

Welcome to now>press>play

We're thrilled your school is trialling now>press>play

This pack contains everything you need to deliver our immersive story-led Experiences, engage your children in their learning, and assess the impact in your school.



Ready...Set...Play!

Here's what's inside your Starter Pack



Training Video

Our 3-minute video demonstrates how to set up and use the headsets, transmitter, and app - ideal for first-time users.

Quick Start Guide

Step-by-step instructions to get you up and running your first Experience with confidence.

Suggested Experiences (by Year Group)

A curated list to help you select the most impactful experiences for EYFS to KS2.

Experience Catalogue (EYFS, KS1, KS2)

Full list of our immersive audio adventures by subject, theme, and age group.

Learning & Engagement Assessment Pack

Tools to help you capture impact, including observation notes and a Pupil Voice template to gather feedback.

Contact Information for Support

Direct access to our friendly team should you need help with setup, tech support, or planning your trial.

Need more?

Our Knowledge Base is packed with tips, step-by-step guides, and creative inspiration

Training Video

Watch our 3-minute video and learn how to set up and use the headsets, transmitter, and app - ideal for first-time users.

Click on the play button!



Kick-start engagement with your team:

1. Open the app and tap Training on the home screen
2. Choose Stone Age – Training Extract (5 minutes)
3. Hand out the headphones, connect the transmitter, and press Play
4. Watch your staff burst to life!

Your trial includes full access to our library of Experiences, a class set of headphones delivered to your school, teacher training, planning resources, and live lesson opportunities, all completely free of charge.

Curriculum-aligned lessons spanning from EYFS to KS2. Whether you're covering the Great Fire of London or Mental Health, we've got an Experience to bring your lessons to life.

Need help?

Our [Knowledge Base](#) contains tips, step-by-step guides, creative inspiration and a bank of 'How To Videos' [HERE](#).

Quick Start Guide



1. Download and login to the app

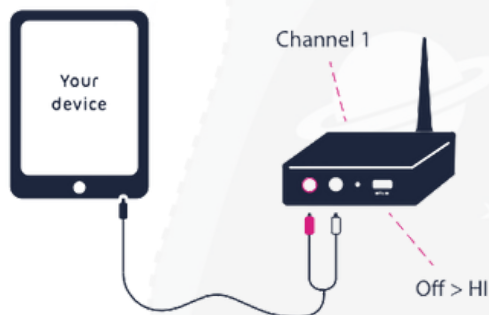
2. Choose your Experience

Email yourself the resources to support planning



3. Set up the equipment and test the audio

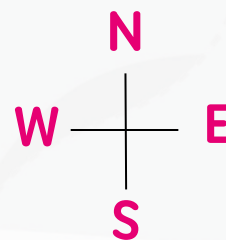
Press and hold down the on/off button to power on the headphones - Channel 1 = Red Light



4. Put up the NSEW signs*

The hall or a cleared classroom works best

*KS1 & KS2 only



5. Press play!

Let the fun begin!



Press play



Listen & move



Discuss



Write

Suggested Experiences to get you started

How many will you try?



Every now>press>play Experience is carefully developed with academic experts and tested in real classrooms to ensure it's fully curriculum-aligned, pedagogically sound, and truly effective for primary learning.

Each Experience encompasses Key Learning Objectives, followed by a Recap, Discuss & Quiz session that deepens understanding and reinforces learning through reflection and collaborative talk. Back in the classroom, deepen learning with our follow-on resources with ideas for writing and oracy.

See for yourself how our immersive, story-led Experiences engage your children in their learning by placing them at the heart of the narrative.

GO TO YOUR YEAR GROUP

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Reception

PSHE



**WE ARE
ALL
DIFFERENT**

Chan's Mum's is too unwell to throw her a party so you step up to the task. Will Chan enjoy her dinosaur party?

**NATURAL
WORLD**



SEASIDE

On a holiday to the seaside, you and your puppy Pickle have a lovely day ahead of you. Mum makes a treasure hunt for you, will you find all the things on her list?

**NATURAL
WORLD**



MINIBEASTS

On a minibeads hunt at school, you meet a magical ladybird who shrinks you down to the size of an insect.

**TRADITIONAL
TALES**



**JACK & THE
BEANSTALK**

On the way to market, you meet a man who gives you five magic beans for Daisy. Out of the beans grows a giant beanstalk, which you decide to climb.

