't about ticking boxes: although full Primary curriculum coverage is not to be sniffed at, quality and depth are always top of the LGfL priority list.

The resource is clearly divided into the six year groups, and further subdivided into six modules (ideal for a half-termly project) with medium-term plans and mapping to other LGfL resources you may be using.

For each module, whether "We are astronauts", "Young gardeners" or "Dinosaur hunters", the teacher has extensive pre-teaching support (if they want it – there's nothing to stop you diving straight in) in the form of extensive teaching PowerPoints and



NEW:
36 NEW
PUPIL VIDEOS
ADDED SINCE
LAST YEAR

in-depth lesson plan with ideas and suggested activities.

One of the most valued elements of the Switched on Science resource is the 'Science in Action' video for each module, which shows a real teacher

sitting at a desk in a London classroom demonstrating an experiment that shows how you might bring that module to life. Each unit is also enhanced with the addition of pupil videos.

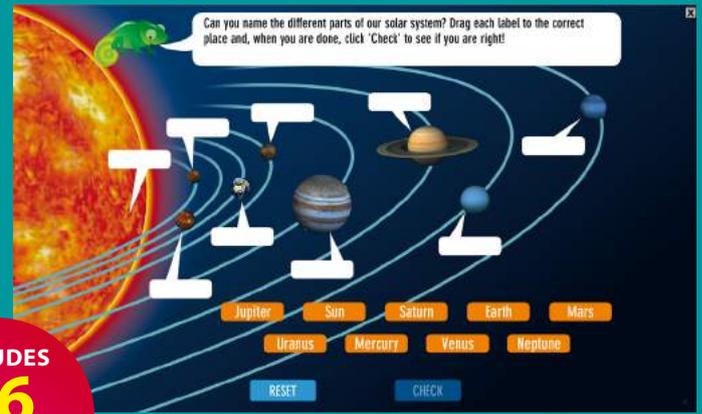
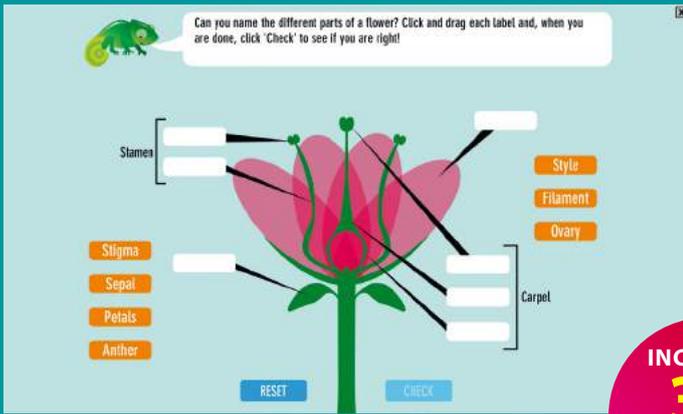
No-one doubts the creativity of teachers, but if you're still marking when bedtime arrives and there is still planning to do, these videos may be the spark of inspiration you need.

Once you are in the classroom with your 'Brilliant Scientists' and 'Little Masterchefs', each presentation is supplemented by a set of worksheets, as well as interactive activities that allow pupils to show what they have learned.

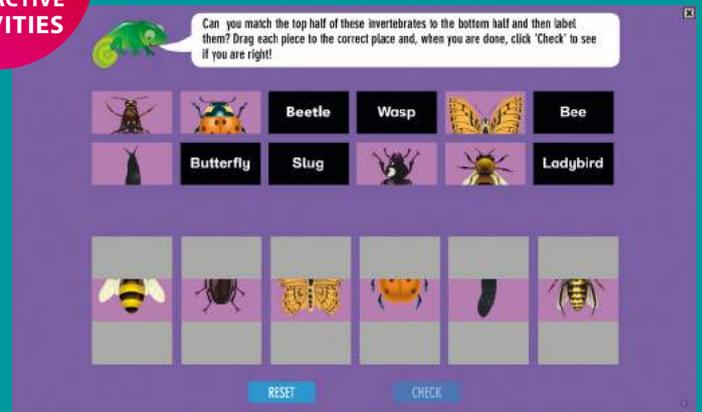
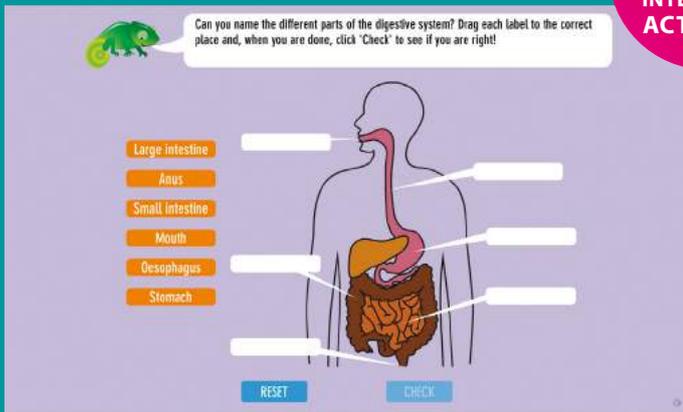
Already one of the most popular LGfL resources in the short time it has been available, feedback from teachers has been exceptional. And remember, as with all our resources, you do not have to take it all – have a look and see if you can spice up existing schemes with a bit of Switched on Science magic.



sos.lgfl.net



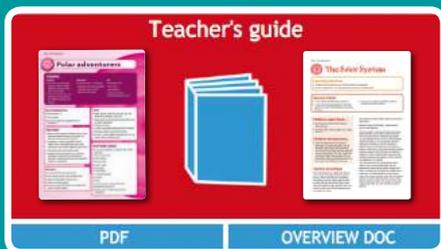
INCLUDES
36
INTERACTIVE
ACTIVITIES



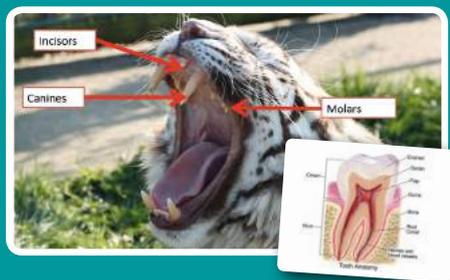
SWITCHED ON SCIENCE COVERS ALL THE BASES

36 modules with 36 lesson plans, 36 interactive activities, 36 videos showing *Science in Action*, 36 extensive teaching PowerPoints, 36 sets of printable worksheets, 6 medium-term plans and 6 mapping documents to help you get the best from other LGfL resources.

TEACHER GUIDES



TEACHING SLIDES



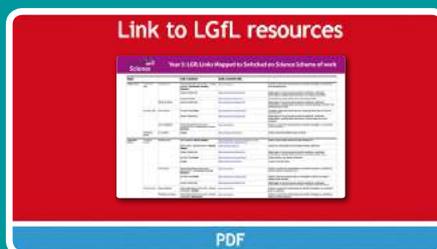
PUPIL WORKSHEETS



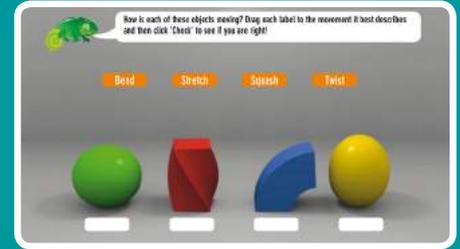
SCIENCE IN ACTION VIDEOS



MAPPED TO LGfL RESOURCES

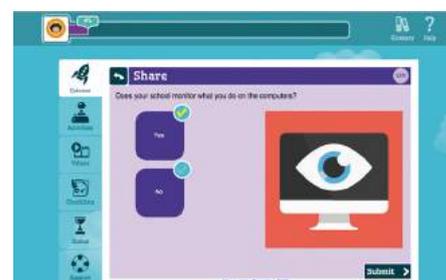
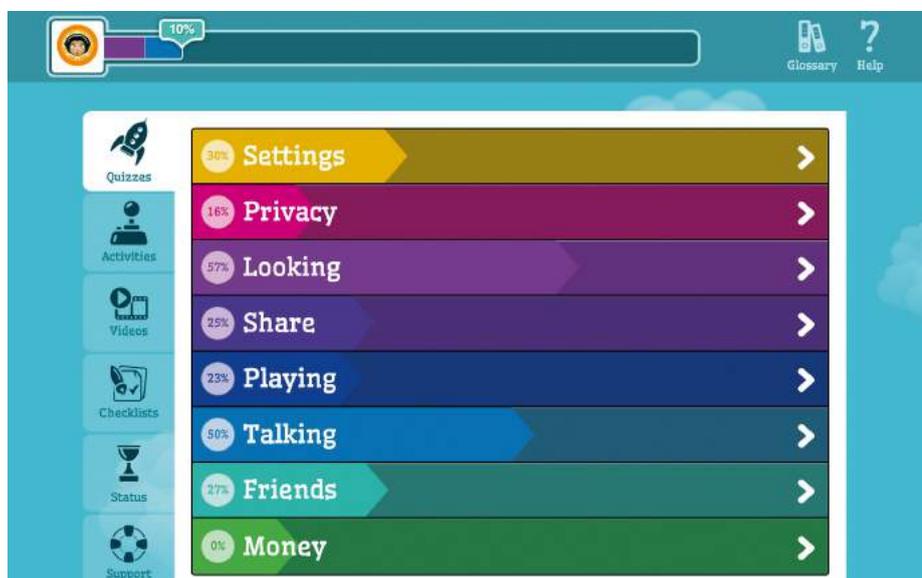


INTERACTIVE ACTIVITIES



CYBERPASS

LGfL is providing teachers with a trackable, data-rich, competence-based online safety assessment and training tool, but at the heart of this innovation is a new approach.



CyberPass embodies a new approach to online-safety education, turning the conventional wisdom on its head on how to tackle this key topic.

It presents the flip-side to traditional lesson sequencing: rather than delivering a series of lessons on predefined topics and then testing pupils on their abilities, CyberPass helps teachers identify strengths and weaknesses in the first instance, in order to target time and resources on the topics children really need support with.

Students take a quiz on one or all of the eight key online-safety themes, then teachers view the rich data on pupil performance broken down by theme, competence, and/or question, before tailoring and differentiating their teaching accordingly for this time-pressured, important curriculum area.

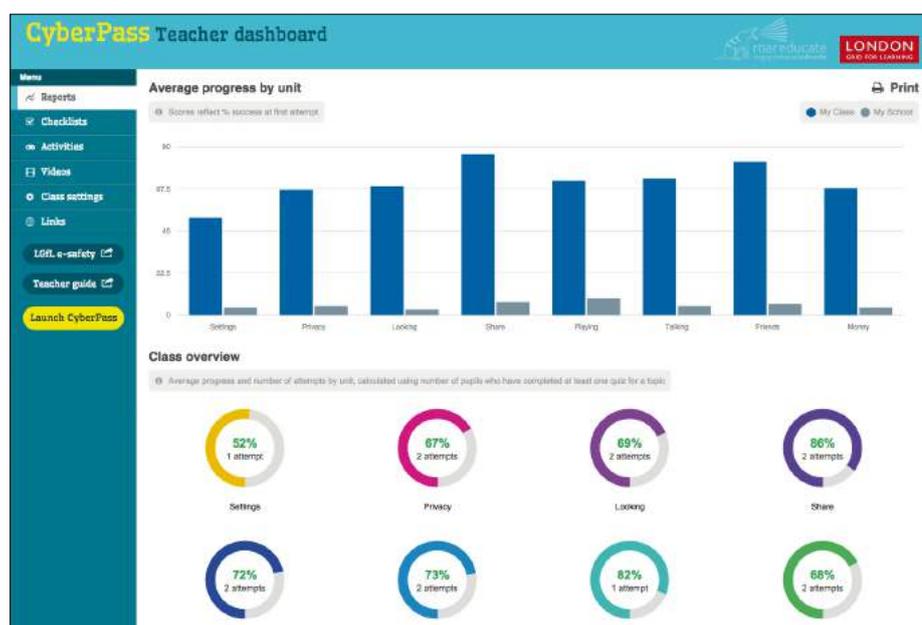
There are also videos and interactive lesson materials tailored to the eight themes that teachers may choose to use.

