



Independent guidance | consultation | training
Helping busy schools make informed EdTech choices

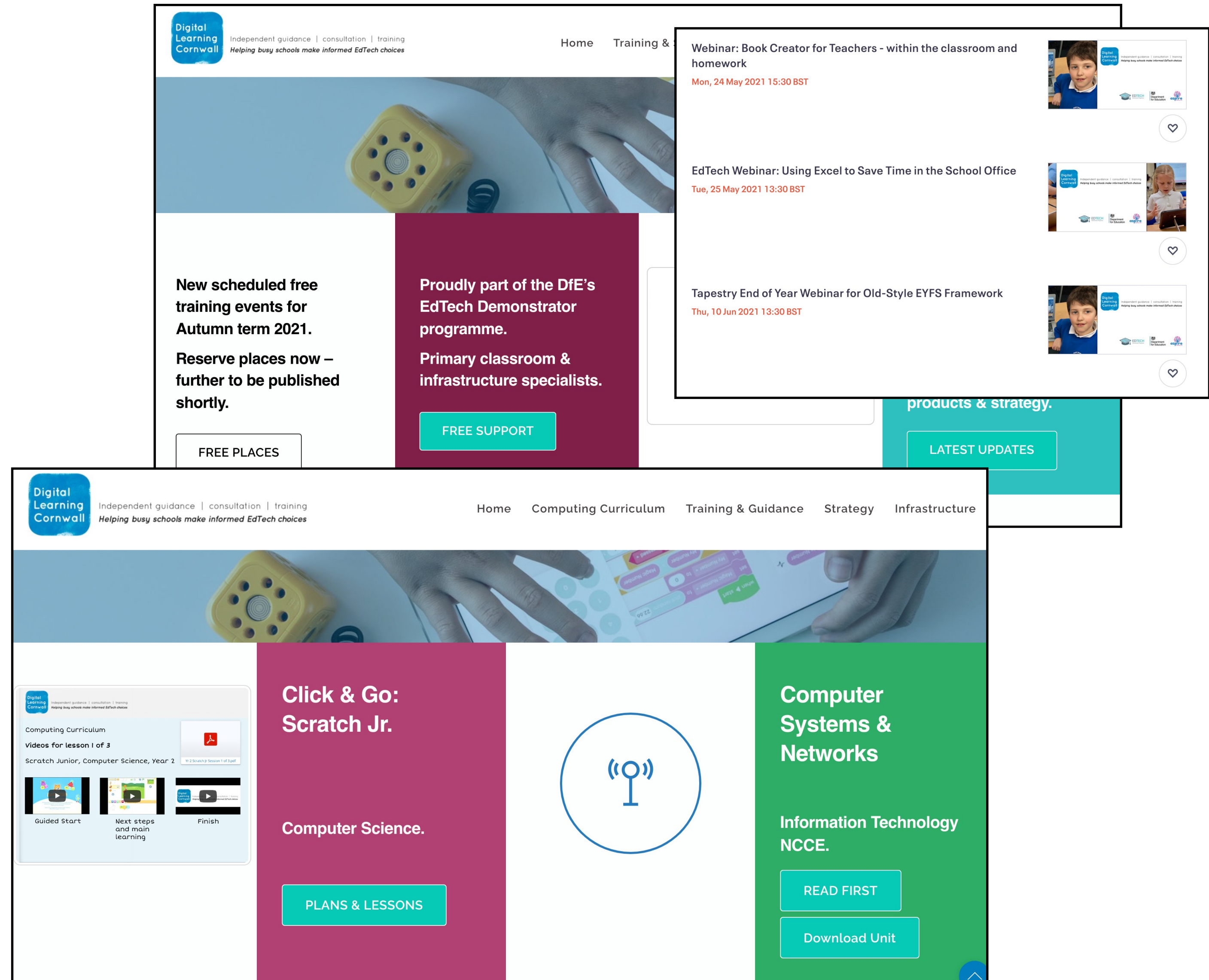


Primary-specific support for schools and MATs

- * Online sessions: [click here](#)
- * 1:1 support meetings
- * Digital Strategy
- * In-depth Infrastructure knowledge and practical implementation
- * Meaningful EdTech embedded into everyday classroom practice
