

BENEYLU SCHOOL

The creators of BENEYLU SCHOOL are three young EISTI graduates from the Val d'Oise department.

Driven by the desire to carry out a project in the field of education, they realized that policy-makers want to promote information and computer technologies in elementary classes and school are beginning to be equipped with computers. There are few resources available to help them take advantage to their material. Having been immerses in new technologies since a very young age, these three engineers are convinced that: students from 6 to 11 can grow though the use of information and computer technologies (ICTE), as long as they have the right tools.

Summer 2007 – The project Projet « Atelier Pédagogique Inter Classes » (APIC) (Inter Class Pedagogic Workshop) was created by teachers and advisors in ICTE. It is a project that uses ICT to promote communication and work between distant schools and classes.

At the beginning of the 2007/2008 school year, the project was received with enthusiasm and the three students decided to give another dimension to their project. They decided to become Engineers with a specialty in Consulting/Management in order to gain competencies in business management.

Spring 2008 – This project was chosen for the « Carrefour de l'Innovation » (Innovation and Resarch Fair - Val d'Oise). The three collaborators join the Neuvitec 95, a business technology incubator, where they are mentored by five experts (marketing, technology, entrepreneurship...)

On June 6th, 2008, HAMBURWARE was born. They recruited two graphic designers who designed the new version of APIC – BENEYLU SCHOOL, intended for children aged 6-11 and whose mascot is BENEYLU JIM

BENEYLU SCHOOL

Ideal for children 6-11, in France and abroad.

PEDAGOGIC – Children learn to work collaboratively via new technologies: to write, produce and edit work, research etc... Tools such as the electronic agenda and notebook, which can be consulted at school and at home were created to improve class life. Student will then be sufficiently prepared for the B2I (Brevet Informatique et Internet).

SIMPLE - BENEYLU SCHOOL is designed for children 6-11 years and teachers not computer experts. It incorporates very intuitive features that are appropriate for use in class and at home.

Friendly – Student want to complete module because they are colorful and the mascot BENEYLU JIM is there to give encouragement. For teachers, everything is in place to facilitate tasks: simplified management, guides, videos help...

Enriching - Some BENEYLU SCHOOL modules, such as the GPS module allows students to explore the world. Others encourage writing to classes around the world and work more on multi-disciplinary projects. Through its design, BENEYLU SCHOOL is a means for openness and sharing values and offers children rewarding experiences.

WHY BENEYLU SCHOOL?

There are a real political will to use information and communication for education (ICT) in elementary schools.. It translates into progressively equipping schools and the introduction of the 'Brevet Informatique et Internet'(B2I) , a certificate in computer and Internet knowledge .However, the material remains unused for lack of relevant software solutions: educational software, often outdated, is more in line with those that use the children at home. In addition, teachers wishing to implement collaborative projects lack time and resources to undertake an

effective correspondence with other classes. It was therefore created to improve and facilitate this and to finally make it simple to use for children and teachers.

YOUR SOLUTION?

BENEYLU SCHOOL is available free of charge and without any commitment. Just connect via the Internet, without software to install or maintain. It can therefore be used interchangeably throughout the world: at school, at home on a school trip etc. With a simple, user-friendly and enriching educational tool Hamburware allows classes to use ICT to achieve all kinds of collaborative projects: learning languages while abroad, the preparation of a class outing, a thematic project etc.

WHAT IS THE FORMAT?

BENEYLU SCHOOL's philosophy focuses on five points key for use in elementary school: simplicity, ergonomics, a digital workspace It is a personalized online workspace, where each user (teacher, parent, child) connects securely and then accesses a wide range of tools: e-mail, link, book library, blog, agenda, GPS, text, specifications...

WHO IS BENEYLU SCHOOL FOR?

It is primarily for elementary schools for use in the classroom or at home. Teachers, students and their parents all have an account with different access levels. The teacher always remains in charge of his BENEYLU SCHOOL and uses it as necessary. Ergonomics and the colorful universe of BENEYLU SCHOOL please children while teachers appreciate its modularity, simplicity and its traceability.

ADVANTAGES FOR TEACHERS?

With the existence of a dedicated platform, the BENEYLU SCHOOL NETWORK, teachers will find the BENEYLU SCHOOL community, help, documentation, news and a innovative system to find partners classes.

EDUCATIONAL PARTNERS?

BENEYLU SCHOOL is accompanied by 30 ICT consultants from the Val d'Oise, mainly teachers made available to schools by the National Education and Learning Documentation (CRDP) Regional Centre for creation and following projects related to ICT in schools.

EVOLUTION OF BENEYLU SCHOOL?

BENEYLU SCHOOL is constantly changing. Its 100% internet conception allows for simultaneous updates for all its users and without intervention on their part. New modules come regularly to join is according to the expectations of the classes and users. Translation in different languages, starting with English is in progress. As to BENEYLU JIM's universe, it is being enriched every day...

OTHER ACTIVITIES?

HAMBURWARE can assist local communities to deploy the BENEYLU SCHOOL in their classes: teacher training, assistance, account creation, statistics etc. Furthermore, BENEYLU SCHOOL can be a perfect fit for language learning.

WHAT IS BENEYLU SCHOOL'S ECONOMIC MODEL?

The objective is to win over many users in order to promote very targeted spaces. For example, an editor for children could make stories available in the library or even sponsor a "dictionary" module. We avoid clickable advertising because the student uses BENEYLU SCHOOL must remain in his work environment. There will not be any ads from the consumer sectors (food, games etc.). We choose advertisers in direct relation to education, and that bring a 'more' to BENEYLU SCHOOL and its users: educational cards, resources, books, practical tools. Finally, in the medium term, we plan to modules available for a fee, such as those who use video conferencing.