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IT Services for Education

# EDTECH UPDATE

## THE BETT BREAKDOWN!

Bett 2023 Edition

### RECONNECT, REIMAGINE, RENEW



**MARCH 29 - 31 2023**  
**WITH RECORD ATTENDANCE,**  
**THIS YEAR'S BETT WAS**  
**BETTER THAN EVER!**

# EDTECH UPDATE – SUMMER 23

## RECONNECT, REIMAGINE, RENEW

Bett 2023 was the place to reconnect with the education ecosystem, reimagine the potential of technology in education and renew our commitment to equitable learning for all. **Reconnecting** with our friends and partners in the education technology network, alongside making new ones. **Reimagine** the way that technology will impact the lives of teachers and learners alike. And **renew** - giving a renewed commitment to learning equity.

This year the show attracted over 30,000 visitors from over 100 countries, including teachers, school leaders, policymakers, and of course technology providers offering valuable opportunities for educators to learn about the latest in education technology and to network with other professionals in the field.

With over 1000 exhibitors showcasing the latest developments in educational technology, from the latest interactive whiteboards and in-class technology through to immersive learning tools and artificial intelligence, this year's Bett was truly Better than ever!

In addition to the numerous exhibitors that Bett continues to offer is their thought provoking seminar and keynote sessions. Notably this year had Steven Bartlett kicking off the show, discussing his own journey through education to a multi-million pound social company, and his work in supporting disadvantaged schools and communities.

As always, Bett served as a fantastic way to raise awareness of the potential that technology has to offer in improving education.

## ARE YOU FOLLOWING OUR SOCIAL MEDIA CHANNELS?

STAY UP TO DATE WITH ALL OF OUR NEWS, DEVELOPMENTS AND OPPORTUNITIES BY CONNECTING WITH US VIA SOCIAL MEDIA!



# EDITION CONTRIBUTORS

## LIAM BUGGS. CHIEF INNOVATION OFFICER



Liam Buggs is the Chief Innovation Officer at eduthing, where he supports schools with all education and curriculum-focused activities, training, and consultancies. With his experience as a teacher and senior leader in primary schools, Liam brings his education background and knowledge of school life to his work.

Liam works with all stakeholders on an ongoing basis to ensure project success, workflow efficiency, and most importantly, transformative learning experiences for pupils linked to individual and personalised school curricula.

He is passionate about bringing computing and educational technology to life for pupils, helping staff to realise the impact that effective use of technology can have in the classroom every day, developing digital skills to help our young children become competent digital citizens, and unlocking curiosity so that students are not just consumers but producers, tinkerers, and doers who question the why and how of the ever-evolving digital world.

Liam is a strong advocate for the use of technology in education. He believes that technology can be a powerful tool for learning, and he is driven to help schools use technology effectively to improve student outcomes.

## JAMES PENNY. CHIEF COMMERCIAL OFFICER



James has worked in education for forty years – Initially as a teacher focusing on Maths, Music and IT and then as a senior leader in a number of schools. Following that James joined IBM to lead an EdTech research programme across Europe, Middle East and Africa and then as a global education specialist supporting a wide range projects across multiple geographies. For the past twenty years James has held various Director roles, including as the IT Director for two large chains of schools – one in the Independent Sector and one in the Maintained sector. James has advised government on EdTech at various times over the past twenty years and in 2017 he published a book – Learning Rebooted - that looked at how education systems might transform as technology becomes ever more pervasive.

Combining interests in school improvement, understanding high performing schools, how groups of schools can work together to create an environment of continuous improvement and the role of EdTech, James enjoys working with a range of individuals to focus on improving education outcomes and creating positive impact in classrooms.

## BEVERLY CLARKE. CONTRIBUTOR / GUEST COLUMNIST



Beverly Clarke is a TechWomen100 Award winner and a leader in education. A former teacher, she is an education consultant, published author, ambassador, board member, coach, mentor, speaker and trustee. Beverly, seeks to raise the outcomes for all through understanding of and access to technology. She has national and international experience of computing education. Additionally, through her childrens' book series, she is a #SBS small business Sunday award winner.

She is the author of published books - "Computer Science Teacher" – insight into the Computing classroom (2017), aimed at attracting new entrants into the computing teaching profession and of the self-published series – "The Digital Adventures of Ava and Chip" a children's book series with the aim of making tech concepts exciting, relatable and easy to understand.

To connect with Beverly use the following channels – on **Twitter/Instagram (@MsBClarke)**, **LinkedIn (<https://www.linkedin.com/in/beverly-clarke/>)** or to follow the **book series (@AvaChipBooks)**.



# EDTECH IN THE SPOTLIGHT - REFLECTIONS FROM THE BETT 2023 SHOW

BY BEVERLY CLARKE



BETT 2023 is one of the hottest tickets in the #Edtech calendar. It is the biggest show in the world and is held annually in London at the Excel Centre in Docklands. Taking place across three days, attracting over thirty thousand visitors, from across the UK and globally, along with over six hundred exhibitors. Additionally,

each year the show features big name keynote speakers who all grace the main stage the BETT Arena, this year was no exception with keynotes from Anne Marie Imafidon MBE, Steven Bartlett, Michael Rosen, Darcey Bussell, Professor Damiam Hughes and Amol Rajan. There are also lots of smaller theatres, featuring other great speakers.

The event is also great for networking, meeting up with colleagues, some for the first time in real life since meeting online. Additionally for making new connections.

In this BETT2023 report I will share with you my insights and top picks, with products covering, STEM, gender, literacy, special education needs; those offering increased classroom engagement and also insight into global perspectives on education, that you can use in your teaching to enrich and enhance your practice.



## TOP PICKS FOR THE CLASSROOM

I have chosen these products to give a breadth that covers key stages, needs and themes.

**PICTURE NEWS** – designed to encourage pupil engagement with the news. Each week the team at Picture News, choose a current news story, provide an image, a thought provoking question and a variety of teaching resources for you to use. In curating the news in this way, pupils are able to access factual news stories within a safe space, discuss and debate the news.

The news resources are created and curated specifically for Early Years, Primary and Secondary learners and those with additional needs, so there is something for each stage in the education system. The product also won – The Education Show (Non-EdTech) award for school resources & equipment for teaching and learning. <https://www.picture-news.co.uk/>

**EDPUZZLE** – is a tool that brings video to life in the classroom. By using any video, teachers are able to increase engagement and spark critical thinking. This is done through, options such as adding multiple choice and open ended questions and notes to the edited video. For some videos you are also able to put your “teachers voice” over the video and use it as an interactive teaching tool. Additionally, you can gain excellent insights such as how long pupils viewed the video and where they experienced problems. By embedding questions along the video, skipping through is not an option any longer and pupils engage with the material. Edpuzzle also offers full integration with products such as Google Classroom, Microsoft Teams and more. This is a snapshot of what this great product offers. Head to their website for more <https://edpuzzle.com/>