CyberPass is part of our response

to the rapidly-changing landscape and teachers' needs, as they are tasked with producing and safeguarding the next generation of digital citizens.

CyberPass was updated during the 2017 summer holidays; all quizzes were subject to careful review and references were included to new apps and technologies. Questions were also changed to reflect new trends, such as geotagging and live streaming.

cyberpass.lgfl.net



WHY CYBERPASS?

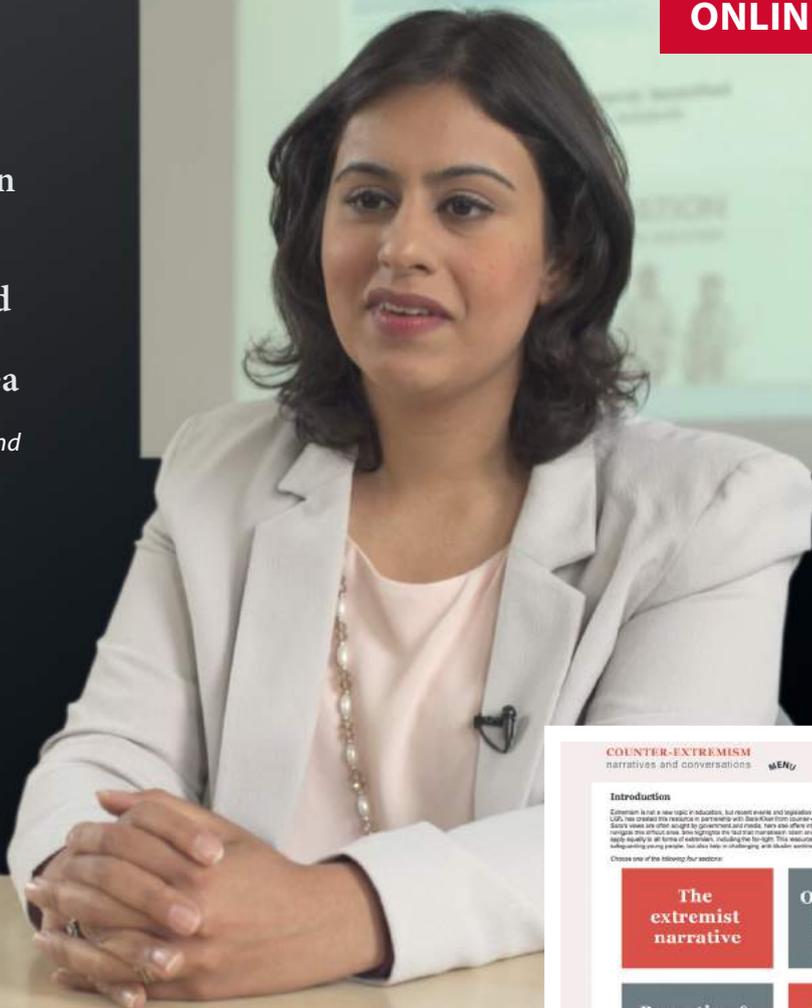
CyberPass can be accessed anytime, anywhere; it can be approached in various different ways; and the built-in resources can be used or disregarded – the teacher can decide.

But what makes it unique is the ability to take a snapshot of learners' competencies and knowledge.



Sara Khan and Matthew Goodwin's views are often sought by government and media; they offer information, insights and advice to help schools navigate this difficult area

Sara Khan from counter-extremism and women's-rights organisation Inspire



COUNTER-EXTREMISM

Empowering teachers to address one of the most sensitive yet important school duties.

'Counter-Extremism: narratives and conversations' is a video resource designed to enable and empower teachers to discuss and respond to conversations about extremism.

Developed in response to new duties for schools under the Counter-Terrorism and Security Act 2015, it has been put to good use thousands of times across the United Kingdom in schools, community centres, council offices and homes.

The new act made schools "specified authorities" with the duty to "have due regard to the need to prevent people from being drawn into terrorism".

This presented a significant challenge for schools, where concerns were raised about lacking expertise for dealing with this sensitive issue, coupled with the potential to damage relationships with pupils and parents.

Headlines such as "Anti-terror plan to spy on toddlers" only served to increase unease amongst professionals.

Against a background of teachers eager to 'do their bit' but wary of the



Matthew Goodwin, extremism expert at Chatham House and the University of Kent

consequences, LGfL created this online CPD resource for teachers and other professionals working with young people. Given the importance of the subject matter to schools across the UK and beyond, it was decided to make it open-access for all schools to use.

The ISIS section with Sara Khan from counter-extremism and women's rights organisation Inspire is complemented by a series of videos on the far right, voiced by Matthew Goodwin. Matthew is a Professor of Politics at the University of Kent, and Associate Fellow at Chatham House.

The resource takes the form of 32 question-based clips spanning four thematic sections and two forms of modern extremism, with questions such as "Why do certain groups of young people engage with the ISIS narrative?", "What can we say to young people who think all immigrants are bad?", and "What is the most important message about Islam that counters the ISIS viewpoint?".

counterextremism.lgfl.net

ESPRESSO FAITHS

What better way to foster understanding of the six major world faiths than by seeing them through the eyes of London schoolchildren.

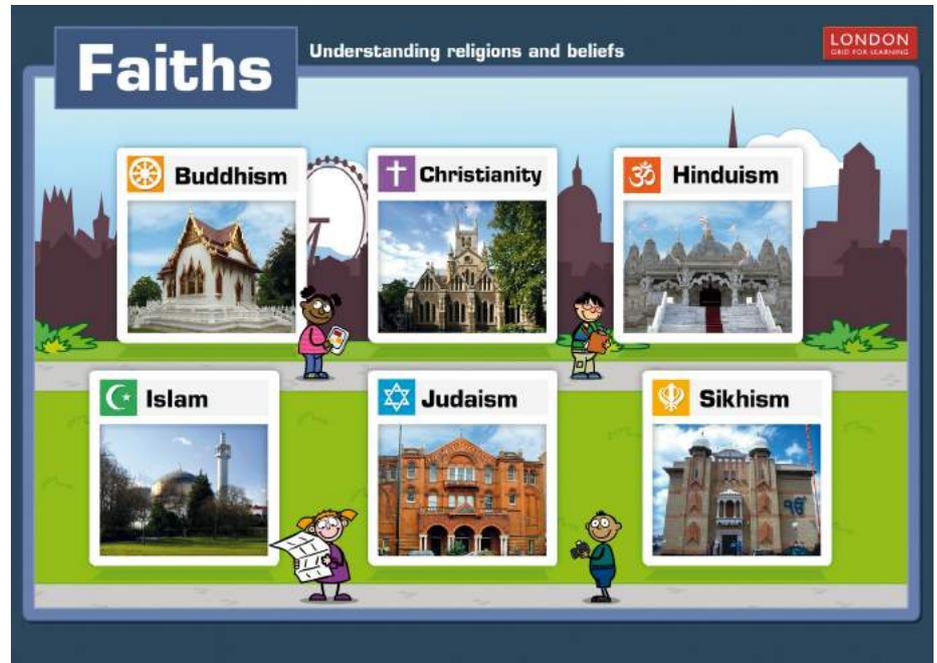
Commissioned by LGfL, Espresso Faiths looks at the six major world faiths as found in London communities, with schoolchildren explaining their faith to their peers.

Updated to ensure the closest fit with the curriculum, Faiths offers important support for the development of inter-faith tolerance and understanding across London.

Each of the six world faiths covered in the resource are described in detail, including origins, main beliefs and practices; each section includes videos, activities, fact-files, parables and more.

Ideal for Key Stage 2 and 3, Espresso Faiths also has new quizzes to test comprehension and reinforce understanding.

faiths.lgfl.net

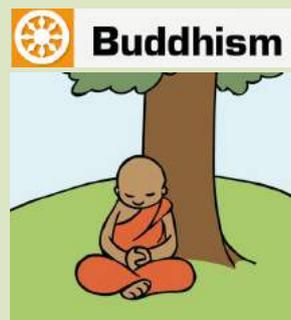


ACTIVITIES

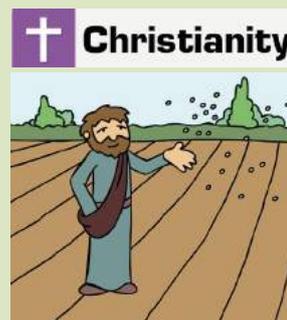


All sections feature extensive video, on-screen activities and downloadables, plus images, online books and factfiles

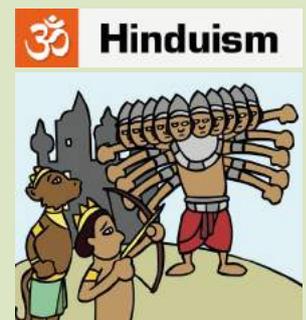
STORIES & PARABLES



The story of the Buddha



The story of the Sower and the Seed

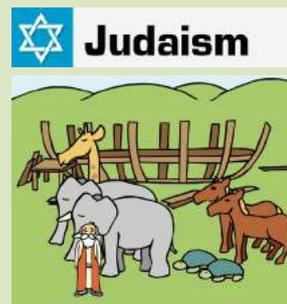


The story of Diwali

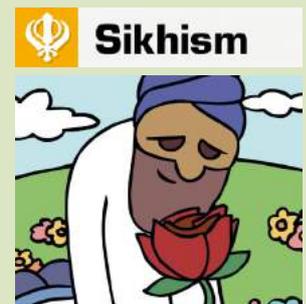
IMAGES



The story of the Crying Camel



The story of Noah's Ark



The story of the Rose

VIDEOS





BALLETBOYZ

Introducing dance to a school can be a challenge, especially for boys. That's where the BalletBoyz come in. The groundbreaking project has broken down many of the entry barriers to the world of dance.



In 2007, LGfL and BalletBoyz began a unique collaboration which resulted in the launch of an innovative online resource exploring three pieces of repertoire from the BalletBoyz company.

Since that first collaboration, the company has received countless accolades and awards as it transitioned into today's mature contemporary company, which is held in the highest regard throughout the dance world.

LGfL is proud to have once again partnered with the company to bring another new set of innovative resources to London Schools.

Many of the core elements of the new resource 'MoovBank' are now available through LGfL. The resource is divided into three distinct sections – for

Key Stages 2, 3 and 4, with the specific aim of providing guidance and materials suitable both for specialist dance teachers, and also non-specialists who teach dance.

The BalletBoyz have always believed that dance education is most engaging when students have direct access to the performer.

That's why the resources for curriculum lessons consist of short expert videos with voiceovers by company dancers who break down moves and show students how to join them together in sequences.

Filmed in their Kingston studio with BalletBoyz Company dancers, lessons are based on contact work, creativity and choreography, designed to develop students' physical health, build trust, problem solve and enhance creativity.

Detailed lesson plans are also provided for teachers, explaining how to use the videos. In addition, inspiration clips from the company repertoire are included to further encourage and inspire students and teachers alike.

