

THE FRONTIER PROJECT

For partnership with schools & colleges

Onwards
&Upwards

We have created two projects that will achieve the following:

- Maths related projects that learners **will be interested in doing and engaged** throughout the process
- Creating products that will **improve the Maths knowledge** of those who take part in the project, as well as those who view the final product
- Give the school/college **a great Maths product, created by WFC learners**, that other Maths learners can benefit from
- The final product will **also look great to people outside** the school/college as a promotional tool!
- As well as many other untold positive outcomes...

Rationale for Proposals

These ideas were created to meet the aims of the school or college and the young people in the following ways:



1. CREATING AN ANIMATED MATHS VIDEO

Creating an Animated Maths Video

- **An example of an Animated Maths Video we have already created is:**
 - <https://www.youtube.com/watch?v=JH9V3bWA1T0>
 - <https://www.youtube.com/watch?v=DuaTqXYsGuk&t>
- We will work with a group of learners from across the school/college
 - ideally currently studying Maths (or even college students who have already passed)
- The students will assist by writing, animating, and voicing the videos
- Maths Department Staff can assist in final content control (if they wish to)
- These will be created over time (weekly meetings, for a term or more)
- The final videos can then be viewed online by all students at the school/college



2. CREATING A MATHS REVISION APP

Creating a Maths Revision App

- **An example of an app we have already created is:**
 - <https://apps.apple.com/gb/app/mathstroid/id1470057036>
 - However, please note that the app that will be created will be more of an information-based app (not a game)
- We will work with a group of learners from across the school/college
 - ideally currently studying Maths (or even college students who have already passed)
- They will assist by creating content and graphic designs for the app
- Maths Department Staff can assist in final content control (if they wish to)
- These will be created over time (weekly meetings, for a term or more)
- The final app can then be accessed on the Apple App Store

Example of Time scale: For animation project

Meet with interested learners at the start of the term

Finalise over Easter break, then release product, latest May



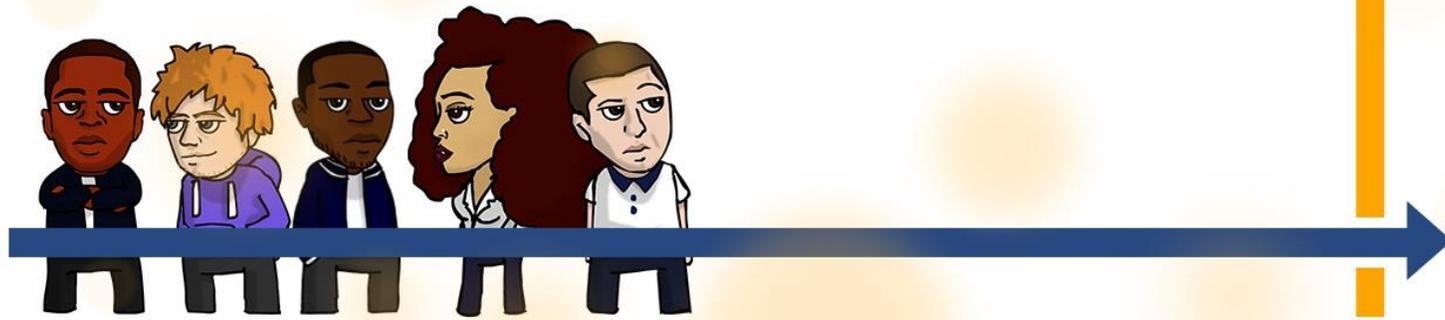
From Feb Half-term till Easter break, meeting with learners every Friday to work on creating product...

Next steps...

Should you wish to go ahead with one of these projects, we will need to:

- Agree:
 - Rate for delivery of programme
 - Start and end dates for programme
 - Any other logistics
- Select/recruit/invite learners
- Begin programme with introductions to the learners before the programme

**Onwards
&Upwards**



Onwards and Upwards Ltd

"To Elevate, Educate and Entertain"

Thanks for
your time!

For more information
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