**HUMAN
WORLD**



**PEOPLE WHO
HELP US**

Your class is going on a trip to the beach. Lots of different people help you out. Finally, there's drama at the seaside when you swim too far out.

**“All of Reception think it was absolutely brilliant!
The children immersed themselves in the story and
even those who are sometimes reluctant”**

— Nathan Painter, Deputy Headteacher, The Acorns



Afterwards, get the conversation going with **Recap, Create & Play** - build oracy, empathy, and support retention.

Year 1

PSHE



FEELINGS

When you receive disappointing news from your grandad, you are hurt and angry. As the school day goes on your behaviour starts to spiral out of control.

SCIENCE



SUMMER

You wake up to a hot morning and put on your t-shirt, sunhat and sun-cream. Your Mum asks you to water the flowers and pick some vegetables.

HISTORY



TOYS

Your teddy wakes you up to show you three toys, which they've stolen from different eras: a porcelain doll, a metal car and an electronic Gameboy.

SCIENCE



ANIMALS

Your mum is the pilot of the Animal Plane. When the plane crashes, some of the animals escape and are captured by a local circus.

GEOGRAPHY



THE UK

On a school trip, you discover the real King locked in the basement, you must go on a mission across England, Wales, Scotland and Northern Ireland to foil his imposter.

“We did the Feelings Experience and it was brilliant! Really put it into a lived experience. The children... were able to talk about how they felt”

— Saira Hussain, Computing Lead, Sunning Hill Primary



Afterwards, get the conversation going with **Recap, Discuss & Quiz** - build oracy, empathy, and support retention.

Year 2

GEOGRAPHY



OCEANS &
SEAS

While at your local beach on Fiji island, you stumble across a polar bear, Vylka, who's been caught by a fisherman. You resolve to help her navigate the oceans of the world back to her home.

SCIENCE



SEASONS

Your mum buys a mysterious rainbow clock that tells you what season it is. When Jack Frost steals the clock and messes with the seasons, nature starts to suffer.

GEOGRAPHY



MAPS

When your sister is stolen by a dragon, you have to use your map to work out where she is and get her back!

HISTORY



CASTLES

When King Cole's crown is stolen by the Goblin King, it's up to you to get it back. But how will you break into the Goblin King's castle?

PSHE



HEALTHY
RELATIONSHIPS

A new child arrives at school and wants to be your friend - but you already have a best friend. As jealous feelings rise and games turn mean, you find yourself caught in the middle.

"The questions and discussions that arise show just how engaged and happy they are to learn. It's an immersive, joyful way to explore new knowledge."

— Lucy James, Assistant Headteacher, Manford Primary School



Afterwards, get the conversation going with **Recap, Discuss & Quiz** - build oracy, empathy, and support retention.

Year 3

HISTORY



ANCIENT EGYPT

While you are training to be a scribe in Ancient Egypt, the Pharaoh dies and you are chosen to go on a very special mission through the Underworld.

GEOGRAPHY



RAINFORESTS

On a night-time excursion into the Amazon rainforest you get lost and meet Tatui, a girl from an Amazonian tribe. Together you discover a rare plant with medicinal properties.

GEOGRAPHY



RIVERS

Your granddad falls sick from the river water, so you follow the Indus from its delta to its source in the high Himalayas.

MODERN FOREIGN LANGUAGES



SPANISH GREETINGS

When two secret service agents ask you to go undercover for them in Madrid, you have to use your best Spanish accent to pass as a Spanish child. Will you find the criminal Maria Marcia?

PSHE



ANTI-BULLYING

When the school bully plays a trick on you, you catch your best friend, Alfie, laughing. As a video of the incident goes viral, you team up with outcast Grace to take revenge.

“It helped them understand how it feels when people are unkind and taught them what to do in different situations - we saw their empathy skills really grow.”

— Year 3 Teacher, Cheam Fields Primary



Afterwards, get the conversation going with **Recap, Discuss & Quiz** - build oracy, empathy, and support retention.

Year 4

SCIENCE



SOUND

When sounds mysteriously start disappearing all over town, you and Dr Echo set off on a mission to return the missing noises and help bring back normality.

MODERN FOREIGN LANGUAGES



FRENCH ANIMALS

When a rare rabbit is stolen from Chester Zoo, MI6 sends you undercover into a French pet shop to try and get it back.

HISTORY



ROMAN BRITAIN

You are the child of a Roman general living in Colchester. When Boudicca's army attacks the amphitheatre at a gladiator tournament, your Dad is taken prisoner.

