Online Tools for Teaching and Learning

Torrey Trust

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Torrey Trust

University of Massachusetts Amherst

Torrey Trust, Ph.D. is a Professor of Learning Technology in the Department of Teacher Education and Curriculum Studies in the College of Education at the University of Massachusetts Amherst. Her work centers on the critical examination of the relationship between teaching, learning, and technology; and how technology can enhance teacher and student learning. Specifically, Dr. Trust studies how educators engage with digitally enhanced professional learning networks (PLNs), how emerging pedagogical tools (e.g., HyperDocs), practices (e.g., Making) and technologies (e.g., 3D printers, augmented reality, ChatGPT, generative AI tools) influence learning, how to design and use open educational resources (OERs), and how to find, critically evaluate, and teach with digital tools and apps. Dr. Trust served as a professional learning network leader for the International Society for Technology in Education (ISTE) for five years, including a two-year term as the President of the Teacher Education Network from 2016 to 2018.

Dr. Trust's research, teaching, and service in the field of educational technology has received noticeable recognition, including the 2016 ISTE Online Learning Network Award, 2017 *Journal of Digital Learning in Teacher Education* Outstanding Research Paper Award, 2017 American Educational Research Association (AERA) Instructional Technology SIG Best Paper Award, 2017 ISTE Emerging Leader Award, 2019 AERA Technology as an Agent of Change for Teaching & Learning SIG Early Career Scholar Award, 2020 University of Massachusetts Amherst College of Education Outstanding Teaching Award, 2020 AECT Annual Achievement Award, 2023 MERLOT Classics Award, and the 2023 University of Massachusetts Amherst Distinguished Teaching Award. In 2018, Dr. Trust was selected as one of the recipients for the ISTE Making IT Happen Award, which "honors outstanding educators and leaders who demonstrate extraordinary commitment, leadership, courage and persistence in improving digital learning opportunities for students." www.torreytrust.com

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Introduction

There are **tens of thousands** of digital tools and apps that can be used for educational purposes.



Image by Gerd Altmann from Pixabay

So how do you select the right one for teaching and/or learning?

This eBook features critical reviews of more than 125 digital tools and apps for teaching and learning. You can browse through pages of interest, search for specific tools, and explore tools based on themes (e.g., assessment-centered, community-centered, knowledge-centered, learner-centered).

Each page includes a detailed overview of a specific tool, including a tool snapshot box which highlights key evaluation criteria (e.g., price, ease of use, accessibility, privacy, ISTE Standards, learning theories) and examples of innovative ways to use the tool for teaching and learning.

The pages are organized according to the National Research Council's (2000) four types of learning environments: assessment-centered, community-centered, knowledge-centered, and learner-centered.

- **Assessment Tools**
  - Assessment tools (e.g., Kahoot, Socrative, Google Forms, ePortfolios) allow educators to conduct pre-course/lesson, formative, and summative assessments.
- **Community Tools**
  - Community tools, including social media, virtual games, and collaborative design spaces, encourage and foster social learning experiences.
- **Knowledge Tools**
  - Knowledge tools, such as virtual timeline creators, mind mapping software, and study sites (e.g., flashcards, tutorials), help students acquire, construct, and organize information.
- **Learner-Centered**
  - Learner-centered tools can be used to personalize, differentiate, and empower learning.

History of the eBook

This eBook was originally designed in 2016 as a website ("Online Tools for Teaching & Learning") as part of a collaborative class project in Dr. Torrey Trust's EDUC 592A: Online Tools for Learning and Instruction course in the College of Education at the University of Massachusetts Amherst.



Original "Online Tools for Teaching & Learning" website

The goal of this project was to create an online resource that would save teachers time spent finding and evaluating new digital tools and apps for teaching and learning and serve as a model for how teachers can critically evaluate and design authentic learning experiences with digital tools and apps.



Students in EDUC 592A in Fall 2016 who designed the original Online Tools for Teaching & Learning website

In 2022, Dr. Trust, with the assistance of Dr. Royce Kimmons, moved the "Online Tools for Teaching and Learning" website to the EdTech Books platform. The EdTech Books platform makes it significantly easier to revise and add new pages, which will allow Dr. Trust to keep the eBook updated, especially as new digital tools and apps are introduced to the educational market and current digital tools and apps make changes to their design, privacy policy, and other aspects.

New Tool Pages

Every year, when the EDUC 592A/EDUC 692D/EDUC 390D course runs, students design additional pages to be considered for inclusion in this digital resource. Only the highest quality pages that showcase a truly critical in-depth review of the tool or app are selected.

2022 New Tool Pages

1. AllSides - Media literacy tool.
2. Biblionasium - community-centered tool for reading books.
3. Brush Ninja - GIF animation tool.
4. Code.org - Computer coding tool.
5. Coggle - mindmapping tool.
6. DocsTeach - educational tool by the National Archives.
7. Duolingo - language learning tool.
8. Flippity - Assessment and design tool.
9. GoNoodle - Video-based brain breaks.
10. LabXchange - Online science classroom.
11. Microsoft Teams - Communication platform.
12. Mentimeter - Polling/quiz tool.
13. Mote - Audio feedback tool.
14. Nearpod - Formative assessment tool.
15. Photopea - Graphic design tool.
16. Pixlr - Image editing tool.
17. Prodigy - Math learning tool.
18. Showme - interactive whiteboard with screen recorder.
19. Slido - Polling/quiz tool.
20. Soundtrap - Audio editing tool.
21. TalkingPoints - Parent-Teacher messanging tool.
22. The Library of Congress Labs - Interactive platform for exploring the Library of Congress resources.
23. Timelinely - Video annotation tool.
24. YoTeach - Backchannel classroom chat tool.
25. Zoom - Communication platform.

2022 Tool Reviewers: Alison McMahon, Ana Shantz, Anna Hellyar, Blaine Wiley, Brenna Jorgensen, Clare Simpson, Dante Sequeira, Emily Gardner, Erik Viggh, Gabriela Rodriguez Lopez, Gianna Godek, Hannah Condon, Hannah Sweeney, Hannah Walz, Hayley Gilmer, Isabella Reader, Isabelle Scott, Jillian Dorney, Jillian Reilly, Josephine Beckett, Kelly Costello, Krista DiCunzolo, Leslie Charles, Makayla Bumpus, Michael Lee, Natalie Pham, Olivia Dussault, Reagan DuPree, Samantha Donovan, Sarah Pingeton, Sultan Bin Tuwaym, Tom Yuan, & Tori Crockett.

2022 Tool Page Designers: Joanne Patalano, Chenyang Xu, & Trevor Takayama.

2021 New Tool Pages

1. Blooket – quiz and game tool.
2. Class Dojo – parent/teacher communication, classroom management, and community building tool.
3. Google Arts and Culture – tool for applying BIG data to art exploration.
4. iCivics – interactive games centered around U.S. government and the rights and responsibilities of U.S. citizens.
5. IdeaBoardz – sticky note virtual bulletin board.
6. Jamboard – whiteboard tool as a set of slides.
7. Minecraft Education Edition – content-based exploration of Minecraft virtual worlds.
8. Pear Deck – interactive, real-time or asynchronous assessment tool.
9. Storyjumper – tool for designing children's books.
10. The Smithsonian Learning Lab – Interactive tool for exploring artifacts from the Smithsonian's 19 museums, 9 research centers, and zoo.

2021 Tool Reviewers: Caroline Gabriel, Sara Shea, Chunyu Liu, Kerri Johnson, Kelly Marshall, Joelle Perez-Howlett, Hunter Proulx, Kenneth Mondschein, Earnest Thomas, Miranda Jurras, Madiha Noor, Bridget Lombardi, Courtney Masse,

Connor Power, Erin Diskin, Madeline Hill, Joanne Patalano, Sam Torres, Jessica Shay, Allyson Danielson, Sarah Cataldo, Anam Shah, Linda McCarthy, Samantha Scripture, & Jennifer Comiskey.

2021 Tool Page Designer: Nathaniel Woodruff.

2020 New Tool Pages

EDUC 390D/692D students in spring 2020 developed **16 new pages** featuring a variety of tools to enrich teaching and learning:

1. Anchor – podcast creation and hosting tool.
2. Basecamp – project management/teamwork platform.
3. Floop – tool for providing digital feedback directly on students' work (e.g., printed worksheets, photos).
4. Genial.ly – graphic design tool.
5. Gimkit – quiz tool.
6. Google Keep – multimodal note-taking, organization, and list-making tool.
7. Goosechase – tool for creating multimodal scavenger hunts.
8. Hypothes.is – social annotation tool.
9. Knight Lab Storytelling Tools – digital storytelling and information exploration tools.
10. Loom – screen recording tool.
11. Lumen5 – video-making tool (turn text into videos).
12. Microsoft Immersive Reader – accessibility tool for reading.
13. Netboard.me – digital curation tool.
14. Twine – interactive storytelling tool.
15. VidReader – tool for creating interactive transcripts from YouTube videos.
16. Wolfram|Alpha – knowledge computation tool.

2020 Tool Reviewers: Paige Alves, Aviahna Austin, Michelle Barrett, Ashley Blatt, Matthew Checrallah, Constance Cook, Jeffrey Edelstein, Megan Flaherty, Sai Gattupalli, Madison Hinksmon, Joshua Hirsh, Joseph Ice, Ian Miller, Emma Needham, Elisabeth Ng, Isabella Notarangelo, Mason Peng, Benjamin Schroeder, Jared Shein, Kendra Sleeper, Tyler Volpe-Knock, and Isabelle Wang.

2019 New Tool Pages

EDUC 592A students in fall 2018 developed **21 new pages** featuring a variety of tools to enrich teaching and learning:

1. Adobe Spark – video, poster, and website design.
2. Audacity – audio production and editing.
3. Book Creator – design multimodal eBooks.
4. CoSpacesEDU – create mixed reality content.
5. Coursera – massive open online course provider.
6. Educreations – interactive whiteboard screen recorder.
7. Flipgrid – video-based discussion forums.
8. Formative – real-time assessment.
9. Google Sites – website design.
10. Google Tour Builder/Creator – virtual reality design.
11. LucidPress – graphic design (brochures, newsletters, magazines).
12. Newsela – differentiated reading levels for the news.
13. Pencil Code – creative programming.
14. Powtoon – animated video design.
15. Remind – text-based messaging.
16. Slack – community tool for project management.
17. Socrative – interactive assessment.
18. Sutori – collaborative multimodal timeline design.
19. Sway (Microsoft) – presentation, newsletter, and document design.
20. Twiddla – real-time, collaborative virtual whiteboard.
21. Wakelet – information curation.

2019 Tool Reviewers: Adrial Lobelo, Jacob Bensco, Ziyun (Carina) Chen, Juliana Denrich, Liam Flaherty, Taylor Hildack, Jessica Kadarisman, Elizabeth Conniff, Brian Ramirez, Dennis Spencer

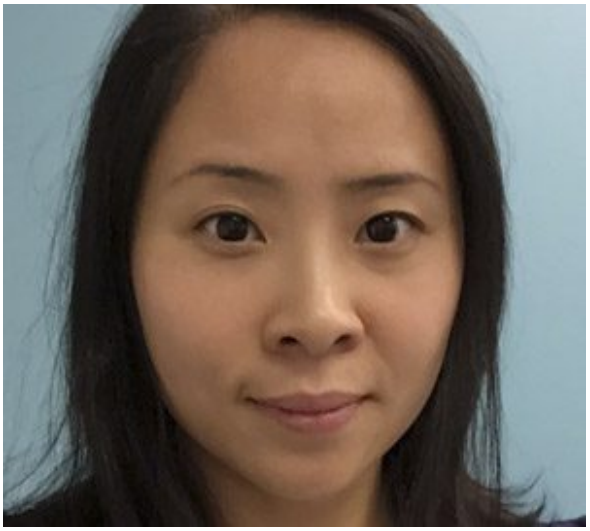
2016 Tool Reviewers (Original Team)



Jeromie Whalen is Technology Educator at Northampton High School in Northampton, MA and Vice President of Board of Directors for Northampton Community Television. Whalen works closely with educational non-profits in his community to enhance student learning through local projects and events. A self-described technophile, Whalen enjoys gadgetry of all types and watching Youtube videos of hamsters eating tiny burritos. www.nhstechnology.org | @nhs_technology

	**Emrah Pektas** is pursuing a master's degree at University of Massachusetts and Learning, Media and Technology is his major. Emrah worked in a primary school as a classroom teacher in Turkey. His will is to become an expert in educational technology, and then to make contributions to the Turkish education system.
	**Tung-Chien Evan Yu** is a graduate student in BEM (Bilingual/ESL/Multicultural) program in UMass Amherst. His primary interest is baseball. Taiwan is his country of origin. Taiwanese Food is on his recommendation list. Welcome to Taiwan, let Evan be your best guide. Evan is in charge with his own startup company across Taiwan, Japan as well as China. One more thing. Congrats! Chicago Cubs-Legend 2016!
	**Maria Afzal** is a graduate student in Learning media Technologies program at University of Massachusetts . She holds a B.S (Hons) in Computer Science and a Masters in Multimedia Arts and works as Co-Admin Classroom Technologies at University of Massachusetts . She has also worked as a Graphic designer and Multimedia Artist in the past but her enthusiasm for the design and implementation of new technologies for learning environments and educational systems led her into the field of learning technologies.

	**Weiyang Liu** is a graduate student studying in Learning, Media and Technology M.Ed. Program at UMass Amherst. She has a M.S. degree in TESOL (Teaching English to Speakers of Other Languages) from University of Rochester and one-year Chinese as Foreign Language teaching experience in Rochester, NY. During her teaching, she made pedagogical connections between Web 2.0 tools and classroom teaching. She is also working as an Educational technology consultant at University of Massachusetts at Amherst, where she helps instructors to best implement technology into the curriculum. Portfolio
	**Charlotte Crane** is a high school science teacher currently working on her master's of education in Learning, Media, and Technology at the University of Massachusetts, Amherst. She is currently researching ways to incorporate technology into inquiry-based instruction and lesson differentiation.
	**Ozkan Yildiz** is a master student in Learning, Media, and Technology through College of Education at University of Massachusetts Amherst. I taught five years in Turkey to grade 4-8 students in Turkey, so that I could know that they are so interested in technology. However, teachers also should have much knowledge about technology to integrate it to their classes. Therefore, I want to be technology navy and come to the U.S. After I have my master's degree, I will pursue my education career in Ph.D to be specialist in the area of educational technology. Ultimately, I will be part of curriculum development process in my country. Portfolio

	**Ximena Vicuna Cubillos**, is a Digital Animator from Chile who is currently attending her first year in the Master's program in Learning Media and Technology at Umass Amherst. She is also working as an Educational technology consultant at University of Massachusetts at Amherst. She loves animation as well as education and she really wants to combine her two passions to create meaningful content for children to improve their learning experiences. Highlight Reel
	**Lian Duan** is a middle school teacher who is pursuing a master's degree in Learning, Technology, and Media in UMASS, Amherst. She is interested in using technology to differentiate and enhance students' learning in public schools, as well as to transform language immersion education.
	**Gabrielle R. Merchant**, Ph.D. is currently a Doctorate of Audiology Candidate at the University of Massachusetts Amherst and previously received her Ph.D. from the Harvard-MIT Speech and Hearing Bioscience and Technology program. Her primary interest is in translational hearing research focusing on auditory mechanics and improving clinical diagnostic tools, with a budding interest in auditory perception, particularly in children. Her ultimate goal is to be an academic audiologist performing translational research while educating future clinicians (with the best ed tech tools available) and seeing patients.

	**Blanca Osorio-Castillo** is an ESL Teacher at Crocker Farm Elementary School in Amherst, Massachusetts. She holds a master's of Education in Curriculum and Teaching from Fitchburg State University. She enjoys writing, as well as creating literacy and technology projects with her students, such as making video and audio books. Blanca is originally from Colombia, and she is the founder and director of Grupo Folklórico Tradiciones, a local dance group that embraces the traditional and folk dances of Latin America.
	**Giselle Gonzalez** is a first grade teacher at Pelham Elementary School. She received her master's degree in Elementary Education from the University of Massachusetts, Amherst Campus. She has been a teacher for 12 years. In her free time, Giselle dances with Grupo Folklorico Tradiciones, a folkloric dance group whose mission is dedicated to preserving, enriching, and promoting the Colombian and Latin American art and culture through theatrical dance performances. Giselle loves animals, she is a proud pet caretaker of a dog, cat, hedgehog, rabbit, guinea pig, bearded dragon, leopard gecko and two Degus!
	Betsy Vegso is a graduate student in the International Education program at UMass/Amherst. She holds a Master's degree in Communication from Temple University. Over the last ten years she has lived and worked in Europe, the Middle East, Central Asia, and Southeast Asia as a teacher, volunteer, and staff member with Peace Corps. Previously she worked as mediator in the San Francisco Bay area. Betsy is interested in how technology can be used for distance education and support, particularly for students and teachers in under resourced learning environments.

Acknowledgements

Special shoutout to my husband, Trevor Takayama, for the countless hours he put in to helping me make this eBook.

Contact

If you have any questions about this eBook, please contact Dr. Torrey Trust.



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Assessment Tools

Quizzes & Polls

- Answer Garden – Poll & word cloud generator
- Blooket – Quizzes and games
- Flippity - Assessment and design tool
- Gimkit – Quiz-style student-response game
- GoSoapBox – Web-base clicker tool
- Google Forms – Quiz questions with data exported to a Google Sheet
- Kahoot – Quiz-style student-response game
- Mentimeter - Polling/quiz tool
- Plickers – In-person, visual, multiple-choice assessment tool
- Crowdsignal (formerly Polldaddy) – Survey and polls
- Poll Everywhere – Polling tool
- Quizizz – Polls and quizzes
- Socrative – Quizzes and games
- Slido - Polling/quiz tool

Interactive Videos

- Edpuzzle – Videos with quiz questions and prompts
- Playposit – Web-based video platform for formative assessment
- TED-Ed – Educational videos with formative assessment questions and discussions

Feedback

- Classkick – Interactive, real-time assessment
- Formative – Interactive, real-time assessment
- Floop – Visual feedback tool
- JoeZoo – Google add-on for summative and formative assessment
- Mote - Audio feedback tool
- Nearpod - Formative assessment tool
- Pear Deck – Interactive, real-time or asynchronous assessment

Other

- Goosechase – Multi-modal scavenger hunt

Assessment Tools A-Z



AnswerGarden

AnswerGarden is an easy-to-use polling tool that allows a teacher to quickly collect students' thoughts and ideas. It adopts a minimalist design that allows users to create, share, answer, and manage ...



Blooket

Blooket is a trivia and review tool that allows educators to “level up classroom engagement” (Blooket, 2021, para. 1). Blooket is a gamified learning platform where teachers host games thr...



ClassDojo

ClassDojo is a community-centered learning website and application that provides a platform for teachers, students, and parents to collaborate and build a community together. Having multiple uses, Cla...



Classkick

Classkick is a free digital formative assessment tool that allows teachers to create lessons and assignments that students work through on their devices at their own pace. Teachers can observe student...



EdPuzzle

EdPuzzle is a free assessment-centered tool that allows teachers and students to create interactive online videos by embedding either open-ended or multiple-choice questions, audio notes, au...



Flippity

Flippity is a site that gives teachers access to a variety of tools to use in the classroom to enhance student experience and engagement. There are currently 27 different tools on Flippity. Some of th...



Floop

Floop is a browser-based tool that eases the process of providing students with digital, interactive feedback on their paper-based assignments and it’s available on all platforms. With Floo...



Formative

Formative is a real-time, interactive assessment tool. A formative assessment is a formal or informal opportunity to do two things: identify which students are struggling AND inte...



Gimkit

Gimkit is an interactive digital quiz-style game that can excite and inspire learning. Similar to Kahoot!, Gimkit allows educators and students to create multiple choice questions from scratch fo...



Goosechase

Goosechase is a digital tool and app for creating multimodal scavenger hunts. Using Goosechase, students can take photos or videos of scavenger hunt items, solve riddles and word puzzles, and tag them...

GoSoapBox

GoSoapBox is a web-based student response system. Its creator and CEO, John Styley, remembered that he shied away from asking questions when he was a college student. Feeling he had missed opportuniti...

Google Forms

Google Forms is a free online tool from Google which allows users to create forms, surveys, and quizzes as well as to collaboratively edit and share the forms with other people. Educators can use Goog...

Kahoot

Kahoot is a free student-response tool for administering quizzes, facilitating discussions, and collecting survey data. It is a game-based classroom response system played in real time. Questions are ...

Mentimeter

Mentimeter is an online presentation-building tool that facilitates audience engagement. The tool allows presenters to include polls, multiple-choice and open-ended questions, quizzes, and scales that...

Mote

Mote is an audio-based feedback tool that saves time, improves connection, and expands access. This assessment tool is a Google for Education partner that has been used to give feedback more than 30 m...

Nearpod

Nearpod is a formative assessment and learning tool that allows educators to teach their students in a variety of modes, such as live participation, student-paced, and front-of-class teaching. With Ne...

Pear Deck

Pear Deck is a popular formative assessment tool that allows teachers to design interactive presentations and engage students in learning through multiple choice questions, drag-and-drop and text-base...

Playposit

Playposit is a interactive web-based video platform that allows educators to conduct formative assessments both inside and outside the classroom. Teachers are able to embed questions and prompts ...

Plickers

Plickers is an assessment tool made by a teacher who was looking for a quick and simple way to check student understanding. This assessment tool allows teachers to collect on-the-spot formative ...

Polldaddy (CrowdSignal)

Crowdsignal, formerly Polldaddy*, is a website that allows you to create, distribute, and interpret the results of polls, surveys, quizzes, and ratings. Crowdsignal is an easy to use assessment tool t...

Poll Everywhere

Poll Everywhere is a dynamic online polling platform that allows students to vote on custom teacher-generated polls through text messaging (SMS),

Slido

Slide is an online question and answer polling platform that teachers can use to get feedback from their audience. Slido is

smartphone, or computer by visiting this website. With...

Socrative

Socrative is a quiz-based, formative assessment tool with multiple features that can enrich teaching and learning. Teachers can design quizzes, space races (picture being at the county fair and squirt...

Quizizz

Quizziz is an online assessment tool that allows to teachers and students to create and use one another's quizzes. After providing students with a unique access code, a quiz can be presented liv...

"Trusted by more than 750k customers worldwide" (Sli.do). Slido ...

TED Ed

TED Ed is a "lesson creator" platform that allows you to structure an assignment around a video and assess students' engagement with the material. The lesson format consists of a les...

Quizlet

Quizlet is a digital learning tool that can be used by students, parents, and teachers. The site contains over 100 million sets of study materials created by other users that range in topics fro...



