

# EDTECH UPDATE

## THE BETT BREAKDOWN!

Summer 2022 Edition



23<sup>RD</sup> - 25<sup>TH</sup> MARCH, 2022

# CREATE THE FUTURE

ExCel Centre London

After an in-person break due to the pandemic, this year Bett bounced back! Don't worry if you weren't able to make it in person this year, this post-Bett breakdown will cover some of the key developments, exhibitors and updates from the show exclusively for eduthing supported schools!

# WHAT WAS SPOKEN ABOUT AT BETT 2022?

Every year Bett has a fantastic array of speakers with talks filling the various arenas and lecture theatres set up across the ExCel centre. These cover the full spectrum of EdTech related content: technical workshops, technology in action, accessibility and inclusivity, pedagogy and strategic leadership.

Unsurprisingly a theme running through many of the sessions was coronavirus and the impact of the pandemic, but trying to shift the negatives into positives and look at how our advancements in EdTech, availability of technology and new ways of working can continue to grow and strengthen as the young children within our settings continue on their journeys with us.

Below are a few of the sessions recorded from the main Bett Arena, that are useful to reflect on.

Scan the QR code to access our digital version with links to the recordings and content embedded.

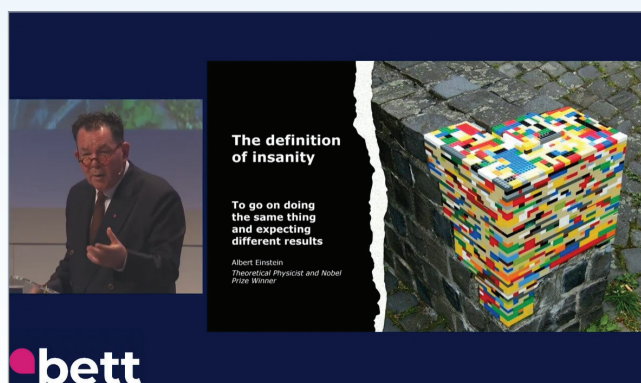


## PAUSE, RESET, PLAY: REIMAGINING EDUCATION

LED BY PROF DR GER GRAUS OBE

Answering the questions that COVID-19 has asked of education systems around the world requires building on what we know works, but also looking ahead to what we anticipate children will need. The pace has been frenzied and urgency has overtaken strategy as remote learning, planning how to reopen schools, and supporting children academically and emotionally took centre stage.

There has been little room for deeper reflection. Yet there are possible silver linings on the horizon, and it is important to sit back and think long and hard, and longer-term, to create a better education for every child.



## WHAT'S NOW, WHAT'S NEXT

LED BY PAIGE JOHNSON, MICROSOFT

As we learn forward, schools are making practical and tactical decisions to accelerate learning, create inclusive environments and foster well-being for each student. It's time to focus on solutions that scale and maximise the technology we've invested in to collectively reimagine education for the benefit of all.



## INSIGHT & INCLUSIVITY: PUTTING INDIVIDUALS AT THE HEART OF CREATING THEIR FUTURES

LED BY FREYA THOMAS MONK, PEARSON

The world is faced with a fast-growing skills gap - a billion people will need to be reskilled by 2030. Future demand will further widen that gap - the world of work is changing faster than the workforce, with technological developments, automation, changes in consumer behaviour & remote working patterns rapidly changing how we work. Teaching & learning must prepare learners for future lives & careers & must respond to the changing nature of work & the world in which we live.

## ESPORTS: THE VEHICLE TO DEVELOP FUTURE READY SKILLS

LED BY CHESTER KING, CEO BRITISH ESPORTS ASSOCIATION

Hear from a panel and explore how esports can be used as a vehicle for the development of a range of digital and STEM based skills and knowledge which in turn support the global requirement for citizens with future ready skills. You will understand the range of esports education and career pathways that now exist and how they also link to global digital, creative, entertainment and STEM-based industries.