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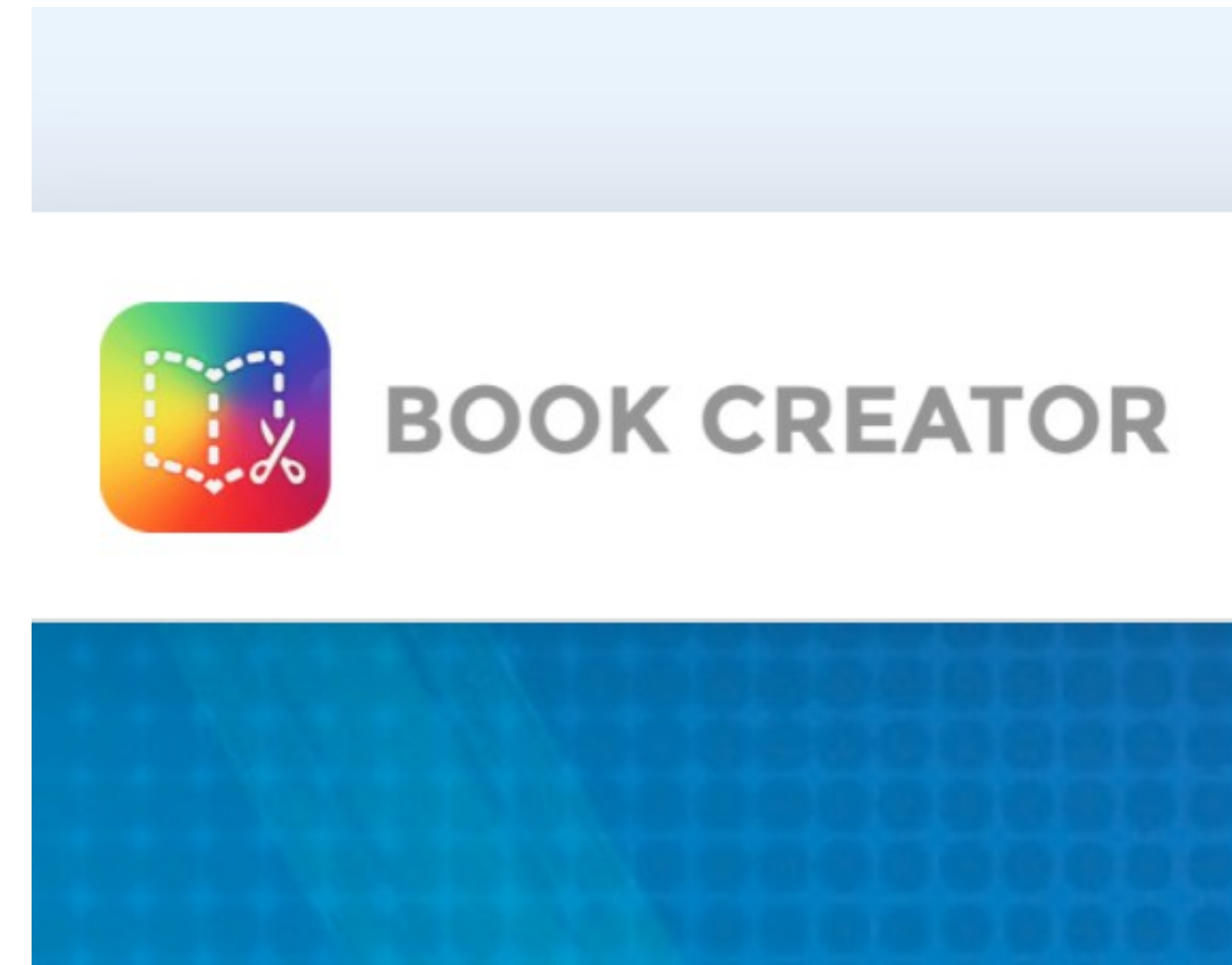
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Book Creator for KS2 - Bring written work to life

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Giles Hill

Digital Learning Lead

Children need to learn to use digital tech just like many other types of equipment we use in modern life.