**GREENPOWER EDUCATION TRUST** – a UK based charity, who provide an enrichment activity which looks at STEM careers through the lense of motorsport. Pupils get involved in building an electric racing car, then participate in different categories to race the car at venues such as Silverstone and Goodwood racetracks. Through building the car computational thinking concepts are addressed, such as Algorithmic thinking and decomposition. Computational thinking approaches such as collaborating, debugging and persevering are fostered. There is also an international angle to the challenge with entries from across the world. There are three categories for teams, ages 9-11, 11-16 and 16-25 <https://www.greenpower.co.uk/>

**NOVEL EFFECT** – this was one of the last vendors I visited and what a surprise it was. Through using the Novel Effect app, you can read any book (that has been loaded into their database) and as you read along it will capture your voice and add sounds into the story. As an author, this had me totally captivated. It is a fun, interactive and engaging tool for the classroom, bringing read alouds to life. It is also a product that can be recommended to parents to support their child with reading. Novel Effect are also continuously adding new books to their library. Bring the books in your classroom to life here - <https://noveleffect.com/>



**TECH SHE CAN/TECH WE CAN** – is a charity dedicated to inspiring and educating girls and women to pursue and study technology subjects. In doing so, they will have an equal opportunity to participate in jobs of the future. Signing up to TechSheCan, gives you access to a wealth of information, such as role models that can be used in the classroom. There are on-demand lessons (Art and Design, Computing, Design and Technology, Drama, Engineering, Geography, Maths, Religious Education, Science and Sport) mapped to the national curriculum and Gatsby benchmarks. There is also the much loved Katie and Tex animated series that teaches children about technology. On annual event days there are also Live assemblies. Tech She Can offer resources for primary and secondary pupils. Sign up here - <https://techshecan.org/>

**CALMER** – another find at BETT 2023 were the Calmer earplugs. These are designed to help prevent sensory overload. These would benefit learners diagnosed with SEND and ADHD. Ensuring they have a pleasant and productive classroom experience. More info is available here - <https://www.flareaudio.com/>

**DIGITAL POVERTY ALLIANCE (DPA)** – this is an initiative of national charity, The Learning Foundation. The DPA seeks to work with others toward ending Digital Poverty by 2030, doing so through working with key partners and those in government. Cast your mind back to the early stages of the pandemic when as educators we saw the effects of digital poverty first hand through issues such as connectivity issues, lack of devices and digital literacy. This is an example of digital poverty and the work to which the DPA is committed. <https://digitalpovertyalliance.org/>

A few other products to mention for you to take a look at are:

- + Marty the Robot from Robotical - <https://robotical.io/?currency=GBP> suitable for Primary settings
- + Oh Bot suitable for primary classrooms - <https://www.ohbot.co.uk/>
- + Reading on Your Head – a primary focused reading scheme <https://readingonyourhead.com/>
- + Doshi – teaching digital and financial skills – suitable for secondary pupils - <https://www.doshi.app/academy/teaching-hub>

## GLOBAL REFLECTIONS

One of my highlights this year was gaining an insight into what was happening globally. The Global Showcase theatre was where I headed for this experience. I listened to talks delivered by delegates from Brazil, India, The Netherlands, France, Germany, The United Arab Emirates and The Ukraine. The common theme that emerged in all talks was a focus on Artificial Intelligence (AI) and also on Diversity, Equity and Inclusion. Themes that you will recognise.



## ARTIFICIAL INTELLIGENCE SNAPSHOT

With artificial intelligence, I heard about how Germany has hopes to utilise artificial intelligence to address issues such as a lack of skilled staff and also to address the issue of an aging population. Germany is facing a problem in that 90% of the knowledge within companies is likely to go when those people retire within the next decade.

The French delegation also spoke about using AI as a country to improve the efficiency of services.

Continuing with the AI theme, this also featured for the Indian delegation, who are embracing AI advancements such as ChatGPT (an AI text based generator), I paraphrase, the calculator didn't stop pupils learning maths/numeracy, the internet didn't stop learning, so why should ChatGPT stop learning? Yes, there is and will be a rapid change of pace. This was and is being embraced.



## DIVERSITY, EQUITY AND INCLUSION (DEI)

The insights on DEI from around the world were fascinating, for example, I also spoke with an audience member who told me she was part of a Swedish minority living in Finland, she had attended to hear about Diversity in other parts of the world.

The German delegation also spoke about recruiting overseas workers to Germany and helping integration with language and cultures.

The delegation from Brazil highlighted how education had reduced the homicide rate among young men by 50% in one region. It was powerful to hear such a message of education as a tool for lifting people out of dangerous and deadly situations.

A report from an international school spoke of personalising for needs of staff not just for pupils and learning. For me this is really important as staff are also a part of the school. All staff should feel welcome and we should celebrate individuals and what they bring to the mix. I did find myself how many DEI policies actively focussed on staff and pupils.

## GOVERNMENT ACTION

The UAE delegation, spoke about government investment within education across all of the seven emirates. They also spoke of the shift of graduates not leaving education to “seek jobs” but rather to “create jobs”. This struck a chord with me as the opening line of the Computing curriculum reads and states – “*A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world.*” In particular the word creativity. Through inspiring creativity I really do believe that our young people will find solutions to world problems and indeed change the world.

This also came through in the talk from The Netherlands. The delegation spoke about upskilling their workforce, instilling and embedding computational thinking.

In addition a particular insight was how the French government has simplified the process of buying technology, so that individual teachers had budget to buy the tech they need for their classrooms. This resonated with me, as I know how difficult it is in the classroom with budgets and not always being able to get the edtech tools and resources needed to support and deliver lessons.

## COLLABORATION AND GROWTH

Across all talks, I heard about opportunities for companies to collaborate internationally to deliver a world class education. While this is great for sales and companies, it made me reflect upon links that schools have with others across the world, and what our pupils are learning through global engagement. The Ukraine perspective was interesting and a feature focused on how education has changed and the need for immediate knowledge implementation, not learning for later, but learning for now – doing courses, whose knowledge could be implemented immediately, especially in a country rebuilding.

As I conclude this report, I leave you with a few questions and a call to action:

- + What focus is there on STEM activity in your setting? Who do you work with to enhance STEM?
- + What is your focus on gender equity in your setting? Who do you work with to enhance gender equity?
- + Does your school collaborate internationally? What is the world view?
- + Make a pledge at the DPA website toward alleviating digital poverty
- + How are Computational thinking concepts and approaches being embedded across all activity in school to ensure that we are delivering 21st century learning, and equipping our learners to be effective digital citizens now and in the future?



# BETT– SOME THOUGHTS ON THE BIG TRENDS

BY JAMES PENNY



As we move away from the BETT show and back to our classrooms, I would like to share some of the things that stood out as I looked around the show.

Firstly, it was a different show to the last few years. Notwithstanding the disruptions around COVID, this felt like a new beginning – it felt like there was a new dawn on the possibilities for EdTech.

Secondly it felt like there were less people but there was more focus. The emphasis on getting value for money has maybe driven the footfall down and the economic climate may have scaled down attendance from some organisations, but those who attended were clearly very focused on how they could continue to apply EdTech to enhance outcomes.

Thirdly, for the first time in many years there are some new technologies that are opening up new frontiers to the way learning can use EdTech. I'll run through those technologies next.

