

An Ever-Expanding Universe of Windows 10 Apps for Education



TECHNOLOGY MATTERS

The release of Windows 10 has further broadened an already expansive universe of apps and tools designed to drive new ways of collaborating and learning.

Windows 10 learning apps offer teachers and students alike organizational and educational assistance, as well as simple integration into the classroom setting with cross-device capabilities. Here's an overview of several highly rated apps helping today's modern classrooms.

ENGAGING YOUNG LEARNERS

With immersive media, Windows 10 apps connect with young learners in important ways.

- **Fresh Paint** (Grades K-8) lets educators bring art into any subject without all the mess, relying on the device (and even touch) to serve as the paintbrush while students explore their creative side. They can easily create and share digital works as required.
- **BrainPOP Jr.** (Grades K-5) helps learners get familiar with core subjects through weekly videos and group exercises. It includes easy to use quizzes for grading performance and identifying opportunities for further instruction and emphasis.
- **Kodu** (Grades K-8) introduces students to the basics of application design with an engaging, visual programming module that enables them to build games without ever typing a single line of code. It's ideal for learning skills critical in today's evolving classrooms and workplaces.
- **Scootpad** (Grads K-8) delivers a personalized and adaptive learning platform to young students. Scootpad introduces basic subjects like math and writing with step-by-step instruction and individualized learning paths.
- **HMH Readers** (Grades K-8) provides a diverse collection of fiction and non-fiction books to encourage young learners reading comprehension. Each book comes with an audio version and allows for audio recording and playback. Search by grade level, guided reading level, and more.



TEACHERS AND TECH**Of 650 U.S. educators surveyed:**

94% say that technology's effects in the classroom are overall positive

81% believe technology has made them a more effective teacher

84% say technology has made education more efficient

92% report that technology has made education more accessible¹

NAVIGATING STEM FRONTIERS

As core STEM subjects grow in importance, these Windows 10 apps expose learners to the latest tools so critical to future success.

- **CK-12** (Grades 6-12) helps high schoolers dive deep into math and science concepts with exercises designed to get students engaged with the subjects. Over 5,000 unit-sized modules on topics about everything from molecular biology to energy science.
- **Worldwide Telescope** (Grades K-12) takes learners on an exciting tour of the night sky as a way to discuss and explore key concepts of astronomy, physics, and general science. New technology makes it possible to explore the far reaches of the universe like never before.
- **Microsoft Mathematics 4** (Grades 6-12) makes learning algebra and other advanced math systems more intuitive. With a set of cutting-edge tools including customized exercises, a full-featured graphing calculator, and a user-friendly equation solver interface, students easily explore the how and why behind the numbers.
- **Corinth Classroom** (Grades K-12) gives students the best interactive experience, with immersive 3D technology. This full suite of interactive science apps was developed in collaboration with educational experts, students, teachers, and top universities worldwide. Subjects range from the basics of chemistry and animal biology to paleontology and engineering.
- **FluidMath** (Grades 6-12) allows students to digitally create, solve, and graph math problems all in their own handwriting. Using pen and touch technology, the app accurately recognizes handwritten math and gives a 'pen-to-paper' experience for learners to bring their equations to life. FluidMath is ideal for pre-algebra, calculus, and physics.

A TRUSTED LEADER IN EDUCATION

Lenovo gives school districts the ability to harness the benefits of Windows 10-based apps. Our comprehensive product and services portfolio offers schools and districts the reliable tools and expertise they need to expand their digital leadership with confidence.

MANAGING THE DIGITAL CLASSROOM

Powerful, classroom-management apps that help teachers quickly solve traditional challenges are what innovation is all about.

- **OneNote** (Grades K-12) serves as an indispensable tool for the paperless classroom. Teachers can distribute course material, collect homework, and collaborate with colleagues and students.
- **Class Policy** (Grades K-12) helps eliminate class distractions by managing web and application access. It also enables 1-to-1 and 1-to-many communication between students and teachers, including easy-to-use polls and quizzes. User-friendly and simple to manage, it helps teachers focus on the classroom, not technology.
- **iXplain** (Grades K-12) transforms any educator into a multimedia publisher. Relying on integrated tools and intuitive ideas, the application makes screencasting or recording a lesson easier than ever. It's ideal for recording course basics or sharing with distance learners.
- **Sway** (Grades K-12) offers a new, engaging way for teachers to share information with students on any device, anywhere. Including a built-in design engine and intuitive search feature, it's easier than ever for educators to create digital lessons. Teachers can craft their own fully interactive textbooks, presentations, or classroom showcase, all in a fresh and easy to use interface.
- **Class Charts** (Grades 6-12) provides a free classroom data and behavior management tool. Teachers can organize their classes, create seating charts, track participation, and add individual student data. Class Charts delivers clear behavior reports and allows for collaboration with colleagues to create the most effective streamlined behavior management.

To learn more about Lenovo products for education and Windows 10, please visit lenovo.com/education or contact eduteam@lenovo.com for more details. Follow us on Twitter @LenovoEducation.

¹ Instructure. (2016, Jan.) Global Study from Canvas Ranks Teachers' Concerns and Attitudes on Technology in the Classroom. [Web](#).

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