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VERSION NO.
001

Student Enrichment Workshops

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DELIVERING ENGAGING STUDENT WORKSHOPS

Our student workshops aim to enrich curriculum topics through immersive, hands-on learning experiences. Our expert facilitators deliver interactive sessions using a variety of educational tools and technologies.

Workshops are designed to:

- Motivate students across all skill levels
- Bring curriculum subjects to life
- Encourage critical thinking and teamwork
- Inspire students in key topic areas like STEM

Delivery Details

- Facilitated by trained educational staff
- Aligned to curriculum outcomes
- Flexible scheduling for half-day or full-day sessions
- Customisable themes and content
- Optional equipment provided for participatory learning

Booking a Workshop

Ready to schedule an inspiring workshop for your students?

Use the below to submit a booking inquiry: [Booking Page](#)

To discuss workshop options and customised delivery, our team is available at:

Email: bookings@tablet.academy

Phone: 01952 567450

Feel free to get in touch with any questions or to request a quote for bringing our engaging student workshops to your school!

We look forward to hearing from you.



TA STEAM LEARNING FESTIVAL

Join us for an immersive and exhilarating STEAM Learning Festival, where school students can explore the exciting worlds of Science, Technology, Engineering, Arts, and Mathematics (STEAM).

DESCRIPTION

This festival is designed to engage, inspire, and broaden students' horizons by offering diverse activities and workshops. Get creative with Adobe Express as you discover the art of graphic design and photo editing. Dive into the realm of coding with robotics, programming your very own robots to perform tasks and navigate challenges. Embark on a virtual adventure with Minecraft, where you can develop architecture, engineering, and teamwork. Step into Virtual Reality, where you'll be transported to different scenarios and environments, enhancing your understanding of various subjects on offer. There is a wide range of activities to choose from, working with our TA trainers you can cater the perfect session for your students.

AIMS & OBJECTIVES

- To promote knowledge of the theory flight.
- Create an experiential learning experience to promote retention.
- To promote the knowledge of coding and drone flight.
- Promoting the use of educational technology.

CURRICULUM

- Computing
- Art
- Science
- Maths

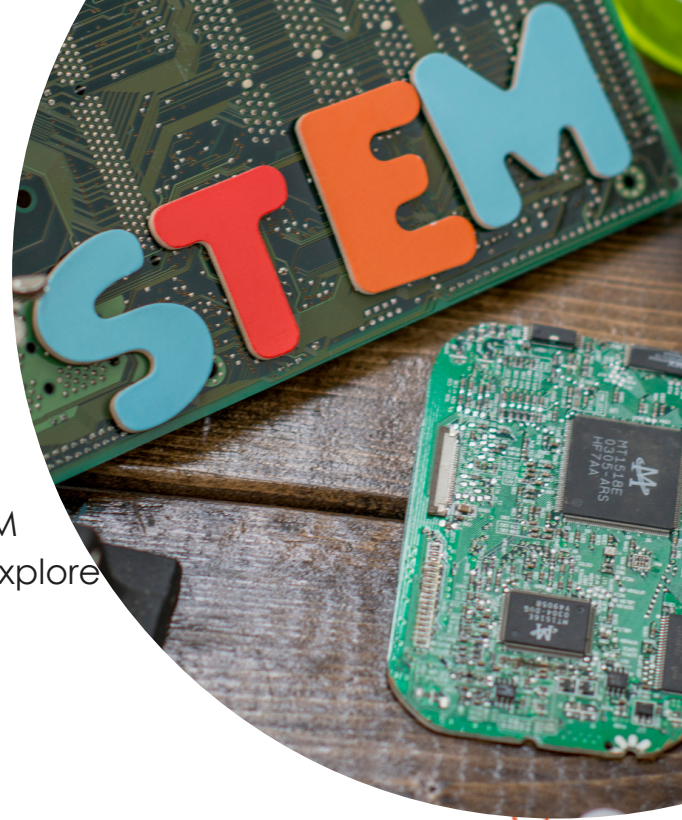
TECHNOLOGY

We provide:

- Devices
- Robotics
- Technology for activities

You must provide the following:

- Classroom with large screen or projector





BESPOKE STEM WORKSHOP

Our bespoke STEM workshop offers an engaging and tailored experience designed to inspire and educate school students in the fields of Science, Technology, Engineering, and Mathematics (STEM).

DESCRIPTION

This workshop is customised to meet your student's needs and interests, encompassing a wide range of hands-on activities and challenges that promote critical thinking, problem-solving, and collaboration.

Whether it's building and testing structures, programming robots, or exploring the wonders of mathematics in virtual worlds, this bespoke workshop offers a unique opportunity for students to delve into the exciting realms of STEM education. This workshop is perfect for schools seeking a tailored and enriching STEM experience that fosters curiosity, creativity, and a passion for learning in their students.