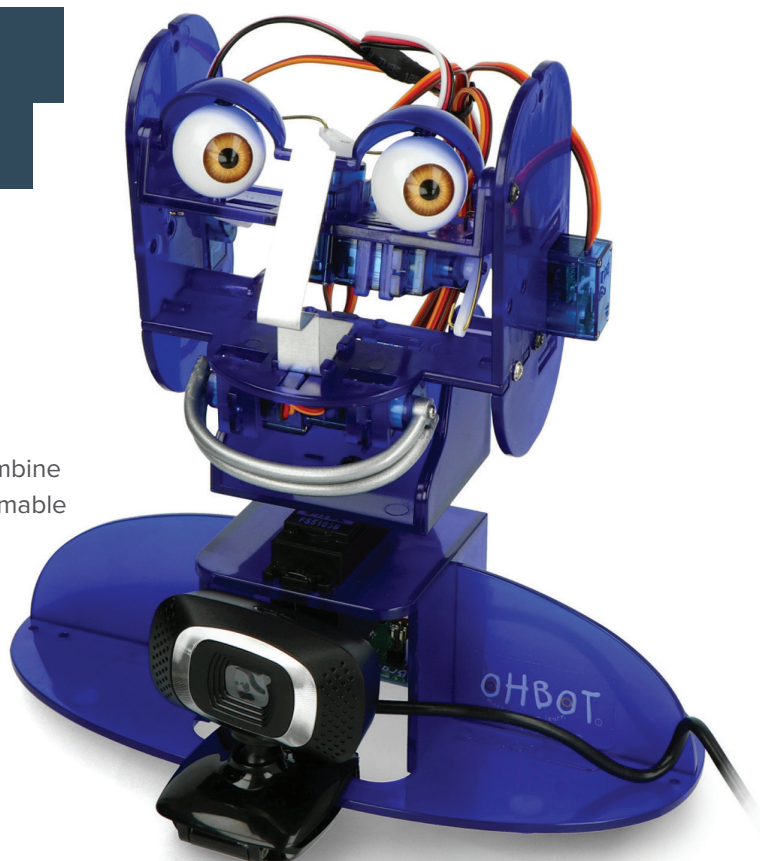


## WHAT WERE THE KEY THEMES AT BETT 2022?

### STEM KITS AND PROGRAMMABLE DEVICES

There are a growing number of fantastic options to combine programming with physical computing across programmable devices and STEM/STEAM kits. Whether you are looking at programmable Lego kits, robots like OhBot (pictured) which can be programmed to imitate human facial expressions, or more traditional programmable devices like the floor-based iRobot, there are endless opportunities to fit any school and budget.

More information on these on pages 6-8.





## VIRTUAL REALITY, AUGMENTED REALITY AND THE METAVERSE

After an initial push with all things AR and VR from 2017 onwards, naturally dipping through the pandemic, all things extended reality are back with their big brother - the Metaverse. Virtual Reality journeys are becoming increasingly popular for schools to encounter and immerse pupils in experiences that they may not have access to outside of education, strengthening captivation and involvement with teaching and learning whilst Augmented Reality experiences offer practical learning solutions, turn desks and tables into river ecosystems and wild habitats and turn playgrounds into backdrops for digital storytelling. If you're looking for ways to bring learning to life through the integration of technology - extended reality opportunities are not to be missed.



## ESPORTS



2022 marked the introduction of eSports to Bett! Currently there is more of a push with this area at College and University level, with competitive, formal teams and events being created but with stands and computing equipment demonstrating eSports functionality, it is not likely to be too long until this becomes an established area within Secondary and then Primary education. Although not a traditional sporting area, eSports goes hand in hand with the 4C's of 21st Century learning (communication, collaboration, critical thinking and creativity) and embracing this area can add to a diverse and inclusive offering for all!

## CLOUD ADOPTION

The cloud is coming! Schools are already starting to review their workflows, opting for the automation power that cloud computing can bring, as well as looking at moving away from typical on-site server storage for cloud-based platforms through Google Workspace or Microsoft 365. If you haven't started to think about cloud adoption as yet, now is a great time to have an initial conversation!



# CYBER SECURITY: HOW SECURE IS YOUR SCHOOL?

Those that were able to attend Bett this year may have heard Abid Patel, IT Director for the Leading Learning Trust, deliver his talk on cyber security looking at risks, backups and the consequences and longer-term impact of successful cyber-attacks.

Data collected from a survey in January 2022 shows that 78% of UK headteachers view their school as being vulnerable to cyber-attacks meaning around 12,000 schools could fall victim to cybercrime this year. It is easy to forget, but it has only just been over a year since the Harris Federation fell victim to a ransomware attack, immediately throwing teaching and learning into disarray for 38,000 pupils in 50 schools, costing the federation over £500,000 to rectify.

