

Age Range 3-11
Subject(s) Cross Curricular
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An award winning package - twice winner of the WORLD DIDAC Award - Activprimary has been designed by teachers for teachers and offers tools and features that have been specifically requested by teachers.

Authoring in Activprimary precludes the need for any other hardware or software package to accommodate the highly acclaimed voting option. With the click of a button voting can take place in an ad hoc way at any point with no planning needed.

Teachers are using Activprimary together with Activote to gather pupil opinions, predictions and suggestions because not everyone likes to put their hand up. One of the strongest features of the way in which voting can be used is to generate discussion opportunities.

Can Activprimary be used on any Interactive Whiteboard?

Yes - in response to public demand Activprimary is now available to be used on **any** interactive whiteboard. Complete with a Promethean communication hub which will enable all boards to become radio enabled allowing for additional peripherals when the school is ready to adopt them.

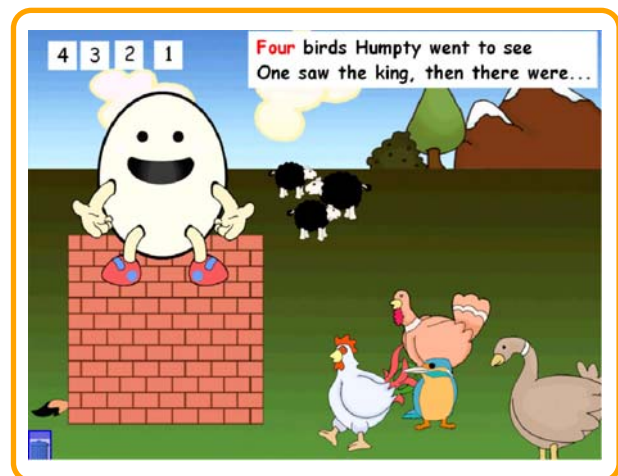
Does Activprimary come with its own library?

Yes - the resource element of Activprimary is much sought after. We have often been asked whether the resource library is purchasable separately from the software. Broken down into different categories and with a search facility available making it a coherent addition to any interactive whiteboard.

NOW AVAILABLE FOR ANY INTERACTIVE WHITEBOARD

I am inundated with software in my classroom already - why would I want yet another piece of software?

Activprimary boasts a simple but powerful and effective interface allowing teachers to truly interact with their board. So often when inappropriate software is used on a whiteboard the true value of interactivity is missed and therefore the whiteboard becomes a glorified projector screen.



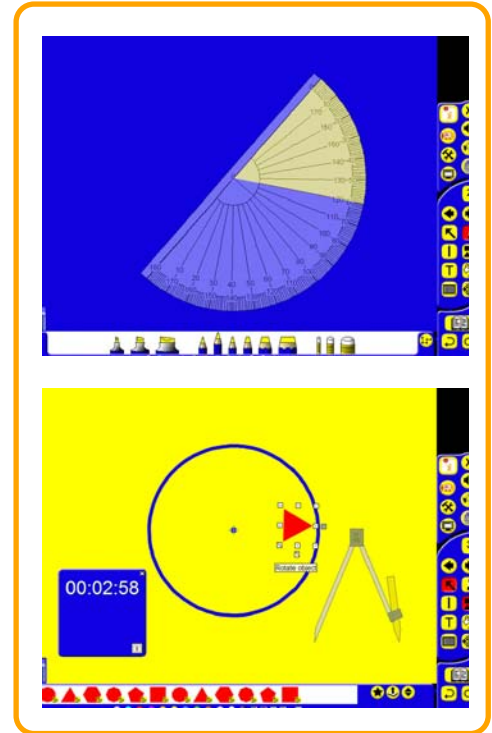
In this example:

- Text to read.
- Numbers to count and drag onto the four birds.
- The fox hiding behind the wall.
- How many sheep?
- Click on the sheep to hear them bleat.
- Who knows what happened to Humpty?
- How many birds will there be when one goes to see the King?
- Magical page turns take the readers onto the next part of the story.

continued...

Features

- Engaging interface which invites users in - with simple tools which allow the teacher to be interactive by the click of a pen.
- Large and bold clear icons the function of each one can be identified by hovering your pen/mouse over the relevant icon.
- No new menus or toolbars to navigate - just point and click.
- Full range of maths' interactive tools which exactly replicate class-based tools.
- Protractor which rotates - numbers stay horizontal for ease of reading scale. The pen tool "attaches" itself to the edge - draw a sector measuring 60° with ease.
- Ruler which rotates from "0" and not the corner of the ruler. The pen tool "attaches" itself to the edge - draw a straight line with ease.
- Draw a perfect circle with a set of compasses.
- Link or embed multimedia on any page.
- Create fractions with the fraction generator.
- Add fun and challenge to your lessons with the countdown clock.
- Rotate around a point on your page to demonstrate rotational transformation.
- Tools which encourage Discussion/speaking/listening and other Language based aspects of the curriculum.
- Create stories using the Library - Bespoke images carefully designed to be displayed through a projector.
- Free access to 1000's of flipcharts on Promethean Planet



Further examples

Children creating their own stories with sound and movement and the video capture facility allowing them to play it back for further discussion and opportunity for improvement.

Enhance the experience by using a microphone with the inbuilt sound recording facility. Children's opinions and feelings captured by the click of a button.



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