## THE TECH DRIVING EDTECH

You cannot ignore the **AI explosion**, if you did you'd be missing something significant and quite profound for the future of EdTech and learning. The work in AI has been ongoing for many years but since the 'launch' of ChatGPT on to the world and the integration of that into the Microsoft ecosystem, a Tsunami of developments have been triggered. However, I believe the best is yet to come. AI works best on structured data and much of the demonstrations shared to date have been on what happens when the models have been used on unstructured data sets. So, as we see the EdTech companies bring AI to bear on their datasets we will see some very powerful insights occurring as well as some distinct workload reductions. Satya Nadella describes the recent shift in AI from being an Autopilot – in that AI has been working in the background for several years without many people really realising it – to Co-Pilot. I for one look forward to the integration of these Co-Pilot AI systems so that a teach can ask:

**'AI AGENT** – Based on the work we did last week create me a lesson sequence for my History class today taking into account where we are in the scheme of work and the coverage to date.

Then produce a one page teacher summary for learning aims and objectives and email that to me, then produce a one page highlights summary of key facts for the students in my class. Make the student summary visible to my History class at the end of the lesson today via our online classroom.'

**'AI AGENT** – Compile me a list of any students that missed my last History Class through any kind of absence and build them a one page summary of the top five things they need to know to make sense of the session today.'

**'AI AGENT** – Review the latest performance data from the MIS for my History class and compile me a RAG rating of how well my students are doing against the learning objectives we set'



All of these questions can be answered by AI systems although the scenario above does require the systems to look across multiple datasets and synthesise the results – we just need software developers to integrate the AI engines into their solutions in a secure way and then enable the interfaces. The possibilities are very powerful as the ability to dig deeply into multiple data sets in a way that is intuitive and informative is a panacea for understanding trends in learning.

Beyond the AI revolution there is another revolution taking place. The same computing power that has enabled AI has also enabled **immersive environments** to move into the mainstream. What was only possible on high end devices with powerful graphics cards has moved into the mainstream. The creation and rendering of digital immersive worlds has come of age. Several organisations were showing their environments at the show, there are others who were not showing their environments but have made significant strides in this area.

The ability to experience these interactive environments is available on any device as a two dimensional experience and as a completely immersive three dimensional experience with the use of VR headsets. These immersive worlds are the foundation blocks for secure digital immersive worlds where ‘Digital Twins’ of schools can be built to allow learners to explore complex topics and ideas that are difficult to explain using traditional two dimensional resources. AI plays a part in these settings as we move ahead and as both technologies mature the possibilities for learning will take a significant step forward.

Lastly we should not forget **Cloud Technologies and Services**. Moving to the Cloud has been a constant mantra for the last five years with multiple definitions of what that means. At one level the adoption of Cloud is simply a modernisation of technology provision and the way you access services. But that modernisation not only replaces what we did before but opens up possibilities to securely access the vast range of services on offer from Cloud providers. AI and Immersive environments are just two possibilities that become available as you embrace Cloud Services. The processing and graphics power on offer in the major Cloud providers datacentres provide the engine rooms to analyse data and run the persistent three dimensional renderings needed for an immersive experience.

Lastly **coding**. This is the foundation of being able to understand how our modern world works and provides insight for everyone on how our data is being used to provide us with the services we have come to expect from digital systems. The beet show was alive with possibilities for helping students understand that world and enabling them to understand how they can become part of the industry if they choose to do so.

Bring AI together with immersive environments and an understanding of coding and we have some fundamental shifts in how EdTech can support learning. We have not been at such a tipping point since schools were able to access content on the web and networks were being connected to the web.

We are planning an EdTech Futures version of our briefing publication, so we’ll look at these things in more detail and share who they are really transforming what is possible.



One of the most exciting prospects of AI in education is personalised learning. With the help of AI, tailored learning plans can be created for each student based on their learning style, strengths, and weaknesses. This approach can enhance the effectiveness and efficiency of students' learning and contribute to closing the achievement gap.

While AI is still a new technology, it has the potential to revolutionise education. By offering personalised learning, real-time feedback, and greater access to learning resources, AI can help students learn more efficiently and effectively whilst having a positive impact on teacher workload.

Microsoft Education and Google for Education have already started making inroads into how AI can feed into their platform, support teachers teaching and pupils learning. With an already pronounced uptake in class-based technologies, such developments are sure to cause a massive rift in the way that we can support learning and progress at all levels for all pupils, in a greater way than we have ever been able to before.



# MICROSOFT EDUCATION AI

Microsoft Education is focused on three critical areas: empowering our customers to bring their visions to life, enhancing the value we can provide through Microsoft products, and deeply partnering with the education community to responsibly solve some of the most pressing challenges. Education organisations are dreaming up ways to responsibly integrate AI tools into teaching and learning and finding that many of these dreams are quickly becoming reality.



## READING PROGRESS & COACH

Microsoft's Reading Progress tool enables students to monitor their reading progress over time by recording them as they read aloud. It provides valuable feedback on their reading speed, accuracy, and comprehension, as well as identifies words that may require additional attention. Students can improve their fluency by practising these words through various activities suggested by the tool.

Similarly, Microsoft's Reading Coach uses AI to personalise students' learning by identifying the words that they struggle with the most. This tool offers a range of practice activities, such as flashcards, games, and audio recordings, to help students improve their fluency and become more proficient readers.

## SEARCH PROGRESS & COACH

Another new addition in Microsoft Teams is a useful tool called Search Coach, aimed at enhancing students' information literacy skills by teaching them how to construct effective search queries and evaluate search results.

This feature provides students with valuable feedback on their search queries and assists them in identifying trustworthy sources of information. Search Coach also offers practical tips on how to assess the credibility of information sources, ensuring that students have the necessary skills to navigate the abundance of information available to them.

## MATH(S) PROGRESS & COACH

And last, but by no means least, is Math(s) Progress & Coach which is in development and due to be released later this year.

Math Progress is a valuable tool for teachers as it streamlines the process of generating practice questions, identifies areas where students may be struggling, and provides personalised feedback and support more efficiently.