The right tool, at the right time, helps children to develop independence and transferable skills.



Book Creator for KS2 - Bring written work to life

1

Logging in and creating a library

- * How teachers and children access Book Creator
- * Personal / Private Library
- * Creating a library and issuing the Invite Code

2

Basic features of Book Creator

- * Library settings
- * Frames and features
- * Working with pictures
- * Working with text

3

Taking things further

- * Creating & choosing / using templates
- * Other ideas for using Book Creator

4

Publishing and storing work

- * Publishing work
- * Combining books for download and print

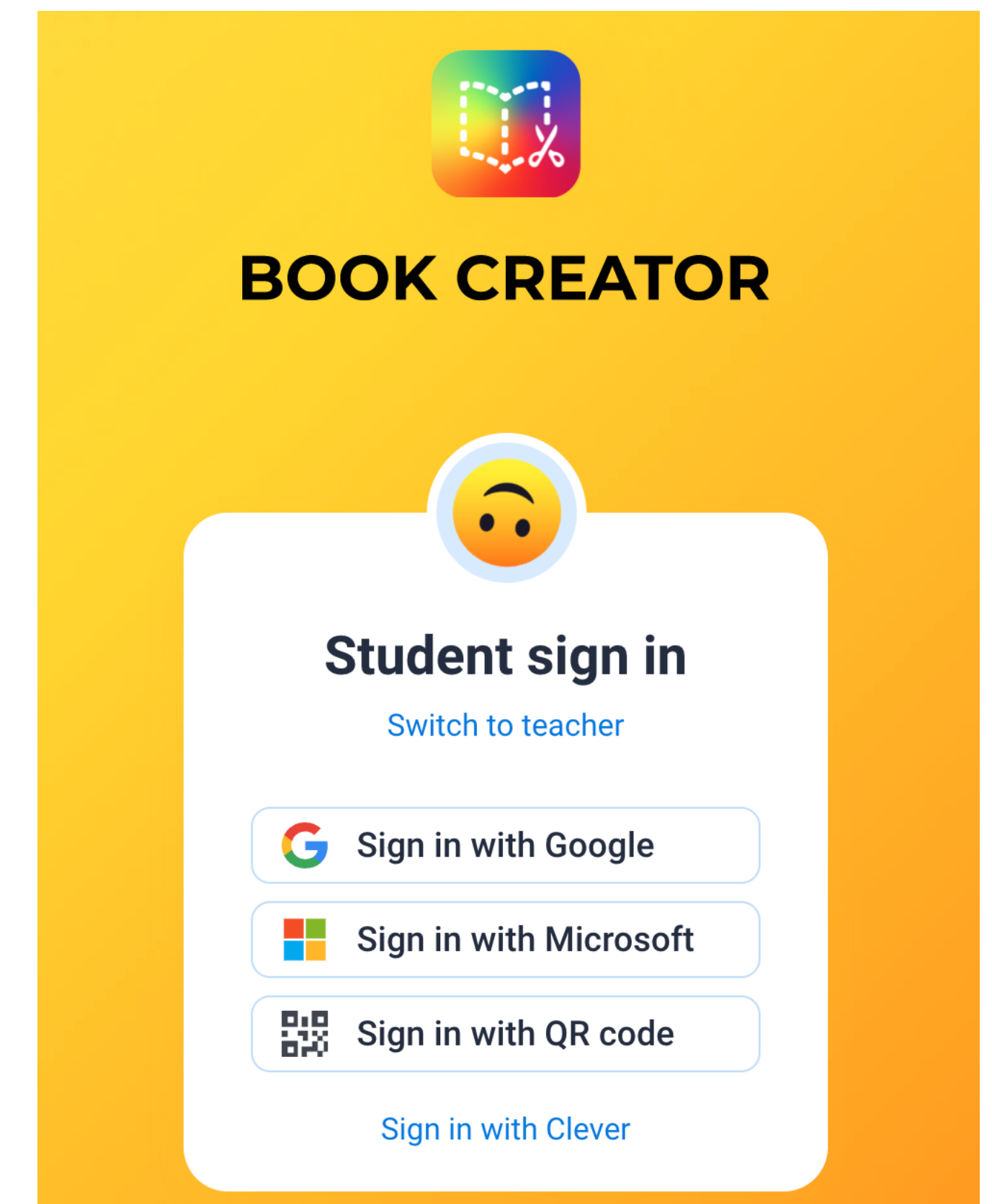
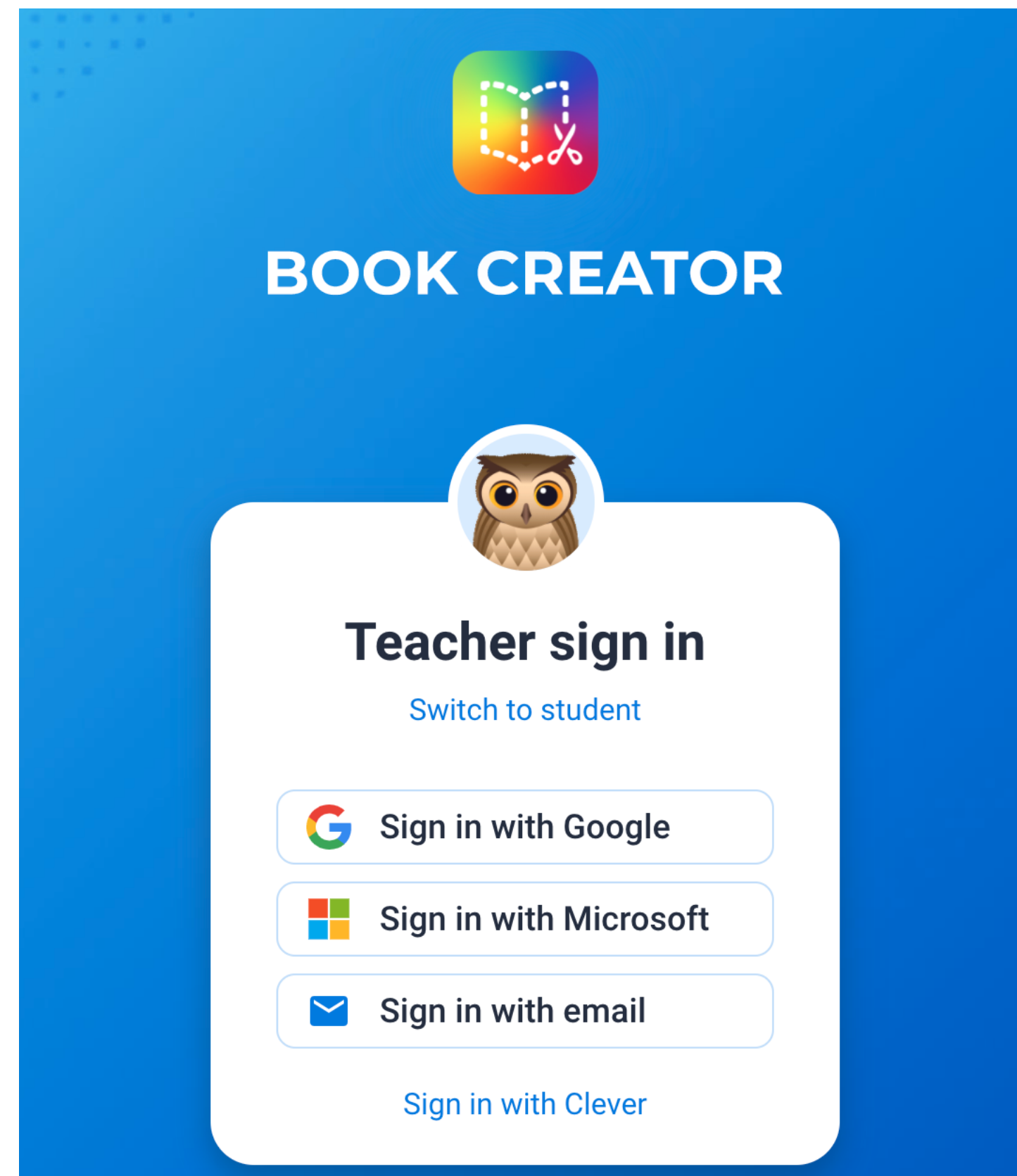


Sign-In Options

Book Creator will accept Microsoft or Google accounts.

