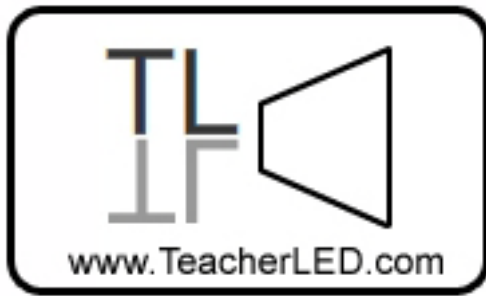


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Resource Summary October 2009.

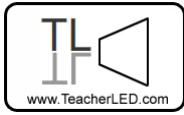
The intention of this document is to provide a printable overview of the resources available on this web site. Either print and keep it for reference or cut off the description for each resource and attach to your planning for the lessons where you use it. Each resource is categorised by the section 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.




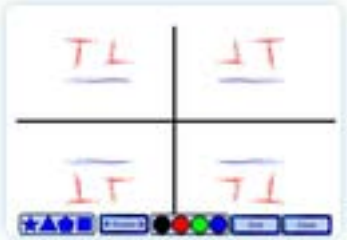

Maths

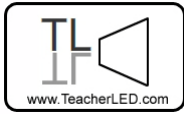
Shape, Space and Measure:

	<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>


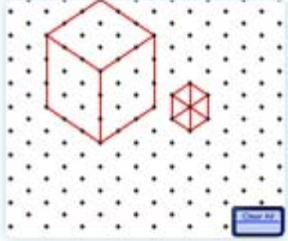
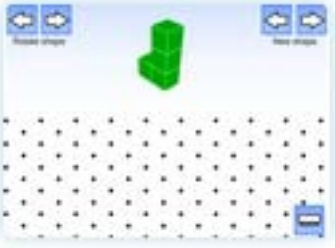




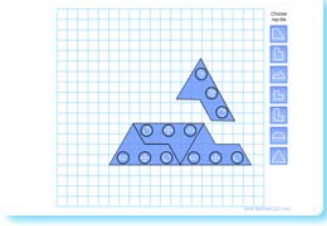
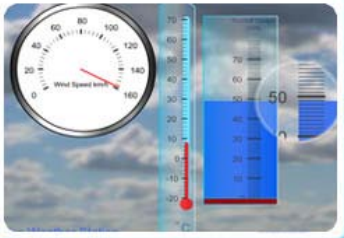
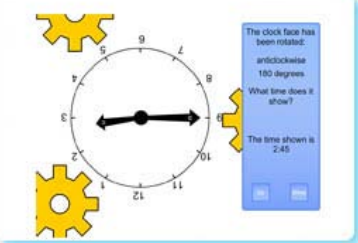
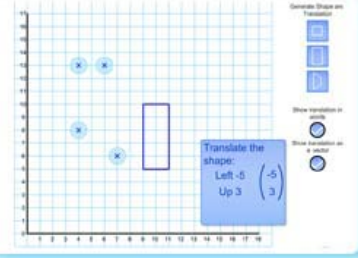

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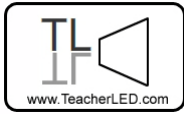
	<p>Reading Scales.</p> <p>A variety of different measurement scales which show random readings.</p> <p>Associated paper based resource on site.</p>
	<p>Transformations.</p> <p>Use virtual tracing paper to show shape transformations.</p>
	<p>Rotational Symmetry.</p> <p>Use virtual tracing paper to demonstrate 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>



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 An illustration of a blue dial scale with three red tomatoes on top. To the left, there is a small interface window with buttons and a red tomato icon.	<p>Dial Scales.</p> <p>Demonstrate weighing with a dial read-out</p>
 A grid of black dots on a white background. A red wireframe cube is drawn on the grid, and a smaller red wireframe cube is shown to its right.	<p>Isometric Grid</p> <p>Makes it easy to demonstrate the use of an isometric grid.</p>
 A software interface showing a green 3D shape on a grid. The top half of the screen is blank, and the bottom half contains the grid. There are control buttons on the sides.	<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>
 A software interface showing a green 3D shape on a grid. The top half of the screen is blank, and the bottom half contains the grid. There are control buttons on the sides.	<p>Isometric Shape Exploder</p> <p>Count the number of cubes in an isometric shape then explode them to check.</p>
 A software interface showing a green 3D shape on a grid. The top half of the screen is blank, and the bottom half contains the grid. There are control buttons on the sides.	<p>Cuboid Exploder</p> <p>Demonstrate volume by splitting cuboids into little cubes.</p>