We are proactively supporting schools to mitigate these risks by providing:

## CYBER SECURITY TRAINING

Alertness and awareness are essential features for all staff working within schools. With phishing emails being the root of many cyber-attacks, knowing what to look for to check legitimacy is becoming an increasingly more challenging digital skill, but one that has a limitless value. Do staff know how to spot a BitM attack? Can they identify a truly secure password amongst others? Are staff aware of the different ways schools can be attacked? Our cyber security training is designed for all members of staff who have school email or network access and covers all of the above and more.

## SIMULATED ATTACKS

Using our in-house system, eduPhish, we can simulate attacks for all staff within schools. Such simulated attacks offer a safe way for school leaders to assess their own levels of vulnerability throughout their staffing team. Results, such as who has opened, who has clicked and who has submitted their personal data and lessons learnt from these attacks are built into the cyber security training for school staff.

## CYBER INCIDENT RESPONSE PLAN

As part of our work to support in all eventualities, we have recently written our own cyber incident response plan. This plan, specific for school leaders, goes through the steps and actions for schools should the inevitable happen and the school fall victim to a successful attack as well as a bespoke section on continuing teaching and learning for schools, as the attack is mitigated.

*"Thank you for the recent training session which was really engaging, partly because it was so focused and not trying to cover too many aspects. The simulated phishing exercise really brought home just how easy it is to be taken in – especially if the name of a colleague and an organisation we work with all the time is used to create the bogus source email address. The tips on creating strong passwords were helpful too – again we have all heard this before but the specific examples were really useful and we all need reminding how important it is to do all this even though it can be EXTREMELY frustrating when we then can't readily access our own accounts!!"*

**School Business Manager,  
Secondary School, Farnham**

# STE(A)M & PROGRAMMABLE DEVICES

Lego WeDo was once the go-to solution when schools looked at combining progression in computer science to physical computing - and what a great solution this was! Sadly, Lego WeDo is now discontinued, but a whole host of different opportunities exist with an ever-growing extensive range of supportive teaching and learning materials.

## PERIPHERALS - MICROBIT, RASPBERRY PI, CRUMBLES & MAKEYMAKEYS

Now largely coming back into stock, these chip-based peripherals with various in-built sensors and a range of extendable modules, are a great way to really get pupils hands-on with their Computing programming. Tools introduced such as the Micro:bit classroom, allow for teachers to have complete control and access to pupil's programming, enabling swift support and assistance.



## OHBOT

As mentioned earlier, Ohbot is an assembled robot head that can be programmed by pupils, built with seven motors to provide a range of realistic movement. Ohbot includes text-to-speech technology so that children can program it to say whatever they like. It also includes face recognition so that it can be programmed to react when it sees a child and follow their movement. An amazing way to bring robotics - almost literally - alive!

## DASH & CUE

Dash is a real robot, charged and ready to play out of the box. Responding to voice, navigating objects, dancing, and singing, Dash is the robot you always dreamed of having. Use Wonder, Blockly, and other apps to create new behaviours for Dash — doing more with robotics than ever possible. No books or camps needed! Cue is Dash's older brother and comes with options for customisable personality. Perfect for budding inventors and tinkerers, engaging with personality, chat and advanced robot coding.



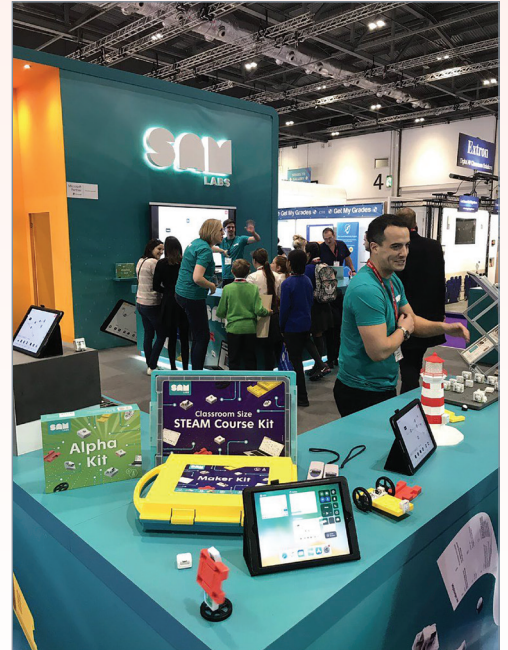
## SAM LABS

With the discontinuation of LEGO WeDo, now is the perfect opportunity to refresh the programmable kit used for teaching and learning in your Computer Science units from KS1 to KS2; SAM Labs has it all!