AIMS & OBJECTIVES

- To promote excitement in the world of STEM.
- Create an experiential learning experience to promote retention.
- To promote the knowledge in areas of STEM.
- Promoting the use of educational technology.

CURRICULUM

- Computing
- Science
- Maths

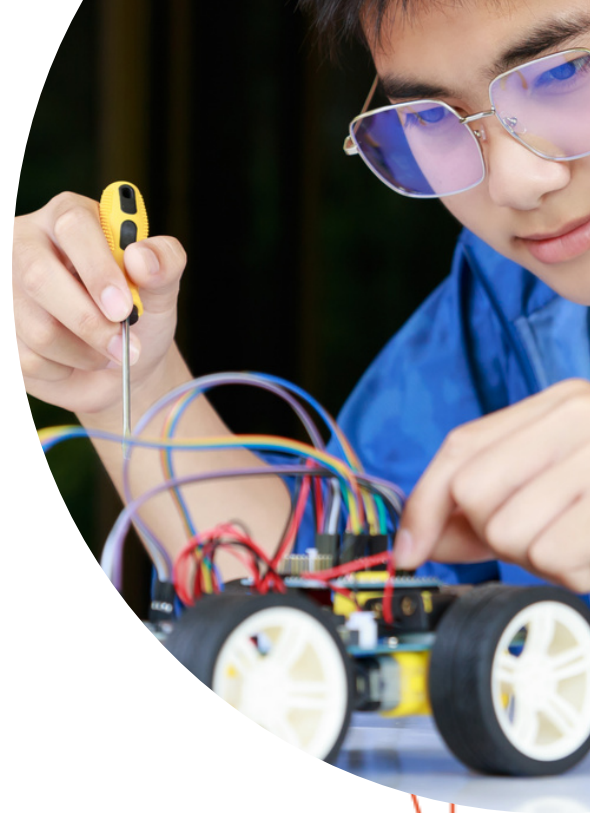
TECHNOLOGY

We provide:

- Devices
- Robotics
- Technology for activities

You must provide the following:

- Classroom with large screen or projector





MINECRAFT EDUCATION WORKSHOP

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.

DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. Your students can embark on an adventure through a mixture of biomes they would be excited to write a creative story about. You can then send them into a science lab to take advantage of the chemistry package where they can put their knowledge to the tests. With Minecraft Education, you can also explore, curriculum links within Computer Science, Art, History, Physics, and plenty more.

AIMS & OBJECTIVES

- Creating an immersive environment to engage the students.
- Promoting teamwork.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- Maths
- Biology
- Geography
- History
- Computing Science
- Physics
- And more...

TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector





LEARNING HOW TO CODE WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.



DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, your students will have an introduction to coding with a blockly-based language. We have a variety of coding challenges, from making it rain chickens to building skyscrapers. We can fit this workshop to align with your students' abilities and needs.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge of coding.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector



CREATIVE WRITING WORKSHOP WITH MINECRAFT

Immerse your students in the virtual world of Minecraft:
Education Edition in these educational focus workshops.



DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, your students will have the opportunity to create their own adventure to then give them the inspiration to write about. This will help promote the freedom for the students to really push their creative writing further. If schools would like a set theme to tie in with a topic, we can organise this as part of the workshop.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Developing creative writing skills.
- Creating stories by play.
- Promoting creativity while learning.

CURRICULUM

- English Language
- English Literature
- History
- Geography
- Computing Science
- And more...

TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector



STUDYING BIOLOGY WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.



DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, the students will have the ability to learn more about Biology by exploring a purpose-built world. The subject topics within Biology can be defined before the delivery to ensure the workshop meets the class's needs.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge of Biology.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- Biology
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector



EXPLOSIVE CHEMISTRY LESSONS WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.



DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, the students will be set in a virtual science lab where they will be guided through various challenges to develop their knowledge of elements and compounds.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge of elements and compounds.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- Chemistry
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector



EXPLORING GEOGRAPHY WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.



DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, your students will be exploring the virtual world of Minecraft navigating the landscapes while being set challenges that compliment the Geography curriculum.

Let us know if there are particular topics that you would like covering, and we can ensure the workshop focuses on the needs of your students.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge of Geography.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- Geography
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector



TRAVELLING THROUGH HISTORY WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.

DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, your students would be able to explore the virtual world of Minecraft themed is a set time zone or historic event, whether navigating through the pyramids in Egypt or exploring the trenches from WW1.

The school can define the historical period they would like the students to study, and we can bring that world to your school.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- The students develop their knowledge of a historical topic.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- History
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector





EXPLORE THE GREAT FIRE OF LONDON WITH MINECRAFT

Step into the virtual world of Minecraft and travel back in time to 1666! Join our engaging and immersive workshop, designed especially for school students, as we explore the historic events of the Great Fire of London through the captivating medium of Minecraft.



