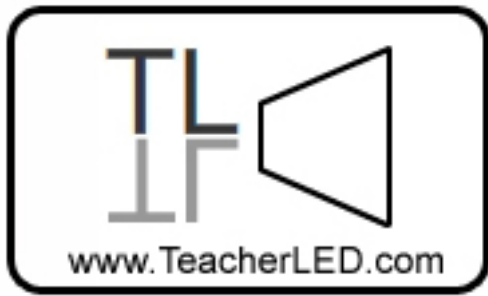


Visit the website for the matching online resource



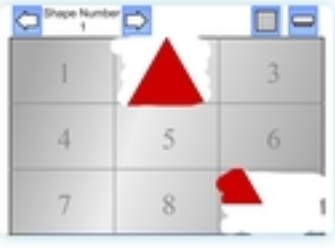

Resource Summary October 2008.

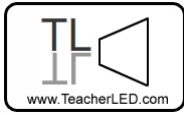
The intention of this document is to provide a printable overview of the resources available on this web site. Either print and keep it for reference or cut off the description for each resource and attach to your planning for the lessons where you use it. Each resource is categorised by the section in which it can be found. Some resources appear in more than one section. New resources are added frequently so please regularly check to see if this document has been updated.

All resources are free to access and use. See “about” page on site for more information.



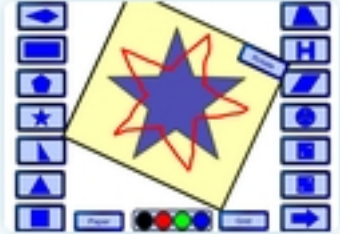
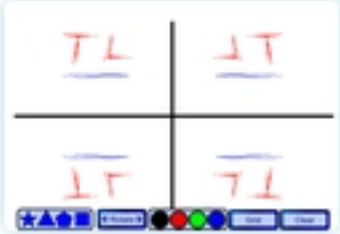

Maths


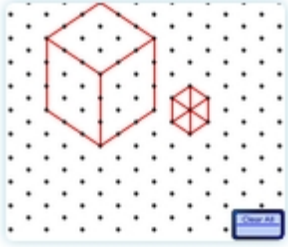
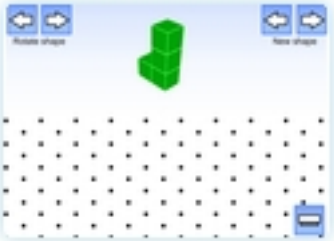


Shape, Space and Measure:

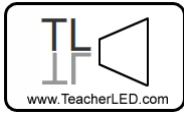
	<p>Shape Reveal.</p> <p>Erase panels obscuring a shape.</p> <p>Use to facilitate discussion on 2D shape properties.</p>
	<p>Mirror.</p> <p>Use a virtual mirror to demonstrate reflectional symmetry. Multiple pictures and shapes included.</p>



Visit the website for the matching online resource

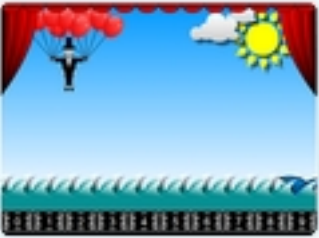

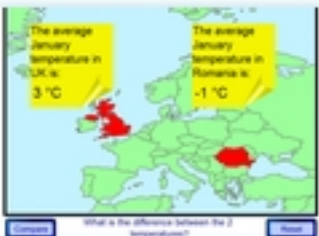
	<p>Reading Scales.</p> <p>A variety of different measurement scales which show random readings.</p> <p>Associated paper based resource on site.</p>
	<p>Transformations.</p> <p>Use virtual tracing paper to show shape transformations.</p>
	<p>Rotational Symmetry.</p> <p>Use virtual tracing paper to demonstrate rotational symmetry.</p>
	<p>Symmetry Draw.</p> <p>Use your IWB as a 2 line symmetry canvas. Whatever you draw is reflected in the other quadrants.</p>
	<p>Balance Scales.</p> <p>Use to demonstrate how items used to be weighed. Also useful for simple addition exercises.</p>