SAM Labs is a one-of-a-kind STEAM and coding resource; solutions include innovative coding software, easy-to-use Bluetooth-connected hardware, a suite of UK curriculum-aligned lessons, and unlimited guidance and support.

As well as their platform (which can be used standalone without equipment), and their wide range of programmable elements that can be used to build cross-curricular sessions in Maths, Science and Technology, SAM Labs also supports 3rd party peripherals such as micro:bits, Spheros and data integration/collection with Google Sheets!

Interested in SAM Labs? Email [training@eduthing.co.uk](mailto:training@eduthing.co.uk) and get a free training session for your staff!



## iROBOT

Taking on the stance of a more traditional floor-based robot, is the iRobot. With progression and content available from early learning through to secondary level, the iRobots' educational robots empower students by connecting classroom learning with the real world. Spark engagement and creativity by using robots to connect classroom learning with the real world. Use robot SimBots to guide students through coding activities in virtual arenas within one of the free apps, or connect with real robots to bring code to life.



## TINKERBOTS MY FIRST ROBOT



Give children an introduction to the world of programming with Tinkerbots' My First Robot! Allows for early coding to come alive for programmers as young as 5 years old. Based on drag and drop visual programming, children can engage through the app across different levels and challenges - combining computer science development with the excitement of a physical toy.



## MARTY THE ROBOT

Marty the Robot is becoming an increasingly popular addition to schools EdTech equipment and programmable devices! The unique walking mechanism means Marty can walk, turn, dance, kick a ball and so much more. And, because each limb is controlled by specific motors, Marty is also more stable and robust than other walking robots. Build your Marty, program in languages from simple blocks in Scratch to Python and beyond, learn about sensors, and expand your robot. Support includes full lesson plans covering STEM and programming.



## PI-TOP

Built with the Raspberry Pi at its core, pi-top provides educators with all the tools needed to make teaching and learning standards-based Computer Science easy and engaging. pi-top products can be used for lessons from beginner coding to advanced programming, offering differentiated instruction opportunities based on each student's skill level.

## CROSS-CURRICULAR COMPUTING

As always, a core focus of Bett and indeed our own work, is to look at cross-curricular Computing; how technology can be utilised across the wider curriculum to support areas of learning. Here are just a few of the exhibitors at Bett this year that fall into that category.

## CANVA

Completely free for educators and with features built in to support management of class created content, unleash creativity within your classroom with Canva. Allowing teachers and students to create visually stunning designs for any subject or age level, either from scratch, or choose from the library of over 60,000 high quality, educational templates.



## GENIALLY - MAKE LEARNING INTERACTIVE

The digital transformation has arrived, for all education stages and students. When you use Genially's interactive materials, you achieve:

- + **Attention:** Visual content captures everyone's attention. 90% of the information we process is visual.
- + **Participation:** Interactivity makes us explore and discover information on our own.
- + **Memorable content:** If you've seen a genially, you know what we're talking about.

Genially is great for creating gamified content to include within lessons, story-telling or infographic creation whether this is for inside or outside of the classroom!

## DISCOVERY EDUCATION: AUGMENTED REALITY

A great app to have tested at Bett from Discovery Education: Sandbox AR. Sandbox AR is an augmented reality 'maker' app that allows students and teachers to create, share, and even inhabit virtual environments. By placing a stage on a flat surface and adding models to create a sandbox, students create a virtual world they can experience and share.