Keep dancing!

balletboyz.lgfl.net

THEMES



Key Stage 2:

- Cameras and Gadgets
- City Machines
- Underwater Adventure
- Caves and Jungles
- Mountain Rangers



Key Stage 3:

- Introduction
- Contact with the Floor
- Pushing and Pulling
- Lifting and Falling
- Moving in and out of the Floor
- Partner work: In and out of the Floor

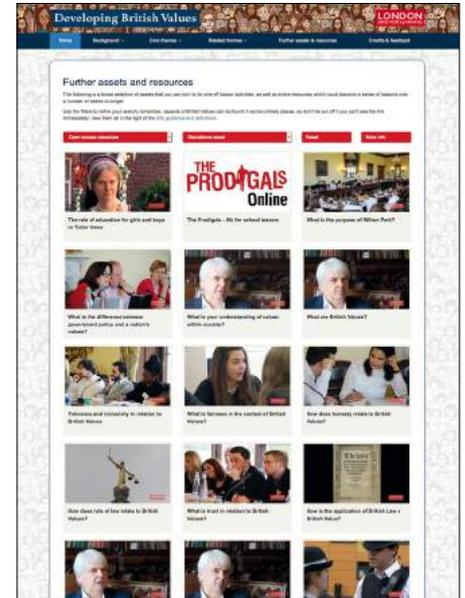


Key Stage 4:

- Intentions
- Twister
- From Solo 1 to Solo 2
- From Solo 2 to a Dynamic Duet
- Structuring a Duet

DEVELOPING BRITISH VALUES

High-quality, safe and relevant materials that foster understanding and informed debate amongst young people on issues that are hard to address in the classroom.



'Developing British Values' is a video and discussion resource which aims to meet a clear need in the education sector: supporting schools with the DfE requirement to "promote fundamental British Values as part of SMSC" across the curriculum and throughout the life of a school.

Since 2014, this has been a statutory requirement, yet many teachers and senior leaders felt that guidance was lacking beyond the official document.

LGFL's new resource brings together experts from different fields who share their thoughts on what British values mean in the real world, and provide thought-provoking discussion points

British Values can mean very different things to different people. This presents particular challenges for busy teachers, who may be unfamiliar with some of the issues involved.

for teachers and students.

British Values can mean very different things to different people. This presents particular challenges for busy teachers, who may be unfamiliar with some of the complex issues involved.

So how should a school approach this subject?

This resource does not aim to provide a set answer to the question, or indeed a simple definition for teachers and students to learn and regurgitate (although several are stated).

Rather, the aim is firstly to show pupils what British Values mean to key players at the cutting edge of international diplomacy, equal opportunities, education and culture; and secondly, to kickstart discussion.

In this way, we can help the young people of today to form balanced opinions that will inform the decisions and values of tomorrow.

bv.lgfl.net



REAL VOICES

The sad story of Alan Kurdi, the three-year-old Syrian whose lifeless body washed up on the Turkish coast, made the world sit up and pay attention. But what next?



Immigration has always been an emotive topic; the events of the last couple of years, with millions of people on the move and thousands dying at the mercy of the waves, did little to help.

Emotions run high on all sides of the argument, but LGfL recognises the importance of giving schools the resources they need to enable sensible discussion in a child-friendly way.

“ Syria is my soul, my country, my life, my land, my past and my present... It was the most difficult decision of my life. ”

Real Voices lends a human face to the crisis, telling the story of three Syrian refugees currently sheltering in Jordan.

In their own words, they tell of the pain of leaving their homeland and the difficulties faced in their host nation.

Although the videos are powerful in their own right, lesson plans, assembly resource and glossary give context and curriculum relevance, and help teachers tackle the crisis in a sensitive manner.

realvoices.lgfl.net

WORLD MAP

Real Voices from Syria to Jordan

Mahmoud Mohammed al-Masri	Um Jamal	Zainab Ali Al Soudi

READINGZONE LIVE

How can you inspire reluctant readers to read, and reticent writers to write? That is the challenge behind this resource, which brings authors to the heart of the classroom.



such as genre, planning, character, writing and so on (see more in the illustrations on the next page).

Next it is time to hear from the authors themselves. Hours of interviews are distilled into bite-sized Q&A video clips, where advice is given to pupils on how to collect ideas, what to write about, how to form a story arc, what makes a good character, and much more.

Often the advice might seem to be common sense, but a 30 second clip from a bestselling author often can have slightly more impact than a parent or teacher!

But at the same time, there are plenty of hidden gems as well – who would have thought that the key to Anthony Horowitz’s success is the mid-morning Kit-Kat (other chocolate bars are available).

Ideal for starters and plenaries, the clips can be used as a standalone resource to spark a creative writing session or discussion within an existing lesson plan. Alternatively, they could easily form the basis for an entire lesson or series of lessons.

2017 was an exceptional year for new authors joining the ReadingZone Live programme with the timetable for 2018 already filling up with the best of children’s authors who have not featured already.

readingzonelive.lgfl.net

If you ever wondered why there is no ‘WritingZone’ on LGfL, then you’ve missed a key part of ReadingZone.

Much more than a brief encounter with an author as a special treat or to fill the Word Book Day and Poetry Day slot (although it fits very much in those categories as well), this resource is all about driving engagement in literacy.

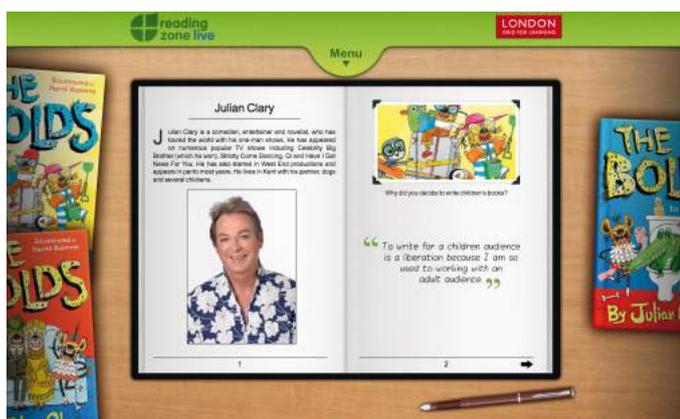
The authors that take their place on the ReadingZone Live bookcase cover a multitude of genres, age ranges and styles, from Oliver Jeffers’ *Lost and Found* and Tony Ross’ *Horrid Henry*, through Henry Winkler’s *Hank Zipzer* and Jacqueline Wilson’s *Hetty Feather*,

“ Humour is important in life because it helps us deal with the frustrations and disappointments we all experience ”

Author Andy Riley

all the way up to Michael Morpurgo’s *War Horse* and Frederick Forsyth’s *Day of the Jackal*.

Teachers and pupils can take one of two approaches, focussing either on a particular author, or on topics or themes



UNDERSTANDING THE WRITING PROCESS

The ever-expanding range of ReadingZone Live authors gives pupils a comprehensive insight into different approaches to the writing process.

Understanding the writing process

From genre to character, from editing to creativity exercises, there are so many aspects of writing to explore.

Illustration for inspiration

How do you bring a character to life in the mind of your reader? Step 1 is obviously the words. But how can illustrations help?

How does the writer...

...make things funny? ...make you feel tense/sad? ...keep on writing? ...make something powerful and convincing?

Bite-sized video clips

The questions and answers from the interview and VC are cut into manageable short clips, ideal for starters and plenaries.



THE LIVE-EVENT PROGRAMME

Live school-to-school author VCs take place at least twice a term throughout the school year, and feature some of the nation's most popular and successful contemporary children's authors.



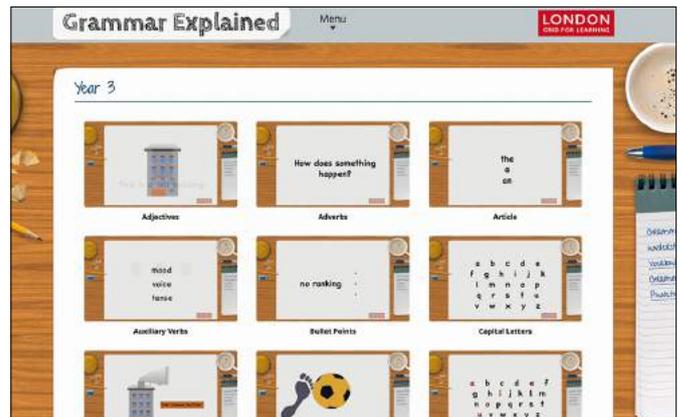
BLOG CENTRAL

Blog Central explains the techniques and rationale behind blogging, as well as how to best engage pupils, parents, school leaders and, crucially, commenters from around the world.

Education-blogging guru David Mitchell features throughout Blog Central, giving advice on all aspects of blogging – especially engaging reluctant writers.

LGfL schools have two classroom-ready options for blogging: j2webby and j2bloggy.

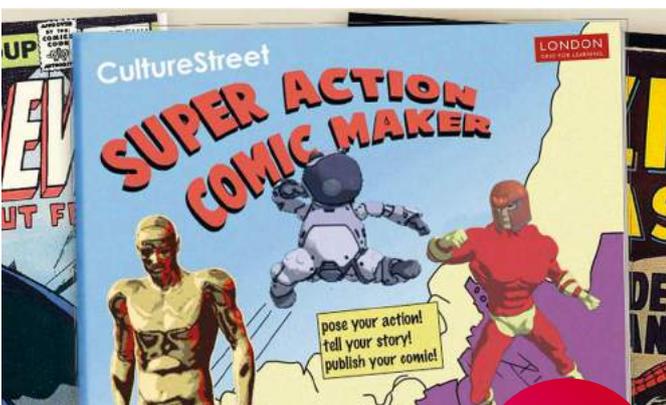
blogcentral.lgfl.net



GRAMMAR EXPLAINED

Do you know your subjects from your objects? Can you give compliments on complements? You soon will, once you have watched these 80 short and clear videos, made to explain every grammar point listed in the Primary National Curriculum. It is designed to support pupils in their understanding of the terms, empower parents to support their children and refresh the subject knowledge of teachers.

grammar.lgfl.net



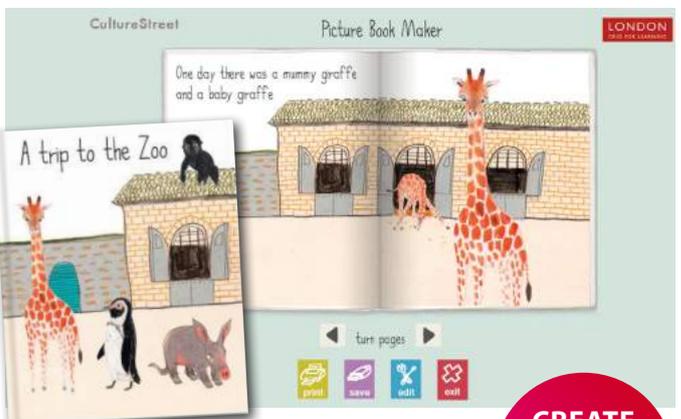
SUPER-ACTION COMIC MAKER

CREATE YOUR OWN ACTION COMIC

This 1970s-style comic maker is ideal for Art and Literacy, allowing pupils to bring their own superhero to life and not only add backgrounds and superheroes, but also speech and effect bubbles to create a narrative. Boom!

Not only can you print the comic, but you can save it to your own USO account to access next time you log into the resource. Just remember: it's not for you, it's for the children. Kerpow!

superaction.lgfl.net



PICTURE BOOK MAKER

CREATE YOUR OWN PICTURE BOOKS

In a similar vein, LGfL's Picture Book Maker aims to strike the difficult balance between having creative freedom and an overwhelming number of options.

Pupils have three double-spreads and a front/back cover to construct their story with four London Zoo backgrounds, four animals and 16 objects (trees, scooters, hot air balloons, etc.). Then print and fold!

picturebook.lgfl.net

THE TALE OF SIGURD AND THE DRAGON

Sigurd and the Dragon takes pupils back 1,000 years to the early Viking age in Britain.

Using immersive virtual reality, you will embark on an impossible and unforgettable field trip to an authentic Viking Longhouse to hear the classic Norse tale of how Sigurd killed the greedy dragon Fafnir. The story is carved on a Christian cross in a churchyard in Halton Lancashire and pupils will also visit the cross, viewing it as it remains today.

