

Virtual Image news

Issue 1 March 2005

Welcome to your first Virtual Image newsletter. Many of our customers have asked to be kept up-to-date with new products and developments, so we have decided to send out a bi-monthly newsletter. We will not only include product information, but also a raft of articles and ideas that you can use in the classroom. As the months progress, you will notice regular features appearing, including the **Software competition** and **From the classroom**.

We also hope that you will use this newsletter to share your own ideas and opinions. If you want to begin a debate on interactive whiteboards or just have a question that needs answering you can contact us by emailing jules@virtualimage.co.uk or visiting our website and entering our brand new forum.

This issue looks at a range of topics including:

1. BETT 2005
2. From the classroom
3. All about eLCs
4. What's new
5. Software competition
6. Education Show 2005
7. BCME-6 – Routes of Unity

We hope you like it!

1. BETT 2005

Aching feet, headaches from listening to hundreds of presentations (all at once!!), back ache from carrying too many free bags full of mouse mats, pens, rulers and books and a general feeling of total exhaustion is how teachers from all over the UK started 2005.

The annual BETT show attracted thousands of visitors this year and we at Virtual Image had the opportunity to meet many of you. If you were one of the teachers that made it through the Grand Hall to the Software Centre to meet us, then thank you. We gave out 3,500 free sampler CD-ROMs and actually ran out on the last day! All of you who requested a free sampler CD-ROM should now have received them. If not, please email us and we will send one to you straight away.

Of course, BETT is now a distant memory and we are now looking forward to the Education Show (details below). During BETT a few of you noticed that we were playing a game called **Nubble!** This award-winning (and addictive!) game is a perfect teaching tool to help pupils of all ages develop fundamental mental

arithmetic skills. This game will be launched at the Education Show so please come along and join us in a game.

If you want to see what we got up to at BETT then please visit the full online newsletter [here](#).

*******CONGRATULATIONS*******

Congratulations to the winners of our **BETT 2005 Software Prize Draw**.

- 1 Hazel Jenkins, Stockport Learning Support Service
- 2 Simon Noble, Keswick School
- 3 George Engelhardt, Claremont Fan Court School

These lucky people have selected software of their choice from the ever-increasing Virtual Image range.

If you didn't win this time, why not visit our stand at the Education Show 2005 where we will be offering another **Software Prize Draw**.

2. From the classroom – interactive whiteboards

Of Dice and Men...

In each issue of this Newsletter, we will be asking one of our authors or associates to contribute an insight into their teaching or work. For this issue, we have asked the author of our best-selling **Maths Lesson Starters** series to tell us about one of his days. David Benjamin has been teaching for 17 years and is the Head of Mathematics at Norton Knatchbull School. If you would like to read about how he gets the most from the interactive whiteboard in his classroom then please visit [here](#) to view the article.

3. All about eLCs

The Government has set aside substantial funds for your school to spend on multimedia resources in the form of eLCs (eLearning Credits). The money is distributed from central Government via LEAs to individual schools, which decide locally how to spend it. Every school has an appointed eLC budget-holder (eg your head, head of department, Bursar or ICT coordinator).

By April 2006, schools will have received £330 million in eLC money. In the financial year 2004–05, for instance, every school would have received £1000, plus around £9.73 per pupil. This would have been distributed by the end of June 2004. However, it seems that only a small proportion of the allocated funding is being used. For example, by May 2003 (in the financial year 2003–04) only 17 per cent of the allocated £100 million of funding had been used!

There are many ways to spend your eLCs. You can approach specific publishers to buy direct (as long as the publishers are registered to receive eLCs) or you can visit www.curriculum-online.gov.uk

So, don't delay... use your eLCs. It is not very often that the Government gives this level of funding to schools, so please make the most of it.

4. What's new

There are quite a few new products that we would like to tell you about.