## UPDATES FROM GOOGLE FOR EDUCATION

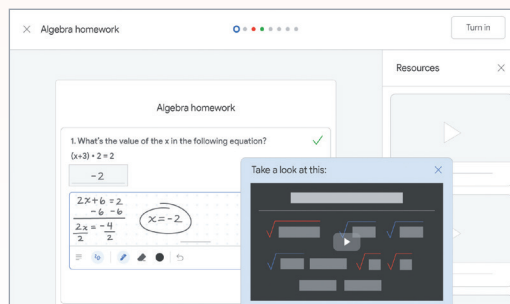
Whilst Google for Education didn't have a stand at Bett this year, they did have sessions for education leaders, trainers and partners. There are some really exciting updates from the Google for Education team coming, and whilst most are still under NDA, we are pleased to be able to tell you about the 2 following items:

### SCHEDULING POSTS FOR MULTIPLE CLASSROOMS:

One of the most requested features from teachers has been the ability to schedule in advance lessons in Google Classroom across multiple Classrooms - for schools operating multi-form entry. This has now released and is an active feature for all teachers to take advantage of!

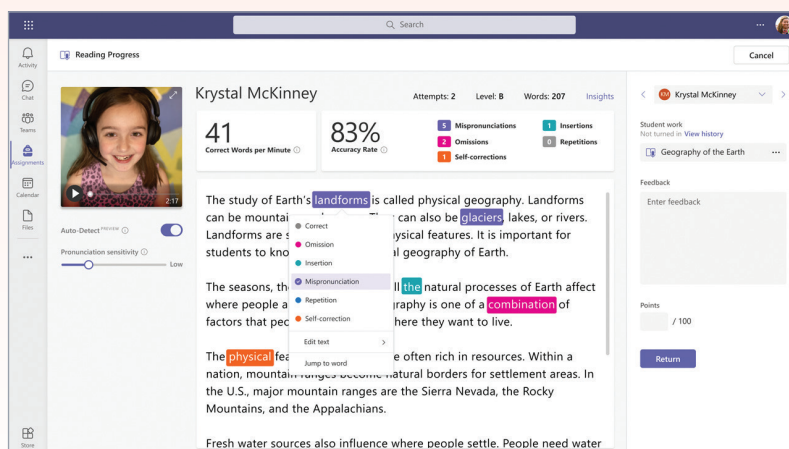
### PRACTICE SETS:

This is one of the most exciting developments coming to Google Classroom soon - Practice Sets, the ability to easily transform teaching content into interactive assignments and use the autograding tool to cut down on manual grading time. Practice sets also help teachers figure out which concepts need more instruction time and who could use extra support, giving them quick performance insights to shape future lesson plans. A must have for schools who are heavily using Google, Chromebooks and any 3rd party softwares to currently meet these demands!



## NEW IN MICROSOFT: READING PROGRESS

It was great to see a live demo of Reading Progress, a new offering for schools using Microsoft Teams with pupils. This is a free tool built into Microsoft Teams designed to support and track reading fluency in your class. Students record their reading on camera and submit it to you. As you mark and return their work, data is automatically collected and organised in Insights, helping you spend more time with students and less time analysing data. There are more updates coming to Reading Progress, and the introduction of Reading Coach, a platform to not just assess but support pupils in their reading development, later this year.



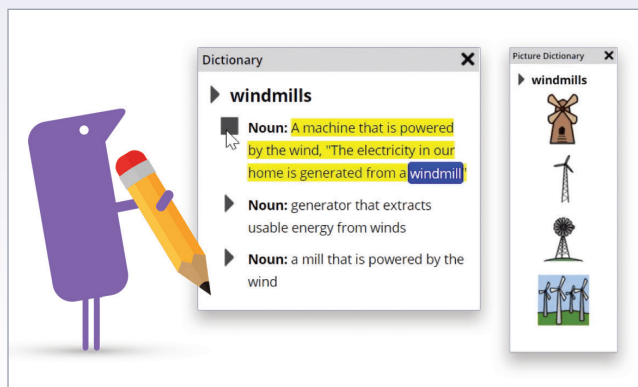
## MIS TO MONITOR: ARBOR EDUCATION

Without a doubt, Arbor are quickly becoming the MIS of choice and enjoying a healthy portion of the MIS space (particularly following the recent SIMS licensing fiasco!) If you're looking to review your MIS provider, move to a cloud-based user-friendly platform full of features designed to cut teacher workload, then Arbor is certainly worth investigating!

We are currently going through the process to become an official support & training partner for Arbor as we know the demand for this MIS is only going to grow!