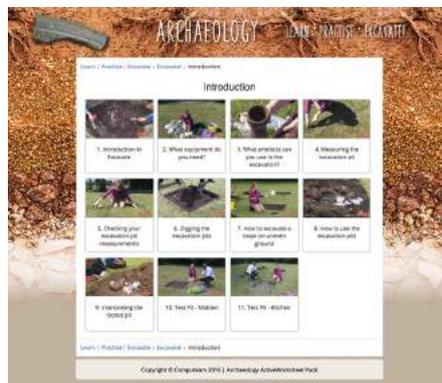
This is backed up by five interactive worksheets that display augmented reality artefacts, exploring themes in Viking history from 'Raiders and Traders' to 'Pagans'. The experience culminates in an activity covering green screen video and animation techniques, as the pupils tell their own tales from Norse Mythology.

sigurd.lgfl.net



ARCHAEOLOGY: LEARN | PRACTISE | EXCAVATE!

KS2 History – can you dig it? Yes you can! This resource helps pupils to decode History from the ground up with augmented reality and even real-world digs!



'Archaeology: Learn | Practise | Excavate!' is a unique three-part multimedia and multireality product for Key Stage 2 History that promotes evidence-based critical and scientific skills and thinking through the exploration of archaeology in the primary classroom.

It has been created by the established partnership of curriculum experts at LGfL,

education technology and augmented reality (AR) experts at Computeam, and archaeologist Dr Diane Davies.

Whereas many learning resources either use traditional methods or focus on new technologies, this one makes the best of both worlds, blending traditional and innovative classroom approaches to inspire deep learning.

Divided into three progressive stages, the resource uses the power and proven engagement of augmented reality to teach and practise the skills that pupils need before embarking on a real-life dig of their own.

idig.lgfl.net
Search idig LGfL on the appstore



ANCIENT EGYPT



Walk like an Egyptian! But maybe not while you're wearing Google Cardboard virtual-reality goggles.

LGfL resources have already benefitted from augmented reality and virtual reality, but never together. Now for the first time, Key Stage 2 History learners can experience the ancient Egyptian civilisation in 'mixed reality' (AR and VR).

With applications that reach beyond History, and indeed the curriculum as a whole, Ancient Egypt gives us insight into classic themes such as pyramid-building, hieroglyphics and Egyptian gods, but also the role of women in contemporary society, farming and other less well known subjects.

As always, the augmented-reality objects are embedded in worksheets for a blend of traditional and modern, but they can also be extracted for use in original materials or as standalone assets (see how small and how large you can make the pyramid on your school photocopier before using with your class).

There are also maps and 3D trackers which are designed to make it as easy as possible to integrate the assets into your existing mid-term plans and schemes of work.

You'll never look at a mummy in the same way again!

egypt.lgfl.net
Search Egypt LGfL on the appstore

PREHISTORIC BRITAIN

“This half-term, we will cover everything that happened in an 800,000-year period.”

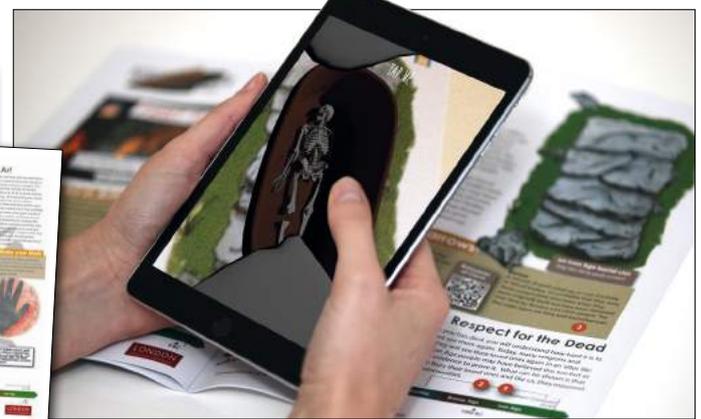
If ever a topic illustrates the magnitude of historical teaching, it is Prehistory. It not only spans a longer time period than all others put together, but also lacks incontrovertible evidence for approximately 98% of the timeline. New to the National Curriculum in 2014, it was a fresh challenge for KS2 teachers.

This not only makes it important to bring Prehistory to life, but also incredibly challenging. And that is where augmented reality comes into its own. Using a free Apple/Android app, pupils see artefacts come alive that they would never experience in real life.

Apart from the ‘lightbulb moments’ which can spark truly engaged teaching & learning, Prehistoric Britain is further enhanced by a multimedia microsite, teacher guidance, information and a range of downloadable worksheets.

prehistoric.lgfl.net

Search *Prehistory LGfL* on the appstore



WORLD WAR 1

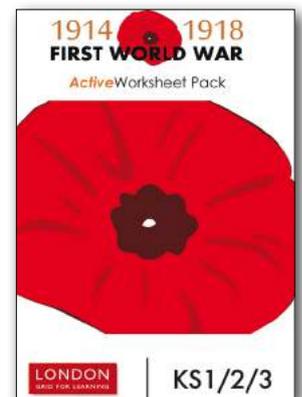
“They shall grow not old, as we that are left grow old. Age shall not weary them, nor the years condemn. At the going down of the sun and in the morning... We will remember them.”

Teaching children about the First World War is about so much more than ticking boxes and learning facts. Now that the last survivors have all passed on, we must find other ways to remember the lessons of ‘The Great War’.

From the haunting notes of Elgar floating over a 3D cenotaph, to the daunting sight of a Zeppelin over London, or a gramophone ‘Last Post’, this resource pays tribute whilst provoking thoughtful discussion of the First World War.

ww1.lgfl.net

Search *WW1 LGfL* on the appstore



MAYA – AUGMENTED REALITY

The KS2 History ‘ancient civilisations’ requirement is a gift for that member of staff in every school who has spent time on digs in the Guatemalan rainforests. Failing that...



Fancy a game of Pok-ta-Pok? No, we hadn't heard of it either.

How can you bring to life a civilisation which by definition belongs to a different age and world?

Augmented-reality (AR) comes into its own when breathing life into objects that simply no longer exist and into languages which only a handful of

people understand.

An everyday challenge for the AR professionals at Computeam. But tech experts need subject experts, and in this case LGfL called on Dr Diane Davies.

The renowned Maya specialist and archaeologist spent over a decade in Central America unearthing the secrets of this oft-misunderstood yet highly-

advanced civilisation.

Diane crafted a series of lesson plans that couple engagement with expert accuracy, clear curriculum relevance and cross-curricular appeal (such as that Pok-ta-Pok PE lesson).

maya.lgfl.net
Search Maya LGfL on the appstore

DOWNLOAD TRIGGER IMAGES SEPARATELY FOR A TREASURE HUNT AROUND SCHOOL. >



< USE THE APP TO MAKE THE AUGMENTED-REALITY OBJECTS LEAP OFF THE PAGE.





THE VOYAGE

Months on the open sea ahead of you, and you have to choose a thief, a swindler or a murderer as chief ship overseer!

Lgfl's first educational game now also includes a curriculum portal with lesson plans and film of transportation expert Kevin Sumpton from the Australian Maritime Museum.

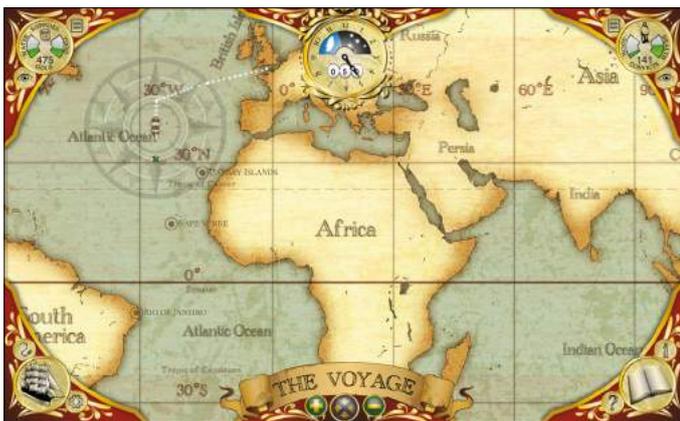
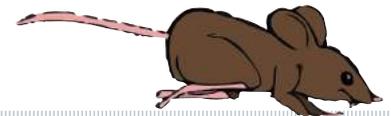
The Voyage is designed to bring to life the transportation of convicts to Australia in the 1800s, seen through the lens of 'the Founders' who made their way across the world.

Spanning Key Stages 2 and 3, it covers the post-1066 period and meets the requirement to "know and understand the coherent, chronological narrative...of these islands", as well as exploring the cultural impact of Britain upon its colonies and vice versa.

The online game illustrates the strategic issues faced on the open seas, and tests and develops historical skills, as well as planning, statistics and management.

Pupils' actions and experiences are recorded in a journal to help them explore what impact seemingly small decisions can have.

voyage.lgfl.net



TIMEMAPS

The concept of TimeMaps couldn't be simpler, and the visual impact couldn't be clearer.

It is often hard to grasp the scale or reach of a developing civilisation, nation or empire, but with TimeMaps, global movements and border changes take place before pupils' eyes.

Interlinked maps and timelines show how and where an event is happening. The panoramic view of change over time gives a better understanding of the causes and effects of historical episodes.

Nine different maps plot the Rise and Fall of the Roman Empire, the Black Death, the Norman Conquest, Medieval England and Her Neighbours, the Rise of Islam, European Exploration and Discovery, and The Atlantic Slave Trade.

Slightly more appealing than reciting all the Kings and Queens of England, the visual impact of seeing monarchs moving between England and France in medieval times clearly illustrates the deep influences of other cultures on UK soil.

Ideal for provoking thought and discussion as a standalone resource, all nine TimeMaps come with comprehensive teacher notes and in-depth study ideas.

timemaps.lgfl.net





J2CODE

Starting from Scratch? You don't have to, with j2code's full curriculum coverage. But you can, thanks to new Scratch integration.

This coding resource from the makers of the j2e Tool Suite is a Bett Award winner, and with good reason. The intuitive interface brings together three platforms (JIT, visual and logo) which meet all the coding requirements of the Primary Computing curriculum.

Couple this with lesson plans, help videos and Scratch integration to make the best of both worlds, and you begin to understand the scope of the package.

The drag-and-drop building-block format will be familiar to users of Scratch and tools like the LGfL WebTech Tutor (see below), making the already user-friendly and engaging tool even more accessible.

j2code is available nationwide, but the beauty of using it in an LGfL school is full integration into the j2launch toolkit. As with any other work created using the j2e products, you can save your work, embed it in other files, write about it and, most importantly, blog it (make sure you read about blogging for literacy in BlogCentral and the main j2launch section: p40/52).

j2launch.lgfl.net



WEBTECH TUTOR

Waking up in a cold sweat at the thought of teaching coding? No longer! If you can drag and drop, or spot the difference between two sentences, you can learn HTML.

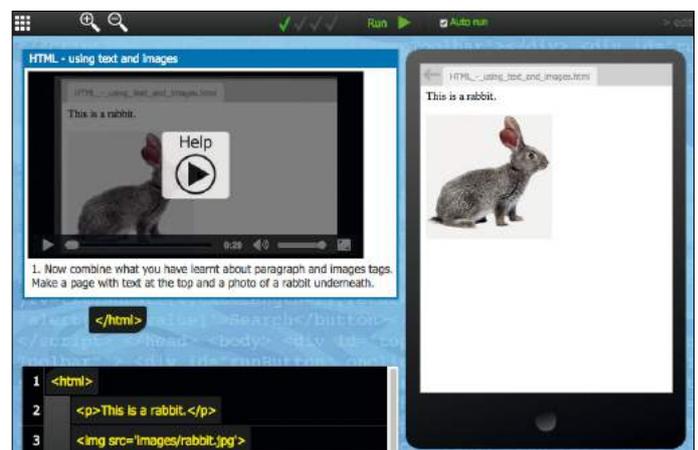
The natural progression for KS2 and KS3 pupils finished with j2Code and Scratch is to move onto the LGfL WebTech Tutor.

While the thought of teaching HTML, JavaScript and CSS might cause some concern (imagine a chorus of "It doesn't work" as pupils miss a bracket and break the syntax), WebTech Tutor addresses these concerns in a highly-innovative way.