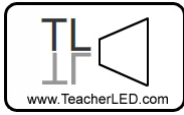
	<p>Dial Scales.</p> <p>Demonstrate weighing with a dial read-out</p>
	<p>Isometric Grid</p> <p>Makes it easy to demonstrate the use of an isometric grid.</p>
	<p>Isometric Draw</p> <p>Rotate a variety of shapes in the top half of the screen. Show how to draw them by joining the dots in the lower half.</p>
	<p>Isometric Shape Exploder</p> <p>Count the number of cubes in an isometric shape then explode them to check.</p>
	<p>Cuboid Exploder</p> <p>Demonstrate volume by splitting cuboids into little cubes.</p>




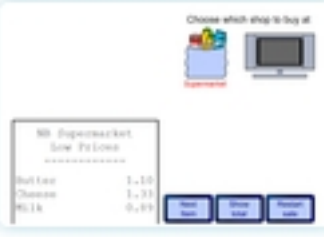
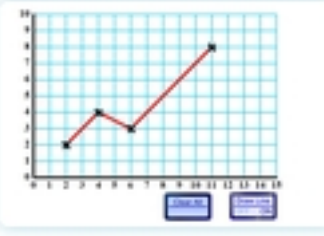
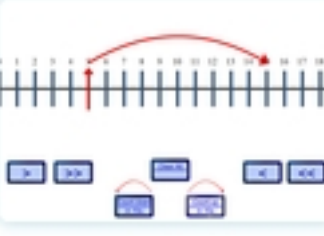

Visit the website for the matching online resource

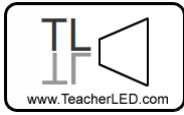
Number:

	<p>Stage Cross</p> <p>A game for use with small groups at the IWB. Answer mental arithmetic questions to help the hero cross the sea.</p> <p>Multiplication and addition questions</p>
	<p>Equivalent Fractions</p> <p>Demonstrate relative proportions of fractions. Bigger fractions hang lower.</p>
	<p>Temperature Comparison.</p> <p>Use as a questioning aid. Compare average winter temperatures of different countries to practice using negative numbers.</p>



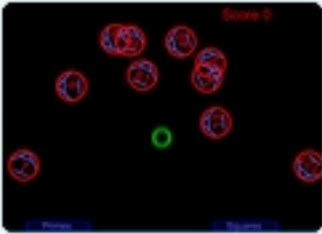

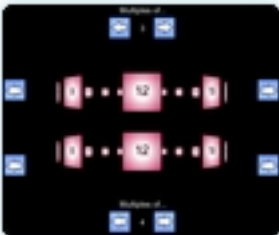


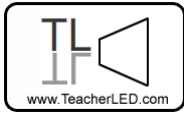
Visit the website for the matching online resource

	<p>Prime Snakes.</p> <p>A keyboard controlled game. The snake can only eat prime numbers. Difficulty set to keep games short for class competitions etc.</p>
	<p>Shop Addition.</p> <p>Generate a shopping list and then ask students to work out the total. Use to practise addition with money.</p>
	<p>Graph Plotting.</p> <p>Plot line graphs or mark coordinates. 1 quadrant, 2 quadrant and 4 quadrant graphs available.</p>
	<p>Number Line.</p> <p>Scrollable number line that allows marking and demonstrating addition and subtraction of 10s. Negative number line also available.</p>
	<p>Bubble Burst.</p> <p>IWB game. V1: Pop the bubbles with prime numbers in them. V2: Pop the bubbles with odd numbers in them.</p>