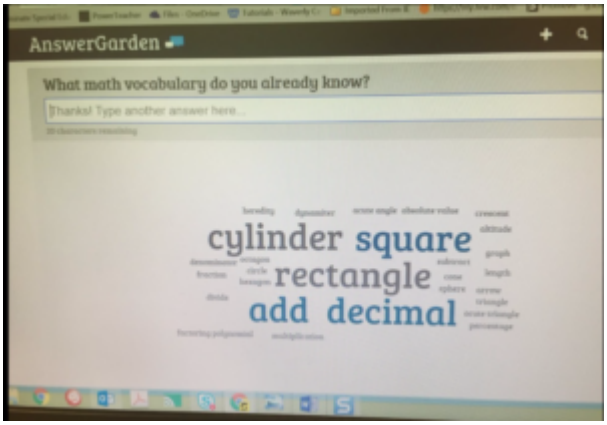
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AnswerGarden

Connectivism | Quizzes | Polls

AnswerGarden is an easy-to-use polling tool that allows a teacher to quickly collect students' thoughts and ideas. It adopts a minimalist design that allows users to create, share, answer, and manage topic questions without signing up for accounts. Although it is a simple app, it has the potential to be used to accomplish a wide range of educational tasks, such as brainstorming, polling, synchronous and asynchronous communication, and formative assessment. For example, a math teacher can post a warm up question to activate students' prior knowledge, as shown below.



Screenshot of an AnswerGarden word cloud

Tool Snapshot

Price	Free
Learning	Connectivism
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★☆☆
Class Size	Unlimited

ISTE*S	Empowered Learner

AnswerGarden must be used with devices with Internet access. It offers no accommodation for people who are visually impaired. Users do not need to sign up for an account in order to use AnswerGarden. In fact, there is no account available on the website. Therefore, concerns for the collection of personal information is minimum. AnswerGarden does reserve the right to 'block access to any posts' if AnswerGarden determines that your garden (or plant) is inappropriate for any reason.'

AnswerGarden Video



Watch on YouTube

View AnswerGarden Video Transcript

AnswerGarden & the SAMR Model

Here is an example of how AnswerGarden might fit within the SAMR model for an English Language Arts class working on word family:

- **Substitution:** Teacher posts the question: "What are the synonyms for 'happy'?" on AnswerGarden rather than asking students to respond verbally.
- **Augmentation:** Over the course of two weeks, students keep finding and adding synonyms for happy while reading books of their choices.
- **Modification:** Every other day, students review the answers in their AnswerGarden page and analyze new words added by their peers which were not known to them previously.
- **Redefinition:** The class can invite another class from another country to join their activity and add their descriptions of the word, which might be different based on their culture/geographic location.

Learning Activities

Math

Review key vocabulary in a math unit. For example, post a prompt: “What are the difficult vocabulary in the Algebraic Expression unit that we need to address?” Students’ responses are shown in the pictures below:



Science

Use a topic question to activate background information and engage students in the learning process. For example: “What words come to mind when we add heat to materials?”

English/Language Arts

Use AnswerGarden to discuss main characters. For example: ”What words would you use to describe Jonas in *The Giver*?” Students can continue to add answers as they read *The Giver*.

Other

Icebreaking activities; polling.

Resources

- #answergarden hashtag on Twitter
- Answer Garden Growing Answers Using Web 2.0
- 21st century teaching and learning AnswerGarden wordwall

How to use AnswerGarden

1. Go to https://answergarden.ch/
2. Click on “Create AnswerGarden” or tap on the addition sign, as shown in the picture below.
3. Enter a topic.
4. Select a Mode:
    - In Brainstorm Mode, respondents can submit an unlimited number of answers, including unlimited copies of the same answer.
    - In Classroom Mode respondents can submit an unlimited number of answers, but may only submit each answer once.
    - In Moderator Mode each answer will be submitted to the AntiGarden, so you can manually approve these entries to your AnswerGarden.
    - In Locked Mode the AnswerGarden is closed and no new answers can be submitted.
    - Spam Filter: The spam filter option detects and blocks ‘common unwanted answers’. These include a range of swearwords in the English and Dutch language.
5. You have now created your AnswerGarden with the topic questions on the top and a rectangle as the “answer garden.” The keywords of the responses will show in the “garden.”
6. Share the questions with your audience in the following ways:
    - Copy the link to your AnswerGarden and email it to your audience.
    - Click on “share” at the bottom of your answer “garden.” You can now share your question on Facebook, Twitter, and other social media platforms.
    - The “Share” function also allow you to place (embed) your AnswerGarden on your blog, site or social network page, using the provided embed code.
        - “People will start posting their answers to your question, either by entering their own answers or by clicking on and submitting existing answers. These are then represented in your AnswerGarden in the form of a growing word cloud (AnswerGarden, 2016).”
7. Prevent bullying and foul language.
    - Choose the “Moderator” mode. All the answers will then be sent to an AntiGarden. The AntiGarden has the same setup as the AnswerGarden, except that the question will be red, and the administrator needs to approve the answers manually to enter into the AnswerGarden.
    - Turn on the Spam Filter while creating the question.
    - Remove unwanted answers by click on an answer and click on the X. You can undo the removal by logging in as administrator, clicking on “moderator” at the bottom of your AnswerGarden, logged in as Admin and click Moderate button underneath your AnswerGarden. You can now click each answer to select it and reveal a green approve-button (with a white check) next to the answer. Simply click the approve-button and the answer will be removed from the AntiGarden and moved to your AnswerGarden.
    - The AnswerGarden will not show answers in their entirety. Only the essence of the answers is displayed in the “garden.” The words towards the center of the “garden” are the high-frequency words in all the answers, the ones towards the edge of the “garden” are words repeated less. Clicking on a word can reveal how many times the word is used in the answers. As shown in the picture above, the word “chocolate” was used three hundred forty-seven times in the answers.

Research

Sindel-Arrington, P. (2010). Using Internet Polling to Capture Students’ Perspectives, ProQuest LLC, Ph.D. Dissertation, Arizona State University, ISBN-978-1-1097-4698-3

Author

This page was created by Lian Duan.



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Blooket

Behaviorism | Quizzes | Polls

*Blooket is a trivia and review tool that allows educators to "**level up classroom engagement**" (Blooket, 2021, para. 1). Blooket is a gamified learning platform where teachers host games through question sets and students answer on their own devices. This is an assessment-centered tool, specifically formative assessment. When students get correct answers, they receive points, which allow them to buy and sell 'Blooks'. On Blooket there are hundreds of premade question sets for you to use or you have the option to make your own set unique to your class. This new take on reviewing or practicing material can increase student engagement and excitement.*



Tool Snapshot

Price	Blooket Starter: Free forever; Blooket Plus: $2.99/month; Blooket Plus Flex: $4.99/month
Learning	Behaviorism
Ease of Use	★★★★★
Privacy	★★★☆☆
Accessibility	★★☆☆☆
Class Size	60 students/game maximum
Login	Yes
ISTE*S	Empowered Learner
COPPA/ FERPA	Yes as long as “parental consent” or “school consent” is provided

Types of Learning

Behaviorism is about learning through interactions within an environment. The most prominent example is positive reinforcement. When students get a correct answer on Blooket, they receive points. This shapes their behavior by encouraging them to learn more in order to get more points.

Ease of Use

We gave this tool a rating of 5 stars for ease of use. There is minimal instruction needed and the website navigation is straight forward. After signing up with your email, you can get started right away by creating a game or question sets. Unfortunately, there is not a FAQ page on the website however, there is a getting started tutorial for teachers.

Privacy

We gave this tool a rating of 3 stars for privacy. The user (who must be older than 13) does have to share personally identifiable information such as first and last name and email address when registering to use the tool. Other information, such as Internet use, device type, and location when using the tool, are also collected. The privacy policy clearly states what information is collected and what they do with the information. It seems as though you can not necessarily choose what information is collected, but schools and parents can request that student data is removed. Blooket’s privacy policy states that “Blooket collects the minimal amount of information from students necessary to utilize our Service: we ask student who are invited to play the games or participate in homework to only create a username. Students who join as users with parental consent or who are above specified ages only provide names, email addresses and usernames” (para. 24).

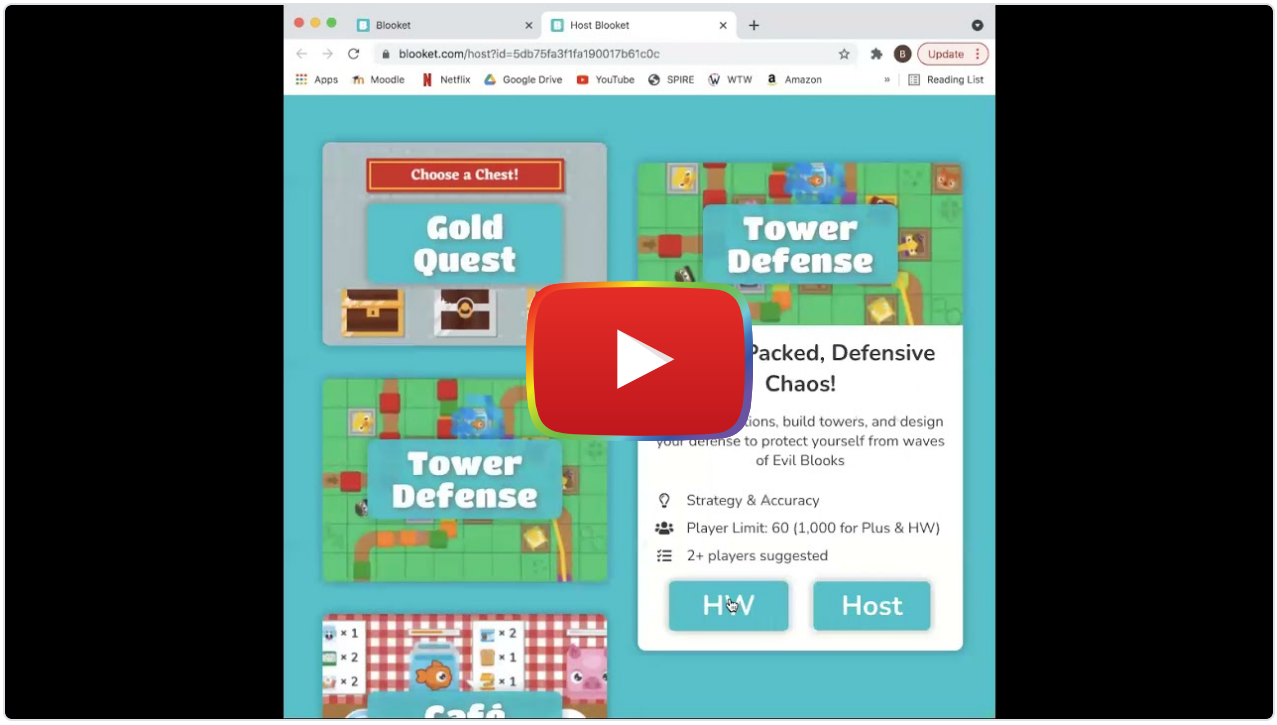
Accessibility

We gave this tool a rating of 2 stars for accessibility. There does not seem to be an accessibility statement provided by Blooket. You are not able to use Blooket solely through a keyboard – a computer mouse or computer pad must be used. Accessibility could be improved by supporting screen readers, alternative methods of navigation, and text-to-speech and speech-to-text features when asking or answering the questions.

ISTE Standards for Students

- **Empowered Learner**
  - Students can use this tool to seek immediate feedback via correct or incorrect answers.
  - Students use the tool to demonstrate their learning, what they know and do not know (pre or post-assessment) through the different types of game modes and question sets.
  - Students can customize their “Blook” and learning environment to support their learning.
  - Students and teacher can track their progress over the course of the year.
- **Global Collaborator**
  - Students can utilize this tool to collaborate with fellow classmates and peers by working in pairs or on teams.
  - Students only need a join code to join the game so students from around the world are able to connect and play in real time.

Blooket Overview Video



Watch on YouTube

Blooket & the SAMR Model

Dr. Ruben Puentedura’s SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how **Blooket** might fit within the SAMR model:

- **Substitution:** Students use Blooket to answer quiz questions virtually (instead of using a pencil and paper).
- **Augmentation:** Students can complete Blooket games from home, the library, or anywhere in the world and receive immediate feedback.
- **Modification:** Students can engage in a variety of different games to advance their understanding of the content.
- **Redefinition:** Students can compete in games with other classes around the world.

With technology developing quicker than ever, it is crucial we implement it into education. We hope you can consider Blooket as one example of how technology can enhance students' knowledge and understanding of material.

Learning Activities

- **Math**
  - Speedy Math races among AI ghosts or other students encourages more studying of basic arithmetic.
  - Students can test their knowledge of fractions through looking at the image of a pie chart, then selecting the correct proportion value for the correlated image.
- **Science**
  - Students can engage in a game where they must list the correct parts of the cell on a visual example, list the elements of the periodic table, or even identify compounds based on pop culture or two-word descriptions.
  - Leveling Up: Students could design their own "Blooks" on pencil and paper to represent each element in the periodic table or collaboratively generate a bank of quiz questions and host the game for a younger class or family members.
- **English/Language Arts**
  - Students can be challenged to list different pieces of a sentence structure (subject/predicate/etc…).
- **Social Studies**
  - Students can practice memorizing states, capitals, and countries.

Using Blooket for Formative Assessment

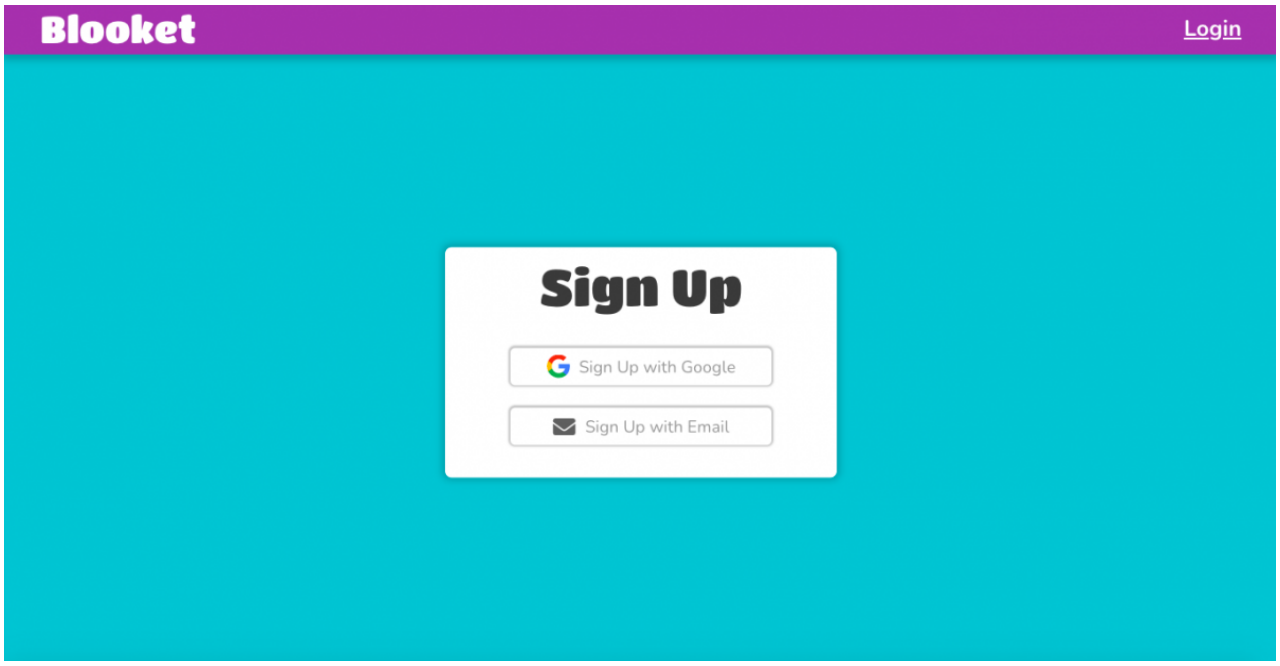
All of the games discussed above allow for direct feedback for both the student and the teacher. For the student, they can see which question(s) they got wrong in real time. This will allow the student to identify what material to look at in more detail. For the teacher, you are able to see whether your students are fully comprehending and understanding the information you are teaching during a session. By analyzing student responses after each session, you can see what topic areas students did not fully understand and discuss them further before moving on to the next topic.

Resources

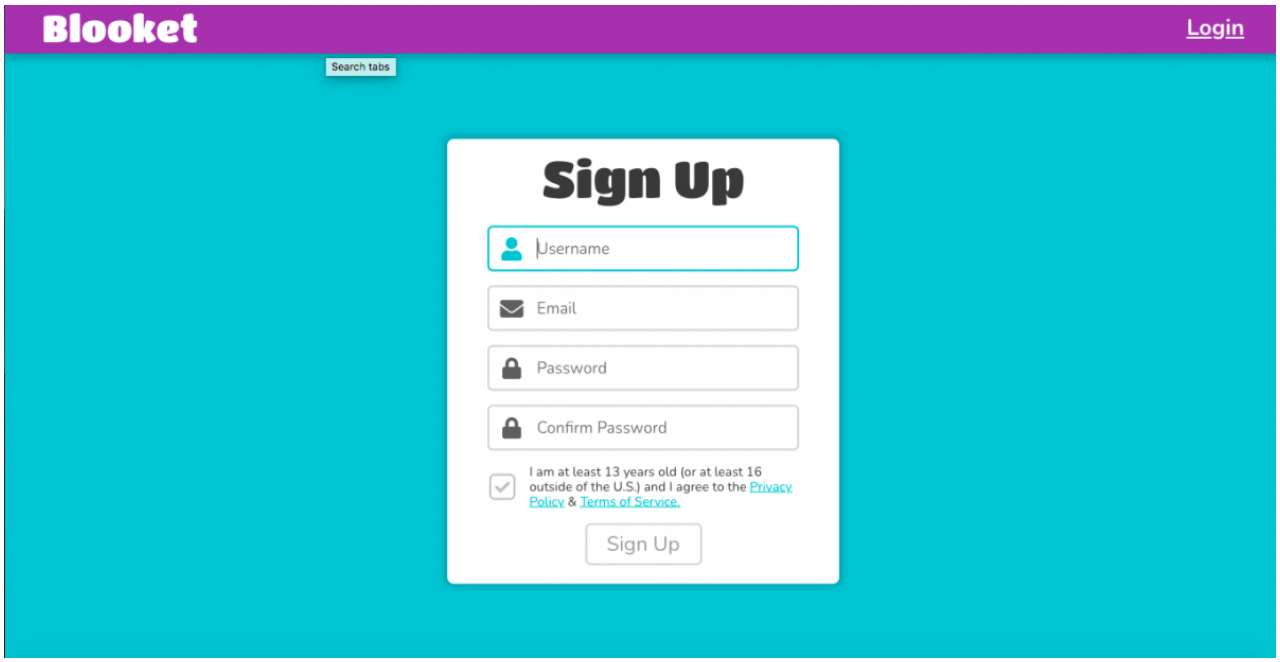
- Assessment-Based Feedback Tool: Blooket
- Blooket: A New Take on Trivia and Review Games
- "Blooket Review for Teachers – Common Sense Education"
- Getting Started with Blooket – Teacher Edition
- Using Blooket to Increase Student Engagement

How to Use Blooket

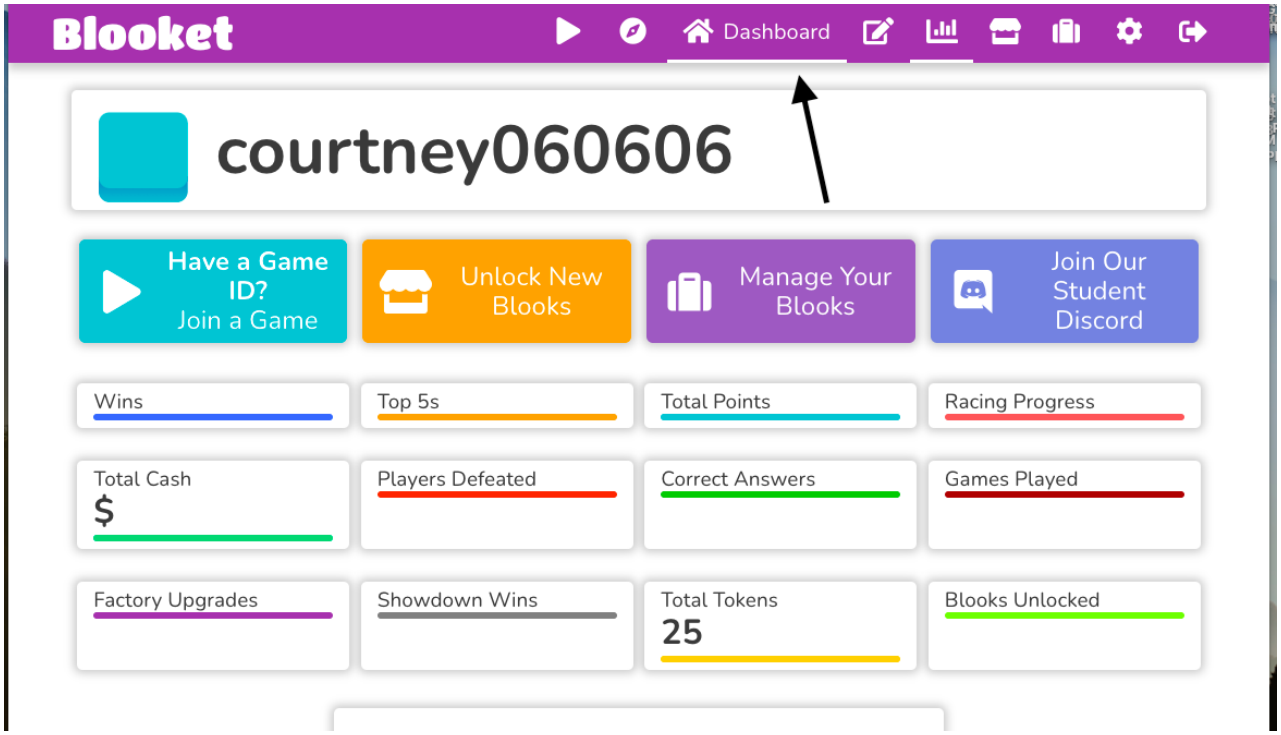
- Go to www.blooket.com.
- Click "Sign Up" and register for an account using your email.