This may mean that staff and children can just click through into their account.

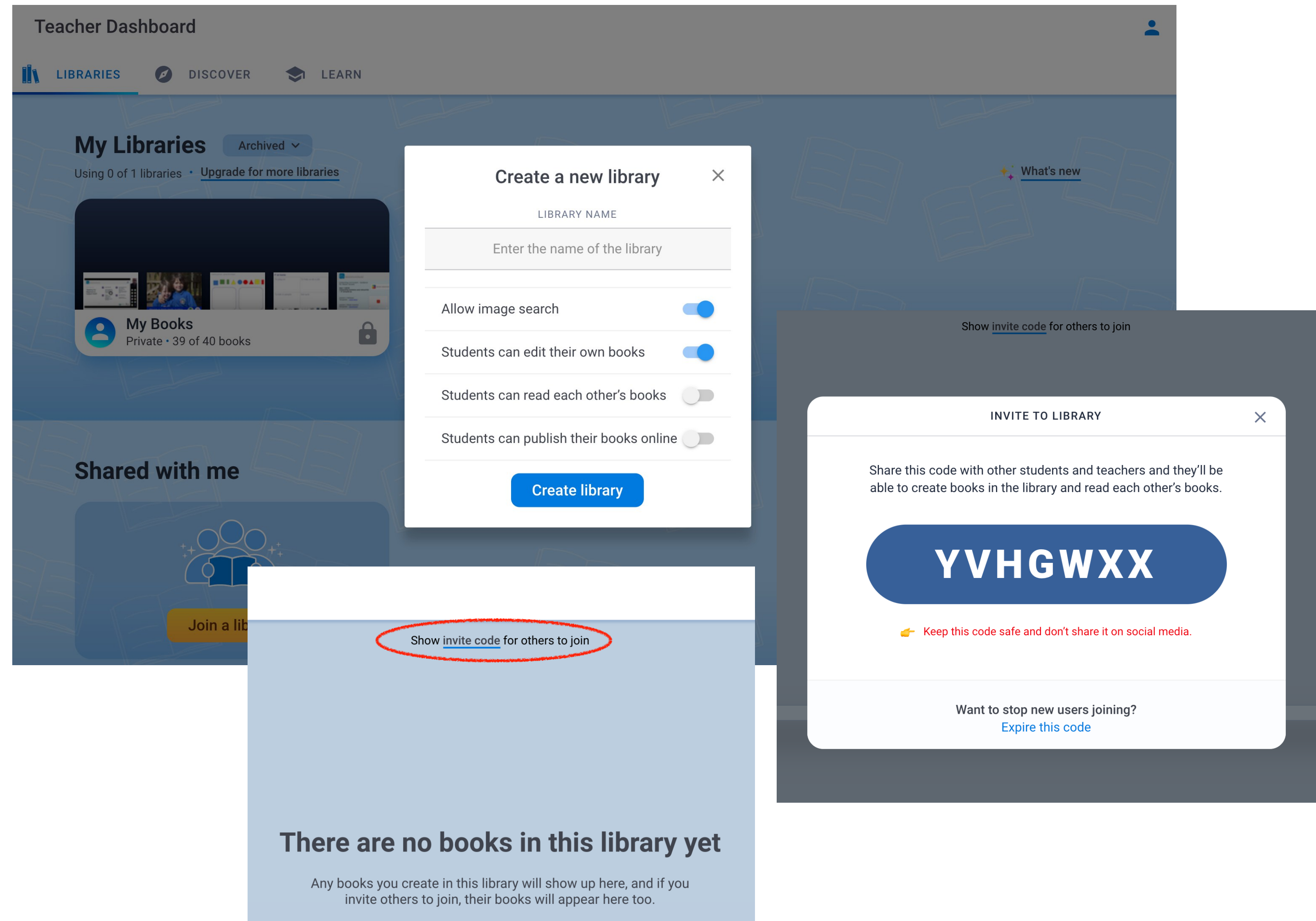
The QR code sign-in option is useful for schools that do not have a smooth sign-in process.