DESCRIPTION

In this interactive workshop, students will witness the challenges faced by Londoners during the infamous fire that devastated the city centuries ago. Through the reimagined virtual streets of London, participants will embark on a journey to understand the causes, consequences, and resilience of a community in crisis. As students delve into the historical context and events leading up to the Great Fire, they will also have the opportunity to examine the innovative fire-fighting techniques employed during those challenging days.

AIMS & OBJECTIVES

- To promote knowledge of the events of the Great Fire of London.
- To promote creativity while learning.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Computing
- History

TECHNOLOGY

We provide:

- Devices
- Minecraft Licences

You must provide the following:

- Classroom with large screen or projector



EXPLORE THE GUNPOWDER PLOT WITH MINECRAFT

Step into the virtual world of Minecraft and travel back in time to 1605! Join our engaging and immersive workshop, designed especially for school students, as we explore the historical events of the Great Fire of London through the captivating medium of Minecraft.



DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, your students will explore the streets of London whilst learning all about the Gunpowder plot of 1605, all built within the virtual world of Minecraft!

Let us know if there are particular areas of the gunpowder plot that you would like to cover, and we can ensure the workshop focuses on the needs of your students.

AIMS & OBJECTIVES

- To promote knowledge of the gunpowder plot of 1605 and the key people involved.
- Create an immersive environment to engage and entertain students.
- Create an experiential learning experience to promote retention.
- To promote the use of educational technology.

CURRICULUM

- Computing
- Science
- Maths
- History

TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide the following:

- Classroom with large screen or projector



SOLVING MATHS WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.



DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, your students will be exploring the virtual world of Minecraft, navigating the landscapes while being set challenges that complement the Maths curriculum.

Let us know if there are particular topics that you would like to cover, and we can ensure the workshop focuses on the needs of your students.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge of Maths.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- Maths
- Science
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector



SOAR THROUGH SPACE WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.

DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, your students will be exploring the virtual world of Minecraft and learning about the NASA Artemis programme. Choose from either:

A: "Artemis: Rocket build", where students will meet scientists and engineers to explore jet and rocket propulsion before designing and testing their own rocket design.

B: "Artemis: Return to the moon", where students will be challenged to code the Orion space capsule through exciting challenges on its way to the moon.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge of Space and the Artemis programme.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- Science
- Design and Technology
- Maths
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector



CYBER BREAKOUT CHALLENGE WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.

DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, your students will be challenged to complete a series of escape-room-style challenges whilst exploring the virtual world of Minecraft.

Focusing on cryptography, code-breaking, cyphers, and pattern analysis, the escape-room challenges will encourage students to embrace lateral thinking and an out-of-the-box approach as they work to escape an evil villain's lair.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge of cryptography, ciphers, and code-breaking.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- Maths
- Science
- Design and Technology
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector





STAYING SAFE ONLINE WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.

DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, your students will explore the worlds of Cyber Safety and Security.

- Cyber Safe (Age 7-11) - Equip younger students with cyber and digital safety skills.
- Cyber Fundamentals (Age 10-14) - A comprehensive exploration of digital citizenship and cybersecurity concepts.
- Cyber Expert (Age 13-18) - Go deeper into cybersecurity and build digital fluency and cyber skills with topics like encryption and social engineering.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- The students develop their knowledge of computer science, safe online conduct and cyber security.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- Cyber Security
- Cyber Safety
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector





VIRTUAL REALITY - BESPOKE EVENT

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.



DESCRIPTION

The bespoke VR workshops allow the organisation to guide the path of content, the structure of the workshop, and how to meet the needs of your target audience. A call with one of our experts will be arranged to tailor this workshop for you.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge in a chosen area.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- This workshop can be catered to the curriculum as the organisation decides.

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector



VIRTUAL REALITY - ANCIENT EGYPTIANS

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.

DESCRIPTION

Through the magic of virtual reality, students can explore ancient tombs and meet the gods and goddesses worshipped by the ancient Egyptians. Along the way, students will learn about the history, culture, and daily life of one of the fascinating civilizations in human history. Led by expert educators and utilizing the latest in virtual reality technology, this workshop promises an engaging and unforgettable learning experience for students of all ages.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge in on ancient civilizations.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Ancient Civilizations

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector





VIRTUAL REALITY - ROMANS

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.



DESCRIPTION

In this immersive experience, students will be transported back in time to explore the ancient city of Rome and learn about the daily life of the citizens. Led by expert educators using the latest VR technology, this workshop is designed to bring the potent history of the Roman Empire to life, giving students a chance to see and experience the world of the Romans in a whole new way without leaving the classroom.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student to develop their knowledge in on ancient civilisations.
- Promoting the use of educational technology.

