

Immersive Room Educational Content

Subject	Title	Description of content	Target age Group	Approx. Time to complete	Other Comments
History	Ancient Egypt	Interactive touchpoints providing educational information and questions. Information is narrated. There is also a codebreaking activity. Animated background	Year 3-6	20-30 minutes	
	Ancient Greece	Interactive touchpoints providing educational information and questions. Animated background.	Year 3-6	20 minutes	
	Roman House	Interactive touchpoints providing educational information and questions. There are also six roman items to find across the house. Animated background.	Year 3-6	10-15 minutes	
	Anglo Saxon Village Life	Interactive touchpoints providing educational information and questions. Background is a 360 video of a living village.	Year 3-6	20 minutes	
	WWI Trench	Interactive touchpoints providing educational information and questions. Narration and sound effects of warfare. Interactive button where children get to launch tanks.	Year 5 & 6	20 minutes	
	WWII D-Day	Animation of landing in boats at D-Day. Interactive touchpoints providing educational information	Year 5 & 6	20 minutes	

		and questions. Narration and sound effects of warfare. Interactive button where children get to fire guns.			
	Life during WWII	Interactive touchpoints providing educational information and questions. Then you “go to the cinema” to see a film about the Blitz	Year 3-6	15-20 minutes	
	Great Fire of London + Test Your Knowledge	Interactive touchpoints providing educational information and questions. Background is a Stuart street with houses on fire and sounds of people screaming. Multiple choice quiz, same graphics as above. 22 questions over 5 touch points. Timed, allowing 1 min for each question. All multiple choice, some repeat from previous content. Only one attempt to answer questions correctly.	Year 1-4	30 – 40 minutes for both modules. 20 minutes for individual module.	
	Stonehenge	Interactive touchpoints providing educational information and questions. Background is Stonehenge. Graphics move between night and day.	Year 3-6	10-15 minutes	Doesn't have an “end” tile, nothing happens once all questions are completed.
	History of Music	Interactive touchpoints providing educational information and questions and samples of different genres of music. Click	Year 3-6	10-20 minutes	

		the instruments to bring up the information. Clips of different genres of music to listen to.			
	Greek Gods	Interactive touchpoints providing educational information and questions. Information presented in a “trading card” kind of graphic. Not narrated.	Year 3-6	15-20 minutes	
	Nelson Mandela + “Test Your Knowledge” Quiz	Interactive touchpoints providing educational information and questions. There are some questions about the content. There is also an optional module to answer more quiz questions about Nelson Mandela’s life. Multiple choice.	Year 3-6	30 minutes for both modules	
	Florence Nightingale	Florence Nightingale describes her life and work, then participants answer 10 questions. Afterwards there is a game where you catch rats and remove dirt from the hospital.	Year 3-6	20 minutes	Information is delivered first, then a quiz is completed at the end. The information is delivered through narration, with no text on the screen.
	Gallery of Art History	Covers 9 eras of art. Pre-historic, ancient, medieval, Renaissance, 17 th , 18 th , and 19 th century, modern and contemporary. An animated “artist” guides you through each gallery talking through different art styles, and children can answer questions	Year 3-6	30 minutes	The module gets stuck on the last tile of content, so there’s no concluding slide. Each “era” can be played individually, if you’re only interested in a couple that’s fine.

		along the way. You go through portals to travel to different eras.			
	Christopher Columbus	Touch glowing items in ships cabin and Christopher Columbus talks about his life. Then complete a quiz based on what you've heard. At the end children wipe away the mist to reveal the America's.	Year 1-6	10-15 minutes	Game automatically resets once the mist is wiped away.
	Victorians	Information and questions through interactive touch points. Animated victorian setting.	Year 1-6	10-20 minutes	No narration of the text on the screen.
	Kings and Queens	Information about various monarchs and rulers followed by a quiz. Codebreaking game afterwards.	Year 3-6	20-30 minutes	No narration after the inroduction.
	Vikings	Interactive touchpoints providing educational information and questions. Animated Viking setting.	Year 1-6	10-20 minutes	No narration.
	Tudors	Interactive touchpoints providing educational information and questions. Animated Tudor setting.	Years 1-6	10-15 minutes	No narration, incorrectly spells the word "noble" in various places.
	The Holocaust	Four videos relating to the Holocaust. Touch the walls to start the videos. 1 st video – centre right wall hotspot – video describing Elie Wiesel's story of the holocaust and some of the historical context. Not subtitled, good quality videos.	Year 8+	30 – 40 minutes	This is an extremely sensitive and upsetting topic. Videos contain testimonials from Holocaust survivors. We strongly recommend backing up this learning with other activities to help students understand