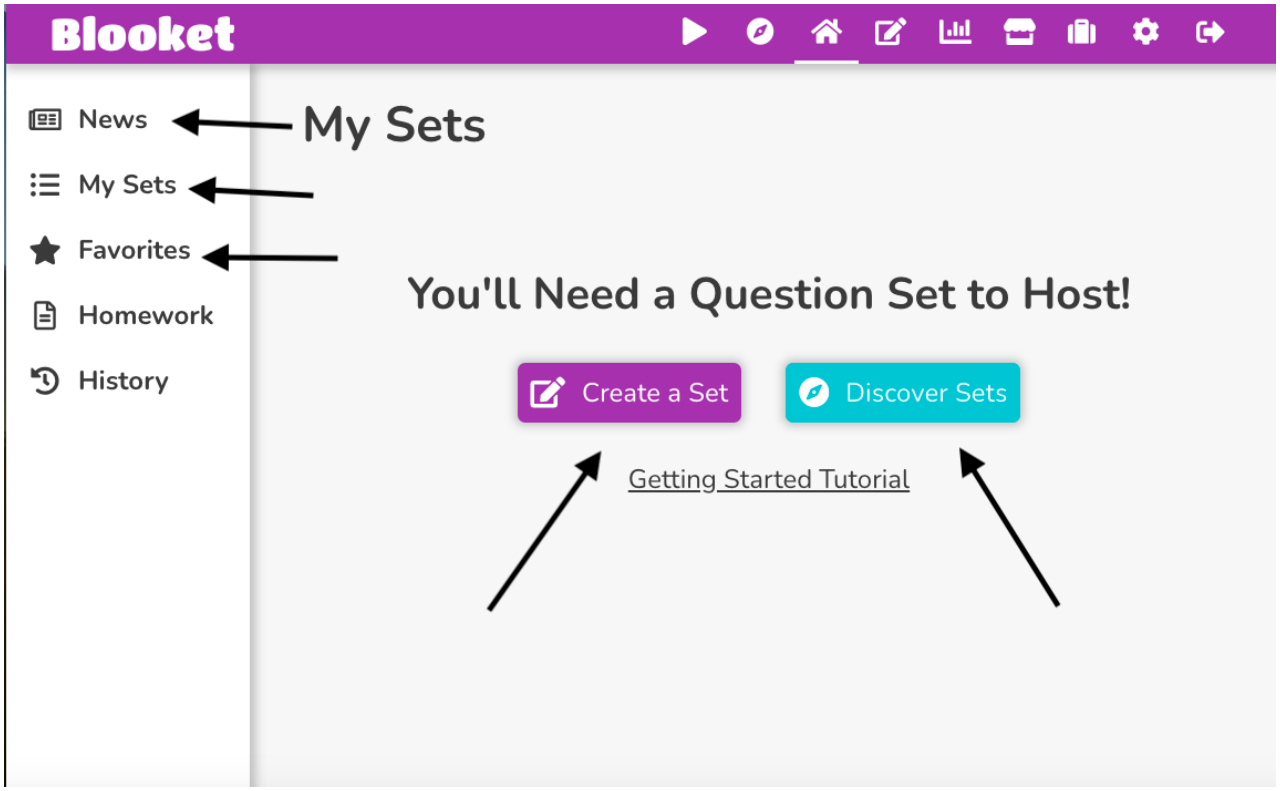


- You can choose to register as a teacher or a student (Note: Students under 13 should only register with parental or school consent).
    - Once you sign up, you have the option to switch your account to student or teacher if needed.

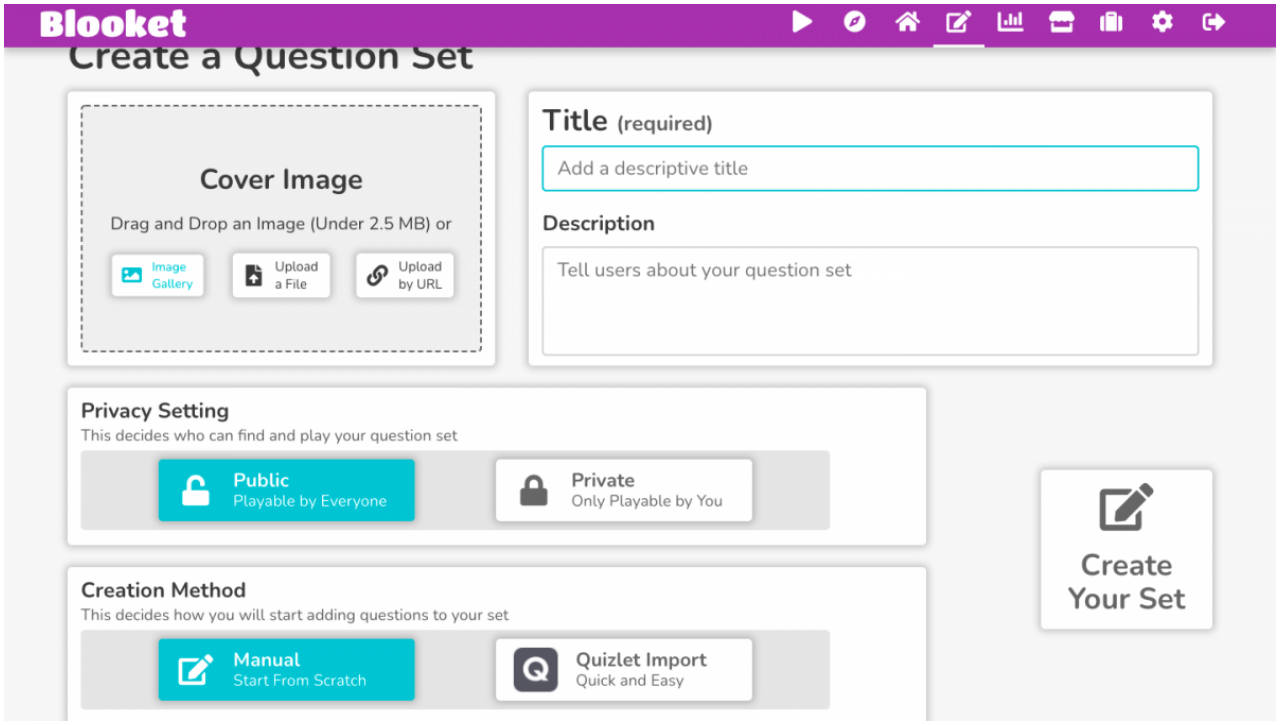


- Return to Blooket and login.
- Click on the dashboard icon at the top of the page (shaped like a house).
    - On the left of the dashboard you can see recent news, question sets, favorited question sets, quests, and recently hosted games.
- Create a new study set or discover sets made by others.
    - Use the search bar to discover new sets.

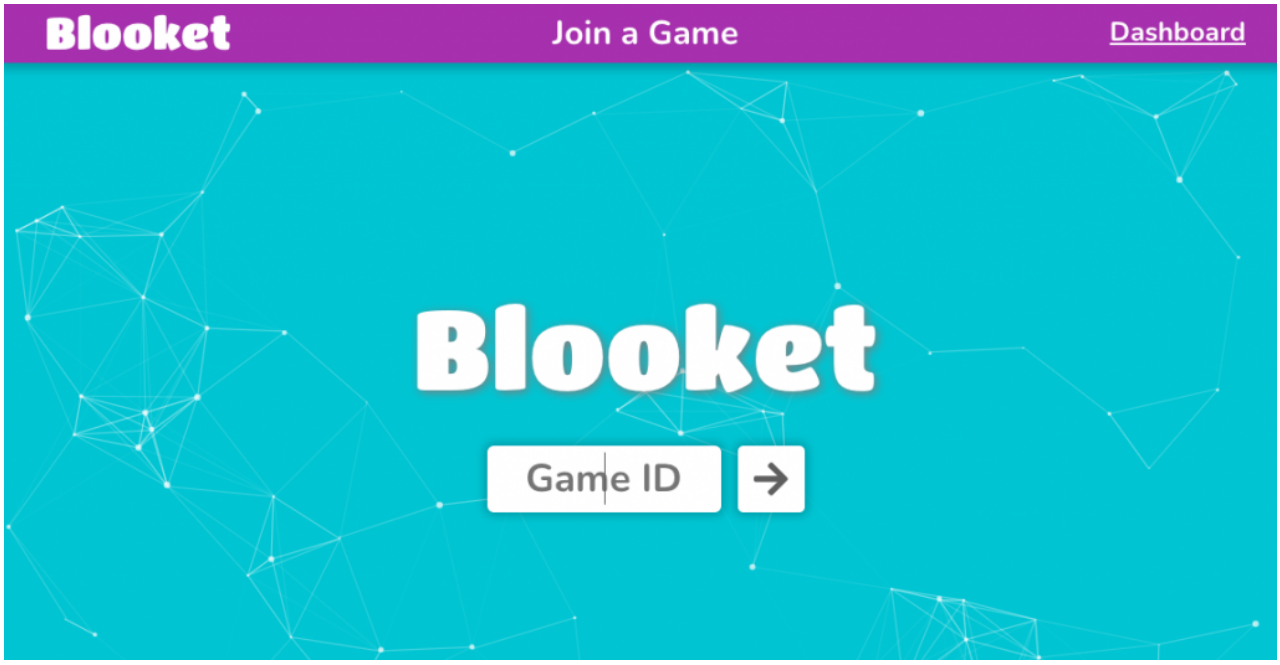




- (If teacher) Select a set that you are looking for.
  - Click the host button.
  - Assign homework.
  - Host live games.



- (If student) Select the play button on your Blooket dashboard in order to join a live game.
  - Enter the game ID given by the host in order to join the game.



BLOOKET TUTORIAL for Teachers | Blooket Review Game Beginner Tutorial | EdTech Classroom



Watch on YouTube

Related Research

- "Learning with quizzes, simulations, and adventures: Students' attitudes, perceptions and intentions to learn with different types of serious games"
- "Technology: Learning Can Be Fun and Games"
- "Gamification in the Classroom: Examining the impact of gamified quizzes on student learning"

Authors

This page was created by Bridget Lombardi, Courtney Masse, and Connor Power.

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ClassDojo

Collaboration | Behaviorism | Crisis Communication

ClassDojo is a community-centered learning website and application that provides a platform for teachers, students, and parents to collaborate and build a community together. Having multiple uses, ClassDojo is "actively used in 95% of all K-8 schools in the U.S. and 180 countries" (Class Dojo Press, para. 2). While ClassDojo is most commonly known for its practical teacher/parent communication application (with text translation to over 35 languages), it can also be a useful tool to build classroom culture, practice positive classroom management, and let students showcase their work on their digital portfolio. Teachers can use ClassDojo to share classroom updates and announcements with parents privately or "publicly" (within their classroom). Additionally, students can display the work they are most proud of to their parents in their personal portfolios in ClassDojo.



Watch on YouTube

Tool Snapshot

Price	FREE*

Learning	Behaviorism & Social Learning
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★☆☆
Class Size	Unlimited
Login	Yes
ISTE*S	Empowered Learner; Knowledge Constructor; Global Collaborator
COPPA/ FERPA	Yes – COPPA and FERPA Compliant

Price

*Always free for teachers; parents can subscribe to a Class Dojo Beyond School version for $7.99/month, with a one week free trial. The Beyond School version allows parents to use the "Dojo Point" behavior management system at home – however, using it as school communication is always free.

ISTE Standards

Class Dojo falls under the following categories of the ISTE standards:

Empowered Learner 1c: Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.

- With Class Dojo, students can display their work on digital portfolios to get feedback from teachers and parents, which will allow them to improve on their learning.

Knowledge Constructor 3c: Students curate information from digital resources using a variety of tools and methods to create collections of artifacts that demonstrate meaningful connections or conclusions.

- Students can create a digital portfolio by uploading assigned tasks in a variety of formats including drawings, videos, images, or text.

Global Collaborator 7c: Students contribute constructively to project teams, assuming various roles and responsibilities to work effectively toward a common goal.

- Teachers can use Class Dojo to facilitate teamwork by putting students in groups and assigning them group work to earn Dojo points.

Ease of Use

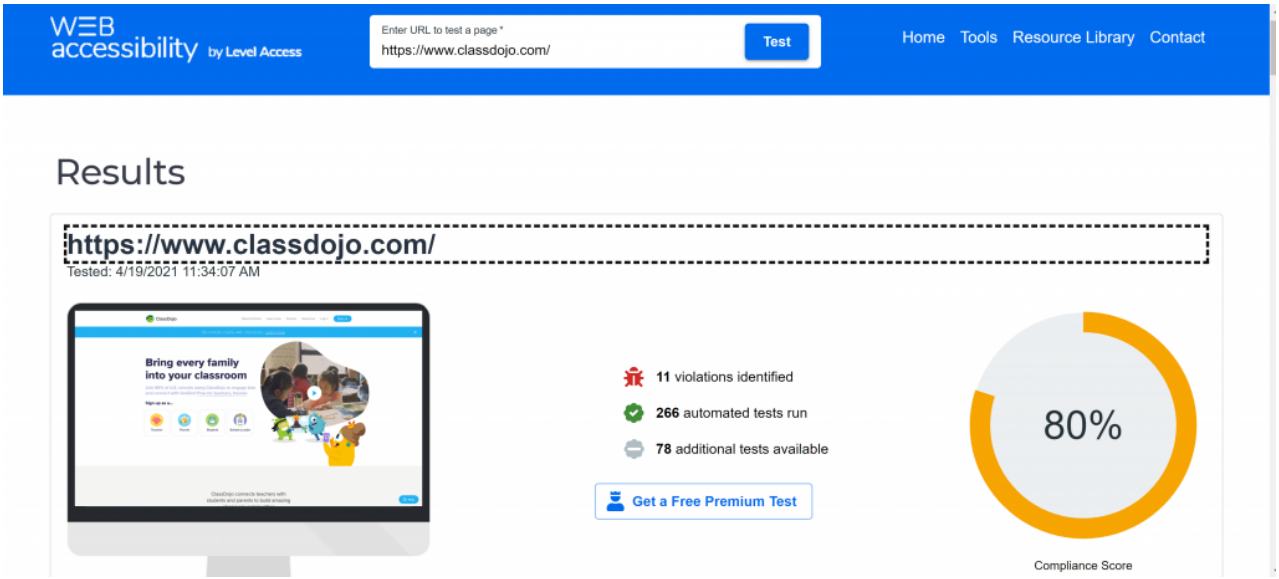
Class Dojo can be used across a variety of platforms. It works on iOS, Android, Kindle Fire, and on any computer and browser. Tabs are clearly labeled – making navigation throughout the site easy. The website and the mobile app are set up similarly which gives the platform great continuity for ease of use across devices. The translation of 35+ languages also gives it an increased chance of usability by many families, especially families whose native language is not the same as the classroom teachers' native language. There are a number of tutorials available as well as a detailed Helpdesk on the website for new users.

Privacy

Class Dojo outlines their privacy terms in detail in the Privacy Center section of their website, which states that the website and app are both COPPA and FERPA compliant as well as GDPR compliant in Europe. The privacy statement declares that they obtain minimal information from the users (but users cannot choose which information to opt-in or opt-out from). It also states that they have a one-year deletion policy for inactive accounts. Furthermore, Class Dojo guarantees that it "does not (and will not) sell or rent your (or your child's) personal information to any third-party for any purpose – including for advertising or marketing purposes" (Class Dojo Privacy Policy, para. 1)

Accessibility

While a specific accessibility statement is missing from Class Dojo's website, the tool has good usability that allows a larger number of people with varying abilities to access its content (e.g., individuals with visual impairment can navigate the website with a screen reader). The colors and fonts of the website and app are not overwhelming. Video links open in youtube which provides the user with closed captions. A quick check for Class Dojo's homepage accessibility on WebAccessibility.com yields 80% compliance .

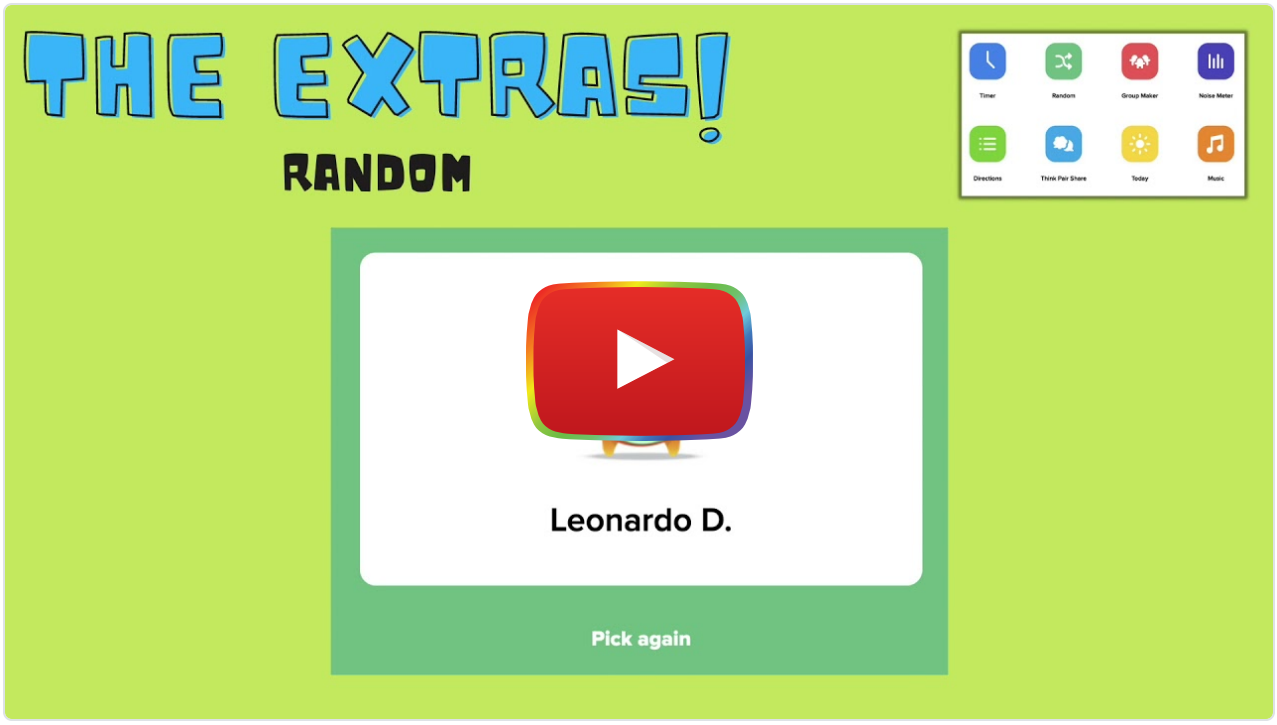


Class Dojo has 80% compliance according to WebAccessibility.com

Impact on Student Learning

Class Dojo is a very impactful tool when it comes to classroom behavior management. With the assortment of ways in which teachers can utilize the Dojo Points system, students can learn a great deal about collaboration, teamwork, responsibility, and more. Along with that, it will help motivate students to put in their best effort when engaging in learning. We give Class Dojo four stars for its impact on student learning.

ClassDojo in 120 Seconds Video



Watch on YouTube

ClassDojo & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how ClassDojo might fit within the SAMR model:

- **Substitution:** Teachers are able to reinforce or highlight desired behaviors and activities within their classroom by giving their students virtual "dojo points" (versus physical "tickets" or other commonly used classroom management reinforcers).
- **Augmentation:** Teachers and parents who do not speak the same language have an increased chance of direct communication without needing to wait for an interpreter. ClassDojo has text translation for more than 35 languages built into their messaging feature.
- **Modification:** ClassDojo offers virtual portfolios, where students can directly upload work (done in school or at home) for their teachers and parents to see and comment on. These can be drawings, texts, photos, or videos!
- **Redefinition:** The 'Class Story' tab allows for teachers to post to all parents at once to get group feedback and/or receive comments from the parent community.

ClassDojo can help connect parents and teachers (you can add specialist teachers to your classroom as well) who may have previously had difficulty with day-to-day communication due to a language barrier or life and work schedules. There is also a school story feature where posts and announcements concerning the entire school can be posted by administration and teachers for parents to view and comment on. ClassDojo allows parents to respond quickly and see updates throughout the day. The ClassDojo reward system can also build a classroom community as students will be able to visually see how many points their class is earning as a whole and what their individual contribution is. We encourage you to consider ways the ClassDojo communication and reward system can be integrated positively into your classroom.

Learning Activities

Social and Emotional Learning/Character Building

The Class Dojo website gives access to a series of themed activities that include videos and prompts to fuel thought-provoking, motivating, and self-reflecting discussions. Students can share their ideas on their portfolios to get feedback. Some of the themes are:

1. Growth Mindset
2. Empathy
3. Mindfulness
4. Perseverance

English/Language Arts

Students can be asked to record and upload a video book review/character analysis. They can be encouraged to dress up as their favorite character from the book too.

History

Students can be asked to draw a chronological timeline of the history of transportation using the drawing tool.

Math

By making color-coded teams/groups, the teacher can play a mental math quiz with the students. Correct answers will get the entire group a reward – this would encourage students to collaborate with their group members to come up with the correct answer, thus promoting teamwork.

Other

Teachers can create classroom tasks such as clean-up, helping a friend, perfect attendance, lunchtime manners, and making someone laugh or smile, to promote citizenship and a sense of classroom camaraderie.



An example of a Dojo Bonus Points poster for the classroom

Have a classroom behavior system of redeemable rewards, which can be received in exchange for predetermined amounts of Dojo Points.



An example of a Dojo Rewards poster for the classroom

Resources

- Getting Started with Class Dojo
- Class Dojo: Share student work
- What is Class Dojos Portfolios and how does it Work?
- High Student Achievement through Classroom Management
- Using Class Dojo to Reinforce Positive Behavior
- Free Class Dojo Classroom Decoration Resources for Teachers
- 27 Amazing Class Dojo Printables and Ideas

How to Use ClassDojo

- Go to www.classdojo.com.
- Click “Sign Up” and register for an account as a teacher.
- Create a Class.
  - Add students.
  - Invite their parents via print outs, text, or email.
- Decide what meaning to give your “Dojo Points.”
  - Start giving out points for positive behavior and participation!

- Optional:
  - Explore student portfolios, try creating an assignment.
  - Explore the toolkit – think about what might be useful in your classroom.

Introduction to ClassDojo Webinar (by ClassDojo)



Watch on YouTube

Research

Cetin, H., & Cetin, I. (2018). Views of Middle School Students about Class Dojo Education Technology. *Acta Didactica Napocensia*, *11*(3–4), 89–96.

Garcia, E., & Hoang, D. (2015). Positive Behavior Supports: Using Class Dojo as a Token Economy Point System to Encourage and Maintain Good Behaviors. In *Online Submission*. Online Submission

Krach, S. K., McCreery, M. P., & Rimel, H. (2017). Examining Teachers' Behavioral Management Charts: A Comparison of Class Dojo and Paper-Pencil Methods. *Contemporary School Psychology*, *21*(3), 267–275.