## ASSISTIVE TECHNOLOGY HIGHLIGHT: TEXT HELP



A Bett 2022 award winner, Text Help offer a range of assistive technology addons to support teachers and pupils within teaching and learning, supporting a full range of devices and operating systems. Their flagship product, read&write, offers help with everyday tasks like reading text out loud, understanding unfamiliar words, researching assignments and proofing written work. All Text Help products have cross-product core accessibility features including: text to speech, speech input, word prediction, dictionary / picture dictionary and translate options.

## THE CONNECTED CLASSROOM: 21ST CENTURY LESSON DELIVERY

Whether you're a SMART, Promethean or Google Slides school, there are options available for connecting teaching and learning to larger availability of end-user devices or schools deploying 1:1 schemes. This could be Lumio (SMART), ClassFlow (Promethean - but available to all) or through extensions like NearPod or PearDeck if you are utilising Google Workspace for Education and Google Slides. Lesson delivery platforms like those listed above, allow for entirely different engagement, structural and collaboration elements to be introduced into day-to-day teaching and learning, whilst successful integration can prove effective with inclusivity, scaffolding learners, open up opportunities for asynchronous learning and allow pupils to move forwards and backwards within lesson content as they see fit, referring back to materials covered previously in the lesson as they need.





## BETT FUTURES HIGHLIGHT: KALIGO

It is always great to head over and explore the Bett Futures stands and look at the small tech companies with big ideas, whether in early beta stage and/or market testing or for those with a proven product ready to scale. My highlight this year has to be Kaligo. Focused on improving handwriting and spelling, the DfE approved scheme and app is designed to teach children how to write and spell using a tablet and stylus. Compatible with touch-screen Chromebooks, Kaligo enables teachers to adapt their handwriting lessons to match the handwriting scheme deployed in their school and allows exercises to be differentiated to meet the needs of all students. Check out their current curriculum aligned handwriting and spelling exercises. With a free 6 week impact trial available, this is certainly a company who will become a 'household' name within schools in the coming years.



## PICKATALE: THE READING AND AUDIOBOOK APP FOR KIDS

Pickatale for Schools is a free reading tool for teachers and young learners. Their unique library of levelled reading books helps to build reading confidence in students from Reception to Year 6 and makes reading fun!

Gain access to:

- + Hundreds of fun fiction and non-fiction school-related books
- + Phonics and quizzes to aid comprehension
- + Audio and narration to support reading practice
- + Live teacher dashboard and reporting so you can see your pupil's progress in real time, in any browser

The books in the Pickatale library are levelled by difficulty, with each level offering children progression in their reading journey.

Spanning eight levels, the books offer something for children of all reading abilities – from children who are just learning to read to advanced level readers.

Pickatale have designed a detailed framework for book levelling so that teachers and parents can have confidence that our books are age and ability appropriate, while also inspiring children and offering a relevant level of challenge.



## CHROME OS FLEX

Following the acquisition of Neverware which you may have already used within your setting, Google have recently introduced Chrome OS Flex. Chrome OS Flex is a great way to add life into ageing Windows or Mac desktops and laptops. If you have already invested in Chromebooks and utilising the vast array of Google for Workspace Education tools within teaching and learning, then instead of simply throwing out and recycling devices that may seem slow, the use of Chrome OS Flex could add to the devices you have available for teaching and learning across your school in a very cost-effective way. The use of Chrome OS flex is completely free for personal or school usage, the only cost being the perpetual Google for Education Upgrade License so that your newly converted devices can be managed in the same way as your Chromebooks already within your setting!



## BECOME A WORKSPACE WHIZZ

If you are finding that pupils are struggling to navigate around the Google Workspace for Education tools, complete basic tasks or that their digital skills are just not strong in this area, then the Workspace Skills platform is an opportunity to rectify that! The platform integrates into Google Classroom and provides bite-sized activities for pupils as they move through their digital certification, earning badges in each area completed along the way. Skills are levelled from beginner to advanced across Drive, Docs, Slides, Classroom, Forms, Sheets and Jamboard and move from opening Google Drive and creating folders through to publishing Google Sites and sharing sites with collaborators.