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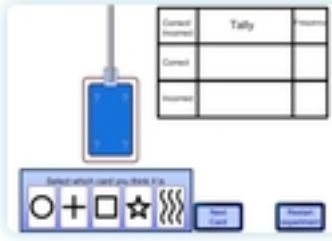
 A 3D cylinder with numbers 0-99 arranged in a spiral pattern on its surface.	<p>Number Cylinder</p> <p>An alternative to a number line. The numbers are shown as a rotating spiral.</p>
 A bus stop with a clock and three buses numbered 1, 5, and 9.	<p>Bus sequences</p> <p>Use as a questioning aid when teaching simple number sequences.</p>
 A dark screen with several red circles containing numbers and one green circle.	<p>Particle Maths</p> <p>IWB game where students need to separate prime numbers and square numbers.</p>
 A tree diagram showing the prime factorization of 66, with 66 at the top and 2, 3, and 11 at the bottom.	<p>Prime Factor Tree</p> <p>Pick a number between 2 and 99 and the resource will generate a prime factor tree with numbers obscured ready to reveal.</p>
 A carousel with two multiplication tables (1-12) and a central display showing the lowest common multiple.	<p>LCM Carousel</p> <p>Two multiplication tables can be selected and manipulated to demonstrate finding the lowest common multiple.</p>

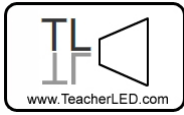


Visit the website for the matching online resource

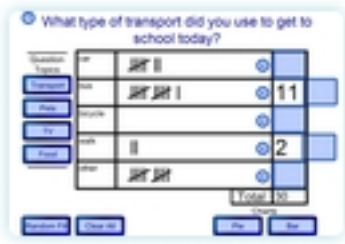
	<p>NumberLine 2</p> <p>Display up to 2 number lines (0-99). Annotate them using built in tools and scroll the number lines plus annotations.</p>
	<p>Elapsed Time Line</p> <p>Teach elapsed time using a scrolling number line and two clocks that can have their time easily set.</p>

Data Handling:

	<p>Space Dice.</p> <p>Roll one, two or three realistic dice.</p>
	<p>Probability ESP Experiment.</p> <p>Conduct a real experiment for precognition to demonstrate and discuss experimental probability.</p>

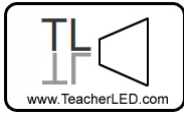


Visit the website for the matching online resource




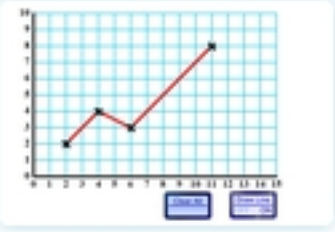
Survey.

Easily conduct or generate a class survey. Generates pie charts and bar graphs automatically.




Visit the website for the matching online resource

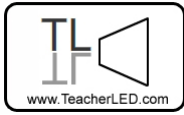
Algebra:

	<p>Algebra Substitution.</p> <p>Use for class questioning on substitution into algebraic expressions.</p>
	<p>Graph Plotting.</p> <p>Plot line graphs or mark coordinates. 1 quadrant, 2 quadrant and 4 quadrant graphs available.</p>



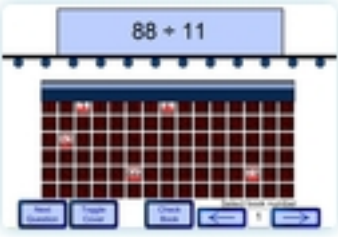


General Maths:

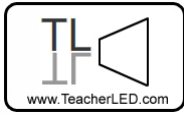
Included in this section are resources that are more general purpose and often are particularly suited for starter or plenary activities.