CURRICULUM

- Ancient Civilizations

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector



VIRTUAL REALITY - ANCIENT GREECE

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.



DESCRIPTION

Our Virtual Reality workshop on ancient Greece is a fun and immersive educational experience that allows students to travel back in time and explore the culture, history, and architecture of one of the world's most renowned civilizations. Along the way, they will learn about the Greek gods and mythology, philosophy, art, and democracy that shaped this great civilization.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- The student to develop their knowledge of ancient civilisations
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Ancient Civilizations

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector



VIRTUAL REALITY - VOLCANOES

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.



DESCRIPTION

Using VR, students will be transported to volcanic landscapes and thoroughly understand how volcanoes form their different types, and their impact on the environment. This workshop is perfect for schools looking to provide students with a unique and interactive learning experience.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- The student to develop their knowledge of volcanoes.
- Promoting the use of educational technology.

CURRICULUM

- Geography - Volcanoes

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector



VIRTUAL REALITY - SPACE

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.



DESCRIPTION

Our Virtual Reality workshop on space is a captivating and immersive educational experience that takes students on a journey through our solar system and beyond. Using VR, students will explore celestial bodies like stars, planets, and moons. Our expert facilitators will guide students through this interactive journey, encouraging questions and inquiries to deepen their understanding of space exploration.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- The student to develop their knowledge of Space and Solar Systems
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Space and Solar Systems

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector



VIRTUAL REALITY - WORLD WAR 1 & 2

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.



DESCRIPTION

Our Virtual Reality workshop on the World Wars is an insightful and educational experience that transports students to the battlefields of World War I and II using advanced VR technology. Students will learn about the causes and consequences of these wars and understand their impact on society. With our knowledgeable facilitators, students will understand the conflict in-depth through interactive discussions.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- The student to develop their knowledge of World Wars 1 & 2.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- The history of World War 1 & 2.

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector



VIRTUAL REALITY - FAMOUS MOUNTAINS

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.



DESCRIPTION

Our Virtual Reality workshop on famous mountains is an exciting and educational experience that takes students on a thrilling journey to some of the world's most beautiful and awe-inspiring peaks. Students can experience these natural wonders in stunning detail, from the peaks of Mount Everest to the majestic Alps.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- The student to develop their knowledge of Mountains.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Geography

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector



VIRTUAL REALITY - THE HUMAN BODY

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.

DESCRIPTION

Using state-of-the-art Virtual Reality technology, students can explore the insides of the human body. Students will learn about the body's different systems, including the circulatory, respiratory, digestive and nervous systems, while better understanding how they all work together to maintain the body's health. This workshop is perfect for schools looking to provide students with a unique and interactive learning experience to deepen their understanding of the human body and enhance their scientific literacy.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- The student to develop their knowledge of the human body.
- Promoting the use of educational technology.

CURRICULUM

- Biology

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector





VIRTUAL REALITY - THE VIKINGS

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.



DESCRIPTION

Our Virtual Reality workshop on the Vikings is an exciting and educational experience that takes students on a thrilling journey into Viking history. Students can experience the sounds and sights of a Viking battle, learn about the history of Jorvik (Modern-day York & Yorkshire), the Viking capital from 866 to 926, and Learn about notable historical Vikings such as Ivar the Boneless and his brother Halfdan Ragnarsson.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student will develop their knowledge of the Vikings.
- Promoting the use of educational technology.

CURRICULUM

- Geography
- History

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector



CYBER ATTACK - A CODE BREAKERS CHALLENGE

A code-breaking workshop where the students will have to overcome some encryptions and deciphering challenges to stop a cyber attack.

DESCRIPTION

Your students will be set into teams to stop a cyber security attack affecting one of our satellites. The aim is to decipher a series of encryptions to gain access to a laptop where students can enter the code to stop the attack.

The workshop comes in various sizes and is aimed at years 5-9.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge of encryption and deciphering tools.
- Create an experiential learning experience to promote retention.
- Promoting team work and problem solving.

CURRICULUM

- Deciphering

TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector





E-SAFETY WORKSHOP

Our E-safety workshop is an important and educational experience designed to promote safe and responsible use of technology among students.

DESCRIPTION

This interactive workshop will help students navigate the online world with greater awareness and mindfulness, empowering them to make informed choices about what they share and with whom. Our expert facilitators will provide fun and engaging exercises, activities, and discussions to raise awareness of common online risks such as cyberbullying, online predators, and inappropriate content. The workshop aims to provide students with the skills and support necessary to stay safe while exploring the virtual world. This E-safety workshop is a vital addition to any school's toolkit and is perfect for promoting safe and ethical technology use among students.