Find out more at [workspaceskills.com](https://workspaceskills.com)

## DIGITAL SAFEGUARDING

### CPOMS & CPOMS StaffSafe

CPOMS is the market leading software application for monitoring child protection, safeguarding, including a whole range of pastoral and welfare concerns, used by over 14,000 schools across the world. It has revolutionised the way that schools record, action and report on all forms of safeguarding. Within CPOMS StaffSafe you can upload, keep, record and govern all information regarding adults working within your setting. From managing and maintaining your Single Central Record (SCR) to creating a chronology regarding information about individuals, CPOMS StaffSafe is easy to use, easy to access and easy to manage.



### Senso.cloud

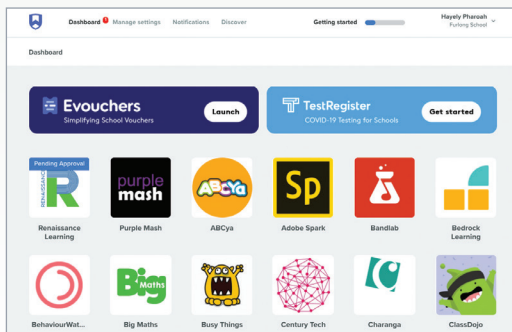
Senso.cloud is an all-in-one software for network, classroom, safeguarding and asset management. Perfect for managing and monitoring any Windows and Chrome device from a centralised web portal. Get alerts directly to your DSL emails as and when certain trigger words, phrases or acronyms are used by students or staff and allow teachers to have control of the Chromebooks in their class – locking screens, closing or sending out websites to all and sharing/broadcasting screens between the class.



What's more, Senso.cloud can be integrated into CPOMS so that, should any logs need to be formalised and further investigated, they can be added and tagged within CPOMS through a few simple clicks.

# SIMPLIFYING SIGN-ON: WONDE

Principal sponsors of this year's Bett Awards (winners of interest detailed on the following page), Wonde provide hassle-free, innovative, secure solutions for your school data management needs.



Many schools are already using some form of Wonde product, whether this be their eVouchers platform introduced through lockdown, their covid test register for schools or their data sync and single sign on solutions, which are described in greater detail below.

Wonde works with most major MIS systems including Bromcom, Scholarpack, SIMs and Arbor.

## SINGLE SIGN-ON SOLUTION

Save the need for pupils to remember their Google login details or their login details for hundreds of the most popular educational platforms such as TTRockstars, Spelling Shed, Education City, Hegarty Maths and more. For logging into Chromebooks themselves, Wonde offer QR code or emoji password login. Pupils simply choose the option they would prefer to login with when the Chromebook starts up, and then either hold their QR code up to the camera or enter their 6 character emoji password to be logged into their account. Simplifying logging in can add time directly back to teaching and learning, removing frustrations – by teachers and pupils, particularly in Key Stage 1 – associated with device authentication.



## GOOGLE SYNC



Mitigating the need to create new users in your Google tenancy, move users into their correct year groups and classes, Wonde's Google Sync product will automate this process for you. As new pupils are entered into your MIS, change year group or class these updates will be reflected in your Google tenancy, cutting out the need for manual input normally required and actioned by school administrators.

Want to find out more about how Wonde can save your teachers and pupils time? Email [hello@eduthing.co.uk](mailto:hello@eduthing.co.uk)



# BETT AWARDS - 2022 WINNERS

Here are just a handful of the 2022 winners from this year's Bett awards which we think will be most of interest to you.

## **MATHS CIRCLE - COMPANY OF THE YEAR**

There aren't many schools who haven't heard of Times Tables Rock Stars, so it may be unsurprising that Bruno Reddy's Maths Circle have won Company of the Year. TTRockstars is now accompanied by NumBots, focused at EYFS/KS1, on the "triple win" of understanding, recall and fluency in mental addition and subtraction, so that they move from counting to calculating.

## **SWGFL - DIGITAL PRODUCT OR SERVICE**

Running alongside the already established 360Safe is a new offering from the South West Grid for Learning - 360earlyyears. A specific system focused on reviewing online safety in EYFS settings and improving online safety strategy.

## **DEVELOPING EXPERTS - CLASS AID OR EDUCATIONAL SUPPORT**

Developing Experts have over 700 Science lessons for pupils aged between 4 and 14 providing the practical experiments, worksheets and assessment for learning activities fully mapped against the National Curriculum. Watch videos from experts outlining over 700 different job roles, join virtual walkthroughs of real job sites and learn about how your favourite STEM subjects help our experts in their real working life. All this for just £100 per school!