	<p>Space Dice.</p> <p>Roll one, two or three realistic dice.</p>
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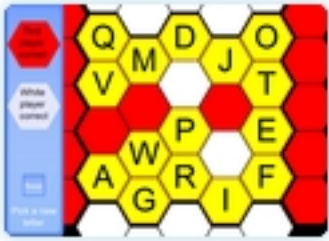

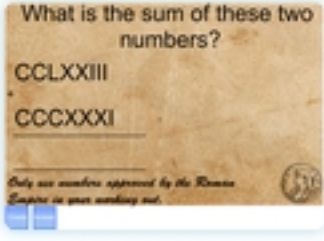
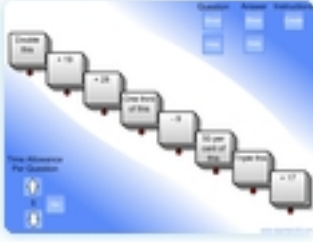


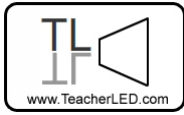
Visit the website for the matching online resource

 A game interface showing a hero on a red stage with a sun and clouds in the background. The hero is holding a red balloon.	<p>Stage Cross.</p> <p>A game for use with small groups at the IWB. Answer mental arithmetic questions to help the hero cross the sea.</p> <p>Multiplication and addition questions.</p>
 A digital interface showing a document titled 'Mathemat Test B' with a calculator icon. The interface includes navigation buttons at the bottom.	<p>Visualiser.</p> <p>If you have a web cam, use this resource to enable its use as a visualiser.</p>
 A digital bingo interface. At the top, a box displays the equation $88 + 11$. Below it is a 5x5 bingo grid with numbers. Navigation buttons are at the bottom.	<p>Bingo.</p> <p>Comes with its own books that the resource can track and check the numbers called on each.</p>
 A digital interface for a keyword jumble game. It shows a row of letters: c, s, t, a, b, r, u, t. Below are buttons for 'Jumble', 'Reset', and 'Enter custom keyword'.	<p>Keyword Jumble.</p> <p>Presents a jumbled maths keyword that can be solved at the IWB or on paper.</p> <p>Users can input own word to be jumbled.</p>
 A digital interface for a shopping list game. It shows a list of items: 'No Supermarket', 'One Pound', 'Bull Egg 1-10', 'Cheese 1-20', 'Milk 0-50'. There are buttons for 'New', 'Reset', and 'Print'.	<p>Shop Addition.</p> <p>Generate a shopping list and then ask students to work out the total. Use to practise addition with money.</p>



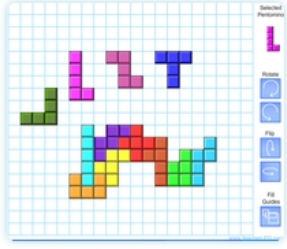
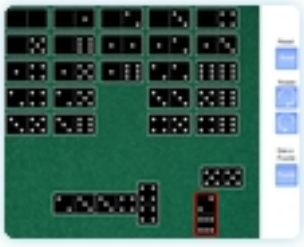
Visit the website for the matching online resource

	<p>Letter Quiz</p> <p>Based on the familiar quiz format. A question bank of maths questions is available.</p>
	<p>Train Maths</p> <p>Work from a start number to an end number. Fully automatic so good activity for register time.</p>
	<p>Roman Numerals</p> <p>Demonstrate weaknesses of roman numerals as a number system by generating sums in roman numerals.</p>
	<p>Follow On Maths</p> <p>Generate a set of maths instructions to get from one number to another. Similar to the puzzles in newspapers.</p>




Visit the website for the matching online resource

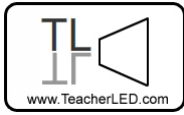
Investigations:

 A screenshot of a digital pentomino puzzle interface. It shows a grid with several colored pentomino shapes (green, purple, blue, red, yellow, orange) placed on it. A sidebar on the right contains icons for 'New', 'Help', 'Info', 'Full Screen', and 'Exit'.	<p>Pentomino</p> <p>Full set of 12 to aid demonstrating various investigations.</p>
 A screenshot of a digital dominoes puzzle interface. It shows a green board with several dominoes placed on it. A sidebar on the right contains icons for 'New', 'Help', 'Info', 'Full Screen', and 'Exit'.	<p>Dominoes</p> <p>Full set of dominoes for various investigations. Two puzzles built in.</p>

English.