The package is broken down into bite-sized, easily-achievable modules, with a short video walkthrough for each section that can be replayed if necessary. Drag-and-drop functionality allows pupils to get to grips with the concepts, terms and syntax without being frustrated by broken code.

When the crucial skill of debugging is introduced, it is manageable for all: the code doesn't change, but the English (e.g. "Hello World.") must be typed accurately – did you notice the capital H / W in the example, or the full stop? This prepares pupils for taking the plunge into free code in later modules.

webtech.lgfl.net



THINKING SKILLS FOR LIFE

Inclusive multimedia resources to support young people, including those with SEND, access important areas within Life Skills, including Relationships, Money, Citizenship, Travel and Leisure.

People, travel, rules and the law, money and entertainment are areas of life that students need to get to grips with as they become more independent. In Thinking Skills for Life, these topics are addressed using videos, sound files, discussion questions, role play suggestions, differentiated worksheets and additional activities.

There are 3 categories of worksheets for each activity which require different levels of literacy, thinking and comprehension skills. This includes worksheets which use Wigit symbols to support understanding for many young people with SEND, EAL and lower literacy levels.

thinkingskills.lgfl.net

THINKING SKILLS FOR LIFE

Welcome to **THINKING SKILLS FOR LIFE**

People, travel, rules and the law, money and entertainment are areas of life that students need to get to grips with as they become more independent. In Thinking Skills for Life, these topics are addressed using videos, sound files, differentiated worksheets, discussion questions and roleplay suggestions.

Tasks are grouped according to different aspects of life:

- Relationships
- Money
- Citizenship
- Leisure
- Travel and transport

Relationships

Relationships are:

- Connections with people we know
- Strong and deep with some people like close friends or family
- Less strong with people we are not so close to

You have relationships with all sorts of people. Some relationships can last for a long time and some are short.

More Videos and Activities

Find out more about different relationships by choosing from the sections below, watching the videos and completing the activities. Activities in green are more basic (level 1) and blue are more advanced (level 2) in subject matter and/or language. There are 3 categories of worksheets for each activity which require different levels of literacy, thinking and comprehension skills. Go to the Teachers Section to find out more.

Friends, Family, Boyfriends, Girlfriends and Par..., Other People, Extra Activities, Teachers Section

INCLUSIVE RESOURCES

Beautifully illustrated PowerPoints for Literacy, Maths, PSHE and Science, designed to support students with severe learning difficulties working at P Levels.

These inclusive and engaging resources, suitable for pupils working at P Levels, have been created by artist and teacher Nick Wonham from The Bridge School in North London.

Teacher notes are available for each PowerPoint as separate documents; these contain ideas for how to get the most out of the resource, extension activities and printable materials.

The resources fall into four categories: **Literacy** – story resources to engage and motivate your students. They range from sensory stories requiring props, to interactive stories told in call and response. **Maths** – resources to develop students' knowledge and understanding of money, time, and numbers. **Science** – resources to develop your students' knowledge and understanding of the world around them. **PSHE** – resources to develop your students' knowledge and understanding of issues surrounding staying safe, public and private, and bullying.

inclusive-resources.lgfl.net

Inclusive Resources

Beautifully illustrated PowerPoints for Literacy, Maths, PSHE and Science.

Designed to support students with severe learning difficulties working at P Levels.

These inclusive and engaging resources have been created by artist and teacher Nick Wonham from The Bridge School in North London.

PowerPoints and teacher notes

Literacy, Maths, PSHE, Science

Inclusive Resources

PowerPoints and teacher notes

Literacy, Maths, PSHE, Science

Literacy resources

Here you will find story resources to engage and motivate your students. They range from sensory stories requiring props, to interactive stories told in call and response. 'Harry, what can you hear?' is a story that encourages listening while 'Rhymes and Rhythms' encourages exploration of rhythmic movement.

Harry, what can you hear?

This is an engaging story told in simple animation and sound effects. It is aimed at secondary age students who have started travel training and are working within P5 to P7. I recommend that you download all three versions and use them all to give a response element to the story. It includes visually presented comprehension questions so you can assess your students' learning.

PowerPoint, Teacher notes

LOOK, THINK, DO

Editable photo-based resources for primary-aged pupils with social and communication needs.

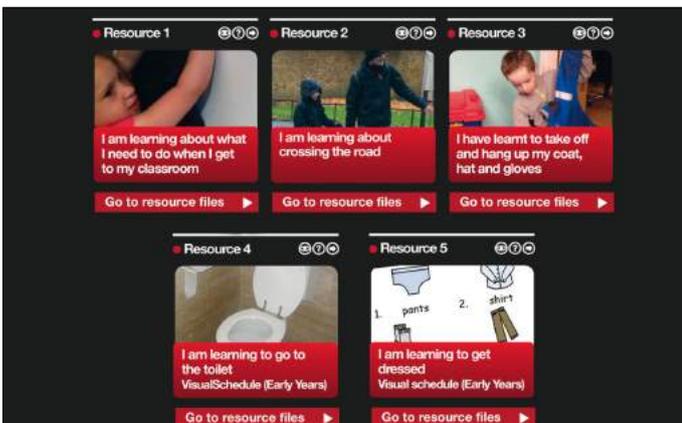
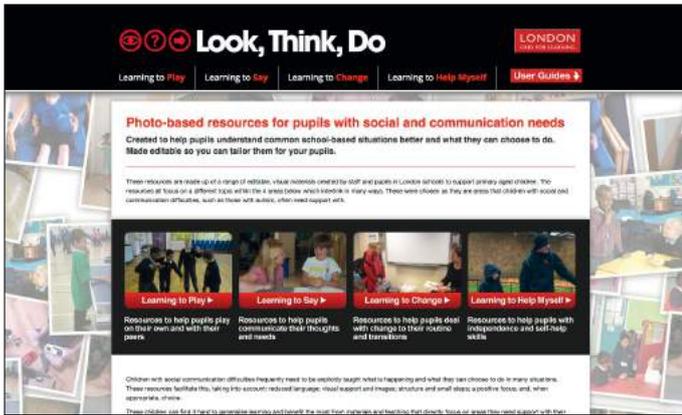
'Look, Think, Do' brings together a range of editable, visual materials created by staff and pupils in London schools to support children with social communication difficulties, such as those with autism and ADHD.

These children frequently need to be explicitly taught what is happening and what they can choose to do in many situations. It is important that they are shown how to adapt what they do depending on how the situation could change, rather than stick with a rigid thinking and behaviour.

These resources facilitate this social development by using reduced language, visual support and images, structure and small steps, a positive focus and, when appropriate, choice.

The photo-based, visual resource is divided into four key sections: Learning to Play; Learning to Say; Learning to Change; Learning to Help Myself. Editable storyboards bring difficult situations to life in a non-threatening manner and enable pupils to discuss solutions and strategies, and alternative and ideal endings.

ltd.lgfl.net



EARLY SHAKESPEARE

A perfect introduction to the wonderful works of Shakespeare!

SEN Assist's Early Shakespeare is now available on LGfL to support pupils of different ages and abilities. This multisensory and appealing software is suitable for learners with a wide range of learning needs.

It is underpinned by the specialist principles behind TEACH and PECs, developed for pupils with Autistic Spectrum Conditions, to ensure that pupils are engaged and know how they are progressing.

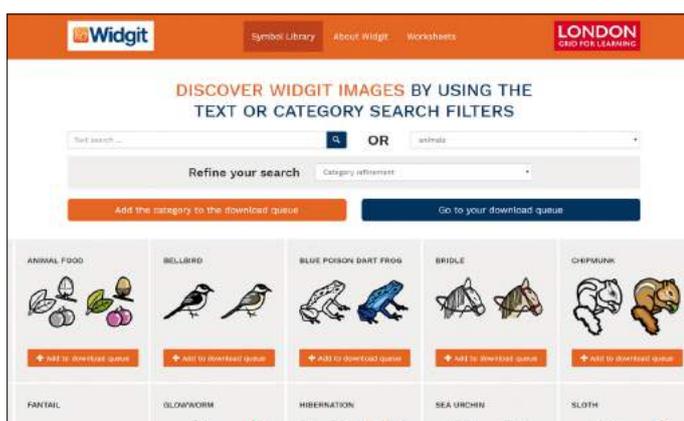
Four ability levels allow teachers to include EVERY child in the Literacy lesson! Early Shakespeare includes two plays, Romeo and Juliet and A Midsummer Night's Dream. Children will hear the speeches as Shakespeare intended: performed by professional actors. The stories, the characters and the language of Shakespeare will always be familiar, even though they are told using the first 100 high frequency words.

These versions can be used to provide summaries of the plays for all learners and ages – not just those with SEND.

Differentiated activities on the sequencing of the play and the characters ensure that they are able to demonstrate their understanding.

earlyshakespeare.lgfl.net





WIDGET

A database of visual and accessible symbols and worksheets to support equal access to information and communication.

Our partnership with Widgit Education has enabled us to share over 12,000 Widgit symbols, as well as a vast range of differentiated worksheets using the symbols.

Widgit Symbols give readers of all literacy levels greater access to information, but are especially helpful with pupils with communication and reading difficulties.

Symbols can help support communication, independence and participation, literacy and learning, creativity and self-expression, as well as access to information.

Staff can browse and search the Widgit database via the online portal, where they can download groups or single symbols quickly and easily.

These can then be used to support understanding and communication in multiple ways, such as in symbol sentences, key symbols, communication grids or flashcards.

widgit.lgfl.net

WORDQ, SPEAKQ

A powerful, easy-to-use tool that supports literacy for young people who can type, but have trouble with writing, grammar and spelling.

If you have ever worked with a young person who is held back by being unable to get their well formed ideas onto a page, you will soon see how transformational WordQ SpeakQ can be.

LGfL schools can download and install the tool on all in-school and (staff) home computers at no additional cost; and there is a heavily discounted price for pupil use at home.

Ideal for those with dyslexia, dyspraxia, ASC, ADHD, physical difficulties and learning difficulties, it can be used to support and improve the writing of the majority of learners in KS2-5 – not just those with recognised additional needs.

The tool works with all online and offline programs (wherever text is entered) and can be toggled on and off for Word Prediction, Speech Recognition or Spoken Feedback.

WordQ SpeakQ can help students to maximise their written potential within and beyond the classroom, and is even approved by JCQ for use in public examinations - saving time and money on the cost of scribes.

wordqspeakq.lgfl.net



“ The school put WordQ on our daughter’s laptop, and before we knew it, she started saying, “I’m writing like a pro” ...and she actually was! After years of struggling to write and being left out, she was getting her words down and doing well. It came just in time for her GCSE exams – and she passed! ”

Lyse, Mother.

FAIRY TALES

If you go down to the woods today, you're sure... to meet three bears, pigs and goats, a gingerbread man, a boy called Jack, and a girl called Red Riding.



Fairy Tales is a sophisticated, switch-compatible literacy tool for pupils on the P scales. SEND specialists at SEN Assist have taken six all-time favourite fairy tales and transformed them into literacy exercises that are likely to prove popular with pupils across the ability spectrum.

In the same format as Early Shakespeare, the resource is underpinned by the specialist principles

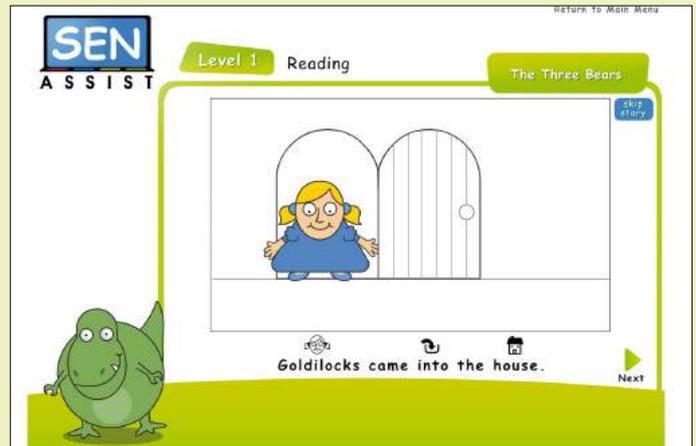
that underpin PECS and TEACH. Each of the fairy tales is broken down into one bite-sized sentence per scene, using the first 100 high-frequency words.