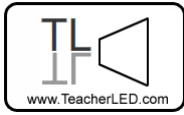
	<p>Rep-Tiles</p> <p>A tessellation challenge. Interactive Whiteboard and printable resources.</p>
	<p>Reading Scales 2</p> <p>Read a variety of randomised number scales.</p>
	<p>Clock Rotation</p> <p>Practice visualising clockwise and anti clockwise rotations by random amounts.</p>
	<p>Translation Plotter</p> <p>Demonstrate translating shapes from random instructions.</p>
	<p>IWB Clock</p> <p>For teaching time. Easy to use interface for generating random times. Just spin it!</p>




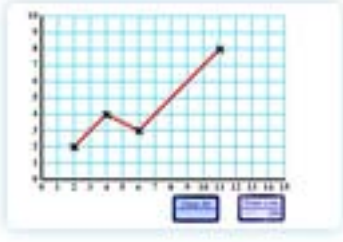
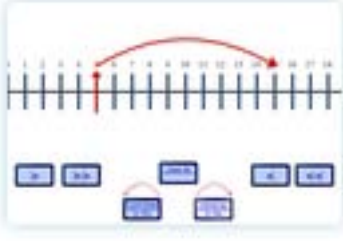


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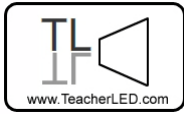
Number:

	<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>
	<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>


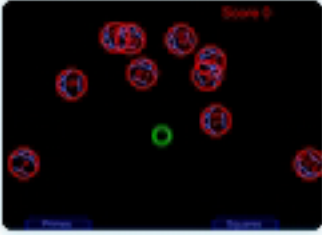

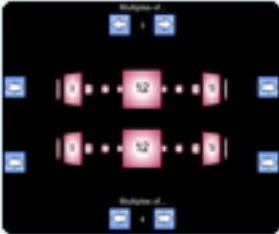



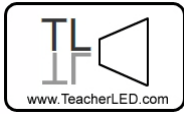
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	<p>Shop Addition.</p> <p>Generate a shopping list and then ask students to work out the total. Use to practise addition with money.</p>
	<p>Graph Plotting.</p> <p>Plot line graphs or mark coordinates. 1 quadrant, 2 quadrant and 4 quadrant graphs available.</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>
	<p>Number Cylinder</p> <p>An alternative to a number line. The numbers are shown as a rotating spiral.</p>

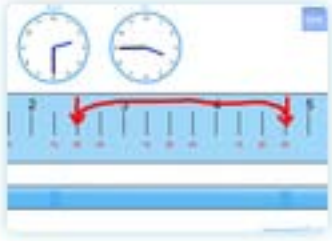
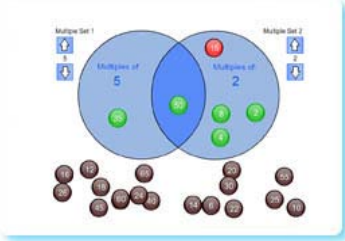
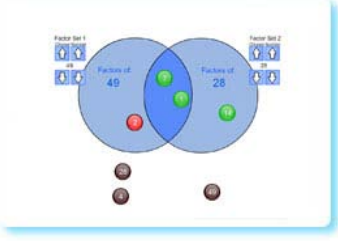
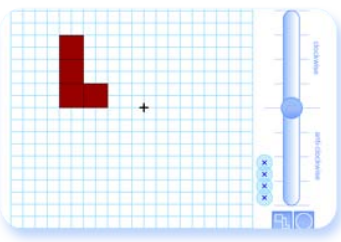