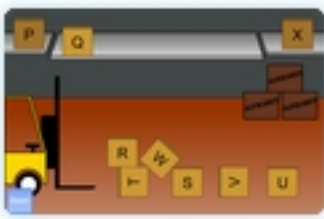


Spelling:

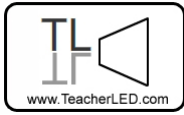
 A screenshot of a digital letter dice interface. It shows a grid of 16 dice, each with a different letter on its face. The letters are arranged in a 4x4 grid: R, Y, O, S; W, I, S, T; O, G, L, T; H, P, T, L.	<p>Letter Dice.</p> <p>16 dice with letters to facilitate spelling games. Slower PCs may struggle with this resource.</p>
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Visit the website for the matching online resource

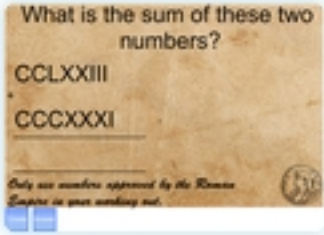
Alphabet:

 A screenshot of an interactive application showing several colorful ABC books with illustrations of animals and objects. The books are displayed in a way that suggests they can be turned or interacted with.	<p>Interactive Books</p> <p>80 year old illustrated ABC books for display on the IWB. Real page turn effect. Various books.</p>
 A screenshot of an interactive application showing a shelf with several boxes labeled with letters. Some boxes are on the shelf, while others are scattered below, indicating a drag-and-drop activity.	<p>Alphabet Boxes</p> <p>A number of boxes fall of the shelf. Students need to drag them back to the shelf in the correct order.</p>
 A screenshot of an interactive application showing a snowman and a snowball on a snowy surface. There are several ice cubes with letters on them, and a snowball is about to knock them over.	<p>Alphabet Ice Cubes</p> <p>Class game for the IWB. Stack the ice cubes before the snowball knocks them down. Steady hand required!</p>
 A screenshot of an interactive application showing a speed test. The question is "What is the letter that comes after: F". A progress bar is shown, and the score is 0. The letters 'O' and 'G' are visible at the bottom.	<p>Alphabet Speed Test</p> <p>Use the IWB for students to compete to get the highest score in a speed test based on knowledge of the alphabet.</p>





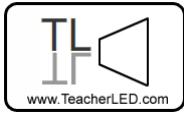
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History.

 A screenshot of a worksheet with a parchment background. It asks 'What is the sum of these two numbers?' and lists 'CCLXXIII' and 'CCCXXXI'. Below the numbers is a blank line for the answer. At the bottom, it says 'Only use numbers approved by the Roman Empire in your working out.' and has a small circular seal on the right.	<p>Roman numerals</p> <p>Cross curricular with Maths. Demonstrate use of roman numerals.</p>
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Geography.

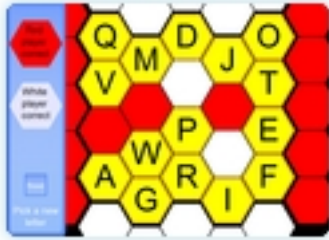
 A screenshot of a map-making software interface. It shows a green map with roads, buildings, and trees. A toolbar on the right contains various icons for drawing and editing. At the bottom, there are navigation and save buttons.	<p>Map Maker</p> <p>Easily draw maps on the interactive whiteboard. Has a save feature.</p>
 A screenshot of a treasure map-making software interface. It shows a yellowish-brown grid map with various treasure map symbols like 'X' marks, treasure chests, and landmarks. A toolbar on the right contains icons for drawing and editing. At the bottom, there are navigation and save buttons.	<p>Treasure Map Maker</p> <p>As above but with a treasure map theme.</p>



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All Subjects



Letter Quiz

Based on the familiar quiz format. Use a dictionary or glossary as a quiz book.



Keyword Jumble

Built in words are maths based but user entered words can be used for other subjects.