Creating a Library

You will need to create a new library so that all children's books are in the same place. This also means that if the teacher's computer is plugged into a classroom screen, children's work can be displayed and discussed on-the-fly as it is being created.

Children will need the class code to access the library, unless you use the QR codes option.



The screenshot shows the Teacher Dashboard interface. The 'LIBRARIES' tab is active, displaying 'My Libraries' with a filter set to 'Archived'. Below this, it shows 'Using 0 of 1 libraries' and a link to 'Upgrade for more libraries'. A 'My Books' section is visible, showing a private library with 39 of 40 books. A 'Shared with me' section is also present.

The 'Create a new library' modal is open, showing a form to enter the library name. Below the name field, there are four toggle switches for permissions: 'Allow image search' (checked), 'Students can edit their own books' (checked), 'Students can read each other's books' (unchecked), and 'Students can publish their books online' (unchecked). A 'Create library' button is at the bottom.

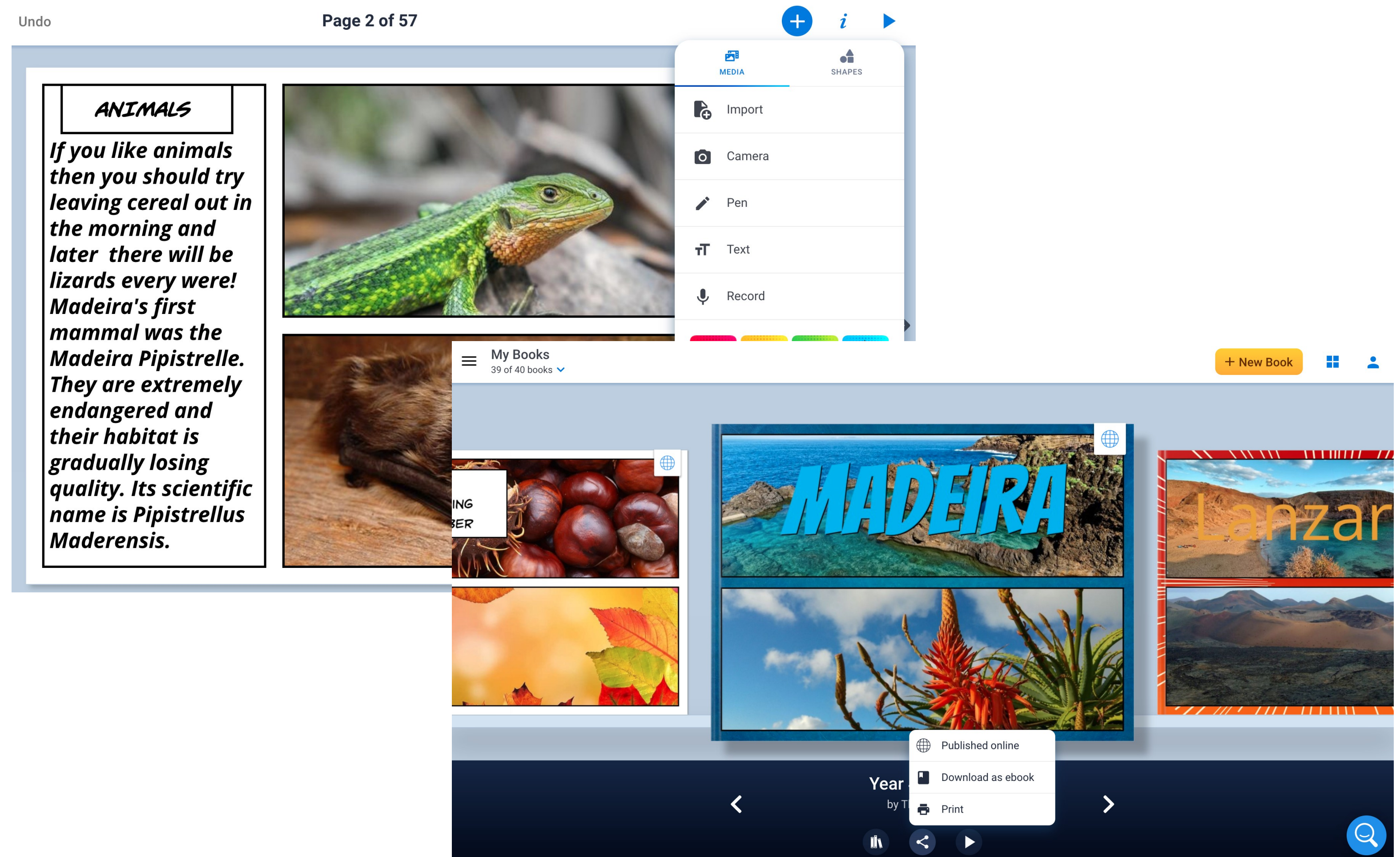
The 'INVITE TO LIBRARY' modal is also open, showing a large blue button with the code 'YVHGWXX'. Below the code, it says 'Keep this code safe and don't share it on social media.' At the bottom, there is a link to 'Expire this code'.