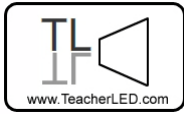
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	<p>Bus sequences</p> <p>Use as a questioning aid when teaching simple number sequences.</p>
	<p>Particle Maths</p> <p>IWB game where students need to separate prime numbers and square numbers.</p>
	<p>Prime Factor Tree</p> <p>Pick a number between 2 and 99 and the resource will generate a prime factor tree with numbers obscured ready to reveal.</p>
	<p>LCM Carousel</p> <p>Two multiplication tables can be selected and manipulated to demonstrate finding the lowest common multiple.</p>
	<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>




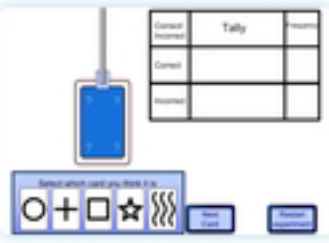
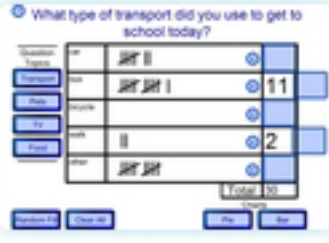

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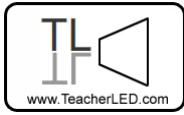
	<p>Elapsed Time Line</p> <p>Teach elapsed time using a scrolling number line and two clocks that can have their time easily set.</p>
	<p>Venn Multiples</p> <p>Sort multiples on a Venn Diagram. Find lowest common multiple.</p>
	<p>Venn Factors</p> <p>Sort factors on a Venn Diagram. Find highest common factor.</p>
	<p>Rotation Around A Point</p> <p>IWB resource to demonstrate how moving a shape in relation to its point of rotation changes its rotation.</p>



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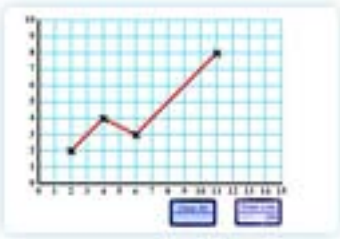
Data Handling:

	<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>
	<p>Survey.</p> <p>Easily conduct or generate a class survey. Generates pie charts and bar graphs automatically.</p>
	<p>Cellphone Maths</p> <p>Use a simulated cell phone on the IWB to do practical maths.</p>




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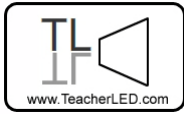
Algebra:

	<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:

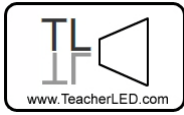
Included in this section are resources that are more general purpose and often are particularly suited for starter or plenary activities.

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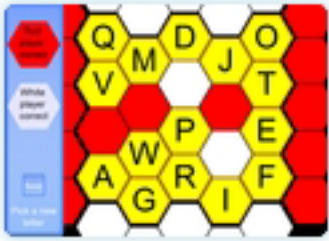

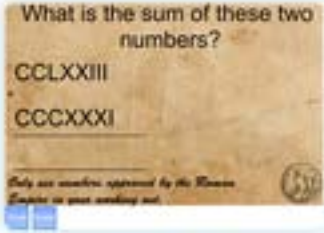

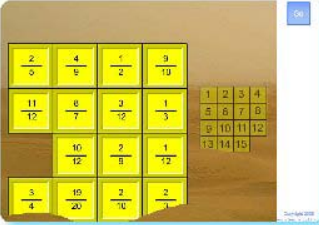
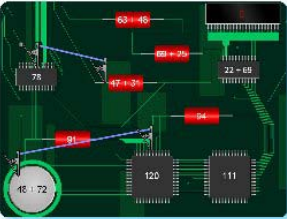