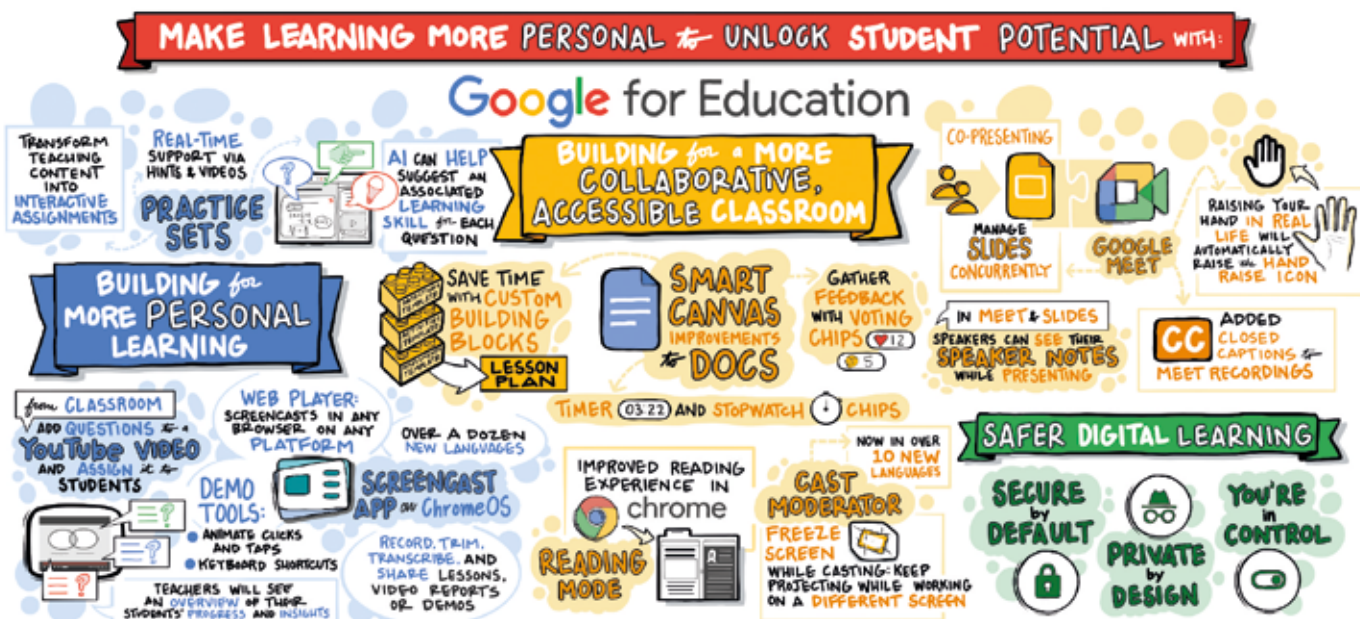
Math Coach, working in conjunction with Math Progress, creates additional practice problems for students based on the teacher's input and insights gathered from previous Math Progress assignments. This collaborative, AI powered, approach ensures that students receive relevant practice materials tailored to their needs.

Furthermore, schools can utilise the fluency data collected by Math Progress to monitor progress and identify trends, allowing for more effective interventions to improve outcomes.



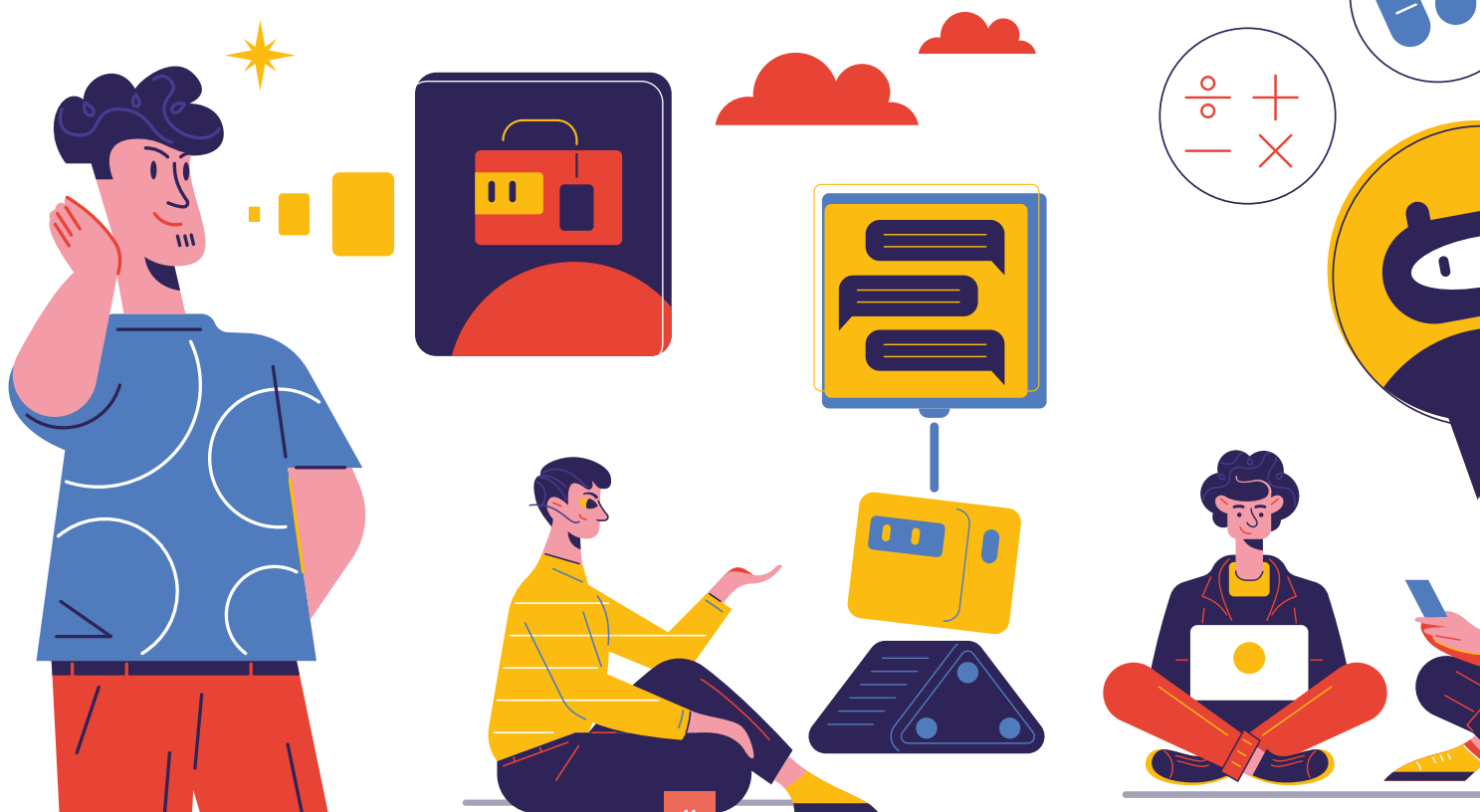


# GOOGLE FOR EDUCATION AI



## PRACTICE SETS

Last year we were excited to see the announcement of Practice Sets, a feature built directly into Google Classroom, allowing educators to transform existing teaching content into interactive assignments and provide more personalised support. This feature has recently gone live and is now generally available for schools using the Education Plus or Teaching and Learning Google for Education Upgrade licenses.





## YOUTUBE QUESTIONS

Another of the AI powered updates that Google are introducing is Interactive YouTube Questions. Teachers will be able to add questions to a YouTube video and assign it inside of Google Classroom. Students will be able to watch the video and answer the questions as they go, getting real-time feedback on their responses. They can also rewatch the video as needed if they need clarification on any of the concepts.

Educators will be able to receive data about student progress and see what questions were the most challenging for their students.

This new feature is a great example of how technology can be used to enhance the learning experience for students. By adding interactive elements to their lessons, teachers can make learning more engaging and effective.

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## READER MODE

Whilst not an AI feature, Google continues its mission of accessibility by introducing 'Reading Mode' within their Chrome Browser. This new feature for Chrome makes it easier for people with reading challenges, such as dyslexia, to read articles and text posts online.