GEOGRAPHY



NATURAL DISASTERS

On a school trip to Pompeii, you fall down a well and go back in time to 79AD. Ash is falling from the sky and the people don't realise Mount Vesuvius is about to erupt.

PSHE



ANTI-BULLYING

When your best friend Jayden is mean to you, you share a secret of his with a 'friend' you meet online. Things quickly spiral out of control, and you find yourself being blackmailed by a stranger.

"Yr4 had a brilliant time with NPP this morning! They were all fully immersed and active - they can't wait to use it again. It was very easy to set up."

— Katy Batchelor, Year 4 Teacher, Wodensfield Primary School



Afterwards, get the conversation going with **Recap, Discuss & Quiz** - build oracy, empathy, and support retention.

Year 5

SCIENCE



FORCES

You have just started your training as a member of the X-force, an organisation that uses forces for the good of humanity.

HISTORY



VIKINGS

You have heard tell of other Vikings travelling to England to start a new life. When your sister is captured by King Alfred, you're pulled into the fray. Can peace prevail?

SCIENCE



REDUCING OUR
CARBON
FOOTPRINT

You visit Auntie Ejo's workplace at the National Grid and in the control room, see that a windfarm has been sabotaged. But who's done this? And why?

PSHE



HEALTHY
RELATIONSHIPS

It's auditions for the school play, you and AJ get parts, while Leo is put in the costume department. Leo's jealous behaviour becomes increasingly difficult towards both you and AJ.

GEOGRAPHY



WATER CYCLE

When your local well runs dry, you go on an epic journey through the water cycle with Yosef: evaporating, condensing, precipitating and collecting.

“Year 5 got so much more from it than me just telling them about the water cycle - they actually became the water droplet ... because of that their understanding and excitement soared.”

— Jess Masters, ICT Co-ordinator, Timberley Academy



Afterwards, get the conversation going with **Recap, Discuss & Quiz** - build oracy, empathy, and support retention.

Year 6

HISTORY



ANCIENT GREECE

You are running an errand for your mother when the Parthenon is attacked by the Spartans. It's up to you to save Athens, but how will you restore peace?

SCIENCE



EVOLUTION

When you arrive late, you are sent to the headteacher. But a strange-looking man called Darwin is in the headteacher's office and asks you to accompany him on a trip through time.

GEOGRAPHY



CLIMATE CRISIS

Your town is flooding so you hitch a lift on a boat belonging to a climate scientist. Together, you travel to the parched plains of Australia and the melting Arctic ice caps, before heading to lobby the UK parliament.

SCIENCE



MISSION TO MARS

On a school trip to NASA, you and your classmates are accidentally sent on a mission to Mars. Over the 300-day journey, you have to guide the shuttle on its course.

PSHE



TRANSITION

It's your first day of secondary school, none of your friends are going to your school and you've forgotten your PE kit. Luckily your form tutor is on hand to help out. When social media star, Zema, distracts you in Chemistry, you're in real trouble.

“During a now>press>play Transition Experience we created, they all embraced the story. It was incredible to see them collaborate and support each other - it gave them confidence and calm.”

— Martin Bailey, Digital Enrichment Leader, Lanchester EP Primary School



Afterwards, get the conversation going with **Recap, Discuss & Quiz** - build oracy, empathy, and support retention.



FOLLOW-ON RESOURCES

To help teachers maximise each immersive Experience, we've created 500+ editable follow-on resources that deepen learning and develop key skills across the curriculum.

These versatile resources can be used for whole-class, group, or individual activities - before, during, or after an Experience - and are easily accessible on the now>press>play app.

All of our resources target oracy or literacy, and can be used as one-off activities or as part of other lessons. The most important resource is Recap, Discuss & Quiz, which should always be done straight after the Experience to complete the children's journey.

Oracy Opportunities (Word Doc)

Use these to work on presenting, persuading and performing skills. Inspired by the issues from the stories, your class participates in debates, interviews, hot-seats - as well as a scene from each script to act out.

Writing Opportunities (Word Doc)

These offer lots of writing ideas across different genres. Use them, tweak them, or get inspired and make your own. Children are often able to write richly and fluently about what they've just experienced.

Reading Comprehension (Ppt)

This turns a passage from the Experience into prose, with comprehension questions in the style of SATs. It is more chunked (and therefore more accessible) than the SATs paper, and since the children have just 'done' this reading comprehension first-hand, it works well for reluctant readers.