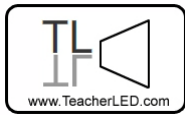
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 A colorful illustration for the 'Stage Cross' game. It shows a stage with a red curtain on the left, a sun and clouds in a blue sky on the right, and a green field with a blue sea in the foreground. A small figure is on the stage, and a red balloon is floating above it.	<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. Multiplication and addition questions.</p>
 A screenshot of the 'Visualiser' software interface. It shows a document titled 'Mathemat Test B' with a blue and white cover, displayed on a computer screen with a standard Windows taskbar 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 screenshot of the 'Bingo' game interface. At the top, a blue box displays the equation $88 + 11$. Below it is a red bingo card with a grid of numbers. At the bottom, there are several blue buttons for game controls.	<p>Bingo.</p> <p>Comes with its own books that the resource can track and check the numbers called on each.</p>
 A screenshot of the 'Keyword Jumble' game interface. It shows a row of eight blue boxes containing the letters 'c', 's', 't', 'a', 'b', 'r', 'u', 't'. Below the letters are three blue buttons and a text input field labeled 'Enter custom keyword'.	<p>Keyword Jumble.</p> <p>Presents a jumbled maths keyword that can be solved at the IWB or on paper. Users can input own word to be jumbled.</p>
 A screenshot of the 'Shop Addition' game interface. It shows a shopping list with items like 'Milk' and 'Bread' and their prices. There are also some icons at the top and buttons at the bottom.	<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>



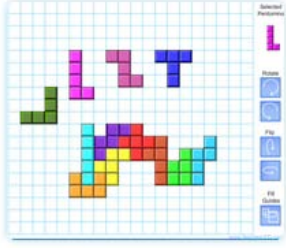
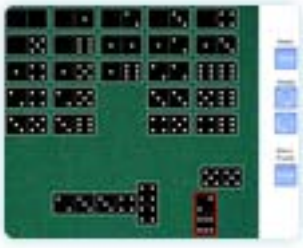
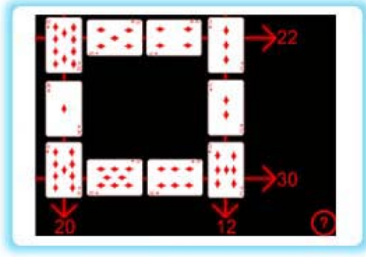
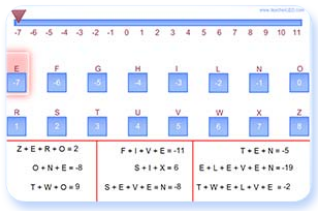
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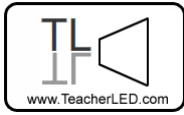
	<p>Letter Quiz</p> <p>Based on the familiar quiz format. A question bank of maths questions is available.</p>
	<p>Train Maths</p> <p>Work from a start number to an end number. Fully automatic so good activity for register time.</p>
	<p>Roman Numerals</p> <p>Demonstrate weaknesses of roman numerals as 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>
	<p>Slide Puzzle</p> <p>A challenging test to rearrange the tiles into the correct order. Multiplication and fractions ordering.</p>
	<p>Circuit Maths</p> <p>For class competitions on the IWB to test speed and accuracy in addition.</p>



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Investigations:

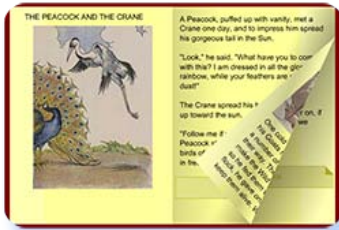
	<p>Pentomino</p> <p>Full set of 12 to aid demonstrating various investigations.</p>
	<p>Dominoes</p> <p>Full set of dominoes for various investigations. Two puzzles built in.</p>
	<p>Card Frame</p> <p>Maths puzzle that requires some trial and error and some deeper thinking skills. IWB and printable resources.</p>
	<p>New Merology</p> <p>IWB resource for demonstrating tricky maths puzzle/investigation.</p>



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English.

Literature



Aesop's Fables

Interactive book for IWB and printable resource. Morals hidden to facilitate class discussion.

Spelling:



Letter Dice.

16 dice with letters to facilitate spelling games. Slower PCs may struggle with this resource.



Vowel Digraphs

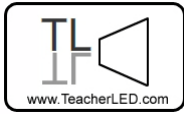
Class game for practising vowel blends.

Alphabet:



Interactive Books

80 year old illustrated ABC books for display on the IWB. Real page turn effect. Various books.