		2 nd video – centre left hotspot, survivors visiting Auschwitz and talking about what happened to them there. Computer generated subtitles so some inaccuracies. 3 rd video, left wall hotspot, the experiences of three holocaust survivors. Computer generated subtitles so some inaccuracies. 4 th video – Lala's story, part animated, good animations but again computer generated subtitles mean lots of inaccuracies.			and process what they have learned.
Geography	Seasons	Information and questions through interactive touch points. Some seasons come with special effects on the walls relating to the season, e.g. flowers spread from your hand in summer, you can catch autumn leaves.	Year 1-4	15-20 minutes	
	Whales	Information and questions through interactive touch points. Animated background under the water with whales swimming past.	Year 1-6	20 minutes	
	Scotland	Information and questions through interactive touch points. 360 degree video background.	Year 3-6	10-15 mins	No narration.
	England + Test Your Knowledge Quiz	Information and questions through interactive touch points. 360 degree video background.	Year 3-6	30 minutes	No narration.

		Multiple choice quiz has 27 questions, answers timed for a minute.			
	Wales	Information and questions through interactive touch points. 360 degree video background	Year 3-6	15 minutes	No narration
	Coasts + Test Your Knowledge quiz	Information and questions through interactive touch points. 360 degree video background. Multiple choice quiz afterwards, 5 touchpoints with sets of timed questions.	Year 3-6	10 mins	No narration.
	Hurricanes+ Test Your Knowledge	Information and questions through interactive touch points. Narrated, but intro narration plays on a loop. Touch glowing objects to learn. Test your knowledge quiz is not narrated. Multiple choice.	Year 3-6	30 mins if doing quiz.	
	Rivers	Narrated, introduction repeats itself until you click on it. Information and questions through interactive touch points. Multiple attempts to get questions right.	Yr 3-6	15 mins	
	Italy	Information and questions through interactive touch points. 360 video background. Multiple attempts to answer questions.	Year 3-6	10 - 15 minutes	
	France	Information and questions through interactive touch points.	Year 3-6	10-15 mins	

		360 video background. Multiple attempts to answer questions. Narrated.			
	Germany	Information and questions through interactive touch points. 360 video background. Multiple attempts to answer questions. Narrated.	Year 3-6	10-15 mins	
	Continents+ Test Your Knowledge	Information and questions through interactive touch points. In outer space looking at the globe. Globe will move to display continent relevant to the hotspot. Narrated. Multiple attempt at questions. Test Your Knowledge quiz has seven hotspots, 4 questions each, 1 minute per question. Only 1 attempt at each. Multiple choice.	Year 1-6	30-40 minutes if doing both. Max 20 minutes per module.	
	Global Warming	Three parts. 1 st part in the arctic, learning from hotspots and answering quiz questions. Then you have to switch the lights off around a home. Then there is a recycling game and quiz. Animated and narrated.	Years 1-6	25-30 minutes	
	Volcanoes	Animation of volcano exploding at start. Information and questions through interactive touch points.	Years 1-6	15-25 minutes	
	The Water Cycle	Information and questions through interactive touch points.	Year 1-6	15 minutes	

		Graphics and narration demonstrate the water cycle.			
	Savannahs	Information and questions through interactive touch points. Narrated.	Year 1-6	15 minutes	
	Grasslands	Information and questions through interactive touch points. Narrated.	Year 1-6	15 minutes	
	Rainforests	Information and questions through interactive touch points. Narrated.	Year 1-6	15 minutes	
	Deserts	Information and questions through interactive touch points. Narrated.	Year 1-6	15 minutes	
	Islands + Test Your Knowledge	Information and questions through interactive touch points. Narrated. Test your knowledge – 5 hotspots, 4-5 questions per hotspot. Minute allowed to answer each question. Multiple choice. 1 attempt to answer question.	Year 1-6	30-40 minutes for both. 15-20 minutes for single module.	
Maths	Subtraction Seals	Narrated and animated. Find the seals and touch to bring up the questions. Four levels. Multiple attempts at questions. Narrated. Snow falls at the end.	Year 1-6	20 minutes	
	Pizza Time	Hotspots on the wall bring up questions about fractions using pizzas to illustrate. 360 video of Italy in background. No narration.	Year 3-5	15 minutes	No end tile.

