## PRESS RELEASE

## 8<sup>TH</sup> JULY, 2011

## EDUCATIONAL GAMES IN THE CLASSROOM

Lancashire based Flashbang Science Founder, Claire Holt says that educational video games could have a serious role to play in the classroom. A survey carried out in 2006 amongst teachers and students showed very positive results. Now <u>Michael Gove has said</u> only this week that games offer "huge potential for maths and science teaching". In a speech on the future of education at The Royal Society, Gove spoke in praise of video games as a tool for learning.

Now Claire has added another feature to her educational service by entering into the educational games market with the help of UCLAN. Her latest idea and first entry into the games market is <u>Flashbang Tubes</u> which can be seen on Flashbang's website <u>www.flashbangscience.co.uk</u>

Claire has certainly found that introducing an element of fun to science teaching with mind-blowing demonstrations such as elephant's toothpaste and a screaming jelly baby does capture the imagination of young children.

This method of teaching is what Claire's mobile unit Flashbang Science is all about and Flashbang travels throughout the North West bringing a bright mobile science laboratory to primary schools. It offers hands-on practical science experiments.

For further information pleae contact Claire Holt on 07802 475303 or Gareth Glynne Jones on 07833 148562. E:claire.holt@flashbangscience.co.uk