This allows learners to easily follow, understand and remember the stories, and helps ensure access to the curriculum for all. Pupils can watch at their own pace, and opt to turn on or off the accompanying text and symbols.

Animated characters bring each

scene to life, with differentiated activities to help include all learners. Within each story, pupils can choose their own motivator, which rewards them as they successfully complete activities, and there are four ability levels for even further differentiation.

fairytales.lgfl.net



PORTRAITS & IDENTITY

What is a portrait? What can we learn from portraits? This resource explores portraiture and artworks representing 'identity' through a wealth of practical lesson and project ideas.

WELCOME TO THE BEN URI

The Ben Uri Gallery uses its extensive and distinguished collection to explore the work, lives and contribution of British and European artists of Jewish descent, placed where relevant alongside their non-Jewish contemporaries.

The collection of over 1,000 artworks explores a wide range of diverse themes, and shows how art does not just imitate life, but reflects, explores and seeks to understand it.

REACHING OUT

At home in North London, the gallery takes its outreach role very seriously, and has now partnered with LGfL on three major online learning resources.

Portraits & Identity is the latest of these, bringing selected works into the classroom at Key Stages 2-4, to enrich Art & Design, Citizenship and PSHE.



MULTIPLE PATHWAYS

The resource can be approached in several different ways, with ideas for lesson series, standalone lessons and activities to integrate into existing projects.

For example, nine lessons on an iconic painting by artists including Soutine, Auerbach and Solomon have high-resolution scans which can be

zoomed in on to focus on specific details. Teacher support also includes notes on the artist, content and ideas, form and composition, materials and techniques, and in-depth lesson plans.

In the activities section, ideas range from a ten-day photography challenge, through literacy activities, to a collection of ten different 2D and 3D activities.

WHO AM I?

With Portraits & Identity, pupils discuss the facial features that make them unique, identify key symbols that could represent them, and highlight the different things we see when we look at a portrait for the first time.

This is an important part of personal, social and health education; pupils learn to value themselves and others, and come to terms with their own identity.

identity.lgfl.net

ART SKILLS FOR TEACHERS

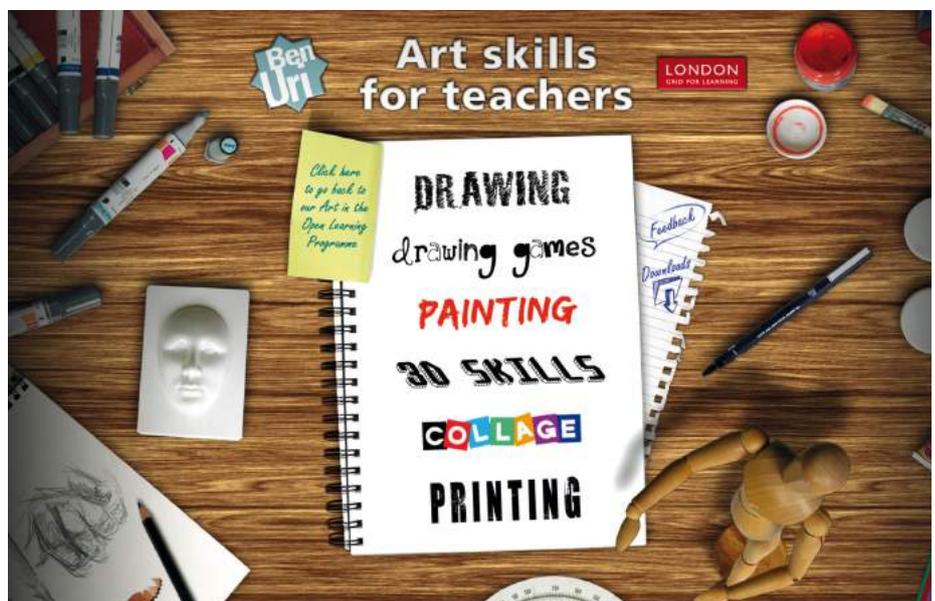
Another excellent resource made in close partnership between LGfL and the Ben Uri Gallery. The name is self-explanatory, but it isn't just for beginners.

Featuring techniques that are easy to understand and replicate, Arts Skills for Teachers features a range of ideas for the non-specialist art teacher to discover, recreate and teach. It offers clear explanations of a range of techniques in action, exemplified in school contexts.

The aim is to inspire teachers and children to experiment with and achieve artwork beyond their own expectations, using unusual and easily-accessible techniques to make art a truly inclusive activity for all members of the school community.

The ideas and techniques can also be used to create works in response to the other Ben Uri resources on this page.

artskills.lgfl.net



LINKED
TO ART IN
THE OPEN

LONDON SCHOOLS SYMPHONY ORCHESTRA ARCHIVE

Behind the scenes at a world-class youth orchestra's rehearsals and live performances.

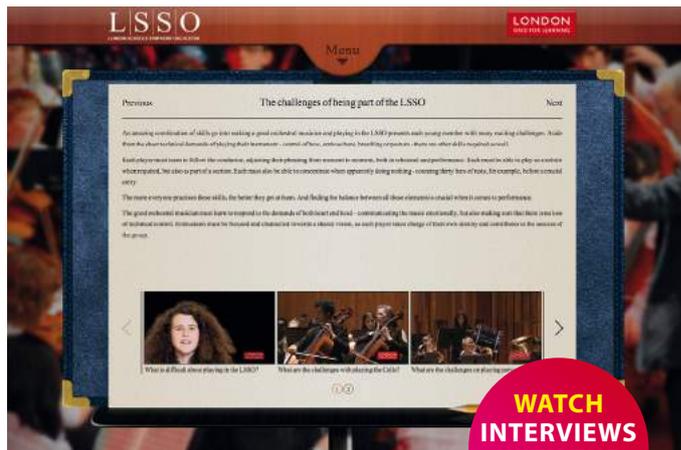
Hailed by Sir Simon Rattle as “an incomparable ambassador for the dynamism and excellence of British youth”, the London Schools Symphony Orchestra (LSSO) has for over sixty years been regarded as a potent symbol of the talents and achievements of London’s finest young musicians.

LGfL has worked with the LSSO to build an archive of the orchestra’s output over the past sixty years, with programmes, articles, newsletters and press clippings.

For the past six years, the archive also includes professional audio and video recordings of the tri-annual concerts held at London’s Barbican Centre. This amounts to over 50 separate orchestral works to watch, listen to and study.

What greater inspiration for Key Stage 2 pupils than to see what hard work and talent can lead to over the next few years of their musical education.

lso.lgfl.net



WATCH INTERVIEWS WITH THE PLAYERS



LET'S HAVE A GIGAJAM!

Learn to play guitar, bass, keyboard and drums with this award-winning course.

This award-winning interactive guitar, bass, keyboard and drum tutor gets pupils playing from the first lesson, with videos, play-along files and online assessments to guide them from absolute beginner to Grade 5 equivalence.

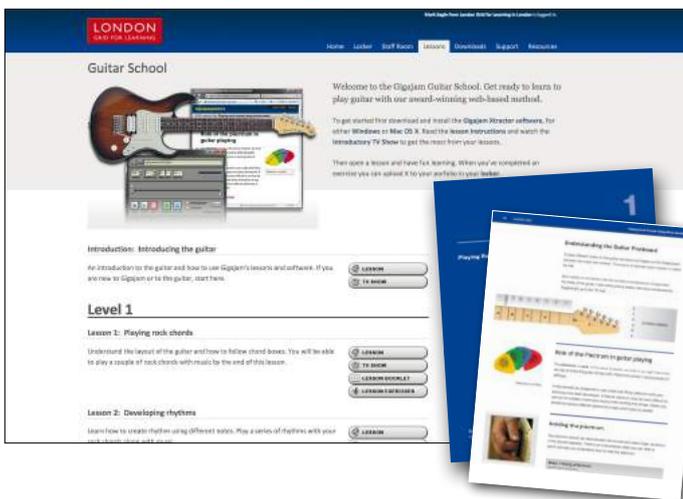
Step-by-step instructions ensure that pupils have everything needed to progress their learning at the fastest possible rate.

Narrated lessons present key knowledge through text, diagrams, videos and interactive exercises, not to mention a backing track for every exercise.

The latest LGfL version features integration with student USO accounts for online e-portfolio ('pupil locker') development and performance tracking.

Every exercise has an accompanying video where a professional tutor performs the exercise for pupils to watch. There is also a TV Show, where tutor and presenter go through the whole lesson in a studio format.

gigajam.lgfl.net

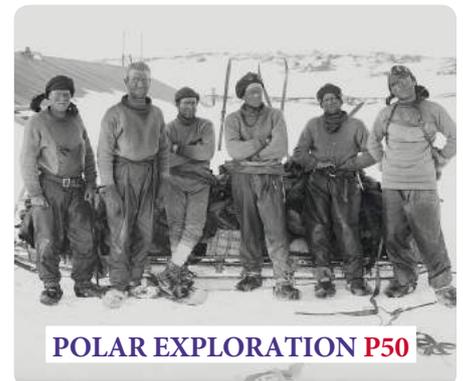


DIGITAL COLLECTIONS

THOUSANDS OF RELEVANT IMAGES & VIDEOS AT YOUR FINGERTIPS

INCLUDES
LESSON
PLANS FROM
CURRICULUM
EXPERTS

QUEEN VICTORIA
HIGH-RESOLUTION
IMAGES, SKETCHES AND
PHOTOGRAPHS P60



POLAR EXPLORATION

IN THE HEROIC AGE OF SCIENTIFIC DISCOVERY

Not many schools can manage an annual trip to the North Pole; if there is a next-best thing, surely it is the immersive effect of this multimedia resource.



OBJECTS OF INTEREST

P-p-p-pick up a Polar artefact!



Edwards Evans's sledge model

Model-making – one way to while away those long winter hours

Primus stove

Unique design lets you melt snow for drinking while you are cooking



Herbert Ponting's camera

Ponting used this camera for many of his iconic images

Penguin egg

You wouldn't want to scramble this artefact from the Terra Nova expedition



The University of Cambridge's Scott Polar Research Institute (SPRI) is one of the world's most famous bodies for the study of the science, technology, history and culture of the polar regions.

SPRI holds a unique collection of artefacts from expeditions past and present, from the eponymous explorer who gave his name to the Institute right through to modern-day adventurers.

And while the materials used for the gloves and goggles may have changed somewhat (you can investigate old and new within the resource), the challenges remain the same, and lessons learned from the first expeditions are still saving lives today!

LGfL was given unique access to the SPRI archive and its polar experts to create this cross-curricular resource, which includes lesson plans tailored to the Key Stage 3 and 4 English curriculum.

The resource includes video footage of equipment and artefacts from the most famous expeditions, complete with text transcripts, plus high-resolution photographs of objects featured in the video footage, as well as journal extracts read by a descendant of one of Captain Scott's Discovery expedition.

There are also opportunities to meet a modern-day polar explorer and hear of his experiences living for extended periods of time in some of the world's most extreme environments.