Authors

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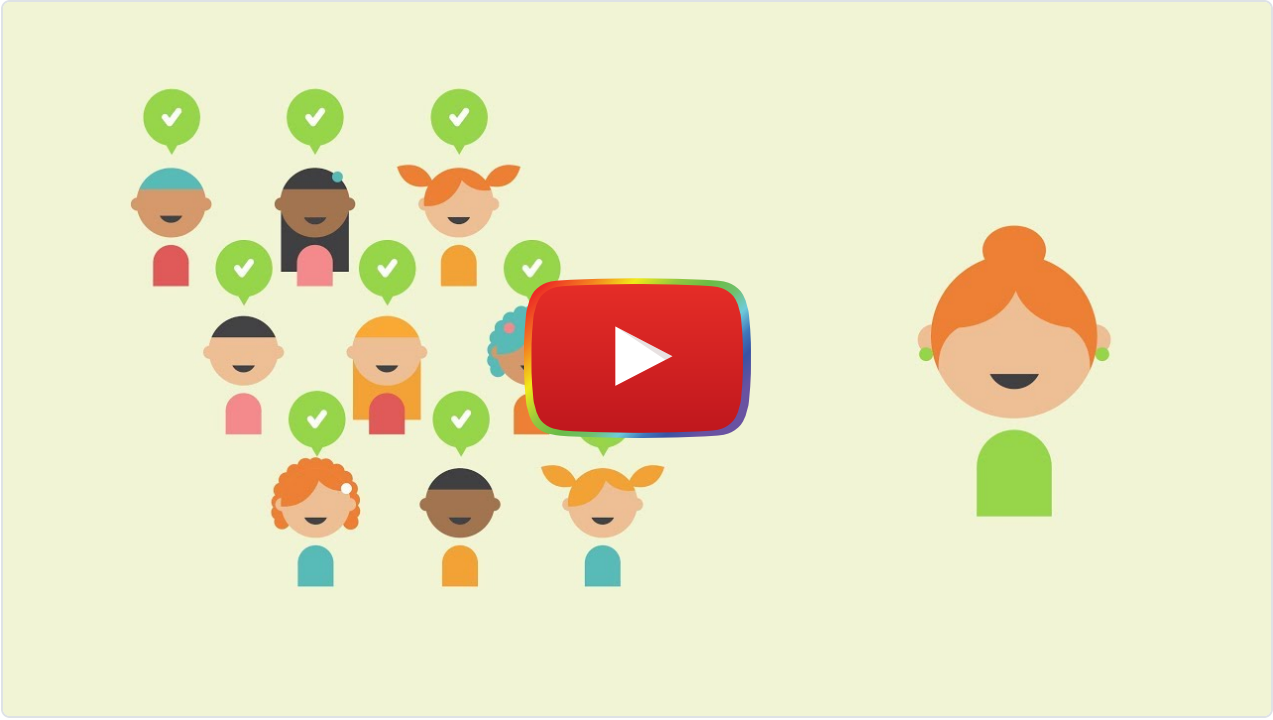
Access it online or download it at https://edtechbooks.org/onlinetools/classdojo.

Classkick

Social Constructivism | Behaviorism | Cognitivism

Classkick is a free digital formative assessment tool that allows teachers to create lessons and assignments that students work through on their devices at their own pace. Teachers can observe student progress in real time and provide immediate feedback. In addition to receiving help and feedback from the teacher, Classkick allows students to anonymously request help from their peers. Text, images, video, and audio can be easily integrated into assignments. It is a great tool for synchronous and asynchronous communication, blended classrooms, personalized learning, and cooperative learning.

Classkick is now both web- and app-based, it can be used from a web-browser, Chromebook, or iPad.



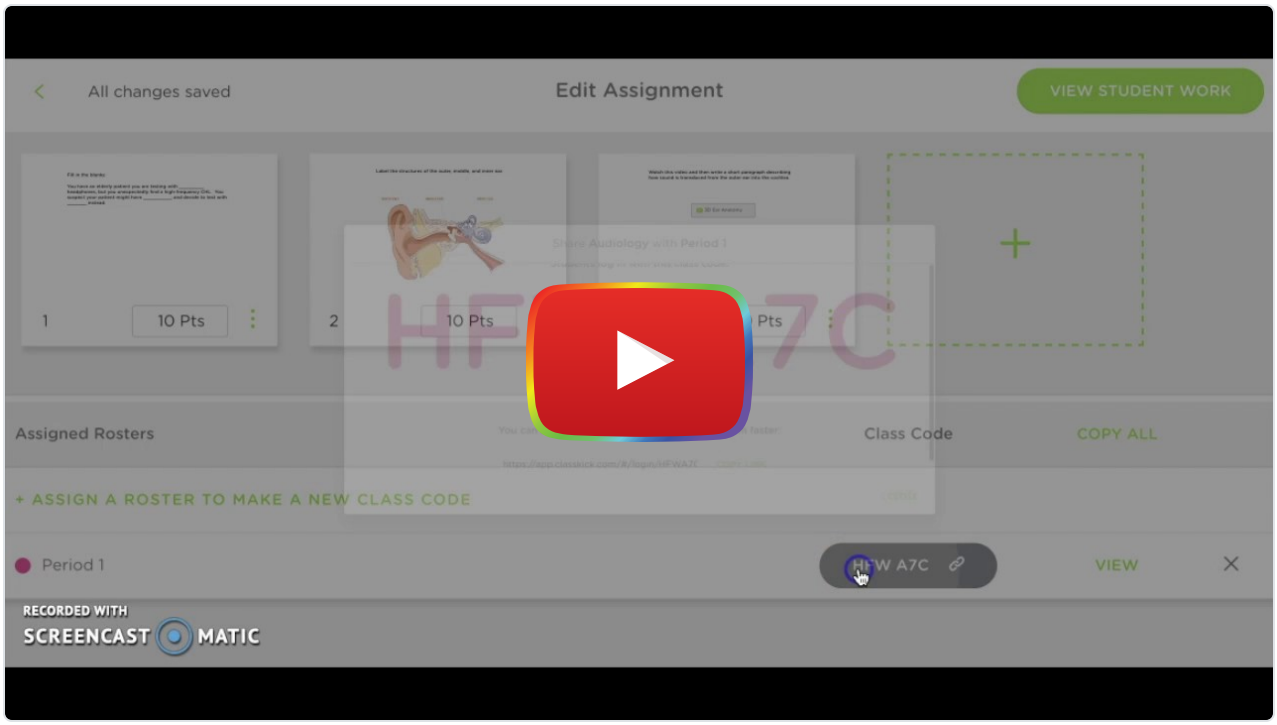
Watch on YouTube

Tool Snapshot

Price	Free basic plan; Teacher, School, and District pro plans

Learning	Behaviorism, Cognitivism, Social constructivism (peer support)
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★☆☆☆
Class Size	Unlimited
ISTE*S	Empowered Learner

Classkick Overview Video



Watch on YouTube

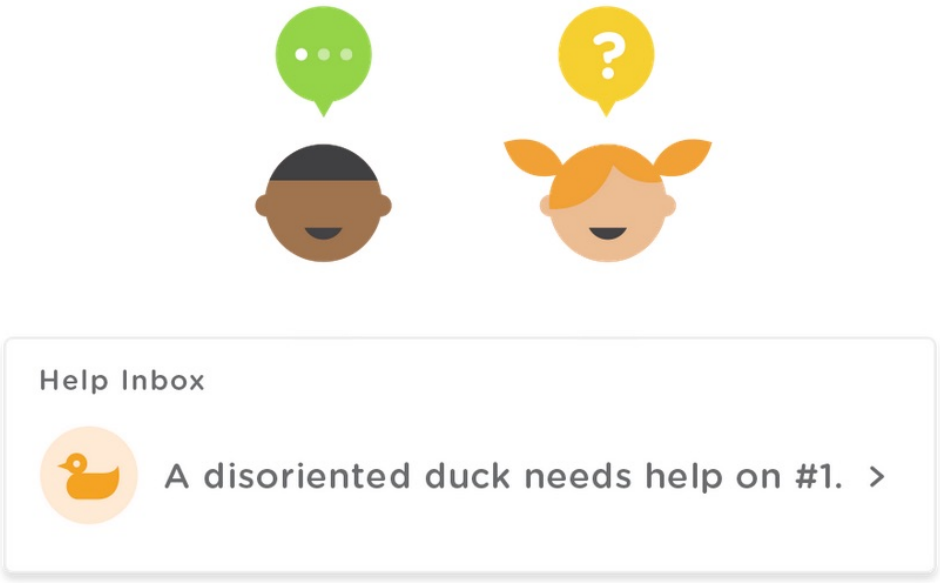
*** Classkick Video Transcript ***

Classkick & the SAMR Model

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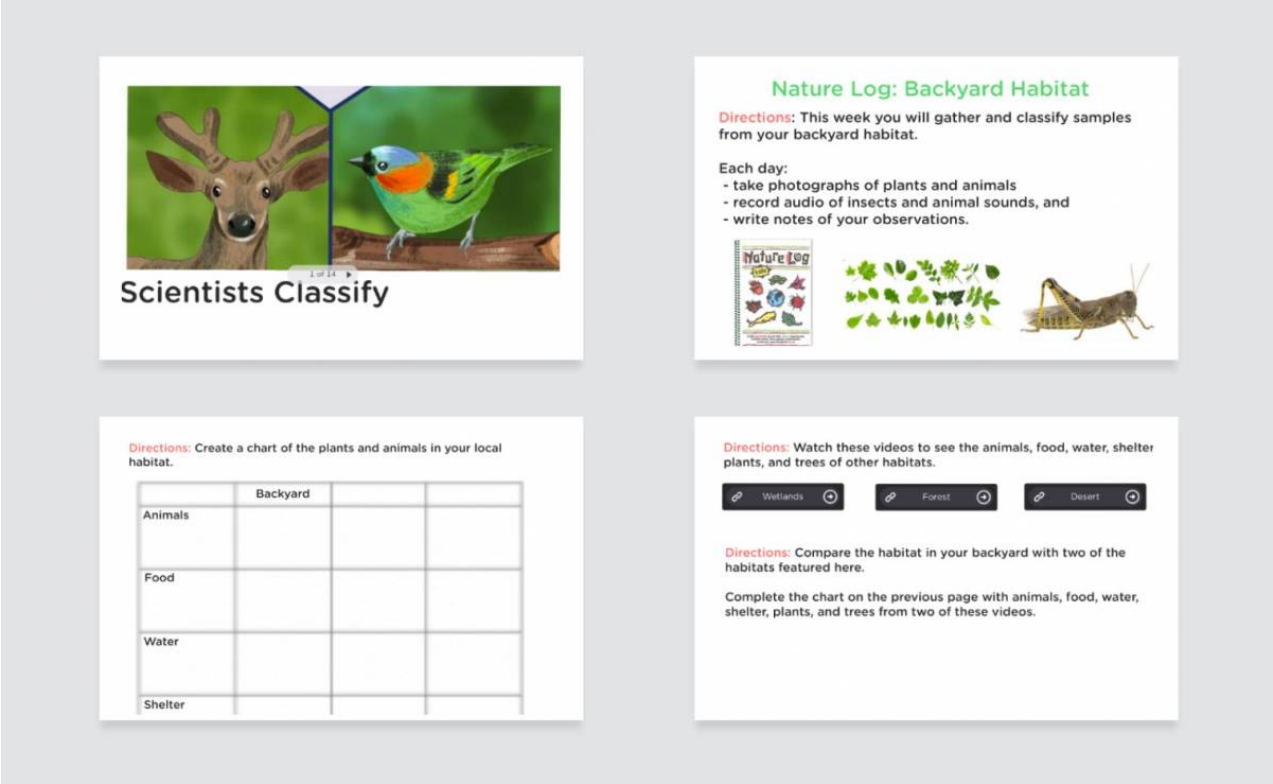
- **Substitution:** Students use Classkick to complete assignments (as opposed to completing assignments on paper).
- **Augmentation:** Teachers can also provide real-time feedback to students instead of waiting to have papers graded the next day, allowing students to move on and continue learning within a lesson/assignment rather than getting stuck at a certain place.
- **Modification:** Students can include an image, video, or audio recording in their response to an assignment question. This gives students an opportunity to synthesize their analysis and response in multiple modalities. Teachers embed video and text into lessons and assignments, providing information in multiple mediums and allowing students to learn by reading, listening, and/or watching.
- **Redefinition:** Students can anonymously request help from peers in real-time, and peers can switch roles from student to teacher to assist fellow students. This challenges more advanced students to achieve a level of understanding such that they can teach others, and provides additional students who are struggling more. The anonymity of requesting help makes it easier for students who need the additional support feel comfortable asking for it.



"Classkick Peer Help" [Screenshot].
Retrieved from https://www.classkick.com/

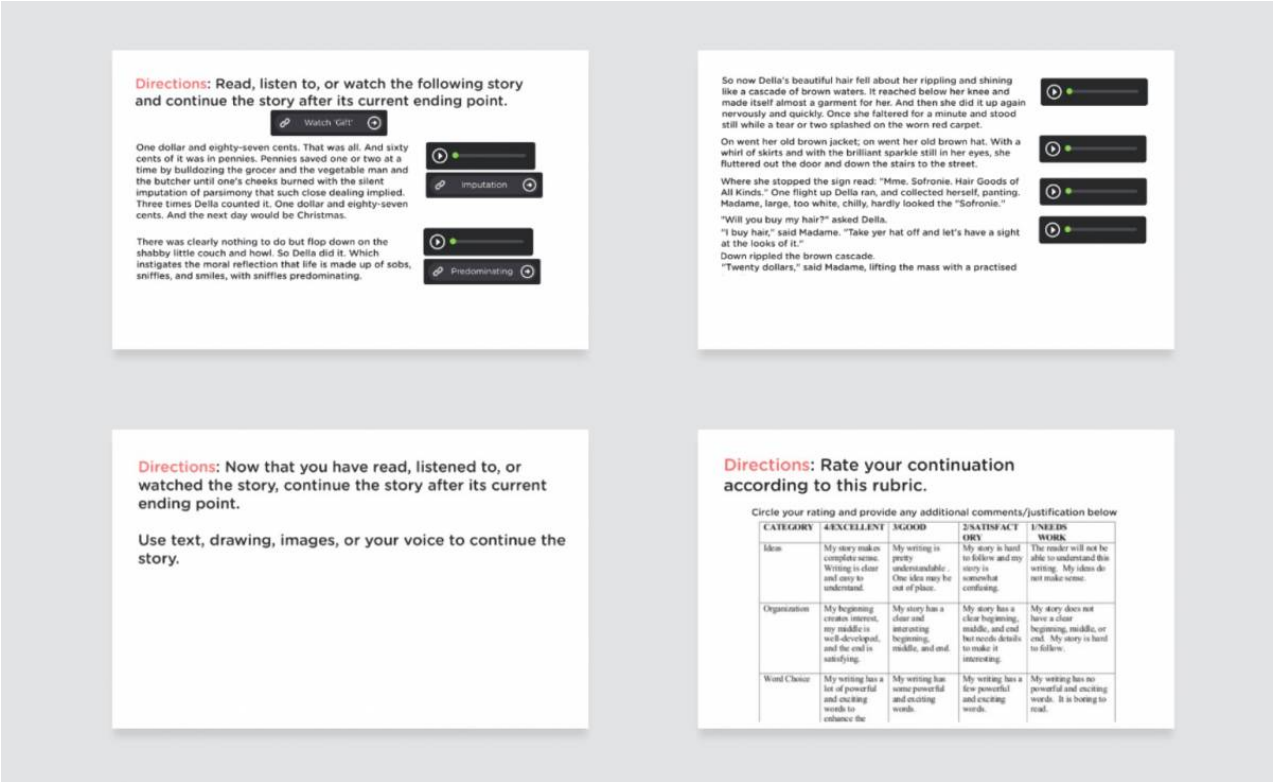
Learning Activities

Elementary School (Grades K-5): Make observations of plants and animals to compare the diversity of life in different habitats.



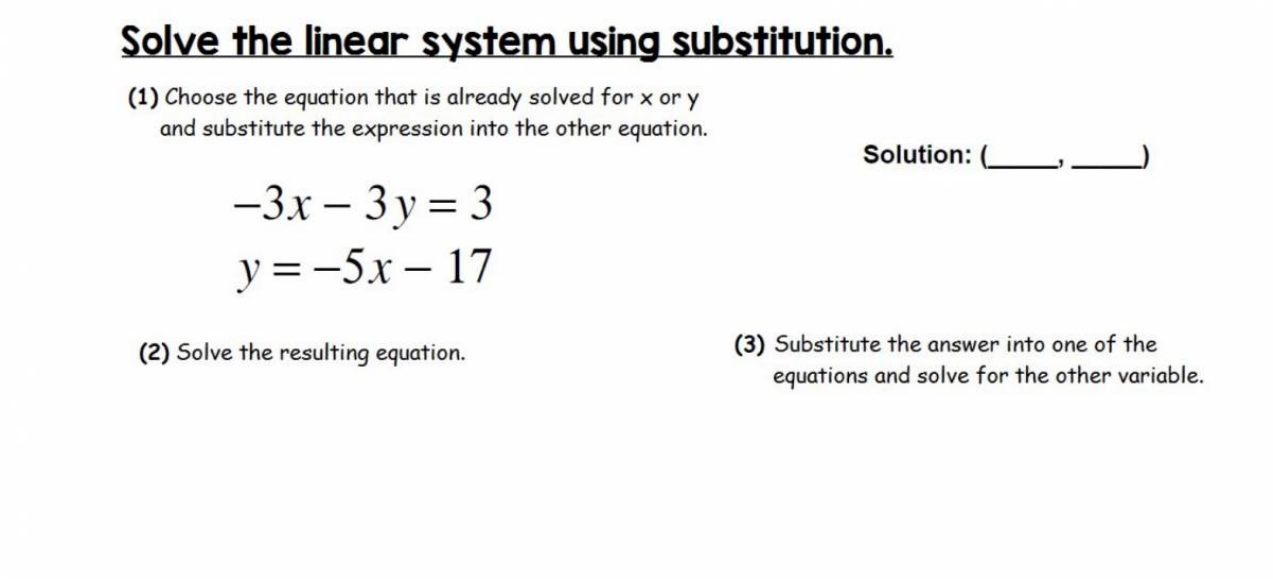
"Scientists Classify" [Screenshot].
Retrieved from https://app.classkick.com/#/assignments/AVbmkhn7TGyIipzYWCu2rQ

Middle School (Grades 6-8): Instruct students to read, listen to, or watch The Gift of The Magi and continue the story after its current ending point. Also require students to evaluate their continuation against a rubric.



"The Gift" [Screenshot].
Retrieved from https://app.classkick.com/#/assignments/AVbYI_WtRKqdbteKmwfiGg

High School (Grades 9-12): Have students solve linear systems of equations using substitution. Use slides to walk students through the process. Have students who finish early answer peer questions.



"Solving Systems Using Substitution" [Screenshot].
Retrieved from https://app.classkick.com/#/assignments/-KJCcns58iKimI62AP1V

Higher Education (and all grade levels): Have students create a classkick presentation instead of a typical Powerpoint. Require that students incorporate questions into their presentation and have them monitor classmates progress and answer questions as they come up as they relate to their topic.

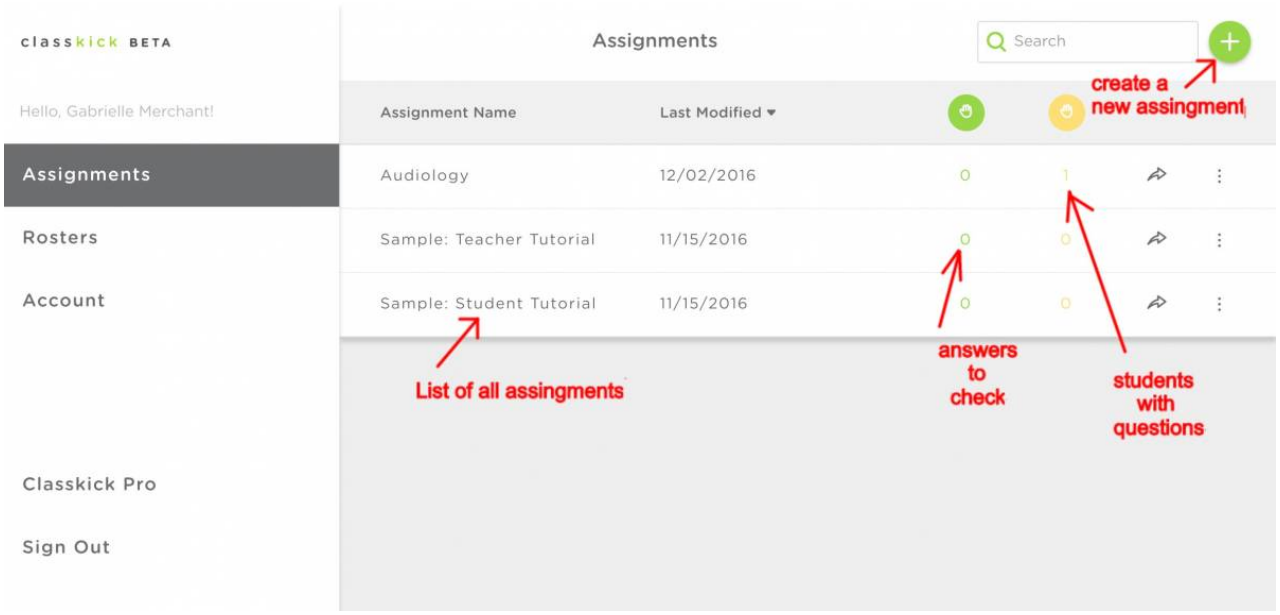
Resources

- Classkick Getting Started Guide – Official Guide from Classkick
- Classkick Teacher Resources– Official Classkick Teacher Resource List
- Classkick Teacher Guide – Guide Created by Duplin Schools
- Classkick Math Lessons – Rockstar Math Teacher Blog Post
- 5 Reasons to Use Classkick – Classroom Tested BlogPost
- Classkick Youtube Tutorials – Classkick's Youtube Channel

How to Use Classkick

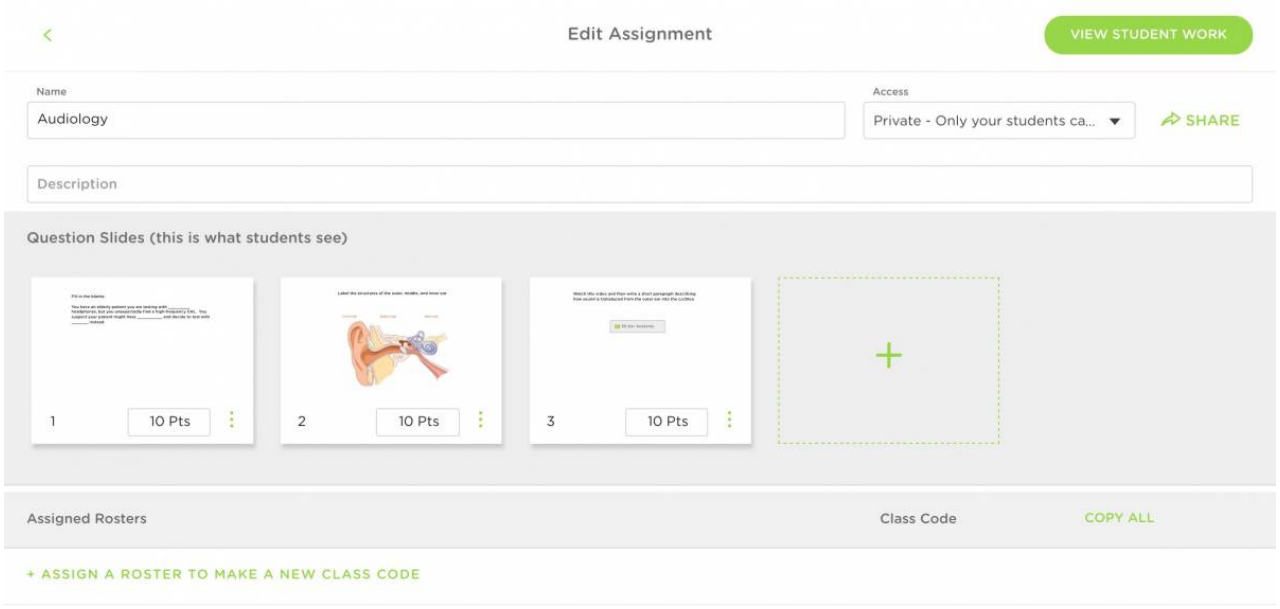
As a Teacher:

1. Go to http://app.classkick.com/
2. Click Teacher Login
3. Enter email and password
4. Click Sign Up
5. To create a new assignment: click plus sign in the top right hand corner.



