



Today in education; Apple, XMA and partners

Five stories of students, teachers,
and the technology empowering them

Before, during, and after class, technology is creating new opportunities for educators and institutions to inspire. With an Apple device in their hands, a student's day can take them almost anywhere. And with complimentary solutions from XMA partners, they can go even further. Here are five ways it's happening today in schools, colleges, and universities across the country.

Meet the XMA partners taking Apple technology further

- 1 Showbie**
The complete hybrid learning platform
- 2 Logitech**
A leading provider of third-party accessories
- 3 Sphero**
Coding products built to provide opportunities and limitless learning
- 4 Trilby TV**
Digital signage software for content hosting and management
- 5 Jamf**
A purpose-built mobile device management (MDM) solution for education



1 Managing classwork in one location across all forms of digital media

Showbie, Harrogate Grammar School case study

At Harrogate Grammar, Janis is about to unlock the potential of her iPad in the classroom. To use the incredible technology at her fingertips, she uses Showbie, providing a new level of interaction with her students.

Harrogate is currently in its fifth year of their 1:1 iPad model. In the first year of the rollout, leaders at the school had a problem – teachers and students had powerful technology at their disposal but no cohesive way to use it in the classroom.

After researching possible solutions, the school discovered Showbie. Because Showbie's features combine classroom workflow functions in one app, teachers no longer needed to fumble with several apps to collect, distribute, and provide feedback on assignments. With Showbie's ability to greatly simplify daily workflow, teachers and students are now using it as their primary workflow distribution app.

The ease with which teachers can use Showbie to provide personalised feedback as well as individualised instruction is also a key feature that teachers appreciate about the platform. Wherever they are, students and teachers can share immediate, personalised feedback through Showbie. This leads to a highly developed culture of support and communication between students and teachers.



logitech

2 Getting classroom-ready with Crayon

Logitech, secondary school case study

At her secondary school, Sarah is getting ready for her favourite way to teach. Using Logitech Crayon, she knows she's empowered with the tech that makes innovative student learning possible – all in a precise, durable, kid-proof package that unlocks creativity and fun.

The right tool can build confidence. Logitech Crayon uses Apple technology to open up learning avenues for all students,

regardless of age, subject, or learning style. The durable, reliable kid-friendly design and pixel-perfect technology lets students write, take visual notes, draw idea graphs, and craft illustrations.

This allows plenty of opportunity for adapted learning, so all students can solidify and show their knowledge in their own unique way. That means all their thoughts and efforts show in their work.

sphero

3 Creating engaging learning experiences

Sphero, Inspire Learning case study

In the Scottish Borders, the Inspire Learning programme sought engaging ways to transform teaching and learning across the Borders and embed a love of computer science in young people. The programme had already distributed more than 13,000 iPads to students when a member of the Inspire Learning team, discovered Sphero.

Sphero inspires the creators of tomorrow through remarkably cool, programmable robots, littleBits electronic building blocks and educational tools – transforming the way students learn and create through coding, science, music and the arts. For the Learning team, the Sphero Edu app for iPad made the perfect addition to the programme.

Today, their students are developing their computer science skills through free access to a library of thousands of play-based STEAM and coding activities.

“We have robotics, coding and computational thinking as key development goals for Inspire and also a commitment to embedding powerful technology like the Sphero robots more widely across subjects and stages. Our shared vision for digital skills, active learning and fun at the heart of learning brings enormous value to the programme and to the young people of the Scottish Borders.”

Inspire Learning Team





4 Keeping students up to date and informed

Trilby TV, Perth Grammar School case study

Scott, Business Manager at Perth Grammar School, is responsible for communicating important information to students. Some of that is the same every day – scheduled class times or student council announcements, for example. But there's also the need to broadcast ad-hoc updates quickly, outside the planned content. For both, Scott uses Trilby TV.

This digital signage platform for education gives Scott the power to manage and schedule school content from his iPad – on as many screens as he likes. Important announcements can run continuously alongside student creations and a library of third-party content. Scott has even linked the school's social media feeds to the app. It means students at Perth Grammar School are always up to date and informed on what the day will bring.

“It's important to me to get consistent messages across to everyone in the school. Making sure that all of our platforms correspond with messages that are visible on site. This extends to the look of everything, the consistent branding and messaging of our online newsletters that go out, along with the TV screens and even posters that are up at the school.”

Scott Jewell, Business Manager, Perth Grammar School



5 Digitising the learning experience with 10,000+ iPads

Jamf, Scottish Borders Council case study

Andrew has seen the positive effect of Apple devices in the classroom. As the education lead for the Inspire Learning Project, he landed on the Apple iPad due to its portability, screen size, unrivalled haptics, and accessible App Store.

Scottish Borders Council enlisted the expertise of Apple mobile device management provider, Jamf, to help preserve the well-known 'Apple experience' for users, while making the deployment and enrolment process efficient and seamless.

As the standard in Apple device and app management, Jamf understood the need and technical know-how to provide each user with a unique experience and support in alignment of the team's four objectives.

Mobility

Personalisation

Collaboration

Excellence

As Jamf enabled the Inspire Learning Project to scale while maintaining high levels of engagement, the user experience has remained positive and students are keen to continue their digitised learning across the Scottish Borders.



The XMA difference

As an Apple Authorised Education Specialist (AAES) and through our partnerships with trusted vendors, XMA is well placed to help further and higher education institutions unlock the full potential of Apple technology for students and staff.

To find out what Apple technology and supporting technologies from other XMA partners can bring to your place of learning, visit the link below.

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