The feature removes all of the clutter and distractions from a web page, leaving only the main content. This makes it easier for people with reading challenges to focus on the text and avoid getting lost in the visuals.

Reader mode also allows users to customise the text's typeface, font size, and spacing, as well as its colour and background colour. This means that users can find the combination that works best for them and makes it easier for them to read.



# IMMERSIVE TECHNOLOGIES

Immersive technologies, including virtual reality (VR) and augmented reality (AR), present a revolutionary approach to education. These technologies create interactive and captivating learning experiences that improve students' learning outcomes by enhancing their retention of information.

VR, for instance, can transport students to different historical eras or parts of the world, which provides them with a better understanding of geography and history. On the other hand, AR overlays digital information onto the real world, providing students with a more practical and engaging way of learning science and mathematics.

Furthermore, immersive technologies can provide personalised learning experiences tailored to each student's unique needs. For instance, struggling students can receive additional support in VR or AR to improve their understanding of complex concepts.

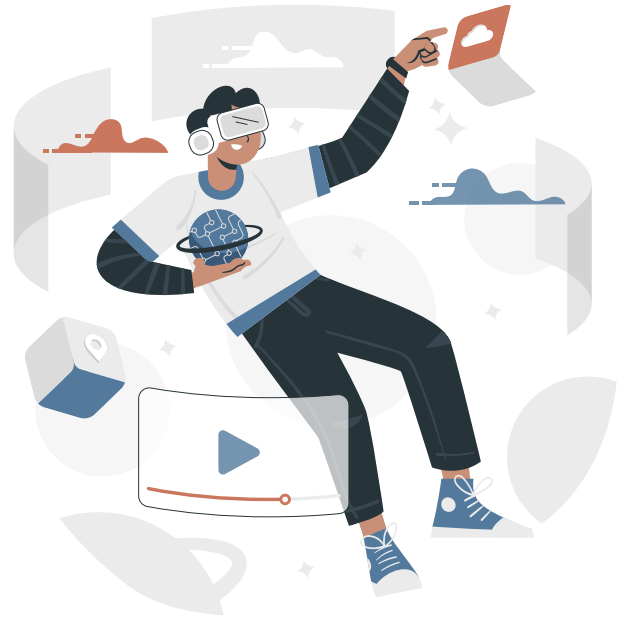
Teachers can use these technologies to create tailored learning experiences that cater to each student's needs, improving their learning outcomes and helping them to retain information more effectively.



# DO YOU KNOW YOUR AR AND VR FROM YOUR XR?

## AUGMENTED REALITY (AR)

AR overlays digital information onto the real world. This can be done through a variety of devices, such as smartphones, tablets, and headsets. AR is often used for gaming, navigation, and education. For example, an AR app could overlay directions onto a map or provide information about a historical landmark.



## VIRTUAL REALITY (VR)

VR creates a completely immersive experience that shuts out the real world and replaces it with a simulated one. This is done through the use of headsets that block out the user's vision and provide them with a 360-degree view of a virtual world. VR is often used for gaming, entertainment, and training. For example, a VR headset could be used to simulate flying a plane or exploring a dangerous environment.

## EXTENDED REALITY (XR)

XR is an umbrella term that encompasses AR, VR, and any other technology that enhances or replaces our view of the world. This includes technologies like mixed reality (MR), which combines AR and VR, and holographic displays. XR is still in its early stages of development, but it has the potential to revolutionise the way we interact with the world.



# IMMERSIVE TECHNOLOGIES

## CLASSVR

**ClassVR** are an already established provider for Virtual Reality experiences, and it was great to catch up with the team at Bett and learn about their new venture into the **eduVerse**.

**ClassVR Eduverse** is a secure online platform that allows students to access and experience immersive learning content in Virtual Reality (VR) and Augmented Reality (AR). Their platform, which we were very lucky to have a demo of, is designed to be used in the classroom, and it provides a variety of features that make it easy for teachers to manage and deliver VR and AR lessons.

Some of the features of **ClassVR Eduverse** include:

- + A library of high-quality VR and AR content
- + A teacher dashboard that allows teachers to manage and deliver lessons
- + A student portal that allows students to access and experience content
- + A reporting system that allows teachers to track student progress

## REDBOXVR

A favourite of ours at eduthing is **RedboxVR**. Their VR kit is one of our most popular EdTech loans for schools - and we know why! Offering such great opportunities to transport pupils into any manner of times or locations around the world has certainly got its advantages.

They too have been working to expand on their extended reality offering, and begin to take learning deeper into the metaverse, teaming up with Pico to introduce a new headset and touch controllers and Ultraleap in developing a headset in which you can operate in the metaverse with your hands, without the need for any additional controllers!

With the technology developing at such a rate, we are sure that VR, AR and XR will continue to become more pronounced as we move forward, and offer opportunities that we perhaps cannot even yet fathom to support the education sector.







# CODING

## CREATIVE HUT

A stand that had something for all ages in the coding/STEM area was Creative Hut - a Bett 2023 Award Winner. There are so many products available for the primary sector which can effectively support pupils in their approach and development or programming and STEM related skills, but going further also support in the development of 21st century skills such as collaboration, communication and critical thinking. Suitable for a range of school budgets, here are just a selection of some of the most exciting products on offer!



## LEGO SPIKE ESSENTIAL

With the discontinuation of the very popular Lego WeDo, LEGO Spike Prime Essential is a fantastic way to continue to have an inclusive and engaging approach through an extremely familiar and popular household name!

## SPHERO - INDI

Inspiring play-based learning and suitable for EYFS, speed into STEAM with Sphero indi™. This entry-level robot is designed to introduce early learners to the fundamentals of computational thinking whilst also exposing pupils to hands-on physical computing.





## SPHERO - BOLT

Moving into KS1 and KS2 is the Sphero Bolt! This is an app-enabled programmable robot including an LED matrix and range of sensors. Pupils code using block-based programming similar to Scratch and control elements such as speed, acceleration, direction or orient with the built-in compass and through the infrared technology Bolt's can interact with one another opening up great new opportunities for advanced coding and game creation.