	Maths Pop	Pop the balloons with odd numbers on them to get points	Year 1 +	1 minute.	
	Codebreaker: Cartoon Chaos	Cartoon animated house with lots happening. Need to use an emoji code. Decode the number and solve equations	Year 1-4	30 minutes	
	Multiplication Monkeys	Animated jungle setting. Solve the equations on the wall. Four levels to solve, increasing in difficulty. Automatically links to "splat the bananas" game at the end.	Year 1-6	20 minutes	
	Division dogs	Animated park. Find the dogs in the park to bring up questions. Four levels, increasing in difficulty. Multiple attempts to answer questions.	Year 1-6	20 minutes	No end tile when finished the content.
	Tornado Times Tables	Animated field. You are a tornado chaser collecting data. You have to solve the maths equations in order to resolve the problems with the equipment. Four levels. In between you have to "wipe" mud off the equipment to clean it.	Covers 1-12 times tables	20 minutes	
Science	Food Chains	Narrated, glowing hotspots with information about food chains and then quiz of 8 questions at end.	Year 1 +	10 minutes	
	Periodic Table	Animated lab setting. Sound effects but no narration. Hotspots glow one at a time and you have to touch them in order.	Year 3-6	10-15 minutes	Quiz text difficult to read.

		Information first, then quiz afterwards.			
	Periodic Table: Metals and Non-Metals + Test Your Knowledge	Information and questions through interactive touch points. Lab setting. Test your knowledge – match metals to the objects that they create.	Year 3-6	20 minutes for both, 10 minutes per module.	
	Acids and Alkalis	Information delivered through touch points and questions. Lab setting. Hotspots have to be touched in order.	Year 3-6	10-15 minutes.	
	Vertebrates and Invertebrates	Information and questions through interactive touch points. No narration. Animals are the hotspots. Mixture of information and quiz questions. Can have multiple attempts at questions.	Year 1-6	15 – 20 minutes	
	Solar System	Hotspots and quiz questions with multiple attempts. Narration. Outer space settings, learn about each of the planets in the solar system.	Year 2-6	15-20 minutes	
	Mars + Test Your Knowledge	Information and questions through interactive touch points. Narrated. Explore the surface of mars. Test your knowledge quiz has 24 questions, multiple choice. 1 minute per question, 1 attempt to answer each question.	Year 2-6	30 – 40 minutes for both modules, 15-20 minutes for one.	

	The Moon + Test Your Knowledge	Information and questions through interactive touch points. No narration. Explore the surface of the moon. Test your knowledge quiz has 24 questions, multiple choice. 1 minute per question, 1 attempt to answer each question.	Year 2-6	30 minutes for both modules. 10-15 minutes for first module, 20 minutes for quiz.	
	Clouds + Test Your Knowledge	Information and questions through interactive touch points. No narration. Learn about different kinds of clouds. Test your knowledge multiple choice quiz – 30 questions, 1 minute to answer each. Only 1 attempt to answer each question.	Year 2-6	30-40 minutes for both. 15-20 minutes for individual module.	Graphics are clouds flying through sky. Potential motion sickness trigger.
	Dinosaurs	Information and questions through interactive touch points. Narrated. Learn about different dinosaurs. Prehistoric setting with animated dinosaurs.	Year 1-4	15-20 mins.	Can be paired with a game called “Dino Dig” where children reveal dinosaur bones at a dig.
	Evolution + Test your knowledge.	Information and questions through interactive touch points. No narration. Setting is Darwin’s study. Touch glowing pictures and then the question marks above.	Year 3-6	30 – 40 minutes for both. 15 – 20 minutes for	Hotspot text hard to read against background.