AIMS & OBJECTIVES

- To promote awareness of the dangers of online.
- To promote safe practices online.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Computing
- E-Safety

TECHNOLOGY

We provide:

- Windows Devices

You must provide the following:

- Classroom with large screen or projector



INTRODUCING GENERATIVE AI

Dive into the future of creativity with generative AI, empowering students to generate unique artworks, music, and stories, unleashing their imagination through innovative algorithms and technology.



DESCRIPTION

In this 2 hr session, students delve into the world of generative AI. We start by learning about AI, machine learning, and the domains of AI before getting stuck into the first interactive element. Students will build a sentiment analysis model before moving on to learn about generative AI. Students will then go on to experiment with algorithms and different prompts to craft unique artworks, music, and stories. Guided by expert facilitators, students explore the intersection of technology and creativity, gaining hands-on experience and sparking their imagination.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge of Generative AI, Big Data, Machine Learning and Algorithms.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- Art
- Music
- English
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Generative AI Software
- Additional resources and worksheets

You must provide:

- Classroom with large screen or projector



DISCOVERING AI WORKSHOP

Our Discovering AI workshop is a fascinating and interactive educational experience designed to introduce students to the concept of Artificial Intelligence (AI).

DESCRIPTION

The workshop is an engaging and thought-provoking introduction to the world of AI and how it has developed into a crucial component of modern technology. Students will learn about the fundamentals of Machine Learning and Natural Language Processing (NLP) and understand how computers are able to learn, recognise patterns, and make decisions. The workshop is relevant and accessible to students of all skill levels and aims to inspire them about AI's potential for enhancing our lives. This workshop is perfect for schools looking to provide a platform for students to discuss the ethical implications of AI as well as inspire them with real-world applications and potential future developments.

AIMS & OBJECTIVES

- To promote knowledge of Artificial Intelligence
- To engage the students and excite them about computing science
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Computing

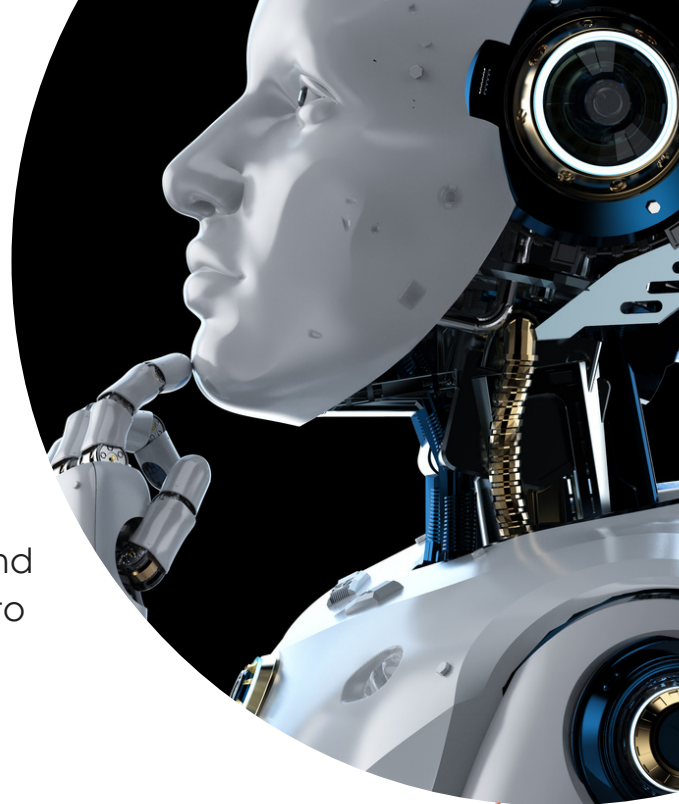
TECHNOLOGY

We provide:

- Windows Devices, if required

You must provide the following:

- Classroom with large screen or projector
- A computer suite or classroom with devices (Optional)





DRONE DISCOVERY WORKSHOP

Our 1/2 day 'Drone Discovery' workshop offers an interactive and hands-on experience designed to introduce students to the exciting world of drones and their usage in various industries.

DESCRIPTION

During the workshop, students will explore the concepts of teamwork, flight planning, coding, resilience, and safe drone operation.

Working in teams of up to 6, students will take on one of 6 team roles before coding a drone to fly a reconnaissance mission within a simulated desert environment.

This workshop is perfect for schools looking to provide a stimulating and engaging learning experience to inspire and engage students in the ever-growing field of UAV technology and Drone navigation.

AIMS & OBJECTIVES

- Program a drone to conduct a simulated reconnaissance mission.
- Promotes Maths skills such as measurement and trigonometry.
- Builds resilience as students work to overcome coding challenges.
- Teaches the concepts of pseudo-code and backups.