A red circle highlights the 'Show invite code for others to join' link in the 'Shared with me' section.

There are no books in this library yet
Any books you create in this library will show up here, and if you invite others to join, their books will appear here too.

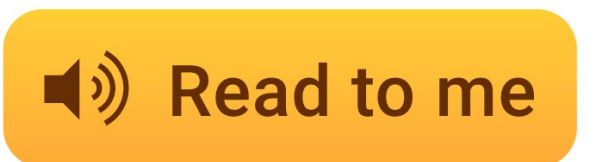
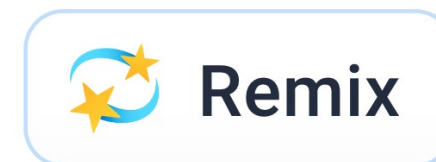
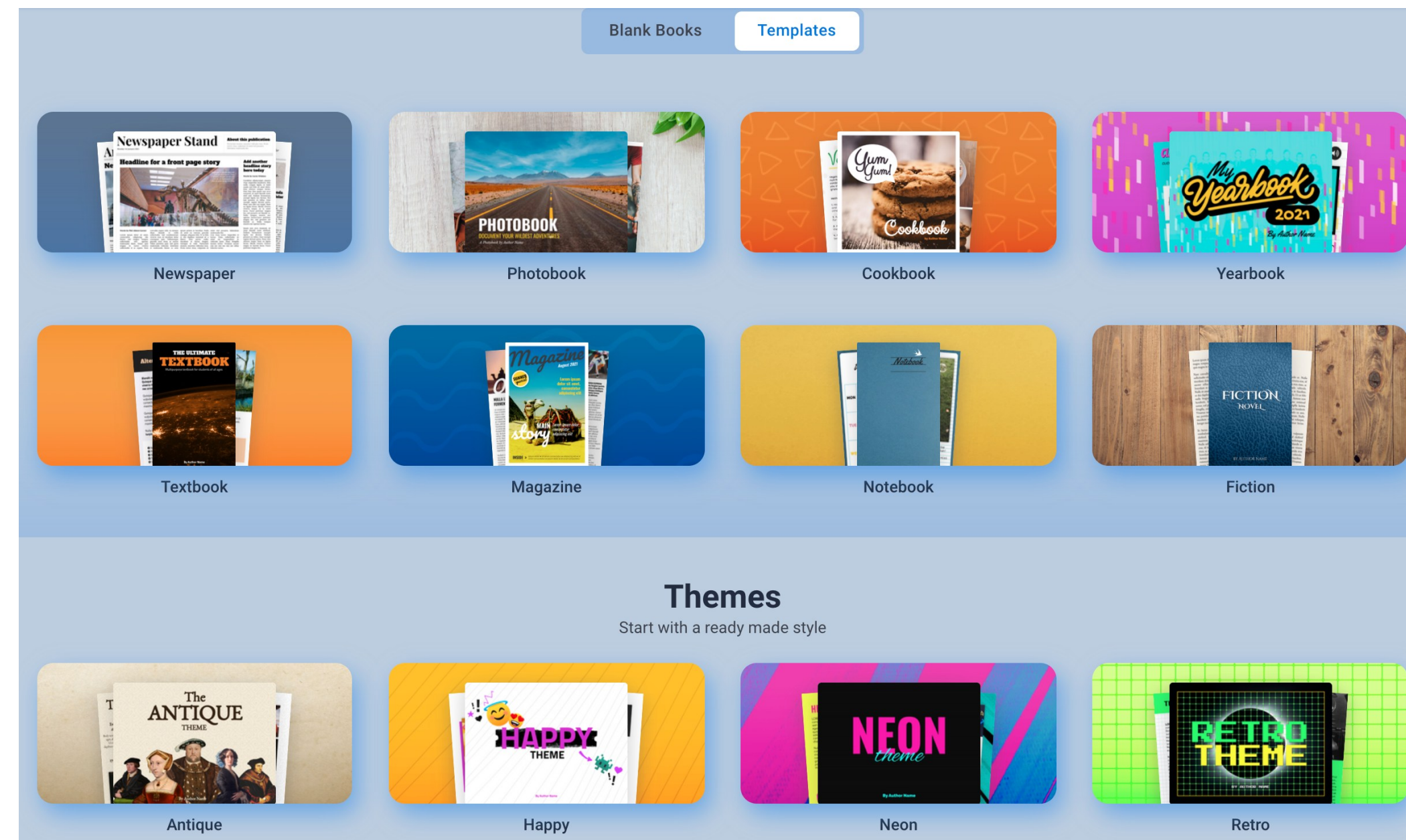
Incredibly simple user interface that allows children from around Year 2 up to create meaningful pieces of work.