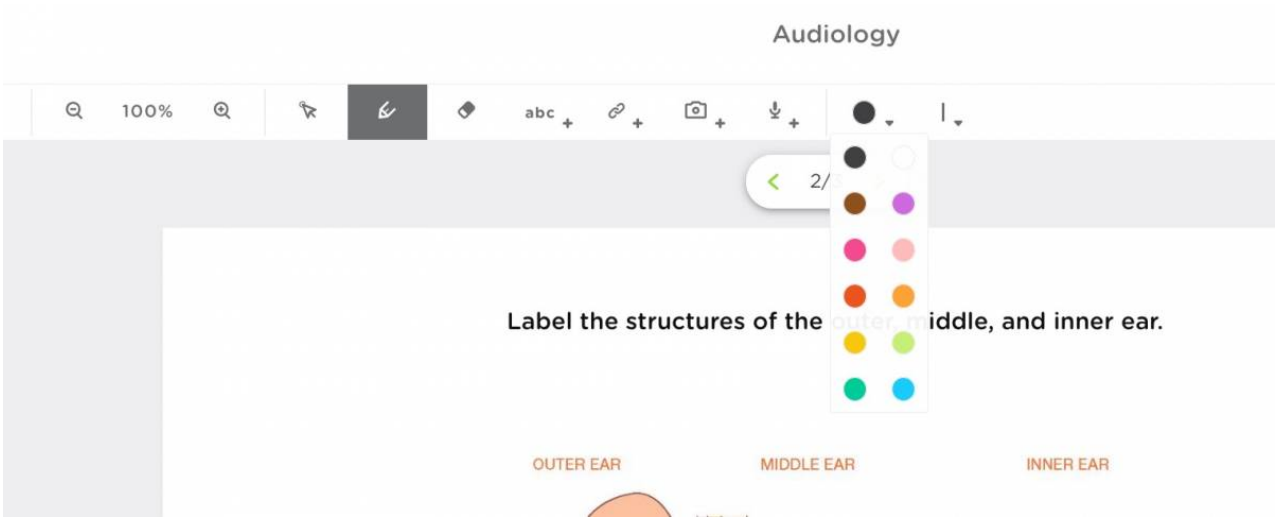
"Classkick Teacher Dashboard" [Screenshot].
Retrieved from https://www.classkick.com

1. Give the assignment a name and a description
2. Create slides or upload a PDF.



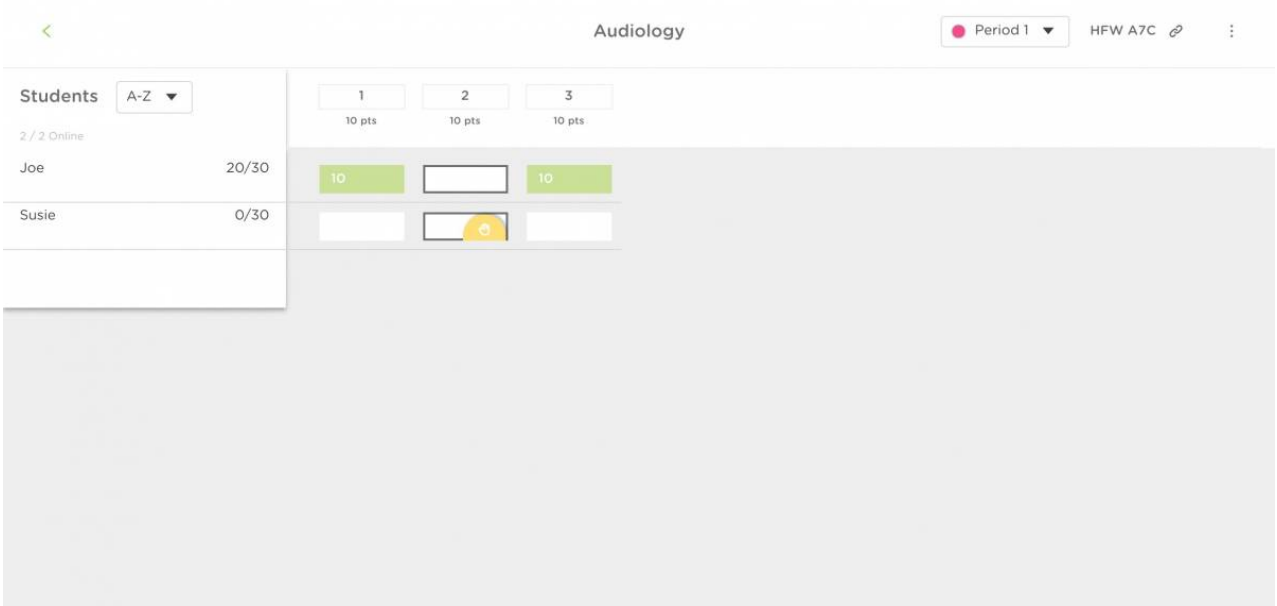
"Classkick Assignment Edit" [Screenshot].
Retrieved from https://www.classkick.com

1. Slides can include text, audio, video, links, and drawings. If a slide contains a question, assign a point value to that slide.



"Classkick Tools" [Screenshot].
Retrieved from https://www.classkick.com

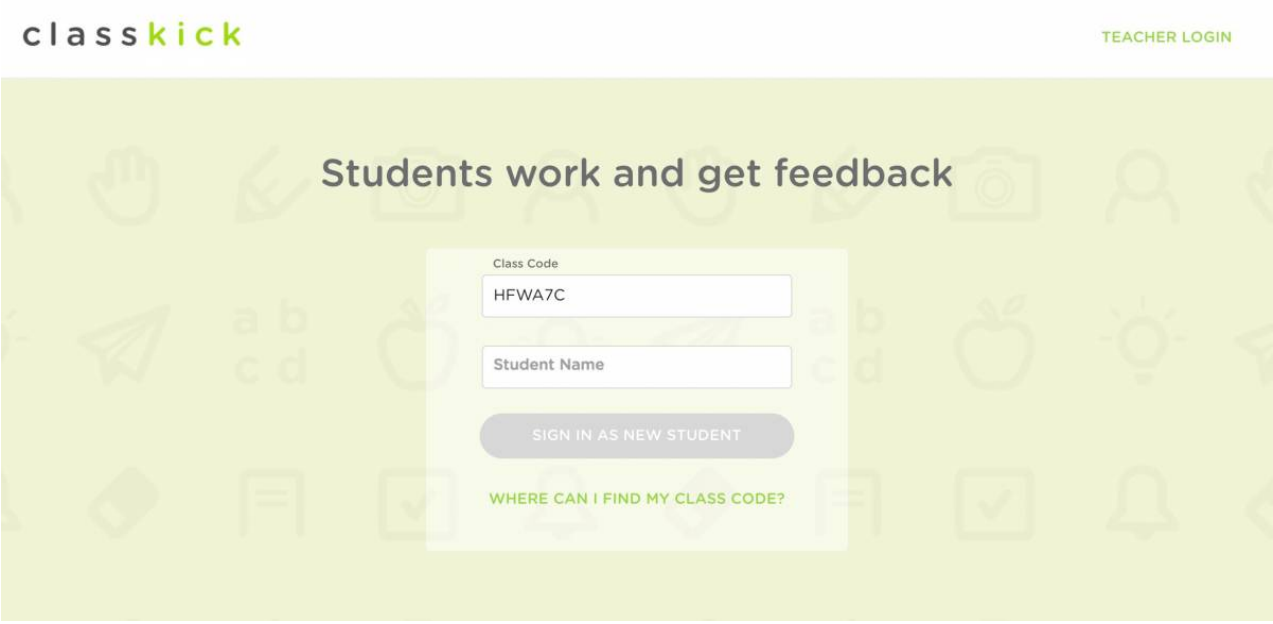
1. Provide students with the class code or send them the class code hyperlink to join the class.
2. Click View Student Work to look at student progress and provide feedback. This screenshot shows two students from Period 1: Joe and Susie. Clicking a white rectangle opens the student's slide. There are 3 slides in the assignment (and thus 3 shown for each student). Each slide is worth 10 points. The yellow hand indicates that Susie is requesting help on slide two, which you can provide by clicking on the slide. The two green slides have been given feedback and scored.



"Classkick View Student Work" [Screenshot].
Retrieved from https://www.classkick.com

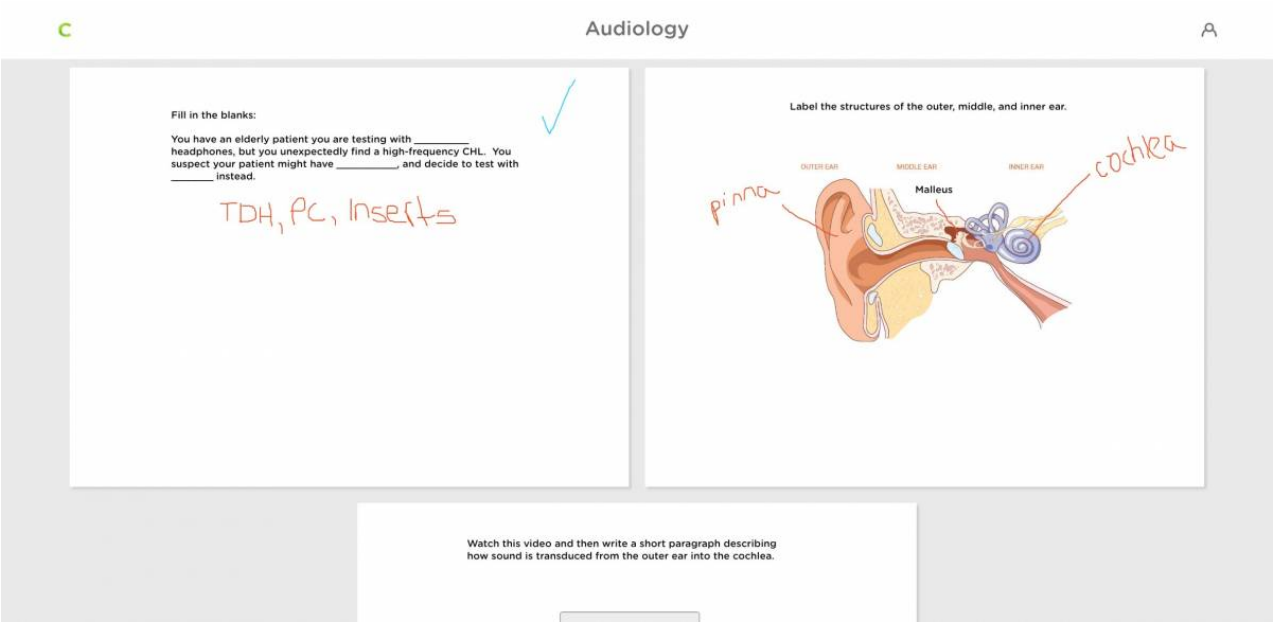
As a Student:

1. Go to http://app.classkick.com/ or the hyperlink provided by your teacher.
2. Type in your Class Code and your name



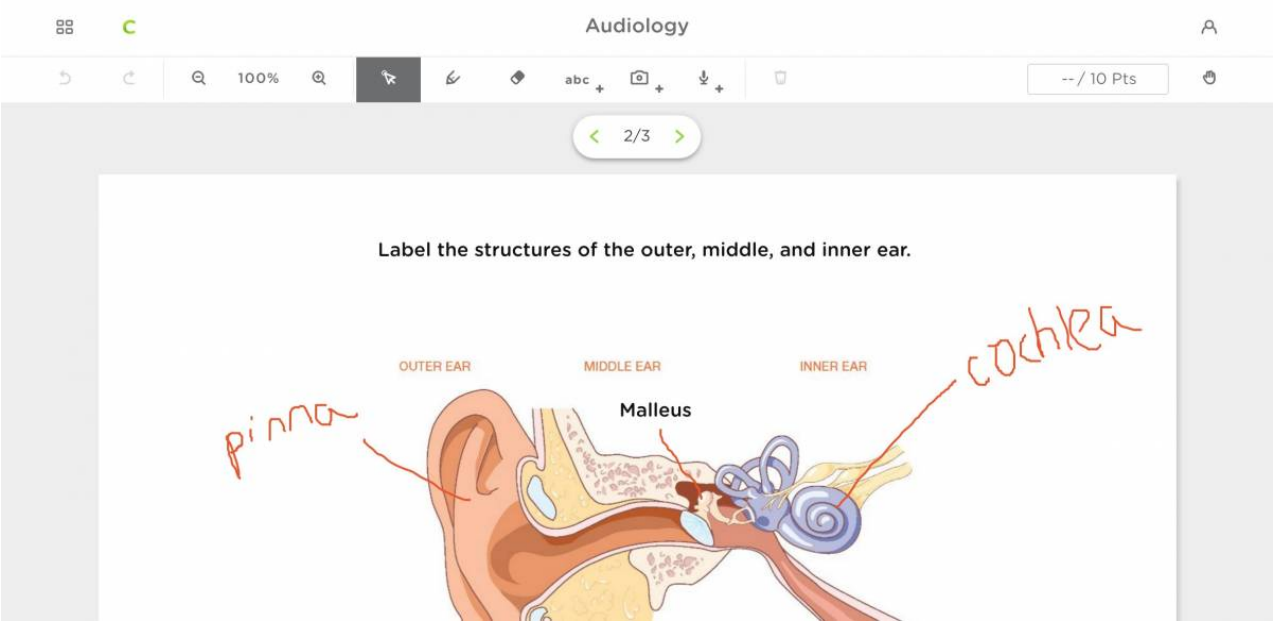
"Classkick Student" [Screenshot].
Retrieved from https://app.classkick.com

3. Click on the first slide, and work through the lesson and assignment



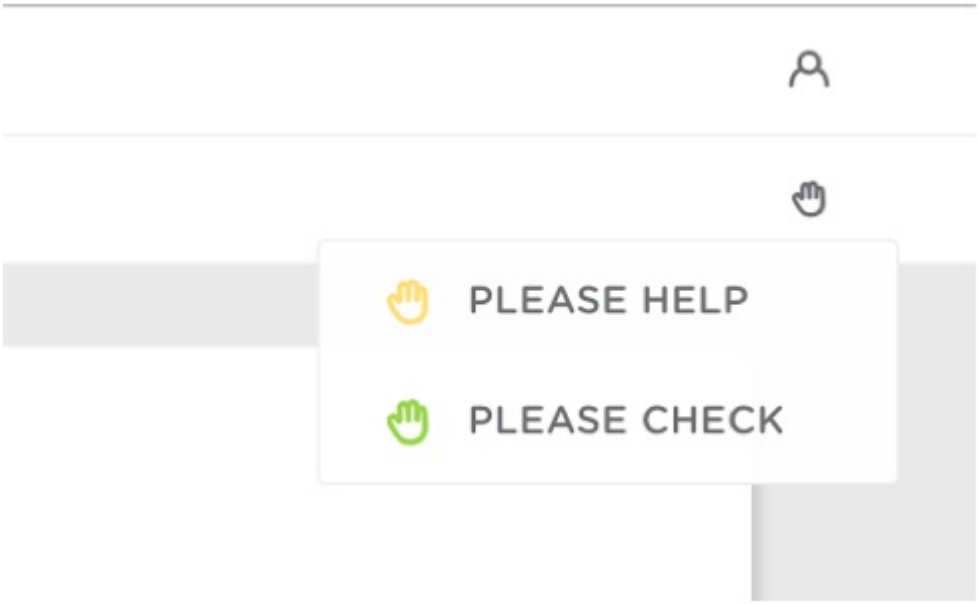
"Classkick Student View" [Screenshot].
Retrieved from https://app.classkick.com

4. You can write on the slides with a pen (drawing) or text. You can also add photos, video, and audio to your responses.



"Classkick Student View" [Screenshot].
Retrieved from https://app.classkick.com

5. If you need to get help or would your response checked, click the hand in the top right corner.



"Classkick Student Hand Raise" [Screenshot].
Retrieved from https://app.classkick.com

Author

This page was created by Gabrielle R. Merchant



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Access it online or download it at https://edtechbooks.org/onlinetools/classkick.

EdPuzzle

Assessment | Behaviorism | Multimedia

EdPuzzle is a free assessment-centered tool that allows teachers and students to create interactive online videos by embedding either open-ended or multiple-choice questions, audio notes, audio tracks, or comments on a video. Edpuzzle interactive videos can be made with videos from a number of websites, including YouTube, TED, Vimeo, and National Geographic.



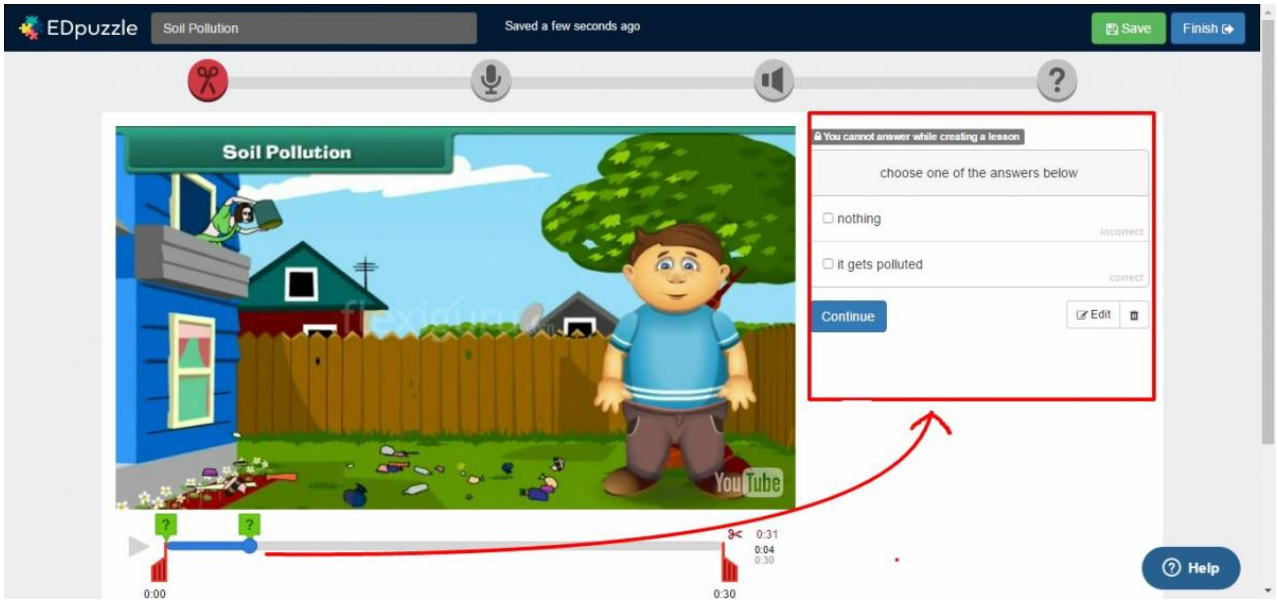
Watch on YouTube

Tool Snapshot

Price	Free (Basic); Pro Teacher ($12.50/month); School & District Plans Available
Learning	Behaviorism
Ease of Use	★★★★☆

Privacy	★★★☆☆
Accessibility	★★★★☆
Class Size	Unlimited
ISTE*S	Empowered Learner
COPPA/FERPA	Yes, certified from iKeepSafe

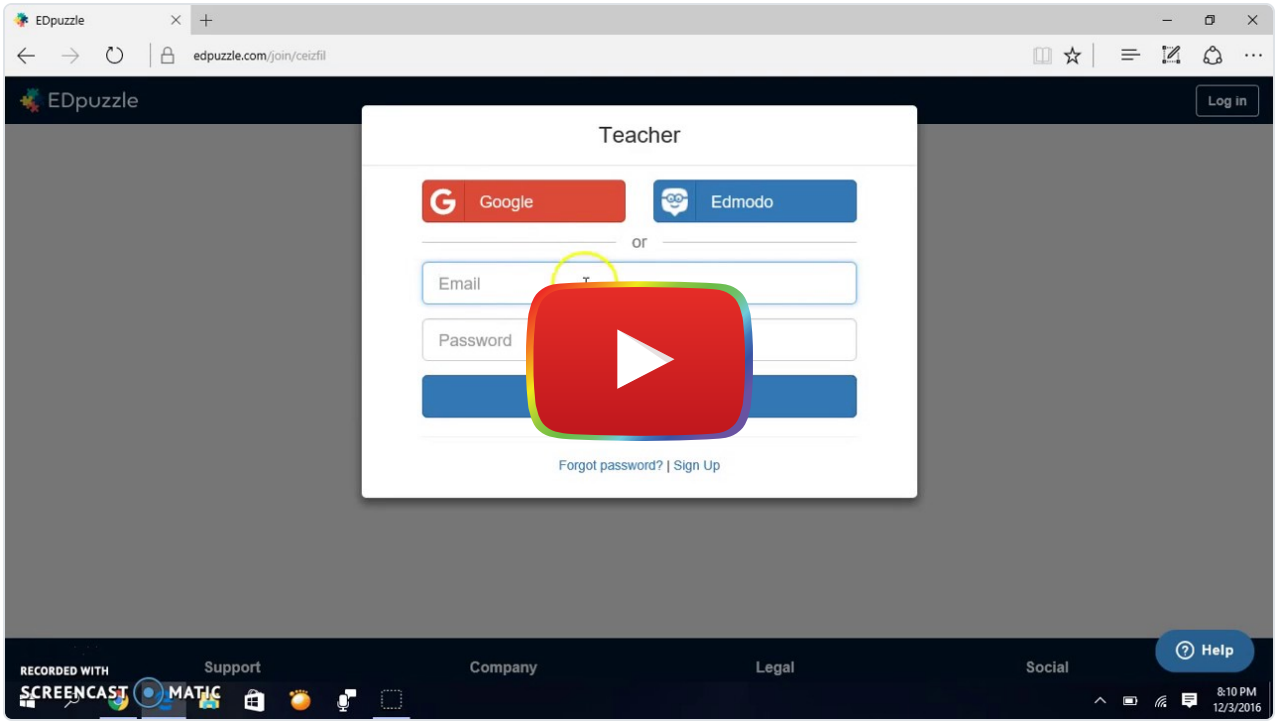
EdPuzzle is a great formative assessment tool for teachers who run a flipped classroom, assign videos for homework, or want to encourage asynchronous communication. Teacher also can have students use EdPuzzle to show whether or not they achieved the goals at the end of the semester.