CURRICULUM

- Computing
- Physics

TECHNOLOGY

We provide:

- iPads
- Drones & Drone Cage

You must provide the following:

- Classroom with large screen or projector
- A large classroom space





DRONE SCHOOL WORKSHOP

Our full day 'Drone School' workshop offers an interactive and hands-on experience designed to introduce students to the exciting world of drones and their usage in various industries.

DESCRIPTION

During the workshop, students will explore the theory of flight, basic aerodynamics, and how lift vs drag affects different flying objects. They will also learn to code and operate a virtual drone in simulated flight environments. Our experienced instructors will guide students through the concepts of UAV (Unmanned Aerial Vehicle) technology, its working principles, and the ethics involved in drone usage. This workshop is perfect for schools looking to provide a stimulating and engaging learning experience to inspire and engage students in the ever-growing field of UAV technology and Drone navigation.

AIMS & OBJECTIVES

- To promote knowledge of the theory flight.
- To promote the knowledge of coding and drone flight.
- Promote legal and ethical drone operation.
- Promoting the use of educational technology.

CURRICULUM

- Computing
- Physics

TECHNOLOGY

We provide:

- iPads
- Drones & Drone Cage

You must provide the following:

- Classroom with large screen or projector
- A large classroom space





DRONE ACADEMY WORKSHOP

Our 2-day 'Drone Academy' workshop offers an interactive and hands-on experience designed to introduce students to the exciting world of drones and their usage in various industries.

DESCRIPTION

During the workshop, students will explore the theory of flight, basic aerodynamics, and how lift vs drag affects different flying objects. They will also build, code and operate a Micro:Bit based drone in a simulated flight environment. Assembling their own drone from a kit and programming it to respond to inputs from a Micro:Bit based controller.

Our experienced instructors will guide students through the concepts of UAV (Unmanned Aerial Vehicle) technology, its working principles, and the ethics involved in drone usage.

This workshop is perfect for schools looking to provide a stimulating and engaging learning experience to inspire and engage students in the ever-growing field of UAV technology and Drone navigation.

AIMS & OBJECTIVES

- To promote knowledge of the theory flight.
- To promote the knowledge of coding and drone flight.
- To promote knowledge of drone construction and programming.
- Promoting the use of educational technology.

CURRICULUM

- Computing
- Physics

TECHNOLOGY

We provide:

- iPads
- Drones & Drone Cage
- Build-a-drone kits

You must provide the following:

- Classroom with large screen or projector
- A large classroom space





LAUNCH INTO SPACE WITH KERBAL SPACE PROGRAM

Kerbal Space Program is a sandbox style, educational program, enabling students to take charge of the space program for the alien race known as the Kerbals.

DESCRIPTION

Race to the Kerman line: Students will be given access to a limited selection of parts in order to assemble fully functional spacecraft that fly (or don't) based on realistic aerodynamic and orbital physics. They will be challenged to build a craft capable of reaching the Kerman line by collecting science, unlocking new components and bootstrapping their way to space.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge of physics, earth sciences, engineering and the design process.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- Physics
- Chemistry
- Maths
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Kerbal Space Program Software

You must provide:

- Classroom with large screen or projector





REACHING ORBIT WITH KERBAL SPACE PROGRAM

Kerbal Space Program is a sandbox style, educational program, enabling students to take charge of the space program for the alien race known as the Kerbals.

DESCRIPTION

Satellite Launch - Students will be given access to a limited selection of parts in order to assemble fully functional spacecraft that fly (or don't) based on realistic aerodynamic and orbital physics. They will be challenged to build a craft capable of inserting a satellite into orbit by collecting science, unlocking new components and bootstrapping their way to space, and onward to a stable orbit.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge of physics, earth sciences, engineering and the design process.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- Physics
- Chemistry
- Maths
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Kerbal Space Program Software

You must provide:

- Classroom with large screen or projector





LEARN TO FLY WITH SIMPLE PLANES

Simple Planes is a sandbox style, educational program, enabling students to design, build, test and fly their own creations in an accurately simulated aerial environment.

DESCRIPTION

During the session, students will learn the theory of flight before building their first aircraft. Having learnt about the Centers of Thrust, Pressure, and Mass, students will have to apply the theory of flight to design an aircraft capable of achieving stable flight. Whether students choose a conventional, swept, Delta or a flying wing design, they will need to select appropriate undercarriage, engines, and flying controls to design an aircraft that can take off, fly a short circuit, and land safely without undergoing rapid, unscheduled, disassembly!

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge of flight physics and engineering design.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- Physics
- Maths
- Engineering
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Simple Planes Software

You must provide:

- Classroom with large screen or projector





FLY A MISSION WITH SIMPLE PLANES

Simple Planes is a sandbox style, educational program, enabling students to design, build, test and fly their own creations in an accurately simulated aerial environment.