## SPHERO - RVR

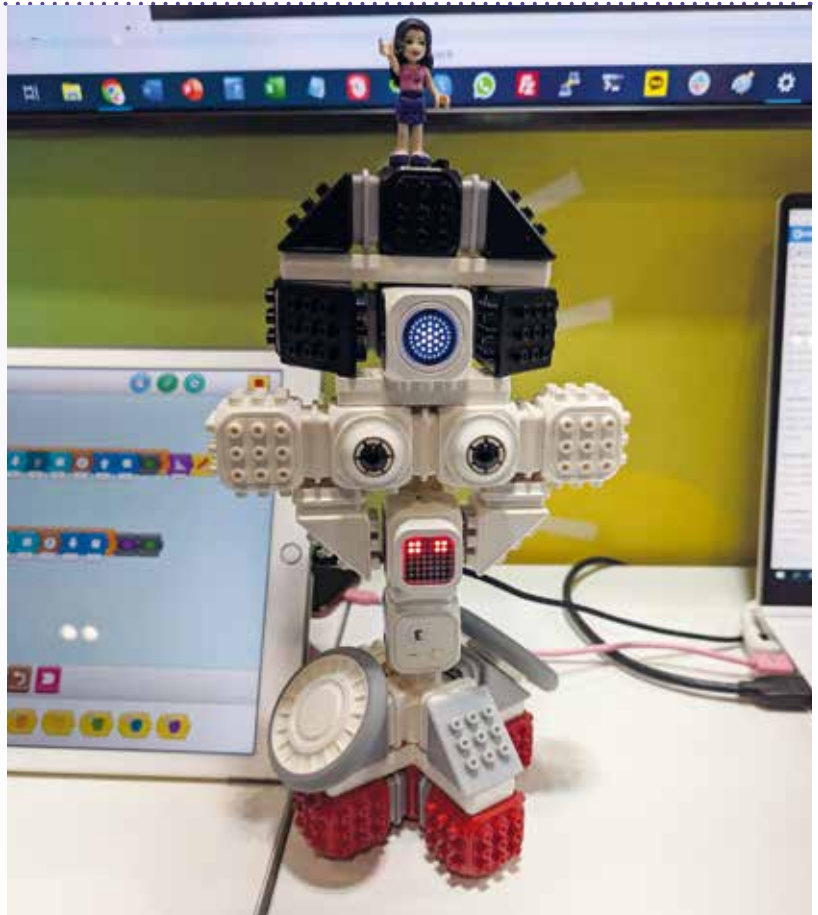
Aimed at Upper KS2 and into Secondary is the Sphero RVR, a revolutionary take on the programmable robot. Perfect for novice to advanced programmers and filled with a diverse range of sensors, the RVR allows pupils to learn coding skills and computer science basics with the free Sphero Edu app or, if looking to extend progression, the RVR has the opportunity for programmers to level up with the Public Sphero SDK to program with Python and connect third-party hardware.



## CUBROID

Through the use of dynamic & wireless connector blocks and simple coding platforms, Cubroid offers a fun and educational experience for children to express their creativity.

Compatible with LEGO and Scratch, Cubroid extends and integrates into technologies and kit that pupils may already be familiar with, allowing them a seamless way to extend and deepen their knowledge and understanding through a different medium. Introduce AI and Machine Learning through the Cubroid and take learning into the 21st century!



## CODEWIZ FROM CODABLE

Integrate AI and Steam with the CodeWiz solution from Codable. Complete with distance, axis, mic, touch/button, light and temperature sensors on top of motor and LED control, the applications and implications of cross-curricular learning opportunities through the CodeWiz is vast, couple this with the AI expansion block and pupils can use their block based programming knowledge to apply to a range of different projects and outcomes.



## MAKEKIT

A Kids Judge Bett 2023 award winner and building on one of our current favourite programmable peripherals is MakeKit! They offer creative, engaging and progressive ways to extend learning with micro:bits through projects designed in creating Air:Bits, Hover:Bits, Bubble:Bits and Wheel:Bits. Offering full teacher guides, step by step assembly and programming support, varying levels of difficulty and solutions designed specifically for education, MakeKit offers a great cross-curricular STEM opportunity to give a variety of new use to schools already using micro:bits.



### THE AIR:BIT

#### BUILD, CODE, FLY, DEVELOP

The world's first micro:bit drone, combining relevant skills for mastering the future of technology. Air:bit combines the micro:bit card's ease of use with the excitement of building and operating a drone. A STEAM learning kit, which will engage students in a practical and creative way of learning. The drone is customisable, fully repairable and can withstand a lot of crashes.



### THE HOVER:BIT

#### BUILD, CODE, HOVER, DEVELOP

The world's first micro:bit drone, combining relevant skills for mastering the future of technology. Air:bit combines the micro:bit card's ease of use with the excitement of building and operating a drone. A STEAM learning kit, which will engage students in a practical and creative way of learning. The drone is customisable, fully repairable and can withstand a lot of crashes.



### THE BUBBLE:BIT

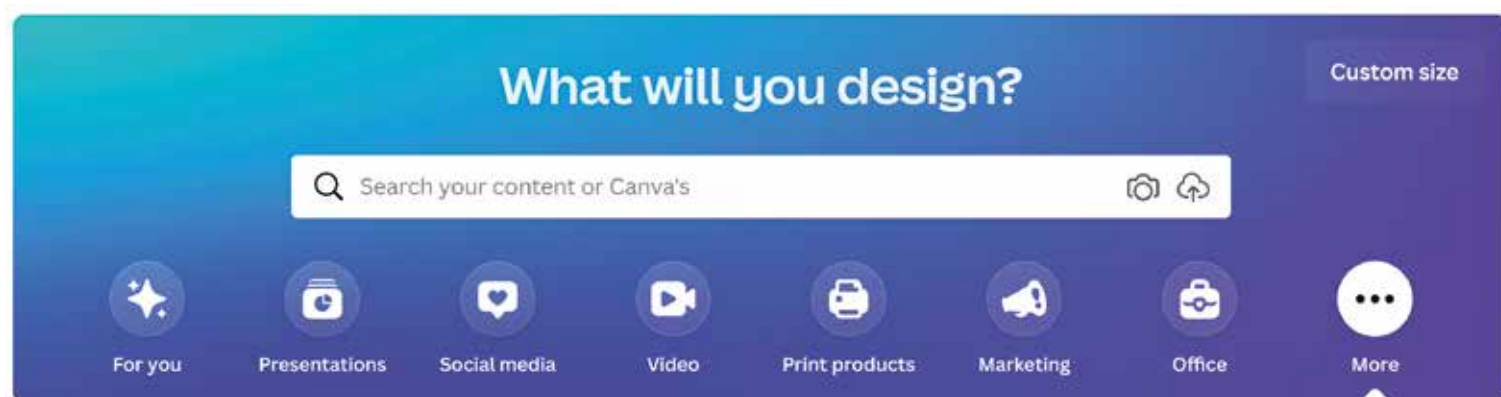
Bubble:bit is a practical and fun approach to learning automation and tomorrow's technology. You build, code and the robot gives you lights, waves and blows soap bubbles! Suitable for 9+ years.



### THE WHEEL:BIT

#### BUILD, CODE, ROLL, DEVELOP

Wheel:bit is a simple three-wheeled STEAM-based robot car with programming that can be used without much experience. The vehicle can easily be converted to a programmable drawing machine by attaching a pen to the front.



A personal favourite of mine at the moment is Canva for all things digital publishing and video editing. With their amazing free for education offering, which is being continuously added to and new features developed, the digital skills that can be developed on this real-world industry level platform is immense. I had the pleasure of catching up with Marcia McInnes, Canva's Partner Engagement Lead to find out about some of the most recent updates to the platform.

In keeping with advancements across the board, Canva have introduced a whole array of AI powered tools that are perfect in supporting pupils in fostering creativity. Here are just a few of those recently announced at Canva Create.

## MAGIC ERASER

Photo edits that used to require complicated tools and time-consuming skills can now be done in a snap. With Magic Eraser, you can magically remove unwanted distractions in the blink of an eye.