"Example of a video with an embedded question on EdPuzzle" [Screenshot]. Retrieved from https://edpuzzle.com/media/5844d68ec1f9fb3e394dabeb/edit

In EdPuzzle teachers can create online classes and upload original videos or select online videos, add interactive features, assign those videos to students, and send the video assignments to students' email addresses by providing either access code or a link. EdPuzzle enables teachers to keep track of how many students watched the video, what percentage of the video students watched, when they watched it, what questions in the video students answered right or wrong.

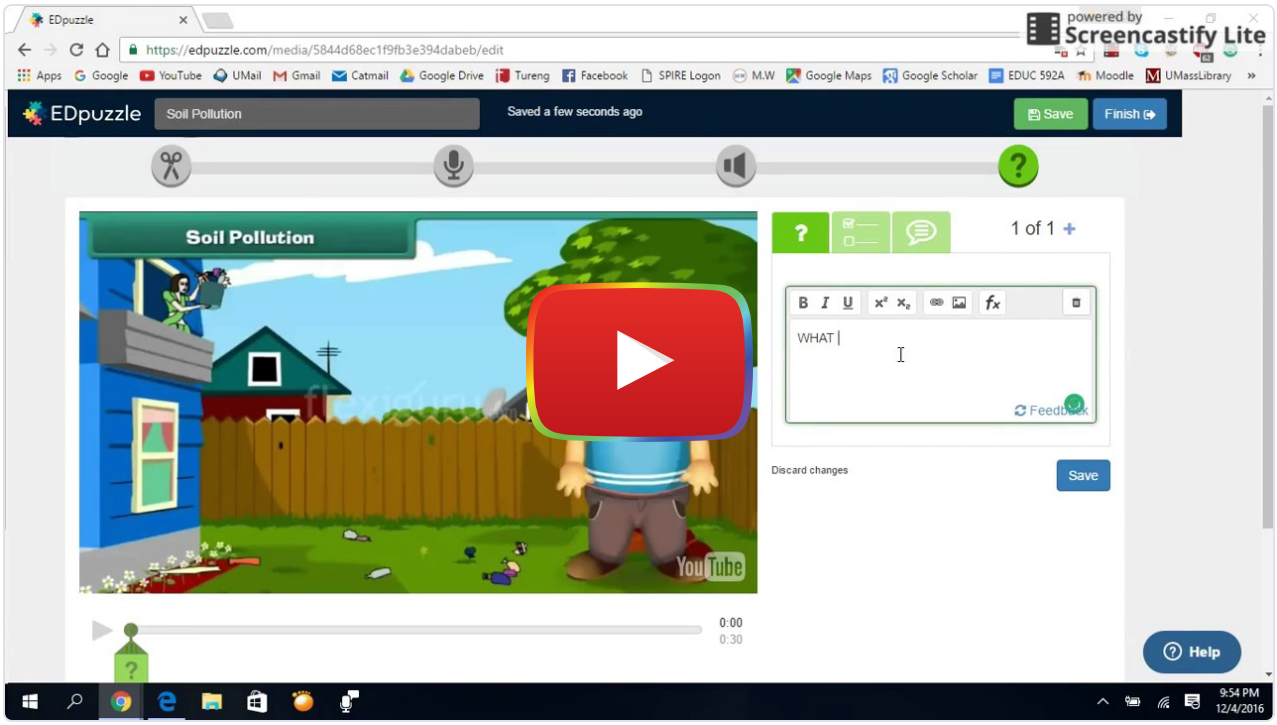
Sign up for EdPuzzle



Watch on YouTube

The video transcript

EdPuzzle Tutorial



Watch on YouTube

The video transcript

EdPuzzle & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how EdPuzzle might fit within the SAMR model:

- **Substitution:** Students answer questions on a video rather than on paper.
- **Augmentation:** Teachers can enhance the videos they show in class by adding their own narration into the video to clarify concepts or highlight key points.
- **Modification:** Students use EDPuzzle to add multiple choice and open-ended questions to a video from the teacher. Once they have created their own interactive videos, students can exchange their videos with classmates, complete classmates' video quizzes, and provide feedback on the quality of their classmates' interactive videos.
- **Redefinition:** Students and teachers can share their EdPuzzle interactive videos with people around the world, collect data from the individuals who respond to their questions, and analyze the data.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use EdPuzzle to modify or redefine learning.

Learning Activities

Math

After covering the topic "slope," go to EdPuzzle and search for a video (e.g., how to find slope on a line) by using Khan Academy, which is a tool that contains tons of math videos. Embed your own voice and questions in the video, add it to your online class on EdPuzzle and share it with your students via online class on EdPuzzle. After that, ask your students to answer the questions in the video and track their answers and progress. Provide immediate feedback to scaffold student learning.

Science

In order to create awareness of climate change, each student finds a climate change-related video. They customize it by embedding their own voice and adding some questions in it. Then, students gather all the videos, synthesize them into one video in a meaningful way, and create a video gallery to present it in upcoming showcase in school.

Biology

By using National Geographic Channel on EdPuzzle, find a cheetah video and share it with your students. Give it as assignment for them and tell them to watch it before they come to school. Once they come to school, have them discuss the video in groups.

Social science

Students watch a video about the different types of government structures. They develop a list of questions about this topic and embed their questions directly into the video via EdPuzzle. They can share their EdPuzzle video with a teacher or expert (via social media) to solicit responses to their questions.

Resources

- EdPuzzle support
- EdPuzzle workshop by Edpuzzle
- Getting data from EdPuzzle
- Q & A site by EdPuzzle
- Encouraging conversation with Edpuzzle
- Make videos more engaging with EdPuzzle

How to Use EdPuzzle

1. Go to EdPuzzle.
2. Choose teacher account.
3. Click “Sign Up” and register for an account.
4. Return to EdPuzzle and login.
5. Go to my classes option on the top.
6. Click on “add class” option to create a class.
    1. Name your class.
    2. Invite your students to your class.
    3. Click on search button on the top.
7. Search for a video on the channels offered on the left side (e.g., EdPuzzle, YouTube, Vimeo).
    1. Choose the video that you want to edit and click on “use it” button.
    2. Edit your video by using features on the top of the video.
    3. Click on “Save” button and go to my content on the top middle on Homepage.
    4. Select your video that you just edited and assign it to your students in your class by clicking on “assign/share” button on the top. And then, assign it for your class on EdPuzzle.

Image Sources

- EdPuzzle, (n.d.). EdPuzzle support by EdPuzzle. Retrieved from https://edpuzzle.zendesk.com/hc/en-us/categories/201076232-For-Teachers
- EdPuzzle, (n.d.). EdPuzzle teacher resources by EdPuzzle. Retrieved from https://sites.google.com/a/edpuzzle.com/edpuzzle_teacher_resources/
- EdPuzzle, (n.d.). EdPuzzle workshop by Edpuzzle. Retrieved from http://www.sps186.org/downloads/table/81425/Workshop_EDpuzzle_2014.pdf
- EdPuzzle, (n.d.). Getting data from EdPuzzle by EdPuzzle. Retrieved from http://www.sps186.org/downloads/table/84165/Getting%20Data%20from%20EDpuzzle.pdf
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Research

Active Learning with Interactive Videos: Creating Student-Guided Learning Materials

Baker, A. (2016). Active Learning with Interactive Videos: Creating Student-Guided Learning Materials. *Journal of Library & Information Services in Distance Learning,* 1-9.

Author

This page was designed by Emrah Pektas.



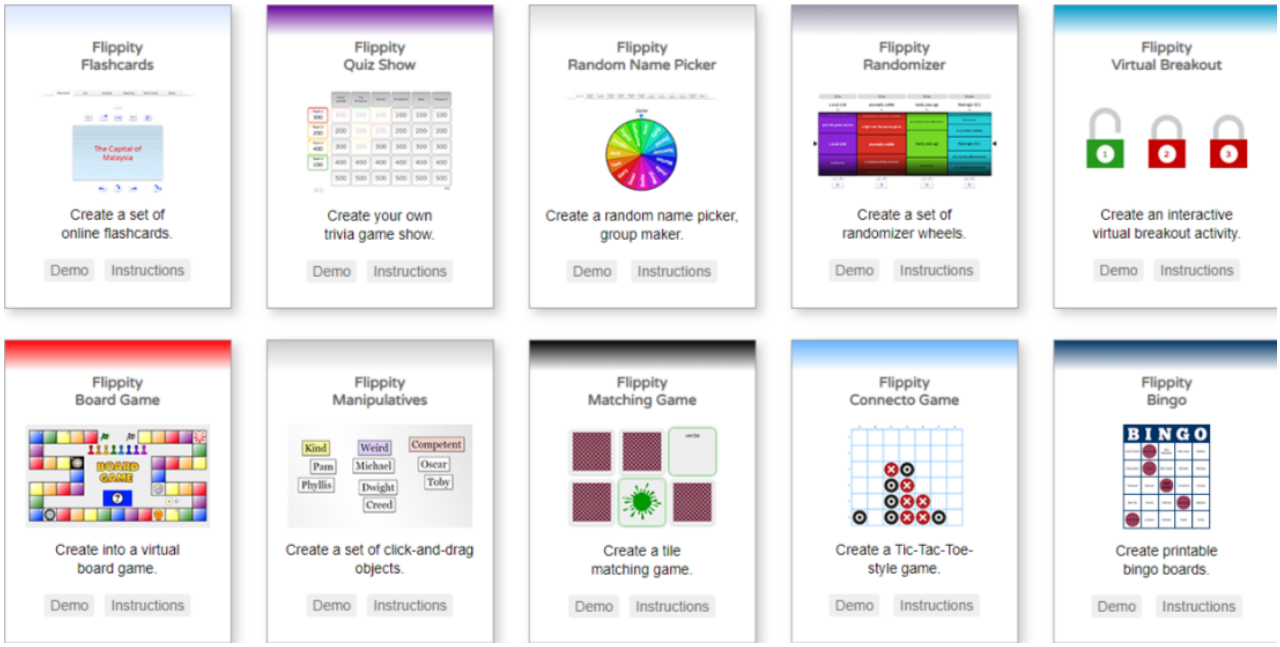
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Access it online or download it at https://edtechbooks.org/onlinetools/edpuzzle.

Flippity

Behaviorism | Constructionism | Social Learning

*Flippity is a site that gives teachers access to a variety of tools to use in the classroom to enhance student experience and engagement. There are currently **27 different tools on Flippity.** Some of these tools work directly through the Flippity site, and others work through unique, customizable Google Spreadsheets. The current possible functions on Flippity are: Flash Cards, Quiz Show, Random Name Picker, Randomizer, Virtual Breakout, Board Game, Manipulatives, Matching Game, Connecto Game, Bingo, Timeline, Badge Tracker, Leaderboard, Typing Test, Spelling Words, Word Search, Crossword Puzzle, Word Scramble, Snowman, WordMaster (Wordle), Progress Indicator, Word Cloud, Fun With Fonts, MadLibs, Tournament Bracket, Certificate Quiz, and Self Assessment. All of these functions are customizable in some way.*



Screenshot of Flippity Homepage with Activities

About Flippity

Flippity is a hub for a vast variety of functions. It provides teachers with a multitude of digital activities and tools, including useful everyday classroom tools (i.e., Random Name Picker, Badge Tracker, Leaderboard, Fun with Fonts, Progress Indicator, Word Cloud, Tournament Bracket), knowledge builders (Flash Cards, Quiz Show, Virtual Breakout, Typing Test), and fun mini-games (Matching Game, Connecto Game, Bingo, Crossword Puzzle, Word Scramble, Word Search, Snowman, WordMaster, MadLibs). It can support assessment-, knowledge-, and learner-centered experiences.

For assessment tools, there are Quiz Show and Virtual Breakout activities to check comprehension as well as the Self Assessment tool to check how students feel after an assignment. For knowledge-centered tools, there are Flash Cards, Timeline, Typing Test, and Spelling Words activities. For learner-centered tools, there are Manipulatives and Word Cloud tools, or if the teacher has the student create the activities themselves, such as the MadLibs or Crossword Puzzle, it can also be learner-centered. By offering such a range of programs on the one website, Flippity manages to offer some simple ways to excite and engage learners.

Tool Snapshot

Price	Free - supported with advertisements.
Type of learning	Behaviorism Constructionism Social Learning
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★★★
Class Size	Unlimited Size
Login Required	Sometimes
ISTE Standards for Students	Knowledge Constructor, Creative Communicator
FERPA Compliant	No FERPA policy found. Check with your school IT administrator.
COPPA Compliant	No COPPA policy found. Check with your school IT administrator.

Price

Flippity is free to use. Some of the activities require a Google account to set up and use Google Spreadsheets. Google accounts are also free. Flippity runs on the funds of advertisements, however, usually, there is one ad on the first screen.

Type of Learning

Flippity uses different activities that touch on multiple types of learning theories, such as behaviorism, constructionism, and social learning. The assessment tools like Quiz Show and Virtual Breakout to check comprehension as well as Self Assessment to check in with how students feel after an assignment offer behavioristic learning experiences. The learner-centered tools such as Manipulatives and Word Cloud, or if the teacher has the student create the activities themselves such as the MadLibs or Crossword Puzzle, allow students to learn through constructionism. Social tools like Quiz games or Board games where you work together create an environment for social learning, which can also be achieved by students designing or creating the activities in groups or teams.

Ease of Use

Flippity earned four out of five stars for ease of use. The Flippity website itself is simple to manage. Each choice of activity has two options: Demo or Instructions. “Demo" allows users to try out the activity, and “Instructions” allows the user to make their personalized version.

While Flippity itself is simple enough, some of the Google Sheets activities, in particular, can be confusing. Users must closely follow directions for it to work properly. The wait time for the personalized link to curate after creating an activity is also quite long. (It mentions this on the website itself.)

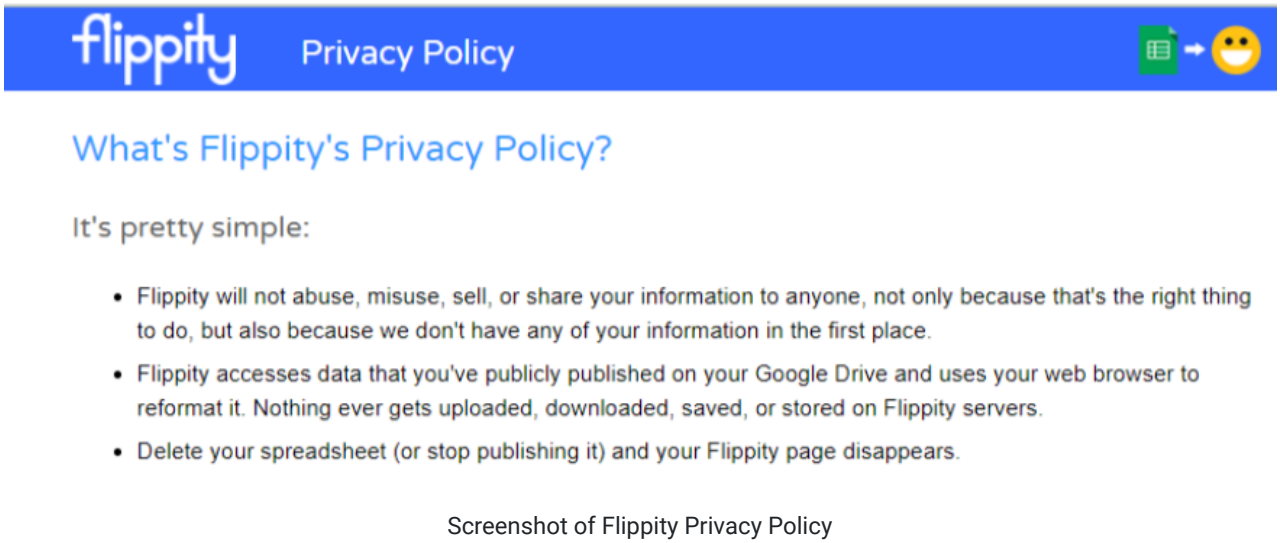
There is also a FAQ page and a troubleshooting page if Flippity is not working, as well as a contact page if your question is not covered in the FAQ or troubleshooting.



Screenshot of the bottom of the Flippity website with links to FAQs and Troubleshooting pages

Privacy

Under Flippity's Privacy Policy, it states that they take no data from users. The moment a Flippity link is deleted, it is gone forever. This means if you lose it, there is no way to save it. There is a way to link results to some activities to the teacher's email address, however, it does not store information. In Flippity's Terms of Service, they state that they use limited cookies, described in greater detail in the privacy policy. Flippity's privacy policy is also short and concise, proving not to be an attempt at tricking users into giving away data with jargon and ambiguity. I have given it four stars as it is an impressive and overall clear policy, though it does still collect some data from Google and cookies.



Screenshot of Flippity Privacy Policy

Accessibility

Flippity does have a page about accessibility with a list of specific standards they abide by to remain accessible. I gave it five stars for accessibility as it uses clear and clean layouts, icons, navigation shortcuts, use of images, and keyboard shortcuts. Flippity even includes a note for teachers reminding them to keep accessibility in mind when curating their lessons and choosing activities. It works with screen readers and voice control.

Class Size

Anyone with a device can use Flippity to create activities, and there is no limit to how many people can use the same Flippity link, however, each link is individual. This means the link is not collaborative. Once the activity is completed through Flippity or Google Spreadsheets, the user curates a link to their custom activity. This link may be sent out and leads to the activity separately every time it is used, meaning two people with the same link can not interact

collaboratively via the link. However, some of the activities can be set to email the results of the activity to the host's email, and some of the activities are designed to be printouts or something that the teacher can set up on a bigger screen for the class to collaboratively work on together. For example, the Crossword Puzzle would likely be a printout activity and the Quiz Show

Login & Access Requirements

There is no login required to use the actual Flippity website. The activities that run solely through the Flippity site are fully usable through the site. However, some of the activities function through Google Spreadsheets, meaning you do need a Google Account to access those. Google Accounts are free. Some activities have the option of building a quick version on Flippity or a more customizable version via Google Spreadsheets.

- **Activities that require Google Spreadsheets**: Flashcards, Quiz Show, Virtual Breakout, Board Game, Timeline, Badge Tracker, LeaderBoard, Typing Test, Spelling Words, Crossword Puzzle, Progress Indicator, MadLibs, Certificate Quiz, Self Assessment.
- **Activities that can be done through Flippity or Google Spreadsheets**: Randomizer, Manipulatives, Matching Game, Connecto Game, Tournament Bracket.
- **Activities that can only be done through Flippity itself**: Random Name Picker, Bingo, Word Search, Word Scramble, Snowman, WordMaster, Word Cloud, Fun With Fonts.

Note: This is as of the time this page is being constructed. Flippity is working on the Google Sheets for some, and others will surely need to be worked on at some point. Any of the activities could be subject to not having the extensive Google Spreadsheet version at a given time, and some of those listed as only being available through Flippity itself may have been updated since this page was constructed.

ISTE Standards

Knowledge Constructor

- Students construct artifacts with activities, such as Timeline and Manipulatives, to demonstrate meaningful connections.

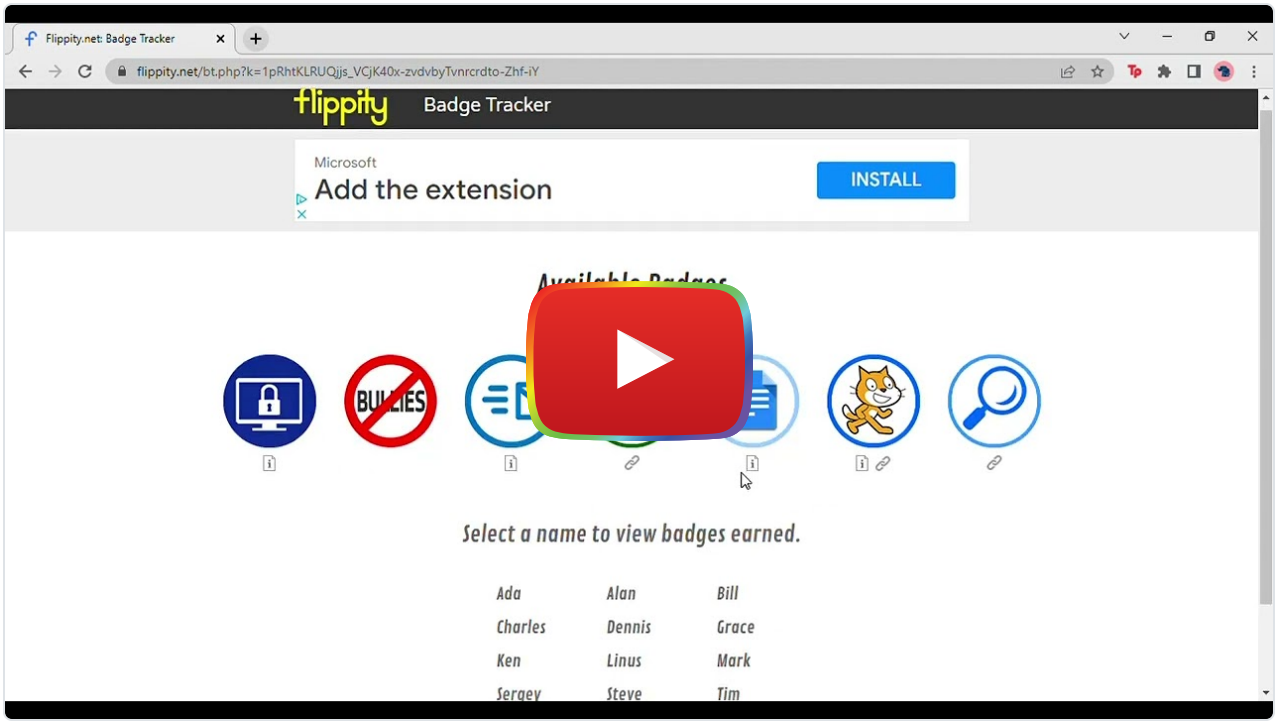
Creative Communicator

- Students create visual representations of ideas through activities such as Word Cloud, Fun With Fonts, and Tournament Bracket.

COPPA and FERPA Compliance

There is no official confirmation regarding whether Flippity is COPPA and FERPA compliant.

Flippity Overview Video



Watch on YouTube

Video Transcript

Flippity & the SAMR Model

The SAMR model gives a set of guidelines for showing how technology can be used in a classroom in the most productive way possible. This model can offer guidance to teachers on how best to incorporate the use of technology into their lessons.

Here is an example of how **Flippity** fits within the SAMR model:

- **Substitution:** Flippity offers virtual flashcards which are a direct replacement for the physical ones.
- **Augmentation:** Rather than just having one activity or way to teach students, there are over 20 choices that you can have them choose from to make it more engaging for each individual.
- **Modification:** There are puzzle creators for things like word searches and crossword puzzles. It is possible to write that by hand and photocopy or type it all out and print copies, but this template and generator make it simpler and faster.
- **Redefinition:** There is a typing test available through Flippity. There is no way to test typing speeds without the use of technology. It is also customizable, so you can make the words simpler or harder depending on the students.

