Twinkl to launch AR game that attracts children to STEM subjects at Bett 2019

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The online educational publisher Twinkl has created the world's first ever multiplayer augmented reality game that teaches Science, Technology, Engineering and Maths.

ARchitect can be played by up to four people and invites players to create structures using different materials such as wood and ice, whilst facing challenges and adverse conditions.

The game introduces concepts such as structural integrity and provides a platform to learn real-world physics as players create towers, bridges and boats in a 3D world created with augmented reality.

Twinkl will be exclusively showcasing ARchitect at the Bett education technology show, which runs from the 23rd to 26th January at the ExCeL in London.

"ARchitect was inspired by the challenge often used in schools to build the tallest tower out of marshmallows and uncooked spaghetti," explained Pete Casson, Chief Technology Officer at Twinkl.

"The game hasn't been designed to replace such activities but to be used alongside them. The main benefit of using ARchitect is that it allows children to build things that would otherwise be impossible, such as the biggest tower in the world made of wood or a bridge made entirely of ice, all in 3D.

"They can then experiment with how these structures withstand different weights and conditions and how the different materials interact. The game provides a foundation for the methods used in real-life construction and engineering, on the same scale and with the same materials. The game was created to provide an exhilarating experience, to inspire children to explore STEM subjects further in the future."

Designed for children in KS2 but also suitable for KS1, ARchitect supports different lessons and a number of curriculum aims in science, maths and design technology. It can be played by one to four players at once, meaning children can work together or challenge each other to create different structures, which encourages collaboration and communication.

As well as being showcased at Bett, ARchitect will be available to download for free from the Apple App Store from Wednesday 23rd January. The game has been created using Apple's new iOS 12 operating system and can be used on the

latest Apple devices on the system. "Twinkl has explored AR in the classroom for some time now, seeing its potential as a technology that is becoming increasingly accessible, has a low cost, is easy to use and has huge scope in terms of how it can be used in lessons," said Pete.

"We believe technology can be used to aid learning in all subject areas and alongside a range of teaching methods and styles. Twinkl always works with the teaching community on any product we design and we will continue to work with educators and children as we explore how augmented reality can be used to support teachers and enhance learning."

Twinkl is an online educational publisher and creates learning resources used by educators across the world. Every month around 8.1 million resources are downloaded from the Twinkl website.

For more information please visit twinkl.co.uk/reality

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