## **KALIGO - PRIMARY – DIGITAL LEARNING PRODUCT – LANGUAGE & LITERACY**

As featured on page 11, Kaligo has secured the 2022 award for their digital learning product in the language & literacy sector. A great tool to support children from early ages in their spelling and handwriting!

## **LEARNING BY QUESTIONS - PRIMARY – DIGITAL LEARNING PRODUCT – NUMERACY & MATHS**

LbQ is a teaching tool that fits seamlessly with any type of learning. Automatic marking frees up bags of teaching and planning time. Teachers can see how pupils are progressing in real time, which means they can intervene and address any misconceptions before it's too late. A great edition for schools on 1:1 schemes!

## **MABLE THERAPY - SEND RESOURCES, PRODUCTS & SERVICES**

Mable Therapy began as a schools' service, delivering speech and language therapy into a few pioneering schools. They started small but word spread and now have hundreds of schools who work with them because they know their students are getting the best possible speech therapy & counselling support.

# EMBRACE, ENHANCE, EMBED YOUR EDUCATIONAL TECHNOLOGY!

Our curriculum-focused training and consultancy packages are designed with teaching and learning at the heart, perfect if you are exploring staff CPD for Computing, Cross-Curricular Educational Technology, Online Safety and/or Cyber Security. Our range of training opportunities are focused on developing and implementing the skills for a 21st century classroom for pupils and staff, supporting schools and parents in keeping children safe online and protecting against the increasing risks associated with cyber attacks and resulting school disruption.

eduthing Curriculum Bolt-On		Embrace	Enhance	Embed
Computing Subject Leader Network Access & 3x Subject Leader Meetings per Academic Year		✓	✓	✓
Training Sessions from our On Demand Training Offer		2x remote places	Unlimited remote	Unlimited remote and 2 on-site training
Technology for Hire			1x hire per year	1x hire per year
Curriculum Helpdesk and Curriculum Helpline			✓	✓
Consultancy Bookings				1x included**
On-site Parental Online Safety Session				✓
Discount on eduthing Technology and Curriculum Software/ Hardware Bundles				5%
50% Discount for 1:1 Technology Coaching (6 Weeks)				✓
<b>NEW</b>	Cyber Incident Response Plan Formation			✓
<b>NEW</b>	1x eduPhish (Simulated Phishing Attack) Run for All Staff, Integrated into Cyber Security Training for Staff			✓
Cost: Contact <a href="mailto:training@eduthing.co.uk">training@eduthing.co.uk</a> for full information				

## UPCOMING TRAINING

### ■ AR & VR IN PRIMARY SETTINGS

Thursday 12th May, 1.30pm - 2.30pm. Suitable for EYFS, KS1 & KS2 class teachers and subject leaders.

### ■ EXTENDING PROGRAMMING: INTRODUCING MACHINE LEARNING & ARTIFICIAL INTELLIGENCE

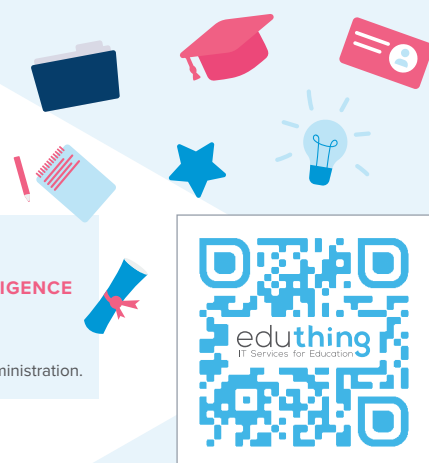
Thursday 16th June, 1.30pm - 2.30pm. Suitable for KS2 class teachers and subject leaders.

### ■ GOOGLE CLASSROOM: READY AND RARING (ARCHIVE AND ROLL UP)

Monday 4th July, 3.30pm - 4.30pm. Suitable for Primary/Secondary staff responsible for Google Classroom administration.

VISIT [EDUTHING.CO.UK/BOOKING](https://eduthing.co.uk/booking)

FOR FULL INFORMATION AND TO BOOK A SESSION!



For more information please contact us on the details below

☎ 0203 750 9796

✉ [hello@eduthing.co.uk](mailto:hello@eduthing.co.uk)

🌐 [eduthing.co.uk](http://eduthing.co.uk)

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