Grammar & Punctuation (Ppt)

This is in the style of the SATs Grammar, Punctuation and Spelling paper (without the spelling), differentiated for Yr3/4 versus Yr5/6. It has seven questions which follow the plot of the story.

Glossary (Word Doc)

Use this before the Experience to pre-teach unknown vocabulary or afterwards to consolidate. It contains all the key learning words. Put it on the whiteboard or print it as a poster.



Experience Catalogue

EYFS



		Winter		
		Spring		Nursery Rhymes
	Summer	Weather	Three Little Pigs	
	On The Farm	Seaside	Little Red Riding Hood	
Pirates	Dinosaurs	Under the Sea	Jack and the Beanstalk	
Transport	Minibeasts	Space	Goldilocks	
People Who Help Us	On Safari	Autumn	The Gingerbread Man	We Are All Different
				Christmas Story
Human World	Natural World	Traditional Tales	PSHE	Celebrations

KS1



			Rosa Parks	
	All Kinds of Families		Toys	
	Anti-Bullying	Everyday Materials	Guy Fawkes	
	Feelings	Habitats	Mary Seacole	
	Healthy Living	Seasons	Great Fire of London	The UK
	Superheroes	Plants	Florence Nightingale	Arctic
Number Bonds	Online Safety	Humans	Neil Armstrong	Maps
Aa Full Stops & Capital Letters	Healthy Relationships	Animals	Castles	Oceans & Seas
Maths & Literacy	PSHE	Science	History	Geography

KS2

			Sound					
			Rocks					
	π Safe Maths		Mission to Mars	The Maya				Artemis & The Labyrinth
	Fractions	Anti-Bullying	Materials & Changing States	Stone Age	Shang Dynasty			Emergency on the Moon
	0.5 Decimals	Feelings	Forces	Roman Britain	Horriet Tubman	Climate Crisis		My Home, The Rainforest
Diwali	Mental Maths	Transition	Evolution	Dinosaurs	World War 2	Rivers	Spanish Animals	The Secret Tomb
The Ten Plagues	SPAG	Recycling	Electricity	Ancient Greece	The Vikings	Natural Disasters	Spanish Greetings	The Village & The Volcano
The Five Pillars	Safe Reading	Online Safety	Plants	Ancient Egypt	Victorian Britain	Water Cycle	French Greetings	To The Stone Circle
Easter Story	Relative Clauses	Healthy Relationships	Reducing Our Carbon Footprint	Anglo-Saxons	The Tudors	Rainforests	French Animals	
RE	Maths & Literacy	PSHE	Science	History	History	Geography	Languages	Story Starters

Learning & Engagement Assessment Pack

This pack can be reused and adapted for any now>press>play Experience.

Observation Checklist

Experience: _____

Class/Group: _____

Criteria	Yes	No	Notes
Pupils followed audio instructions	<input type="checkbox"/>	<input type="checkbox"/>	
Pupils showed enthusiasm and energy	<input type="checkbox"/>	<input type="checkbox"/>	
Pupils participated in the movements and actions	<input type="checkbox"/>	<input type="checkbox"/>	
Pupils engaged with the story emotionally	<input type="checkbox"/>	<input type="checkbox"/>	
Pupils demonstrated understanding through discussion	<input type="checkbox"/>	<input type="checkbox"/>	

Reflection Sheet

Experience: _____

Class/Group: _____

1. Which parts of the Experience captured the most attention?

2. Were pupils engaged throughout the session? Were there any children who surprised you by joining in, even though they usually wouldn't? Any drops in focus?

3. What evidence of learning did you observe?

4. If you used our Recap, Discuss and Quiz resource, how would you rate the quality of the discussions it generated?

Excellent	Good	Fair	Poor	Very Poor

5. Suggestions for next time:



now>press>play: Pupil Voice

Capture and reflect on your pupils' views and opinions after experiencing now>press>play.

	What did you enjoy most about the Experience? How did it make you feel?	What did you learn from the Experience? Did it help you understand the topic better?
Nursery		
Reception		
Year 1		
Year 2		
Year 3		
Year 4		
Year 5		
Year 6		



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Contact us

Need help setting up or choosing Experiences?

Email: support@nowpressplay.co.uk

Phone: 0203 727 5592

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There's no obligation. We'll give you a call to see what you thought, and if you've seen the impact and want to keep going, we'll talk you through our subscription options to find the best fit for your school.