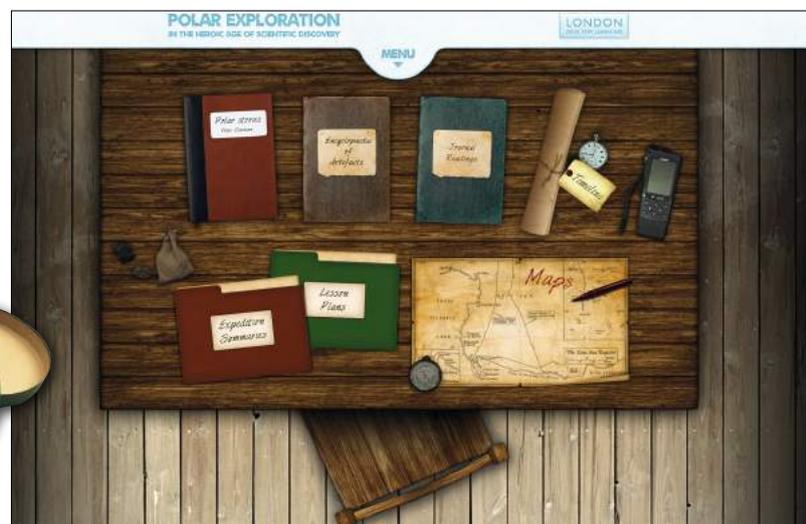
It would be easy to pigeonhole 'Polar Exploration in the age of Scientific Discovery' as a Geography resource, but the Key Stage 2 lesson resources (created by curriculum experts) also span Art & Design, English, Geography, History, Computing, Maths and Science.

From working out how dogs pull sledges and what the best snow goggles are, to thinking about the rations needed to keep you and your huskies alive (but not weigh you down more than necessary), there is much more to this resource than meets the eye.

Students are encouraged to immerse themselves into the lives of the explorers, aided by the hundreds of HD images and high-resolution images, plus interactive timeline and Google Map interface – take a look at how the inside of Scott's preserved expedition hut looks today.

Explore – engage – inspire...

polar.lgfl.net





DID YOU KNOW?

Herbert Ponting was one of the most renowned photographers of his time and a pioneer in the use of the camera in extreme conditions; he liked to be referred to as a 'camera artist'.

Pictures: Scott Polar Research Institute, University of Cambridge



POLAR EXPLORATION
IN THE HEROIC AGE OF SCIENTIFIC DISCOVERY

LONDON
DISCOVER SOMETHING GREAT

MENU

Weddell Sea

- Antarctic Map
- High Detail Map
- Slow Key

Selected Expeditions

- Discovery
- Nansen
- Terceira
- Endurance
- Graham Land

Key Events

- 1 Entering the pack ice
- 2 Trapped in the ice
- 3 Endurance abandoned
- 4 Endurance sinks
- 5 Ice begins breaking
- 6 Elephant Island
- 7 South Georgia
- 8 Hut Point

South America

BELLINGSHAUSEN

WEDDELL SEA

COASTS

South Pole

Trapped in the ice

Endurance abandoned

Endurance sinks

Ice begins breaking

Elephant Island

South Georgia

Hut Point

“ Legionnaires, cavalry horsemen, auxiliaries... Roman London had a mix of soldiers from across the empire. ”



THE ROMANS IN LONDON LONDON

Welcome to The Romans in London Learning Resource

FIND OUT MORE

This resource has been created by Roman London expert, Jenny Hall, formerly Senior Roman Curator at the Museum of London. This resource features unique video explanations of surviving remains and of objects, both real and replica. This offers a large amount of resource material to enable teachers to tell the story of Londinium without leaving the classroom and for students to access information to enable further research when learning from home.

THE ROMANS IN LONDON

What have the Romans ever done for us?
Find out with the help of LGfL and the Museum of London.



Alongside Camulodunum (Colchester), Londinium (London) was a key Roman settlement throughout the time of the empire. The capital would be unrecognisable today without the influence of Paulinus, Claudius et al.

The Romans in London typifies the LGfL approach to learning resources. The first step to this simple-but-effective process is working with undisputed experts: in this case, it meant calling on the Senior Roman Curator at the Museum of London for access to expertise, artefacts and insights.

Step 2 is to use the latest technologies to bring images and videos into the classroom in such a way that pupils are transported into the world they are studying. In practice, this means marrying engaging expert explanations

(on location, of course) with professional presentation and tangible links to everyday life, and to the world pupils live in today. A good example of this in action is the use of Google Map technology to show Roman sites as they look today.

Step 3 is to provide a wrap of teaching resources written by curriculum experts to tie everything together and link it to the National Curriculum.

And Step 4 is to ensure different routes into the content. For example, teachers wanting to add quality materials to existing medium-term plans can use the resource bank functionality to search according to image, video, theme, type of material, etc.

The Romans in London was a finalist in the digital collections category at the Bett Awards – confirming further the wisdom of this strategy.

The Romans remains core to the revised Key Stage 2 History National Curriculum, but cross-curricular lesson plans for Art, Design Technology, English and History make the era ideal for broader project-work in the classroom.

romans.lgfl.net



DID YOU KNOW?

Learn more about the Romans

Gladiators ready!

You wouldn't want to get in trouble in Roman times; criminals and other undesirables were often forced to become gladiators. Most died in their early 20s after only a few contests.

Gifts for the Underworld

The Romans believed that people travelled to the Underworld when they died. So they were buried with food for their journey, coins to pay Charon the ferryman, and pendants of mythological creatures like Medusa to protect them from evil spirits.

OBJECTS OF INTEREST

Learn more about Roman objects

Leather shoe

These boots were made for walking



Gold medallion

Made to celebrate London being saved

Replica bronze military dagger

No soldier's tunic was complete without one



Bust of Mithras

God of the sun and heavenly light



INTERACT WITH OUR MAP OF ROMAN LONDON



THE TUDORS IN LONDON

There's more to Henry VIII than Greensleeves. Discover the Tudors' lasting legacy in London.

DID YOU KNOW?

The world of Tudor facts

Eating and drinking

Tudors didn't use forks, as they hadn't been invented. But they did take a spoon wherever they went.



London Bridge

There was only one bridge over the Thames in Tudor London, but you might not have even known you were on it: the sides were lined with shops and houses so you would rarely see the river. It was still worth a visit though – traitors' heads were displayed on spikes at the end.

OBJECTS OF INTEREST

Learn more about Tudor objects

Fuming pot

This was used to burn sweet-smelling herbs, thought to prevent the spread of plague.



Toying around

Fear not – there was still time for fun and games in Tudor London. Well-to-do children may have had the chance to play with these metal dolls from around 1550.



Do your students know when forks were first used, or that rich people imprisoned in the Tower of London were allowed visitors and even servants (it was rather different for the poor prisoners)?

The Tudors in London gives the answers to these and many more questions your students would never think to ask but would love to know about.

The resource helps develop a historical context in which to appreciate how events of 500 years ago still impact London life today.

A great fit for the KS2 History requirement to engage in a 'local History study', The Tudors in London includes cross-curricular teaching resources

for Art, Design Technology, English, Geography, History, Mathematics and PSHE.

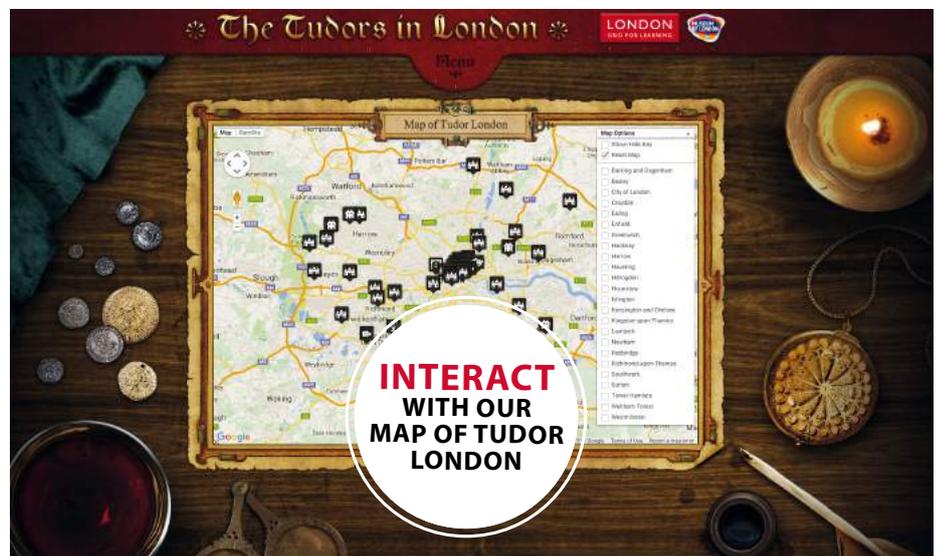
Lesson plans suggest classroom-based activities to help teachers make the most of the wide range of resources within the historical archive.

Over 140 high-quality video clips and 60 high-resolution images from the Museum of London, Royal Collection Trust and key Tudor locations in London are ideal for immersing pupils in the Tudor way of life. These include, for example, professional re-enactments of Tudor life at Court, filmed exclusively for LGfL at Hampton Court Palace.

Schools generally have limited access to many of the artefacts and some of the locations featured in The Tudors in London (e.g. the Rose Theatre and Charterhouse).

LGfL is providing comprehensive online access to locations that teachers would never normally be able to integrate into programmes of study – and all with the expert guidance of a Museum of London curator.

tudors.lgfl.net



TUDOR CLOTHING

A rich Tudor lady might have 100 pins holding her outfit together; it would take up to two hours to get dressed – even with the help of a maid.



Picture: Royal Collection Trust © Her Majesty Queen Elizabeth II 2016



LESSON PLANS

From 'Designing a Tudor Headdress' to 'Mapping Tudor London', LGfL curriculum experts have designed a wrap of lesson materials to help teachers get the best from the high-quality resources with relevance across the curriculum.



AUDIO NETWORK

Includes
60,000+
audio files

Over 60,000 professionally-recorded tracks licensed for educational use. No getting caught out by copyright law; No need for poor-quality rippoffs.

IT COULD BE YOU

It was just another Monday morning at St John's Primary. Parents were phoning the absence line and delivering forgotten lunchboxes, and the photocopier had jammed again.

Then the letter arrived. American copyright detectives had sent a 'breach of copyright' notice for an illegal copy of a hit song on a class blog.

It was a pupil video, and it was educational. But the lawyers didn't want to know. The school had 4 weeks to pay up \$10,000 or be taken to court.

NO NEED TO FALL FOUL OF THE LAW

Online tracking makes it foolish as well as illegal to breach copyright in this day and age. But in an LGfL school, there really is no need.

On behalf of London schools,



“ You can even search by mood – try *scary, jolly or angry!* ”

LGfL has licensed the Audio Network database for teachers and pupils for educational use – in school and at home.

QUALITY AND QUANTITY?

Audio Network is not just another

compilation of unwanted tracks and poor covers.

With recordings of professional musicians (often entire orchestras!) by professional engineers in professional studios (heard of Abbey Road?), LGfL schools can use over 60,000 tracks, spanning a wide range of genres, styles, instruments, composers, etc. You can even search by mood - try *scary, jolly or angry!*

Once you have found your perfect track, you can stream it live, save it to your favourites, or download it in .WAV or .mp3 format.

But Audio Network isn't just a gift for the music teacher – why not explore mood and atmosphere in Literacy, or a historical era in History and Art?

audionetwork.lgfl.net



AUDIO NETWORK TV

Go behind the scenes at Audio Network; see how professional musicians work. Do you need big hair for 'Big Hair Rock'? Find the answer to this question and many more.

Music isn't just for musicians! From the makers of Audio Network, Audio Network TV gives us an insight into the recording of some of the high-quality music tracks available to all LGfL-subscribing schools.

We meet producers, engineers, studio owners, conductors and musicians, and see how they work together to make some of the greatest tracks ever heard.

From music producer Steve Levine and the Royal Philharmonic Orchestra on recording at Abbey Road Studios, to Ray Davies on big bands, and metallers on 'big hair', Audio Network TV opens the door to the recording process, and gives an insight into the professionalism of all those involved in creating a track.

audionetworktv.lgfl.net



MEET THE EXPERTS



Joanna Chorley was part of the Women's Royal Naval Service – known as 'The Wrens'. She was posted to work on Colossus, the world's first electronic computer, which was based at Bletchley Park.