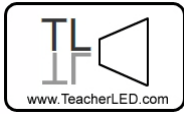


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A screenshot of the 'Alphabet Boxes' game. It shows a shelf with some boxes (P, Q, X) and a yellow crane-like character. Below the shelf, several letter boxes (R, W, T, S, V, U) are scattered on a brown surface.	<p>Alphabet Boxes</p> <p>A number of boxes fall off the shelf. Students need to drag them back to the shelf in the correct order.</p>
A screenshot of the 'Alphabet Ice Cubes' game. It features a light blue background with a snowman and a snowball. Several ice cubes with letters on them are stacked on a surface.	<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 the 'Alphabet Speed Test' game. It asks 'What is the letter that comes after: F'. Below the question is a progress bar and a score of 0. Large letters 'O' and 'G' are shown at the bottom, along with small 'o' and 'g' characters.	<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>



History.

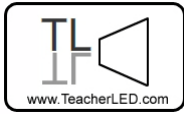
A screenshot of the 'Roman numerals' game. It asks 'What is the sum of these two numbers?' and shows 'CCLXXIII' and 'CCCXXXI'. At the bottom, there is a text box for the answer and a small circular logo.	<p>Roman numerals</p> <p>Cross curricular with Maths. Demonstrate use of roman numerals.</p>
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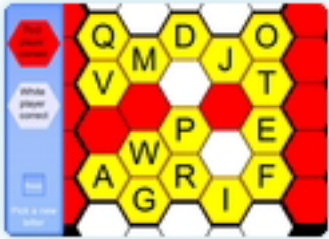
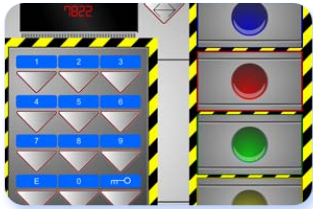

Geography.

 A screenshot of a digital map-making tool with a green background. It shows a grid with various icons for drawing shapes and lines. A toolbar on the right contains icons for different drawing tools. A zoom-in (+) and zoom-out (-) button are at the bottom.	<p>Map Maker</p> <p>Easily draw maps on the interactive whiteboard. Has a save feature.</p>
 A screenshot of a digital map-making tool with a yellow, parchment-like background. It features a grid and various treasure map icons like treasure chests and X marks. A toolbar on the right contains icons for drawing tools. A zoom-in (+) and zoom-out (-) button are at the bottom.	<p>Treasure Map Maker</p> <p>As above but with a treasure map theme.</p>
 A screenshot of a world map showing Europe and surrounding regions. Several colored location pins (red, blue, green) are placed on the map. Country names like Iceland, Norway, Finland, and others are visible.	<p>World Map</p> <p>Easily scrollable map of the world. Just drag and release.</p>
 A screenshot of a historical map of Europe, showing various countries and regions in different colors. It is presented in a scrollable window with a blue border.	<p>Historical Maps</p> <p>Scrollable and zoomable 1910 maps of Europe, USA, Africa, Australia and Canada for the IWB.</p>



www.TeacherLED.com Visit the website for the matching online resource

All Subjects

 A game board for a letter quiz. It features a grid of yellow and red hexagonal tiles. The letters Q, M, D, J, O, V, W, P, E, A, G, R, I, F are arranged on the tiles. A red arrow points to the letter 'Q'.	<p>Letter Quiz</p> <p>Based on the familiar quiz format. Use a dictionary or glossary as a quiz book.</p>
 An interactive whiteboard (IWB) resource for a combination breaker. It shows a keypad with numbers 1-9, 0, and a red 'E' button. To the right are three colored buttons: blue, red, and green.	<p>Combination Breaker</p> <p>IWB resource for facilitating team competition testing research and teamwork skills.</p>
 A game interface for a keyword jumble. It shows a row of letters: c, s, t, a, b, r, u, t. Below the letters are three buttons: 'Shuffle', 'Check', and 'Enter custom keyword'.	<p>Keyword Jumble</p> <p>Built in words are maths based but user entered words can be used for other subjects.</p>