## BEAT SYNC

When it comes to captivating videos, music is one of the most complex and important ingredients to get right. It's not only essential to choose a great track for your content, but to use it as dynamically as possible. Just select or upload the music track you want to use, then with one click, Beat Sync perfectly aligns your footage to the beat of your soundtrack – saving you a ton of time and guaranteeing a dynamic social-media-ready video in seconds.

## TEXT TO IMAGE

With the launch of Text to Image last year, working with images in Canva became more magical than ever before. Have you ever had a visual idea in your head, but couldn't find an image representing it? Text to Image lets you create unique images from a simple description in a matter of seconds.

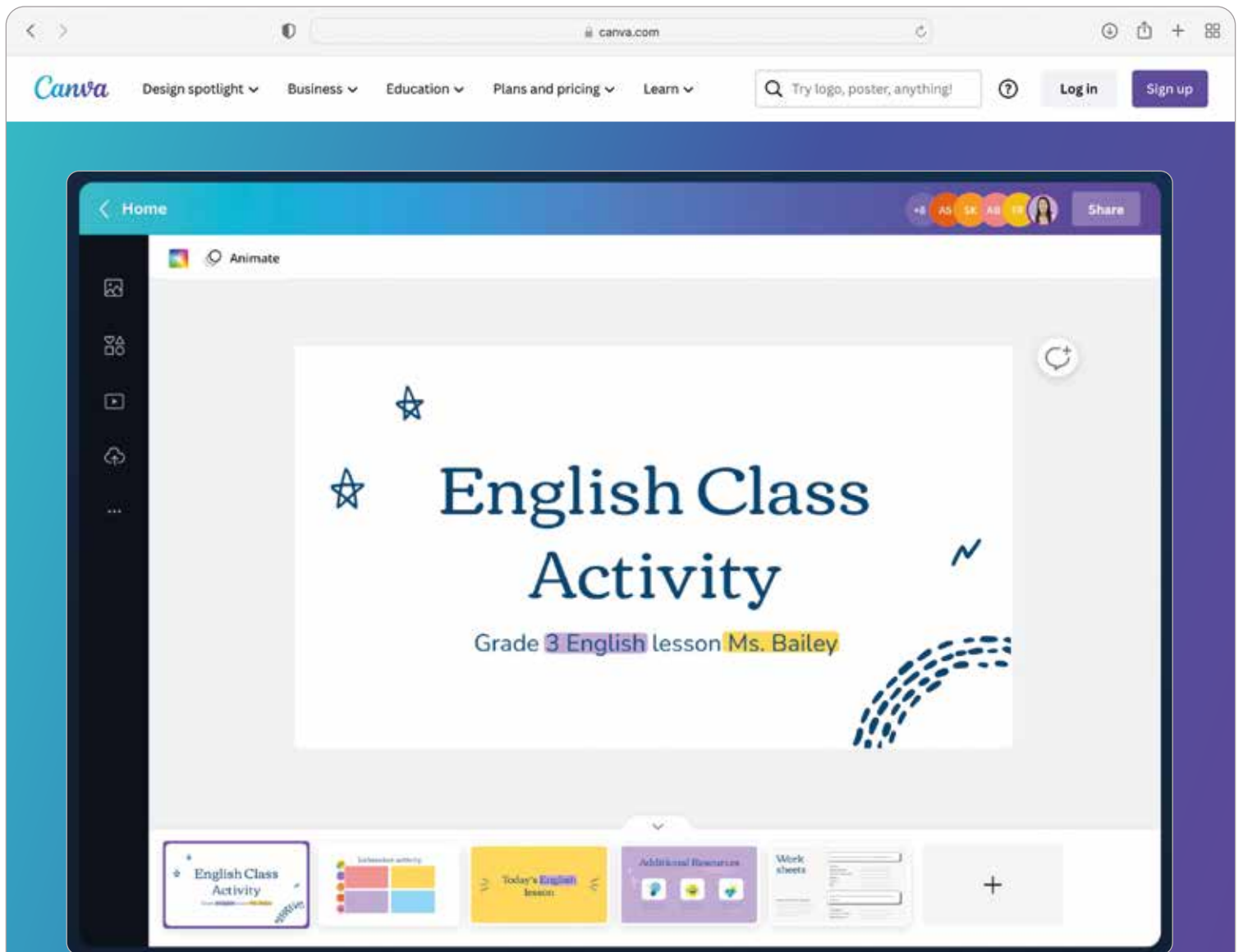
## ANIMATIONS

Simply draw the path you want your animation to take, speeding it up or slowing it down along the way, then sit back and watch the magic happen. And it's not just in videos – you can try it out in social media designs or presentations too.

## DRAW YOUR IDEAS

Draw makes it a breeze to get your thoughts in shape. Simply select the brush you want and customise it with any colour or weight, to enhance your designs and make your ideas pop! But that's not all – coming soon, Canva will even match sketches to options in the element library, helping turn scribbles into polished illustrations in a flash.





INTERESTED IN  
LEARNING MORE  
ABOUT CANVA AND  
GETTING YOUR  
SCHOOL SIGNED UP?

CLICK HERE TO  
FIND OUT MORE

# GREENSCREENBOX

Another of our EdTech loans that has been increasingly popular, is our pop-up greenscreen and accompanying iPads. Green Screening within schools offers opportunities to foster creativity, engagement and develop a differing array of digital and technical skills with the post-editing and production.



One stand that caught my attention at Bett was Petra Mestrom's Greenscreenbox. Instead of a large free-standing greenscreen, this tabletop greenscreen solution creates new possibilities for education and opens up greenscreening to a younger audience. This solution comes with a cloud-based platform for iPads, Chromebooks or Windows laptops so no need for additional costs on specialist green screen apps or websites.

The Greenscreenbox provides a practical solution to employ the greenscreen technique in your classroom. It fits on a table in your classroom. There is no need to switch between different activities and rooms in your school building; Students/pupils can use the Greenscreenbox by themselves to process subject matter or to generate creative ideas; It provides the possibility to create a continuous green screen track throughout the entire primary school; Since no students/pupils are in view, it complies with GDPR. Anyone can join. Contrary to a straight back wall, the curved back wall of the Greenscreenbox ensures that there always is a green background in view for the tablet.

We are excited for the possibilities that the greenscreen box will offer the younger generation in terms of the development of their digital skills in video production and will be keen to trial this across some of our supported schools!







# AWARDS 2023

◆ A Hyve Event

This year was the first year that we have ever entered into any of the Bett Award categories. We were therefore very pleased to have made it through to the finalist stages for two of the categories - Technical or IT Support and Collaboration with a School.