The now famous **Maths Lesson Starters** series has grown – and now includes Volume IV. Following the same structure and layout as the first three volumes, Volume IV offers 25 stimulating lesson starters and includes puzzles, live links to useful Internet sites and material that can be used for long-term investigations. Click on [here](#) to see what this new CD-ROM includes.

We have also launched **Chemistry Lesson Starters** to help teachers looking for support to teach Key Stage 3 Science. The CD-ROM has been designed for use with an interactive whiteboard or data projector and has been written by Debbie Nightingale, a teacher with extensive experience of using software in the classroom. Click on [here](#) to see the wealth of activities this CD-ROM offers.

As the teaching of Modern Foreign Languages becomes more and more important, we have produced **French Lesson Starters**. This CD-ROM is packed full of interactive activities that are certain to motivate pupils and stimulate interest at the beginning of a French lesson. It has been designed and written by David Benjamin, Justin Dodd and Khalid El-Metaal; teachers with an extensive experience of the use of software in the classroom. Click on [here](#) to see the range of warm-up activities included in this CD-ROM.

We will also be launching **Nubble!** at the Education Show. Based on the only board game to be awarded Millennium Product Status, **Nubble!** is a unique and captivating game for children (and adults) of all ages. Providing players with unlimited, painless practice in a range of mental mathematics skills, the game is based on a simple principle. Players take turns to throw four dice and, using the numbers thrown, generate a whole number between 1 and 100. For example: $(6 + 4) \times (3 + 1) = 40$. Having chosen a number, whose hexagon is not already covered by a counter, the player clicks the number on the **Nubble!** playing board with the mouse. For a sneak preview click on [here](#).

5. Software competition

Each issue of the Virtual Image Newsletter will offer you the chance to win some of our market-leading software. This issue poses a problem relating to **Nubble!** - the new software being launched on the Virtual Image stand at the Education Show, Birmingham. **Problem:**

John was playing his new Nubble! software. He was playing against the computer. During the game the computer rolled the four dice and obtained the throw (4, 4, 6, 6). The computer placed its counter on hexagon 33. The game ended when John completed a line of counters from hexagon 1 to

hexagon 100. He threw (1, 1, 1, 5) and placed his counter on hexagon 1.

Using addition, subtraction, multiplication and division, how is it possible to combine the numbers (4, 4, 6, 6) to obtain 33, and the numbers (1, 1, 1, 5) to obtain 1?

Once you have solved this problem, then please email jules@virtualimage.co.uk

The winner will be selected from all correct entries on 31 March 2005 and will receive a single user copy of **Nubble!**

6. Education Show 2005

17 March 2005

Halls 6, 7 and 8 at the NEC, Birmingham

This long-standing show is a must visit for many teachers. With thousands of companies offering the latest in teaching tools and technology, hundreds of you will undoubtedly pay it a visit. If you do, Virtual Image and the Nubble! team will be on **Stand A970** and we would be delighted to see you.

We will also be offering you another chance to win Virtual Image software, so please come and enter our Free Prize Draw.

For more information on the show and how to attend, you can visit:

www.education-show.co.uk

7. BCME-6 – Routes of Unity

30 March to 2 April 2005

University of Warwick

In 2005 all the leading UK mathematical organisations are joining together in a single conference at Warwick University dedicated to mathematics and mathematics education.

The conference offers an exciting set of events, including lectures, workshops and social occasions. There will also be an exhibition with a range of companies all waiting to find out what you need. Virtual Image will be at the exhibition and as ever, we hope to see you there.

For more information on BCME-6 you can visit:

www.bcme6.co.uk/index.php?id=37

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Virtual Image News is produced monthly by Virtual Image Publishing Limited. The next edition will be published in May 2005. You have received this email as a member of our mailing list. If you would like to unsubscribe from this newsletter, send an email to jules@virtualimage.co.uk stating that you would like to be removed from the mailing list.

Virtual Image produces software to support teaching and learning of mathematics, science, geography, history, literacy and French. For general enquiries about the software please visit www.virtualimatge.co.uk or contact us on 0161 480 1915.