DESCRIPTION

During the session, students will learn the theory of flight before building their first aircraft and flying their first mission. Having learnt about the Centers of Thrust, Pressure, and Mass, students will have to apply the theory of flight to design an aircraft capable of achieving stable flight. After proving their design credentials by flying a short flight circuit, they will be challenged to fly a series of reconnaissance missions around the region, visiting a dormant volcano, an icy archipelago and a desert temple culture.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge of flight physics and engineering design.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- Physics
- Maths
- Engineering
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Simple Planes Software

You must provide:

- Classroom with large screen or projector



LEGO EDUCATION WORKSHOP

Our LEGO Education workshop offers students an opportunity to explore STEM concepts, coding, robotics, and engineering through the use of LEGO Spike Prime sets.



DESCRIPTION

During the workshop, students will use the Spike Prime Set to create various robotic mechanisms, such as a self-driving car, and learn to code their robot to execute these tasks. The workshop is designed to be fun, interactive, and accessible to students of all learning abilities and skill levels. Students will get the chance to explore hands-on activities that use innovative technologies and work in teams to build a range of robots. It's perfect for schools looking to provide a stimulating and engaging learning experience that will help students develop the skills necessary to thrive in today's tech-driven world.

AIMS & OBJECTIVES

- To promote knowledge of coding.
- To engage the students and excite them about computing science.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Computing

TECHNOLOGY

We provide:

- Windows Devices
- LEGO Spike Primes

You must provide the following:

- Classroom with large screen or projector



INTRODUCTION TO CODING WITH ROBOTICS

Our Introduction to Coding with Robotics workshop is an exciting hands-on experience to introduce school students to coding and robotics.

DESCRIPTION

Through this workshop, students will develop coding skills and learn to apply them in a robotics context. Students will use programmable robots and age-appropriate coding platforms to engage in interactive activities that encourage problem-solving, logical thinking, and creativity. By the end of the workshop, students will have gained a solid understanding of coding and have experienced the thrill of bringing their instructions to life through robotics. This workshop is perfect for schools looking to foster students' computational thinking skills, boost their confidence in coding, and ignite their passion for robotics and technology.

AIMS & OBJECTIVES

- To promote knowledge of the theory flight.
- To promote the knowledge of coding and drone flight.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Computing
- Physics
- Maths

TECHNOLOGY

We provide:

- Devices
- Robotics

You must provide the following:

- Classroom with large screen or projector
- A large classroom space





COMPUTING WITH THE BBC MICRO:BIT

Our Computing with BBC MICRO:BIT workshop is a hands-on and engaging educational experience designed to introduce students to the world of coding and computing.

DESCRIPTION

During this workshop, students will learn to develop simple programs using the MICRO:BIT's built-in sensors, display, and buttons by solving fun and interactive challenges. Our experienced facilitators will provide guidance and support, helping students learn coding concepts such as loops, conditions, and variables. By the end of the workshop, students will have a basic understanding of programming concepts, an appreciation for the power of computing, and experience working with this innovative device. This workshop is perfect for schools looking to introduce students to the world of coding and computing, providing an exciting and collaborative learning experience that is both educational and fun.

AIMS & OBJECTIVES

- To promote knowledge of coding
- To engage the students and excite them about computing science
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Computing

TECHNOLOGY

We provide:

- Windows Devices
- BBC Micro:Bits

You must provide the following:

- Classroom with large screen or projector





COMPUTING WITH SEND

Our Computing with SEND workshop is designed for students who have special educational needs and disabilities (SEND).



DESCRIPTION

This interactive workshop will provide a safe, supportive environment for students to explore and develop computing skills tailored to their needs. The facilitated program will focus on fundamental computing concepts such as coding and assistive technology in a way that is accessible and inclusive for all students. Experienced facilitators will provide hands-on support to students throughout the session to help them gain confidence in their abilities and gain valuable experience working with technology. This workshop aims to help students build important skills, improve their digital literacy and have fun exploring technology on their terms.

AIMS & OBJECTIVES

- Create an inclusive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Promote computing skills.
- Promoting the use of educational technology.

CURRICULUM

- Computing

TECHNOLOGY

We provide:

- iPads/Windows Devices
- Arts/Crafts if required
- Robotics

You must provide the following:

- Classroom with large screen or projector



BUILD FROM YOUR IMAGINATION WITH TINKERCAD

Dive into the world of 3D design with TinkerCAD, where students can bring their imaginative ideas to life, exploring the fascinating realm of digital creation through user-friendly and interactive modelling tools.



