Ideas for embedding Clicker in the classroom

The clicker is a multi-sensory classroom tool useful to support pupils in a wide variety of literacy tasks. Pupils can hear everything they write read back to them and pictures can be imported instantly to support many words.

To get the most from Clicker in the classroom, it is important to consider how easily Clicker can be accessed:
- Which machines have the programme installed on?
- Are they easy to access?
- If laptops, are they charged?
- Is there access to printing for work produced?

Have a hard copy of the Clicker manual available for staff to refer to:
- Free to download from the Crick Software website: www.cricksoft.com/uk

Use the above website to read about lots of success stories from schools around the country that have used Clicker. The website also has a large bank of free learning grids to download.

Nominate a member of staff as a 'Clicker Champion' to support staff training and effective use of the programme.

Make a file of resource examples to show what Clicker can do. Staff can add to this as they use the resource.

Share these examples and ideas for use at staff meetings.

Encourage staff to use Clicker as a whole class resource.

Every child could benefit from individualised word banks across curricular activities.

Peer-to-peer tutoring - consider setting up a year 6 Clicker club.

Useful References and Links

www.cricksoft.com/uk