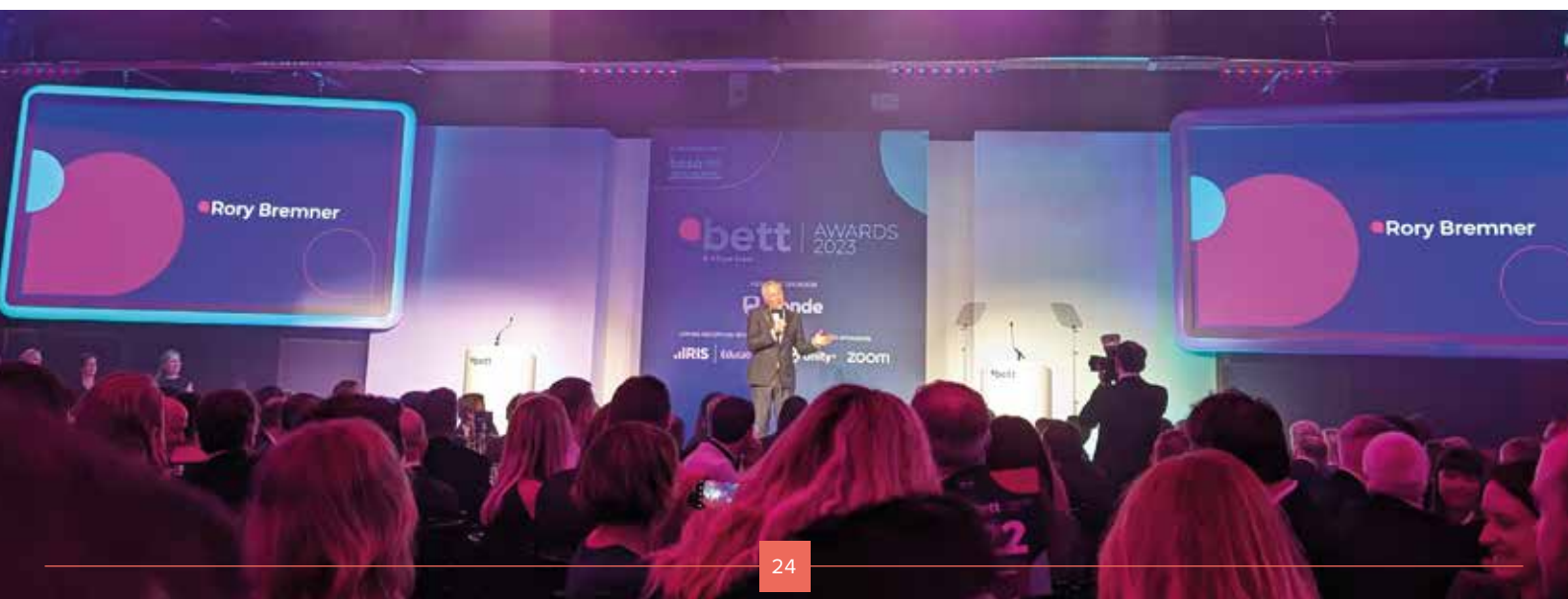
The Technical or IT Support category focuses on our core work with all schools that we support, in ensuring that day to day teaching and learning is not impacted, but rather influenced, by technology from servers through to classroom-based devices that pupils and teachers may use.

For Collaboration with a School, we entered with our work for South Farnham Educational Trust and their SCITT centre, in the development of a new platform to support both SCITT students in their development but also the management and administration of such large cohorts of teachers entering the profession from their mentors through to programme leads.



And whilst it was an extremely enjoyable night at the Bett Awards, hosted by Rory Bremner, sadly, this year we did not pick up any awards. However, we were so pleased to have made it through to the finalist stages for both categories and be recognised amongst some very large companies who have been operating for a far greater time than ourselves.

We are already planning for the categories that we are going to enter in next year and we will use this to continue to advance us into further forward-thinking opportunities, keeping teaching and learning at the heart of the service that we provide.



Whilst we were unfortunate this year, there were plenty of well-deserved winners across a widening array of categories. Here are just a few of the winners to note!

### COLLABORATION WITH A SCHOOL - CREATE EDUCATION

CREATE Education have a fantastic offering and passion for the development of 3D CAD and printing at both primary and secondary levels. They run regular webinars to provide teachers with the correct CPD to tackle 3D CAD and printing and also have a loan scheme option for schools that are unable to purchase a 3D printer for their sole use. Well worth checking out!



### COMPANY OF THE YEAR (LESS THAN £3M) - CREATIVE HUT

Having highlighted some of the products from Creative Hut, it is no wonder that they are the winners within this category. Their drive for introducing a range of physical computing and programming equipment into schools is clear and offers schools equipment for a range of budgets.



### COMPANY OF THE YEAR (£3M - £12M) - ARBOR

One of our 'Ones to watch' from last year's Bett, it is understandable why Arbor was this year's Company of the Year (£3m - £12m). Their cloud-based MIS product continues to be a market favourite as schools move away from more traditional server-based MIS products such as SIMS.



### HARDWARE, AV, VR/AR, ROBOTICS OR DIGITAL DEVICE - DISCOVERY EDUCATION SANDBOX AR

Another of the exhibitors we highlighted in last year's Bett Breakdown, 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. Hugely popular given the on-going shift to extended realities within education.



# KIDS JUDGE BETT

BY CHERYL SHIRLEY

DIRECTOR OF COMPUTING & DIGITAL SKILLS, LEO ACADEMY TRUST

At Kids Judge BETT, a group of children are selected to review and judge the latest educational technology products showcased at the BETT event. The children are usually aged between 7 and 14 years old and come from a range of schools across the UK. The aim of the initiative is to give children a voice and allow them to provide feedback on technology products that are designed to enhance their learning.

During the event, the children are given the opportunity to explore and test a range of educational technology products. They then provide feedback on the products they have tested, including what they liked and disliked about the products, and whether they would recommend them to other children. The feedback is shared with the companies that have developed the products, providing them with valuable insights into how their products are perceived by their target audience. At our schools, we use children's voice to inform our digital package where possible.

Kids Judge BETT is a fun and engaging way to involve children in the educational technology industry and to ensure that their opinions and needs are taken into account when developing new products. Presenting in the main arena in front of lots of people is a fantastic opportunity for the children and I would encourage all schools to take part!

If you're interested in taking part in the next Kids Judge BETT, make sure you are following the organiser - the amazing Katy Potts (@KatyPotts) - on Twitter to stay informed.

Here are just a few of the winners from Kids Judge Bett 2023!

## MAKEKIT

(Best DT/STEM product with sustainable principles at the heart of the design)

Extend the possibilities and applications of the micro:bit by using MakeKit extension products to create drones, hovercrafts, bubble, wheel and snow bits! A great way to extend programming and STEM opportunities.

## STEMI (Best Robotic Innovation)

One clear show stopper from the Kids Judge Bett winners of 2023 is Stemi! Combining AI, Machine Learning and Robotics, Stemi is designed for boosting student engagement and creativity.

## BEST ROBOTICS SUPPORTING INCLUSION (Blue Frog Robotics)

As a real emotional, mobile and autonomous robot, Buddy is an interactive and educational companion allowing students to learn differently while having fun and preparing them for the world of tomorrow (essential teaching tool for coding and programming from Scratch to Python).

## SORA - OVERDRIVE (Best for inclusive reading)

Whether you're reading for class or for fun, Sora's ebook reader makes it easy. A state-of-the-art reading experience for children. With powerful tools, read alouds, reading settings and synced progress, the Sora eBook platform for pupils is a great way to support reading at all levels.





For more information please contact us on the details below

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