DESCRIPTION

In this dynamic hour-long session, students delve into the fundamentals of 3D design, mastering TinkerCAD's intuitive tools to craft unique creations. Through hands-on challenges, they hone problem-solving skills and showcase their innovative designs, fostering teamwork and digital literacy.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- The student to develop their knowledge of CAD/CAM.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Computer Science
- Art
- Maths
- Graphic Design

TECHNOLOGY

We provide:

- Devices
- Temporary TinkerCAD accounts

You must provide:

- Classroom with large screen or projector



CLIMATE CHANGE WORKSHOP

Our Climate Change workshop is an informative and engaging experience designed to raise awareness among students about the effects of climate change on our planet.

DESCRIPTION

During the workshop, students will learn about the causes, impacts, and potential solutions to combat global warming, exploring a range of environmental concerns such as rising sea levels, ecosystem disruption, and weather changes. Our experienced facilitators will guide students through interactive sessions aimed to unpack the science behind climate change while discussing its wider implications on society and the economy. This workshop aims to inspire students to consider practical steps to help reduce their carbon footprint, teach them to be eco-conscious and understand the importance of collective action in safeguarding our planet.

AIMS & OBJECTIVES

- To promote knowledge of Global Warming and Climate Change.
- To engage the students to become more eco-conscious.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Geography

TECHNOLOGY

We provide:

- Windows Devices

You must provide the following:

- Classroom with large screen or projector





ADOBE CREATIVITY WORKSHOP

Our Adobe Creativity workshop is an exciting and interactive experience designed to unleash the creative potential of school students.

DESCRIPTION

Through this workshop, students will explore the power of Adobe Express, a user-friendly and versatile digital editing tool that is free for schools. Our expert instructors will guide students in learning essential skills such as photo editing, graphic design, and creating stunning visual content. Students will get hands-on experience with tools like cropping, filters, adding text, and applying various effects to enhance their images. This workshop is perfect for schools dedicated to fostering artistic expression and equipping students with digital design skills that will be invaluable in today's media-driven world. A selection of themes will be available for schools to ensure we fit their needs.

AIMS & OBJECTIVES

- To promote knowledge of the theory flight.
- To promote the knowledge of coding and drone flight.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Computing
- Art

TECHNOLOGY

You must provide the following:

- Classroom with large screen or projector
- Devices for the students to use
- Adobe Express licences are ready to be used by the students





CREATE A MASTERPIECE WITH PAINT 3D

Dive into the vibrant world of creativity with Paint 3D, where students can transform their imaginative ideas into three-dimensional masterpieces, making learning engaging and interactive.

DESCRIPTION

Our Paint 3D workshop is an exciting and educational experience that takes students on a creative journey. Starting with 8 and 16-bit Pixel art, we look at the origins of digital art creation before making our way through digital 2D art, to modern 3D artwork creation techniques. The session concludes with students painting their choice of 3D models, either brush stroke by brush stroke, or by applying custom texture stamps, to create their own piece of 3D artwork.

AIMS & OBJECTIVES

- Create an immersive activity to engage the students.
- Create an experiential learning experience to promote retention.
- The student to develop their knowledge of art history and 3D art creation.
- Promoting the use of educational technology.

CURRICULUM

- Computer science
- Art

TECHNOLOGY

We provide:

- Laptop devices
- Paint 3D Software

You must provide:

- Classroom with large screen or projector





STOP ANIMATION

Our stop animation workshop is an engaging and creative experience for students who want to learn about the art of animation.

DESCRIPTION

Students will learn about stop-motion animation techniques to create animations using various materials and tools. Our experienced facilitators lead the workshop and demonstrate stop-motion animation techniques, encouraging students to experiment with different materials and techniques to bring their ideas and stories to life. Participants will collaborate in small teams, learning how to storyboard their ideas and bring them to life through building mini-sets, characters, and props. This workshop is perfect for schools looking to encourage the development of creative abilities among their students.



AIMS & OBJECTIVES

- Create a creative environment to engage the students.
- Promote teamwork.
- Create an experiential learning experience to promote retention
- Promoting the use of educational technology.

CURRICULUM

- Art
- Computing
- We can link the animation project to a topic of your choice

TECHNOLOGY

We provide:

- Windows devices
- Devices to filming
- Plasticine for models

You must provide the following:

- Classroom with large screen or projector



MAKING MOVIES WITH GREEN SCREEN VIDEOS

Unlock the magic of film making with green screens, empowering students to transport themselves to any location, real or imaginary, and bring their stories to life through the art of visual storytelling.



DESCRIPTION

In this hands-on session, budding filmmakers explore the art of storytelling, delve into green screen technology, write and film their own mini-movies, and showcase their creative talents. From scriptwriting to editing, students embark on a cinematic journey, honing their skills in a fun and interactive environment. Unleash creativity, learn technical expertise, and experience the magic of filmmaking.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- The student develops their knowledge of filmography and green screen movie creation.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Art
- Drama
- Music

TECHNOLOGY

We provide:

- Green screen
- Devices
- Green Screen software

You must provide:

- Classroom with large screen or projector

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