Major Helen Carter served as a Corporal in the Counter Intelligence Wing of 'Intelligence and Security Group Germany' from 1987-89. Her role was to detect activity by foreign intelligence services.



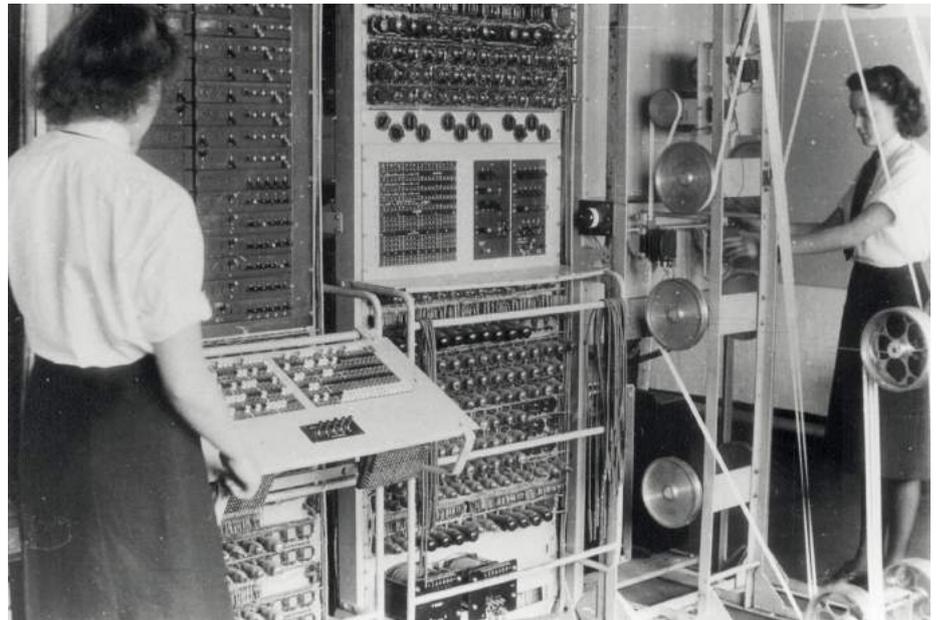
Michael Smith is the author of a number of books about Bletchley Park which explains precisely how Britain's wartime codebreakers helped win the war.



Dr Helen Fry is a highly regarded historian who has written and edited over 25 books. Her works primarily cover the 20th century, especially World War II and espionage.

WOMEN IN COMPUTING

Women in Computing aims to recognise and promote the achievements of women in British computing within the social context of the time. It does not seek to dwell on negative aspects where woman have been prevented from contributing to the computing landscape, but it does explore the issues surrounding how and where their unique contributions have developed understanding and achievement within the computing industry and in wider society.



During the creation of the 2014 BETT Award winning History of Computing learning resource, we were conscious that the contribution of women to the computing landscape in Britain was significant but too big to cover within the context of the original development.

A commitment to adequately cover the unique contribution of women in their societal context has resulted in this resource.

The nature of the topic and a commitment to ensuring that the resource offers a truly unique and high quality stimulus for all learners

has slowed the development of this resource, as we have been careful not to duplicate coverage of many other excellent resources and initiatives in this field.

wic.lgfl.net



A HISTORY OF COMPUTING

Playing the ‘imitation game’ – helping the developers of tomorrow understand the relevance of lessons learned by the pioneers of computing.

Winner of the 2014 Bett Award for best Digital Collection and Resource Bank, The History of Computing has become one of the most popular resources available from LGfL.

Importantly, it is not an attempt to provide blanket coverage of the entire new Computing National Curriculum, but to offer a unique insight into the people and products that formed the bedrock of modern computing.

Produced in partnership with and on location at The National Museum of Computing, Bletchley Park, and Manchester’s Museum of Science and Industry, this resource features

video footage and high-resolution photographs of many of the iconic British computing systems used since 1940, including the Colossus Mark II system – restored to full working order.

For each system, Input, Processing, Storage and Output are deconstructed and placed within a societal context, and experts explain how the systems function and what role they played in advancing our work and leisure activities.

Resources include learning support material for the Computing National Curriculum and Key Stages 2-5.

The History of Computing aims to show that an understanding of our digital heritage is critical for shaping our digital future.

British computing developments have significantly influenced the world we live in. These unique materials show how home-grown innovations continue to impact on our world today and shape all of our tomorrows.

hoc.lgfl.net

DID YOU KNOW?

Colossus (main image) was one of the first-ever electronic computers. It was built to break German coded messages during WW2 and would easily fill a large room.



PEOPLE OF INTEREST

Learn more about the people behind the development of modern-day computing

Tommy Flowers
designed and built Colossus



Alan Turing
is regarded as the founder of computer science

Sir Clive Sinclair
invented the first affordable electronic pocket calculators and home computer



OBJECTS OF INTEREST

Learn more about computers

Tape reader
for the Elliott 803. Used to input data on perforated paper



ICL mainframe data storage disk

Teleprinter
within Colossus for outputting readable results



Sinclair ZX Spectrum





Pictures: Royal Collection Trust © Her Majesty Queen Elizabeth II 2016

QUEEN VICTORIA

What's in a picture? Quite a lot in fact! This collection of paintings and photographs from Royal Collection Trust tell the story of one of Britain's favourite and longest serving monarchs.

Queen Victoria as you've never seen her before. Stunning unique high-resolution images, sketches and photographs from Royal Collection Trust that transport pupils into the regal world of Victoria the girl, the princess, and the Queen. Lesson plans from curriculum experts go alongside these 56 carefully curated images that tell the story of the life of Queen Victoria from a young child, to becoming queen at the age of 18 and being the first monarch to reside at Buckingham Palace.

The pictures are divided into four themes, each with lesson plans and general guidance to inspire teaching

through images: Palace in Waiting, Albert's Arrival, All Change and Becoming Royal. All the images are available as high resolution downloads, ideal for studying details – even on a large screen – and licensed for educational use.

Ideal for use within both the Primary and Secondary curriculum, the collection of images can be used to cover not only History but also Art, English and even Computing. Guidance on using images within the curriculum is given so that all are able to make the most of this unique resource.

queen-victoria.lgfl.net



NAVIGATING THE WORLD OF LGfL CONTENT

Our learning-resource portfolio is often described as a treasure trove; we can help you find out what's in it.



The LGfL content strategy is not about forcing teachers to abandon tried-and-trusted lessons and teaching methods; it isn't about a one-size-fits-all approach; and it isn't about replacing the teacher with technology.

So what is it all about? Using technology to enhance learning; making effective teachers even more effective; opening up new possibilities; providing resources that are flexible enough to slot into existing schemes of work or to become new standalone units; and supporting teachers old and new with materials that marry top-class engagement with curriculum relevance and solid pedagogy.

As well as sourcing, licensing, developing and creating this high-quality content, it is just as important to make it accessible to the busy teacher who barely has time to buy food for dinner, let alone spend hours

browsing resources and contemplating lesson-plan changes.

LGfL.net is continually being improved to ensure that teachers can find what they want, when they want it.

When you visit **content.lgfl.net** (or click the 'content' dropdown menu from any page on the site), you will see these six red icons, which all give you a slightly different way into the materials.



Want to browse everything that could be relevant for the classes and subjects you teach? Then this is the button for you.

grid.lgfl.net



Click here to see as few resources as possible to help you meet a very specific curriculum need.

pos.lgfl.net



Our portfolio of inclusive resources to help teachers in mainstream and SEND schools is extensive and growing!

send.lgfl.net



This one should be obvious – you're reading it now! We have print and online versions of our magazines.

contentmagazines.lgfl.net



Ideal for staff / department meeting, a Primary and Secondary video can remind you what is available.

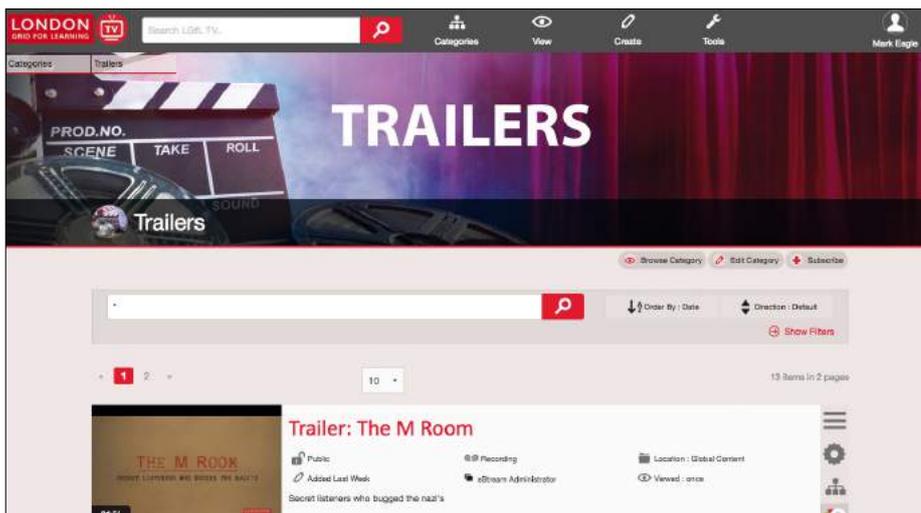
contentvideos.lgfl.net



Let us surprise and inspire you with our Forward Planner, Did You Know?, Online-Safety Tip, Author of the Week, On this Day, Image of the Day

inspireme.lgfl.net

RESOURCE DISCOVERY



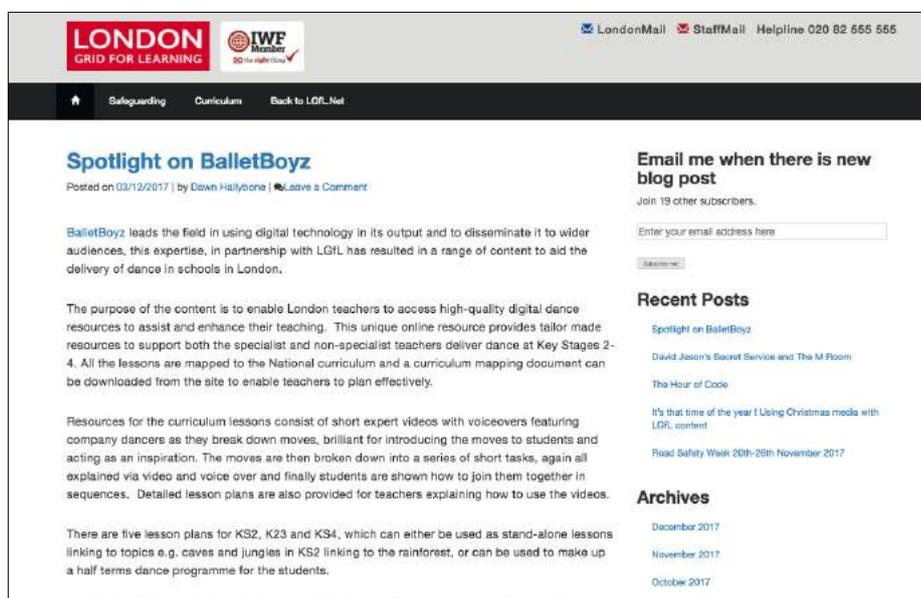
The new home of the latest video content on LGfL, LGfL TV offers the opportunity to discover the latest thinking on the effective use of technology in the curriculum, experience trailers and summary walkthroughs of the extensive learning resource portfolio and even watch live events as they are streamed over the secure LGfL network.

lgfltv.lgfl.net

CURRICULUM BLOG

Established in the autumn of 2017, the Curriculum, Safeguarding and SEND blogs are becoming key destinations for the latest in innovative thinking in how to blend the best online learning resources to meet the needs of all learners within a safe and secure context. Featuring updates every week, make sure you are signed up and making use of the gems of authoritative advice contained within.

curriculumblog.lgfl.net



SOCIAL MEDIA

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