

# QUIVER AR APP

Quiver is an augmented reality (AR) app that brings specially designed physical colouring pages to life as interactive 3D animations using a smartphone or tablet

The app works on iOS and Android devices

Some sheets are free and some are available via subscription

We regularly use this app with KS3 students (and beyond) as it is inclusive, accessible and engaging. It also enables us to demonstrate links between various curriculum subjects, creativity and technology



Quiver sheets support teachers in making key concepts and processes from across the curriculum visual and interactive. Examples include:

- The Water Cycle
- Volcanoes
- The muscular system
- The nervous system
- Plant and animal cell structure
- Animal life cycles
- 3D shapes and nets
- The Solar System

# SPHERO INDI ROBOTS

Sphero Indi is a screen-free coding robot designed to introduce students to the foundations of computational thinking. The robot moves by reading coloured tiles which are placed on the floor

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In the Sphero Edu Jr app, students can learn basic block coding concepts by reconfiguring how the robot reacts to each color, changing movements, lights and sounds



These engaging robots are inclusive and accessible, suitable for use with students of all ages. Here are just a few ideas:

- Estimate turning angles
- Program to create 2D shapes
- Investigate friction, acceleration and momentum
- Use in engineering challenges i.e. creating a track, building a chariot
- Create a scaled map and include landmarks
- Program as a character moving through a story map
- Historical journeys
- Create timelines
- Investigate rhythm and tempo
- Create music
- Model supply chains



# SPHERO MINI ROBOTS

Sphero Mini is a small coding robot ideal for developing computational thinking, problem-solving and collaboration

Using the Sphero Edu app, learners can code with blocks, drawings or text

The Sphero Play app lets Mini double as a game controller, while beginner-friendly coding options make it accessible for younger students



There are so many ways that these mini robots can be used, here are just a few ideas:

- Investigate friction, acceleration and momentum
- Program Sphero to move to specific co-ordinates
- Create and code shapes
- Use in engineering challenges i.e. creating a track, building a chariot
- Use as mini football or program obstacle course
- Program as a character moving through a story map
- Map navigation
- Historical journeys
- Attach drawing materials and create art
- Program movements to match a rhythm