Flippity offers a variety of activities, some of which are possible but made simpler with technology and some of which are completely impossible without. It addresses all parts of the SAMR model through one or more of the activities offered on the site.

Learning Activities

Math

Students can create math fact flashcards for students to test themselves at their own pace. Make a Virtual Breakout with math problems as the questions and have students answer them to unlock the puzzle.

Science and Technology

Students can craft a Manipulatives link with parts from animal and plant cells and divide the parts into the correct cells.

English/Language Arts

Students can read a story and create a Word Cloud using words that they think stood out to them about the story. Students can print out words of a sentence in different fonts using Fun With Fonts and cut-out letters. Have students piece together letters with similar fonts and try to formulate the correct words with them, as well as construct the sentence as a whole.

History

Create an interactive Timeline of a historical era and students can explore it while answering questions that can be found in the timeline.

Other

- Add creative words to the Randomizer and have students write a short story using whatever words it selects.
- Make a Quiz Show and students can work in teams to try to come up with the answers.
- Test students' typing speeds.
- Create a MadLibs and students can get creative and use different parts of a sentence to complete it.

Resources

- What is Flippity and How Does it Work?
- Flippity Quiz Show Video
- Overview Video of Flippity Activities
- How to use Google Spreadsheets with Flippity
- Flippity Review for Teachers
- Flippity Math Fluency Flashcards
- What is Flippity and How Does it Work For Teachers?
- A Quick Look at Flippity Video
- Create Flashcards with Flippity Video
- Flippity Twitter Page

How To Use Flippity Video (by Mrs. Bruza)



Watch on YouTube

Research

Suni, K., & Brown, C. (2021). We Can Do It for Free! *Information Technology and Libraries*, *40*(1). https://doi.org/10.6017/ital.v40i1.13257

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Author

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Access it online or download it at https://edtechbooks.org/onlinetools/flippity.

Floop

Collaboration | Social Learning

*Floop is a **browser-based tool** that eases the process of providing students with **digital, interactive feedback** on their **paper-based assignments** and it's available on all platforms. With Floop, students can submit their assignments by snapping a photo of their worksheet or document and uploading it online. Teachers and classmates can post comments and mark-up a student's document digitally. Students can see and respond to feedback instantly or ask questions privately in order to **enhance their learning**.*



Watch on YouTube

Tool Snapshot

Price	Free for individuals; Custom price for schools/districts
Learning	Social Learning

Ease of Use	★★★☆☆
Privacy	★★★★☆
Accessibility	★☆☆☆☆
Class Size	Unlimited
Login	Yes
ISTE*S	Empowered Learner & Global Collaborator
COPPA/ FERPA	Yes

Type of learning

Social Learning: Students can learn from each other's submissions when they provide feedback on their classmate's work.

ISTE Standards

Empowered Learner: Using Floop, students can demonstrate their learning and seek feedback from their teacher and peers.

Global Collaborator: Students can use Floop to provide feedback to one another.

Ease of Use

The Floop website features articles to help you learn how to use the tool:

- Enrolling Students
- Creating an Assignment
- Viewing Student Submissions
- Giving Feedback
- Conducting a Peer Review
- Rotating Student Submissions
- Curriculum of activities

While resources are provided to learn how to use the tool, new users may need to take some time to figure out the interface as it can be tricky to navigate at first.

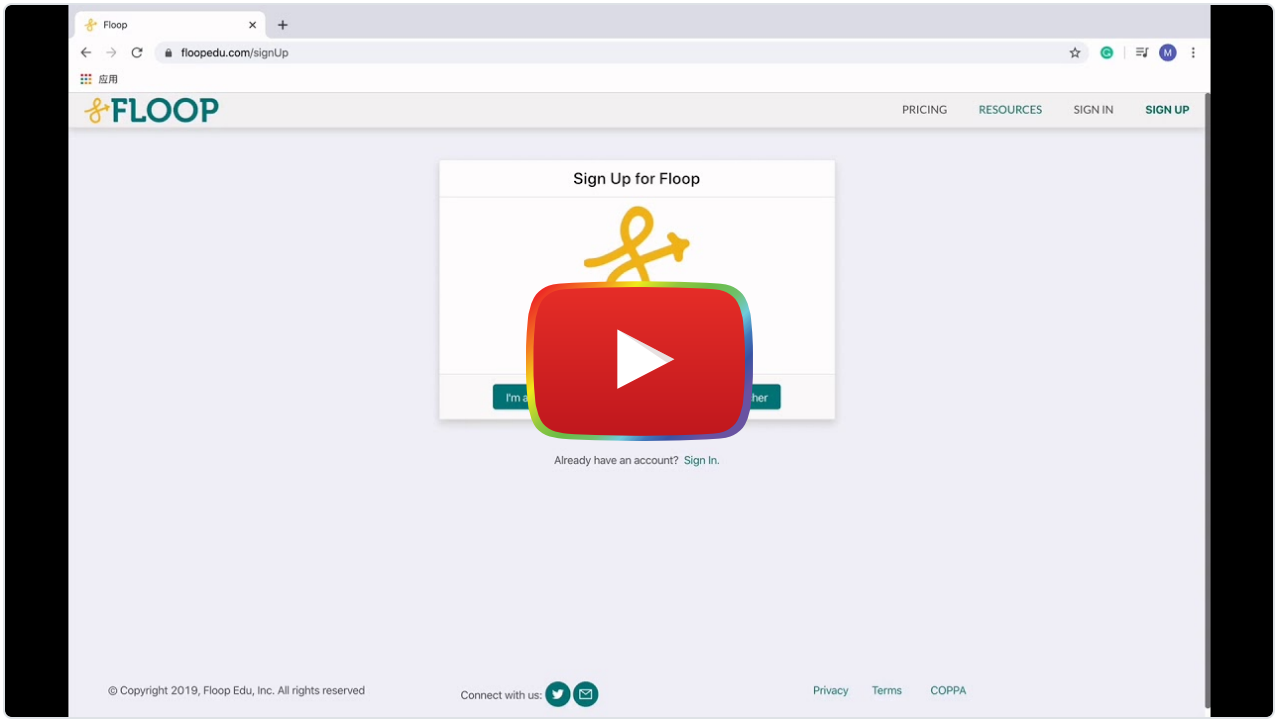
Accessibility

Floop does not have an accessibility statement or policy.

Privacy Policy

To login, a user has to share an email address and their full name. The privacy policy clearly outlines how information is used and shared. Floop does not feature advertisements for students. The company also collects all the images for an assignment posted on the site, the length of a work, and the feedback received.

Floop Video Tutorial



Watch on YouTube

Transcript

Floop & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Floop might fit within the SAMR model:

- **Substitution:** Students are able to submit papers and their work online rather than submitting papers in class.
- **Augmentation:** Students and teachers are able to extend learning beyond school walls by sharing feedback and responding to comments digitally.
- **Modification:** Students can provide feedback on each other's posts and engage in ongoing conversations through the feedback feature.
- **Redefinition:** Classmates and teachers together provide comments and engage in conversation digitally on the same document.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technical skills and knowledge), we encourage you to think about how you might use Floop to modify or redefine learning.

Learning Activities

Math

Students can submit math worksheets, sketchnotes related to a math topic, or even paper-based infographics featuring data about a topic of interest, and provide feedback on their peers' submissions.

Science

Students can submit diagrams or images of science experiments or pages from their science journals. Students can also leave certain aspects of their diagram blank and have their classmates fill in the blank through the comments feature.

English/Language Arts

Students can submit hand-drawn movie posters for a book, annotated maps that visualize the movement of a character in a story, or a photos of a hand-made art project representing a scene from a book.

History/Social Studies

Students can submit drawings that represent an important historic event/figure, maps that visualize a series of events of a historical point in time, and sketches of scenes from certain a historical figure's life.

Other

Teachers can post a study guide as an assignment to the whole class. Students can print out and annotate the study guide, snap a photo, and send it back to the teacher to provide clarification and feedback.

Resources for Floop

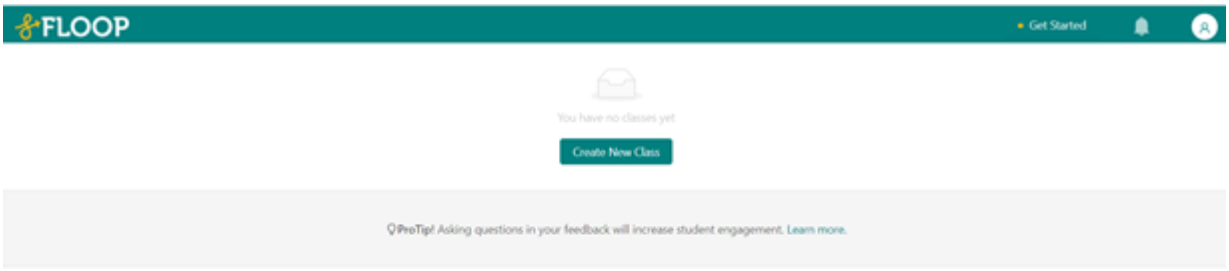
- Privacy Policy
- Feedback on Floop
- Improving Student Feedback's Effect on Classroom Culture
- Floop Twitter Page

Resources for Feedback

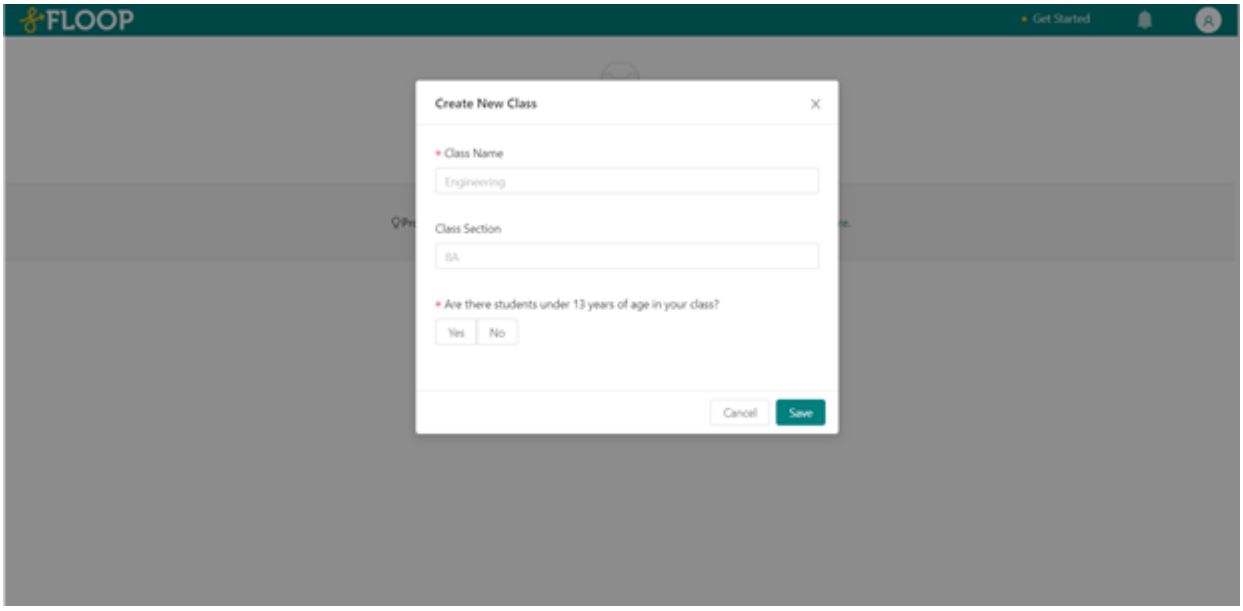
- Floop Feedback Curriculum
- The Importance of Feedback for Student Learning
- 20 Ways To Provide Effective Feedback For Learning
- Back-to-School: Consider Your Feedback System, Not Grading System

How to Use Floop

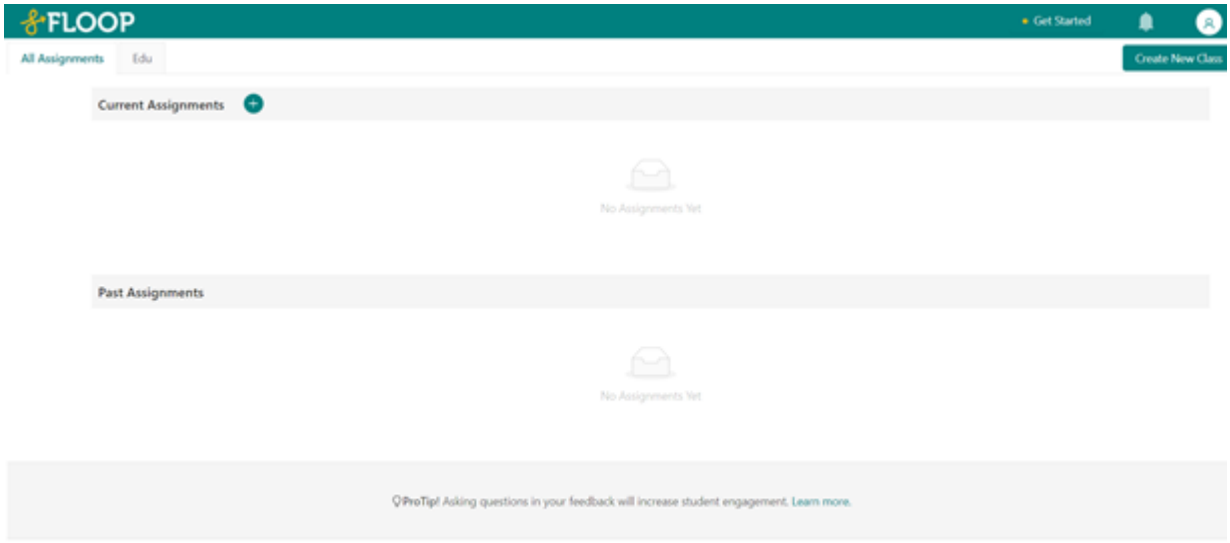
- Go to: https://www.floopedu.com.
- Click "Sign Up" to create an account.
- Click on "Dashboard."
- Click on "Create New Class."



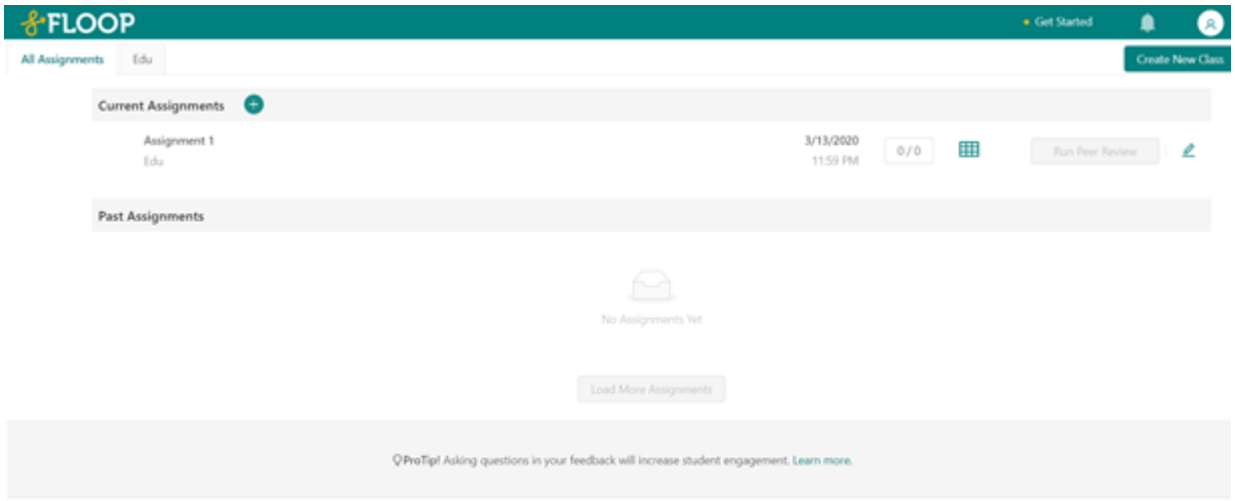
- Fill out class name, class section, and note if there are students under 13 in your class.
- You will be given an access code to allow students to enroll in your class.
  - For students who are 13 years or older, give the access code assigned to your class to your students and let them create an account with your specific access code.
  - For students under the age of 13, you will need to get consent from the school or district before allowing them to sign up for an account.

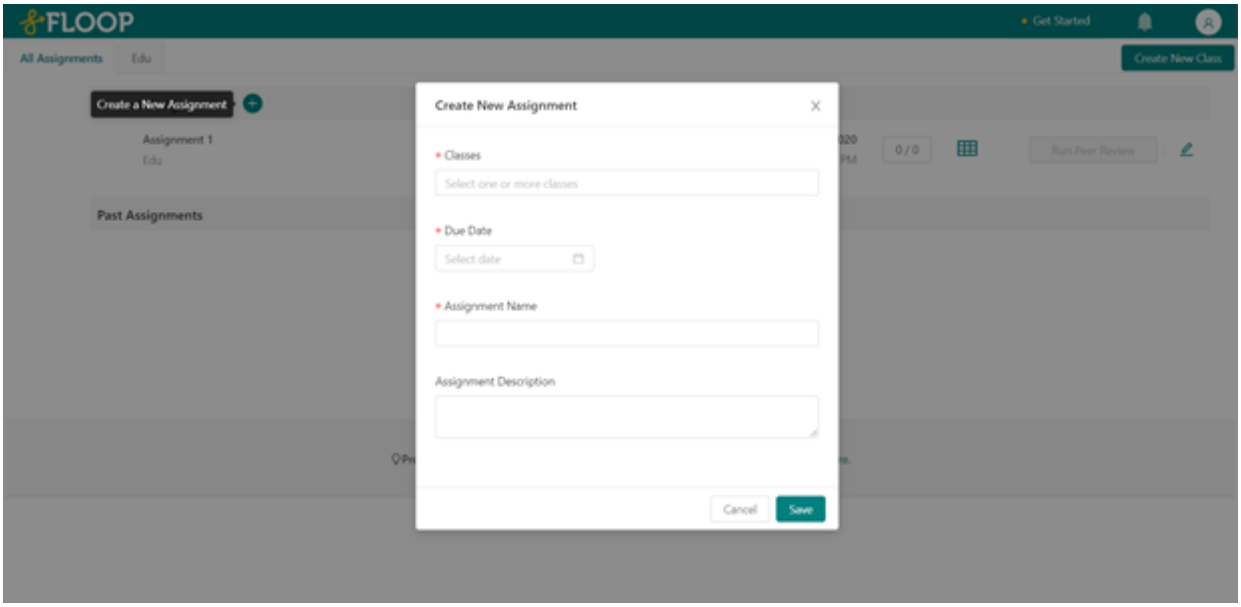


- When you click on the tabs for each class, you can see the assignments, the students who are enrolled, and a setting tab on the left. The settings tab will allow you to change the name and/or section of the class, along with the option to delete the class.
- To create an assignment, click on the “+” button in the upper left next to the assignments tab.

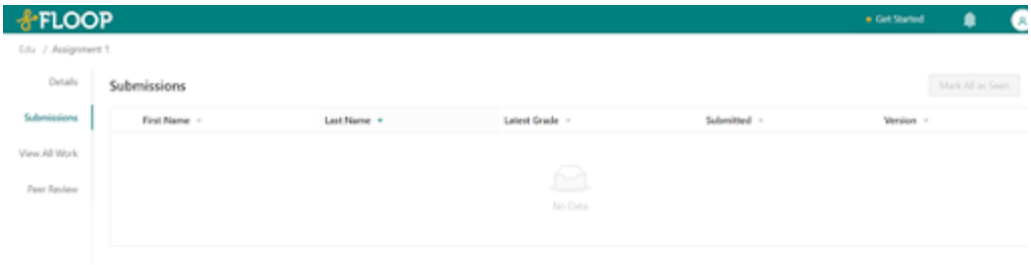


- Assignment: Choose the classes and due date. Give the assignment a name and a description (optional).





- The dashboard shows the assignments posted in each class, the details of the assignments, all the submissions, the peer reviews, and the feedback is given/received. There is the option in the upper right to either edit or delete the assignment.
- You can add assignments as needed throughout the academic school year.



Research

Duijvenvoorde, A. C. K. V., Zanolie, K., Rombouts, S. A. R. B., Raijmakers, M. E. J., & Crone, E. A. (2008). Evaluating the Negative or Valuing the Positive? Neural Mechanisms Supporting Feedback-Based Learning across Development. *Journal of Neuroscience*, 28(38), 9495–9503. DOI: 10.1523/jneurosci.1485-08.2008.

Witcher, C. (2019). Floop: Designing holistic feedback systems in secondary classrooms: Whitepaper. Retrieved from https://drive.google.com/file/d/1faCuK-mmgvu-4EMArXieO2CyMKzzFdMU/view

Laud, L. (2011). Using formative assessment to differentiate mathematics instruction: Seven practices to maximize learning, Grades 4–10. Corwin Press; *National Council of Teachers of Mathematic*s. https://doi.org/10.4135/9781506335537

Authors

This page was created by Elisabeth Ng, Isabelle Wang, and Tyler Volpe-Knock.



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Access it online or download it at https://edtechbooks.org/onlinetools/floop.

Formative

Assessment Behaviorism

Formative is a real-time, interactive assessment tool. A formative assessment is a formal or informal opportunity to do two things: identify which students are struggling AND intervene. "If an educator does not make an intervention, then they have not done anything formative. However, if a teacher is looking at every moment of the day as an opportunity to make an intervention, then they are in fact always formative" (Craig Jones).



Screenshot of Formative's homepage

Tool Snapshot

Price	Free & Partner plans
Learning	Behaviorism
Ease of Use	★★★★☆
Privacy	★★★★★

Accessibility	★★☆☆☆
Class Size	Unlimited
ISTE*S	Empowered Learner

Formative Review

Usability

Formative can be accessed on any web browser on a Windows, Android, or Apple operating system. There is a YouTube channel that holds easy-to-understand mini-tutorials. An active community forum provides innovative tips and assessments.

Cost

Formative is free to both teachers and students. Teachers and school districts can purchase a partner version with more features.

Accessibility

Formative does not explicitly provide accommodations for learners with special needs. However, the tool can be used in conjunction with screen-magnifying and screen-reading programs.