Crucially, Book Creator allows young children to have a high degree of independence; a far higher degree of independence than when using business-grade tools such as Word / PowerPoint / Google Docs.



Use templates to get students off to a flying start. There are templates built into Book Creator, and you can view the [Resources section](#) on the Book Creator website.

Use the Remix option to adjust a template you have found. This could also be used to send children a link to remix a book. Or you can simply get them to Copy your book while they are working within the Book Creator library.



My Plant Growth
Journal



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The screenshot displays the Digital Learning Cornwall website. The header includes the logo and navigation links: Home, Training & Guidance, Computing Curriculum, Strategy, and Infrastructure. The main content area features several key messages:

- New scheduled free training events for Autumn term 2021.** Reserve places now – further to be published shortly. (FREE PLACES button)
- Proudly part of the DfE's EdTech Demonstrator programme.** Primary classroom & infrastructure specialists. (FREE SUPPORT button)
- Webinar: Book Creator for Teachers - within the classroom and homework.** Mon, 24 May 2021 15:30 BST.
- EdTech Webinar: Using Excel to Save Time in the School Office.** Tue, 25 May 2021 13:30 BST.
- Tapestry End of Year Webinar for Old-Style EYFS Framework.** Thu, 10 Jun 2021 13:30 BST.

On the right side, there are links for **products & strategy** and **LATEST UPDATES**. The bottom section highlights specific resources:

- Click & Go: Scratch Jr.** Computer Science. (PLANS & LESSONS button)
- Computer Systems & Networks.** Information Technology NCCE. (READ FIRST and Download Unit buttons)

A sidebar on the left shows a section for **Computing Curriculum** with videos for lesson 1 of 3 for Scratch Junior, Computer Science, Year 2, including a Guided Start, Next steps and main learning, and Finish.