		Test your knowledge – Multiple choice quiz questions, 1 attempt per question.		individual module.	
	Light and Dark	Narrated content. First identify light sources in a house, then reflective surfaces. Next, in a park, observe shadows changing throughout the day.	Year 1-6	15-20 mins.	
	Human Body + Test Your Knowledge	Learn about the human body (nervous system, skeleton, muscles, organs). Setting of a scientific lab. Test your knowledge – Multiple choice quiz, 1 attempt at each question.	Year 3-6	40 minutes altogether, 20 minutes per module.	Sound imbalanced so background music plays more loudly than the narration.
Music	History of Music	Interactive touchpoints providing educational information and questions and samples of different genres of music. Click the instruments to bring up the information. Clips of different genres of music to listen to.	Year 3-6	10-20 minutes	
	Musical Instruments + Test your knowledge	Narration, sound studio. Touch hotspots to hear samples of instruments and answer a question about them. TYK module – 7 sets of 4 questions, 30 seconds per answer. The answers aren't covered by the preceding module. Multiple choice.	Year 3-6	10 minutes (1 module) 20 minutes including TYK	

English	Greek Gods	Interactive touchpoints providing educational information and questions. Information presented in a “trading card” kind of graphic. Not narrated.	Year 3-6	15-20 minutes	
	Rhyming Words – Fruit Splat	Game – players get points by selecting matching pairs of words that rhyme	Year 3-6	1 minute	
	The Gruffalo	Interactive forest setting. Move through the different parts of “The Gruffalo” by Julia Donaldson. Asks questions and plays clips from the BBC production.	Year 1-4	30 minutes	
	The Lion, The Witch and the Wardrobe	Begins in “The Library”. Then move through to a cinema playing the trailer for the film (can skip this section). Next, you are in a typical WWII house. Touch film reels on the different walls. Some of these play clips from the films (can be skipped), others play informational videos about the second world war. The content ends in “Narnia” with suggested activities and recommended reading in snowy landscape.	Year 3-6	25-30 minutes	Time varies depending on how many clips watched.
	Holes	Begins in “The Library”. Then move through to a cinema playing the trailer for the film (can skip this section). Next, you are in Stanley Yelnat’s house. Can play clips from the film (again skippable) and answer questions	Years 5-6	30 minutes at least if playing all the clips	

		about the books. Move through other settings of the story (camp, Latvia) with relevant activities and questions.			
	Goldilocks and the Three Bears	Animated retelling of the story	Nursery & infant school	5 mins	
	Tortoise and the Hare	Animated retelling of the story	Nursery & infant school	5 mins	
	Little Red Riding Hood	Animated retelling of the story	Nursery & infant school	5 mins	
	Elves and the Shoemaker	Animated retelling of the story	Nursery & infant school	5 mins	
	The Three Little Pigs	Animated retelling. Click the straw, twigs and bricks to build the houses.	Nursery and infant school	5 mins	
	Spooky Stories	Six stories to choose from. Click through and read as a group.	Year 3-6		We recommend reading a couple of the stories and planning other activities based off the content.
	Spelling superheroes years 1-6	Narrated. Quiz across all three walls. Match the correct letter sounds to the words. Multiple levels. After completing each level you get to design a superhero. At the end of the game your superhero can hit aliens out of the sky.	Years 1-6		Separate modules for each year group.
	Grammar Glaciers years 1-6	Narrated, animated. Quiz over three walls. 3 levels to quiz Multiple attempts at questions but wrong answer revealed when	Years 1-6	15-20 minutes	Separate modules for each year group.

		selected. Ends with game to catch fish for polar bears			
Art	Colour Mixing	Interactive quiz about mixing colours together. Select correct combinations to get certain colours.	Year 1 – 4	15 minutes.	
	Gallery of Art History	Covers 9 eras of art. Pre-historic, ancient, medieval, Renaissance, 17 th , 18 th , and 19 th century, modern and contemporary. An animated “artist” guides you through each gallery talking through different art styles, and children can answer questions along the way. You go through portals to travel to different eras.	Year 3-6	30 minutes	The module gets stuck on the last tile of content, so there’s no concluding slide. Each “era” can be played individually, if you’re only interested in a couple that’s fine.
	Graffiti + Test Your Knowledge	Information and questions through interactive touch points. Graffiti wall with touchpoints. Touchpoints don’t glow. You touch different artists artwork to bring up the information. No narration Quiz – answer questions about the artists learned about in preceding module. Multiple choice.	Year 3-6	30 minutes for both. 15 minutes per module.	
RE	Christianity	Information and questions through interactive touch points. Videos about Christianity. Background setting is 360 degree	Yr 3 - 6	15-20 minutes	

		video of Blackburn Cathedral Christmas Carol service.			
	Buddhist Temple	Information and questions through interactive touch points. Narrated. Background Buddhist temple.	Year 3-6	15-20 minutes	