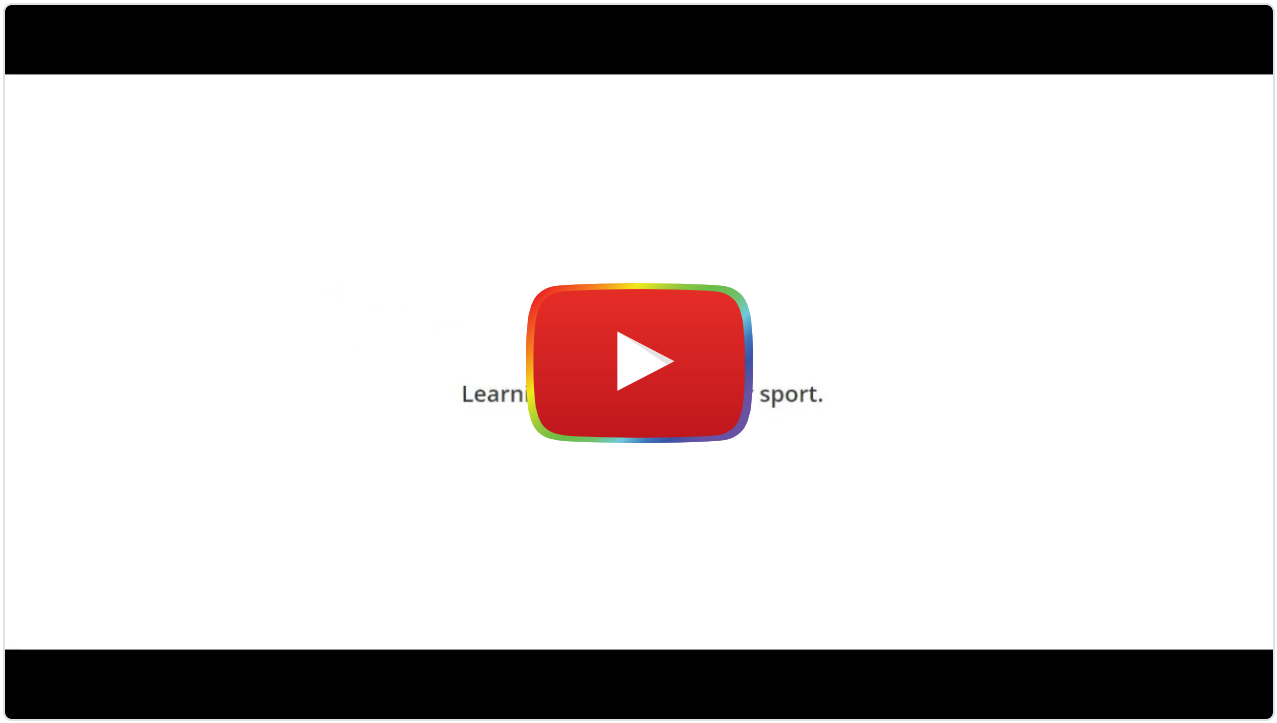
Privacy

Students under 13 must have parental consent to use Formative. Formative requires teachers to provide parents' e-mail addresses so that consent can be obtained. Alternatively, parents can directly e-mail their consent to privacy@goformative.com. For all features to be operational, users need to permit cookie access. Cookies collect internet activity, and can be used by advertisers to direct ad pitches. Other user information gathered by Formative include Internet Protocol (IP) addresses, browser types, internet service providers, referring or exit pages, click stream data, operating systems and the dates and times the site was visited. Formative states that the information gathered is meant to improve the user experience, including information that is shared with outside websites that Formative links to (and that are clicked on by users).

Terms of Use: Users understand and accept that all content uploaded is considered to be in the public domain. Formative maintains a "worldwide, non-exclusive, perpetual, royalty-free, fully paid, sublicensable and transferable license to use, edit, modify, reproduce, distribute, prepare derivative works of, display, perform, and otherwise fully exploit the User Content in connection with the Website and our (and our successors' and assigns') businesses, including without limitation for promoting and redistributing part or all of the Website (and derivative works thereof) in any media formats and through any media channels (including, without limitation, third party websites and feeds)." Formative prohibits content that is copyrighted, obscene, pornographic, defamatory, sexually explicit, violent, or discriminates against protected groups. Users are forbidden from using the tool for commercial transactions, such as contests or sweepstakes. Formative was designed for users in the United States, and makes no claim to be legal in other countries. Formative provides an e-mail address if anyone wishes to give feedback on their terms of service.

Equity: Formative has the potential to enhance deep learning among at-risk learners. Too often, at-risk learners may be labeled as unmotivated, lazy, or lacking focus. Formative provides an opportunity for all students – especially at-risk students – to track and receive comments on their progress. This may serve to improve equity in education, as teachers can provide meaningful feedback in real-time.

Formative Review Video



Watch on YouTube

Formative and the SAMR Model

- **Substitution:** Substitution materializes when technology supplants an analog process. The exams provided by Formative can substitute exams that have traditionally been distributed using pencil and paper.
- **Augmentation:** Augmentation occurs when technology functionally improves an analog process. Uploading an answer key to Formative makes grading seamless, rather than requiring the teacher to dutifully check the answer key for each student submission.
- **Modification:** Modification is realized when technology notably overhauls an analog or digital process. Formative's highly participatory community forums enables teachers to enrich their professional learning networks with others who hold diverse, deep, and dynamic backgrounds and experiences.
- **Redefinition:** Redefinition takes place when technology creates a product that was not previously possible. The tool's ability to let teachers observe students' work in real-time, from one screen, is a significant redefining characteristic.

Learning Activities

Pathophysiology

A pathophysiology lecturer completed a lesson on childhood disorders of the gastrointestinal system. Students have voiced misconceptions about pyloric stenosis, a congenital disorder. The lecturer uploads an image of the duodenum and pylorus, and asks students to draw the disorder's progression on the image. The lecturer evaluates each student's grasp of the content in real-time, and provides individualized feedback.

Algebra

An algebra teacher visits the Formative community forum, where a math coach shared a code that embeds the Desmos graphing calculator as a content item in a question. The teacher copies and pastes the code into a worksheet, activating the graphing calculator. She instructs her students to complete the worksheet so that they can gain practice in graphing linear equations. The teacher helps individual students identify errors made, in real-time, when solving linear equations with unknown variables.

Microeconomics

After completing a lesson on the challenging topic of capital supply and markets to students who are not majoring in economics, a professor asks the class to self-reflect on the lesson. The first question is an evaluative multiple choice question, and students can either choose one of three options: (A) I understand; (B) I somewhat understand; or (C) I do not understand. The second question is an open-ended question, where students complete the following sentence: "After today, I can …" The final question is also open-ended, and students are prompted to explain a concept about capital supply and markets that was salient to them.

Getting Started with Formative (by Formative)



Watch on YouTube

Resources

- EdSurge review: Formative
- Why Formative Believes In A Research Based Approach
- Looking for Better Edtech Products? Why Developing Teacher-Company Relationships is Essential
- Edshelf review of Formative
- AppShelf review || Formative
- Video overview of Formative
- Teacher's Technology Toolbox Formative Video Tutorial

Research

Burns, M. (2017). *#FormativeTech: Meaningful, Sustainable, and Scalable Formative Assessment With Technology*. Thousand Oaks, CA: Corwin Press.

Hodgson, J. H. (2016). One-to-one technology integration: An examination of academic tasks and pedagogical shifts and changes to the instructional environment (Doctoral dissertation). Retrieved from Proquest Dissertations Database.

Nicholas, R. (2016). Using apps in the geography classroom. *Interaction, 44*(4), 44-46.

Author

This page was created by Adrial A. Lobelo.



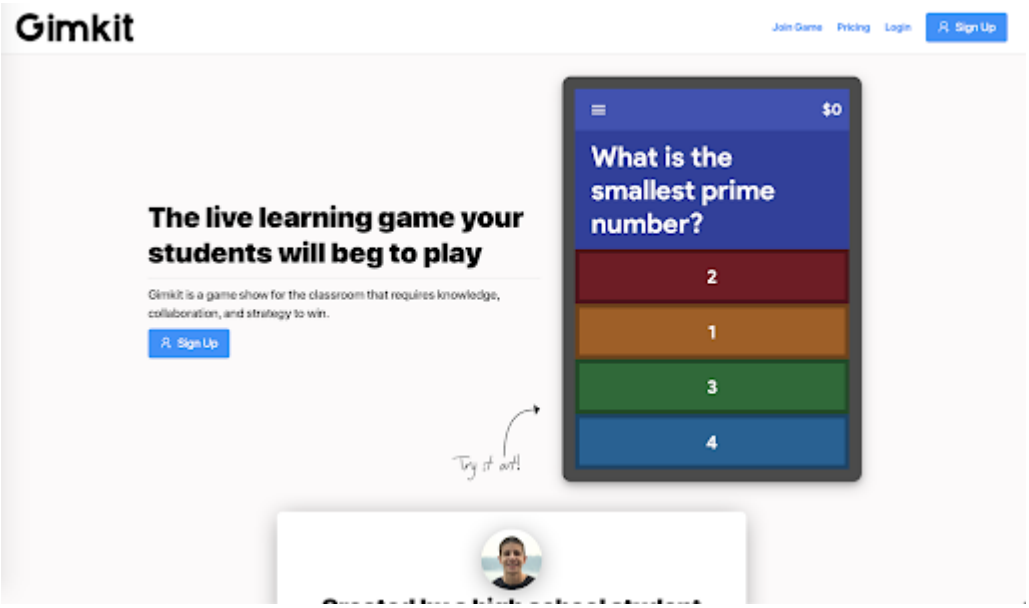
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Gimkit

Behaviorism | Quizzes | Polls

Gimkit is an interactive digital quiz-style game that can excite and inspire learning. Similar to Kahoot!, Gimkit allows educators and students to create multiple choice questions from scratch for any topic area and it also allows users to import Quizlet sets to easily create a "Kit." One of the motivating features within Gimkit is the ability to earn "money" (by getting answers correct) and using the "money" to buy various power-ups, such as earning more points per question, gaining additional points when on a streak (getting two or more consecutive answers correct), and using insurance if a question is answered incorrectly. Teachers receive a data report at the end of each game that shows the overall class and individual student responses. The data makes this a helpful tool for formative assessment, providing students with quick feedback, and identifying areas that need to be taught/re-taught.



Tool Snapshot

Price	Basic: Free; Pro: $4.99/mo. or $59.88/yr.; School: $1,000/yr.; Department: $650/yr.
Learning	Behaviorism & Social Learning

Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★☆☆☆☆
Class Size	Maximum 500 people for a live game
Login	To create/run a game or Kit: Yes. To play a game: No
ISTE*S	Empowered Learner, Global Collaborator
COPPA/ FERPA	Yes

Price

	Basic	**Pro**
Price	Free	$4.99p/m or $59.88 p/y
Live Games	✔	✔
Assignments	✔	✔
Classes	✔	✔
No Advertisements		✔
Unlimited Kits		✔
Unlimited Edits		✔
Audio Questions		✔
Image Uploads		✔

To learn about the pricing plans for schools and districts, visit the GimKit group pricing page.

Ease of use

- Gimkit is fairly straightforward in terms of ease of use, especially if you are familiar with the similar online tool, Kahoot. It's ease of use is enhanced by Gimkit's visually appealing interface with clearly marked steps that helps the user succeed in creating a Kit sufficiently.
- If you have any questions, Gimkit has a helpdesk and an email where you are able to ask questions about the tool. You can also give feedback about the tool and even suggest new features.
- Gimkit allows for entire class collaboration using a tool called a KitCollab (collaborative Gimkit). Students work together to create a "Kit" (quiz). They submit questions and as the educator you have the power to accept or reject the proposed questions.

Privacy

(Policy Last Updated: September 28, 2019).

- Students do not need to create an account to take Gimkit quizzes or to create collaborative "Kits," and therefore do not need to provide any personal info or data. However, to utilize some of Gimkit's features including those developed for homework assignments, formative assessment, and tracking academic progress over time, students would need to create an account.
- If students do create an account, they must be: "A student and outside of the European Union, or inside the European Union, but over 18 years of age" (Gimkit, 2019).
- If a student (outside the EU) creates an account and is under 13, they must get consent from their guardian. This consent can be provided by i) using the guardian email to set up account (the guardian will receive an email with instructions) ii) the guardian fills out the form on this link and then emails it to hello@gimkit.com or iii) if the school is part of the Gimkit network then the school is responsible for receiving consent.
- Gimkit collects info:
  - Name (required for all accounts)
  - Email address (required for all accounts)
  - Date of birth (required for student accounts)
  - School, university, or organization (required for educator accounts)
  - Educator interests/subjects (required for educator accounts)
  - Grade level, if you are a teacher (required for educator accounts)
  - Financial information (required when signing up for Gimkit paid subscriptions)

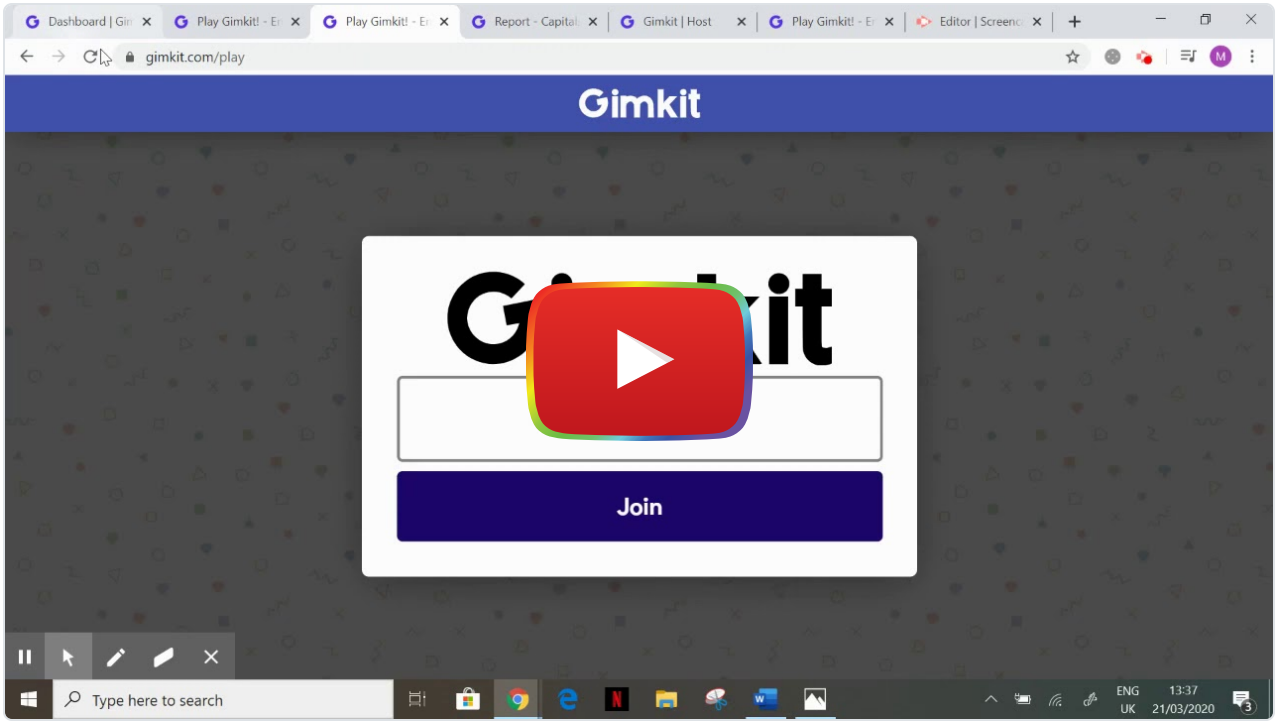
Accessibility & Usability

- There was no available information about accessibility settings on the website and it does not seem to integrate with any assistive technology (e.g., screen readers, voice control).
- You can choose the language you want to use for live games and you are able to enable the use of Google Translate, which will translate the text inside the live games.
- The option to upload images or audio questions is a potential plus for accessibility, however it is only available for the pro versions.

Login required

- No account is needed to play.
- An account must be created if you want to run a game or create a kit. You can sign up using a Google account or email address.
  - For student accounts, logging in requires sharing their date of birth.
  - For educator accounts, logging in requires sharing the country, area code, and name of your school.

Gimkit in 140 seconds



Watch on YouTube

Transcript

Gimkit & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool. Here is an example of how Gimkit might fit within the SAMR model:

- **Substitution:** Students use Gimkit to participate in a quiz to answer questions that will allow the educator to evaluate their learning, instead of using a traditional paper quiz.
- **Augmentation:** Students participate in a Gimkit quiz where they try to be the first to reach the target cash goal by answering the questions correctly, quickly, and by making use of the power-ups.
- **Modification:** Students work in groups to collaboratively create a KitCollab quiz to test their peers.
- **Redefinition:** Students create a Gimkit quiz for their peers and then analyze the instant data to identify the areas that need extra attention.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Gimkit to modify or redefine learning.

Learning Activities

World Languages

Students learn new vocabulary for a foreign language by matching an image to a word. Or, students compete to choose the correct translation to the word/phrase provided.

Language and Literature

Students answer comprehension questions based on a piece of text read, video shown, or podcast played.

Geography

Students could test their geography knowledge by matching a point on a map to its correct city.

Other

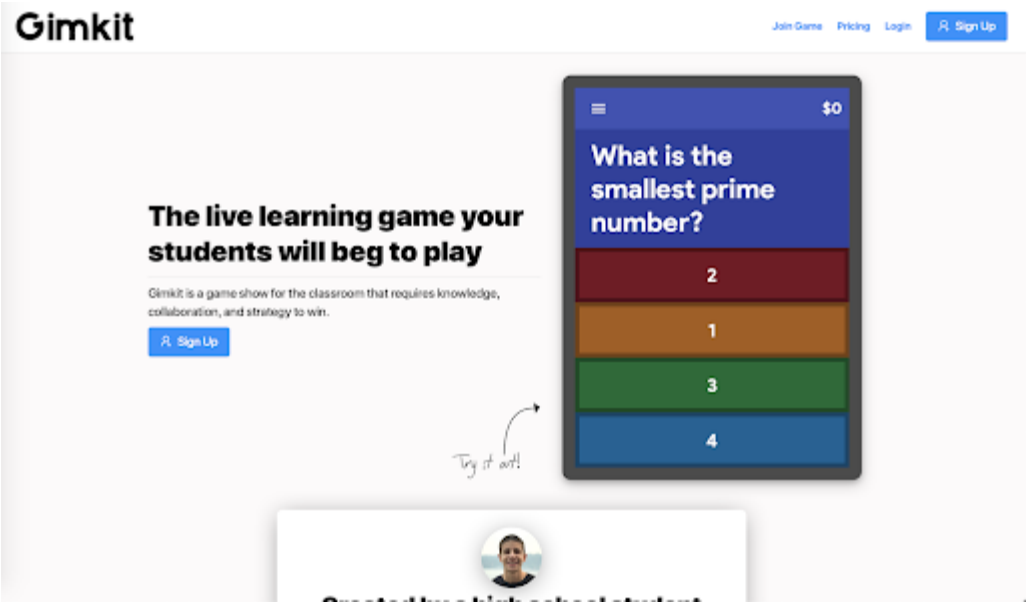
Students work in pairs to create a class-wide KitCollab about topic areas they are struggling with to create a comprehensive study guide.

Resources

- Comparing online 'quiz' tools
- Create a 'Kit' from scratch
- Gimkit Slides
- EdtechReview – Gimkit: It's like Kahoot on steroids
- Gimkit – A low prep game for any class
- How to Get Started With Gimkit: My Students' New Favorite Tech Game
- Game Mashup: Gimkit Meets Musical Chairs

How to Use Gimkit (Teacher/Host)

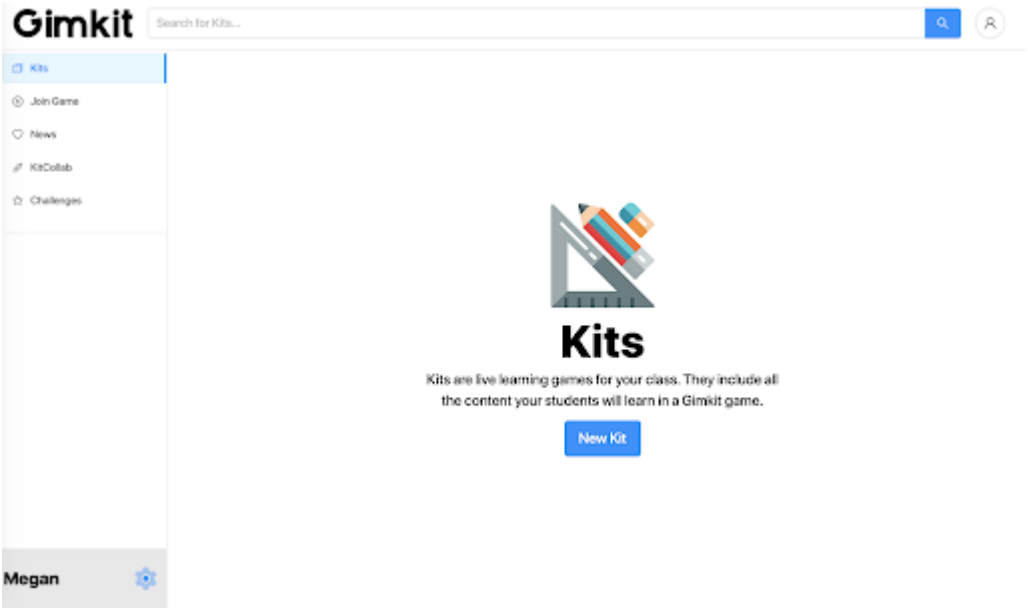
- Go to www.gimkit.com.
- Click the "Sign Up" button in the upper right-hand corner to create an account.



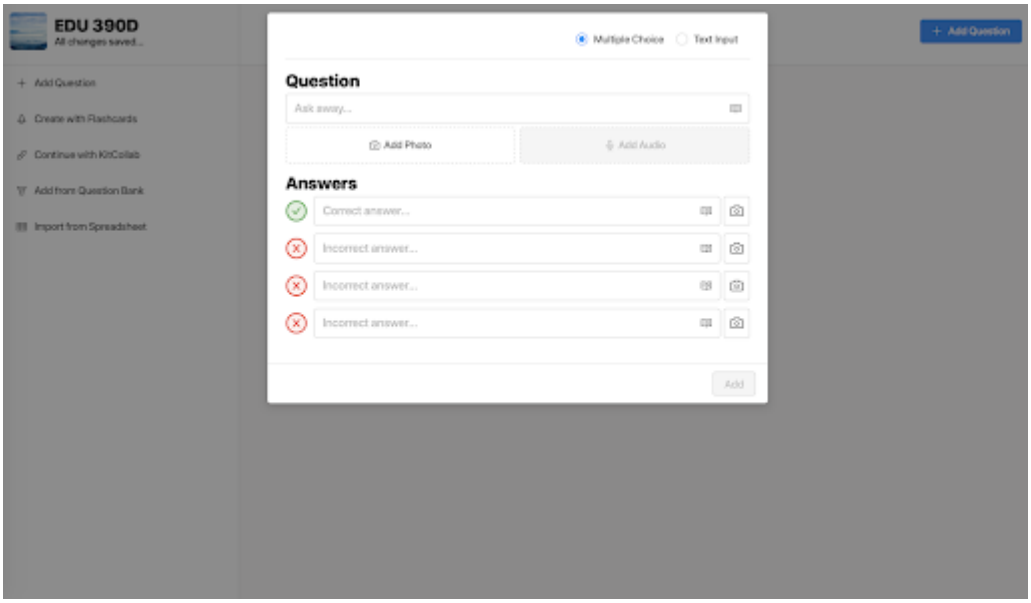
- Choose plan type: Gimkit Basic, Gimkit Pro, Gimkit Pro Pass, or Gimkit Groups.



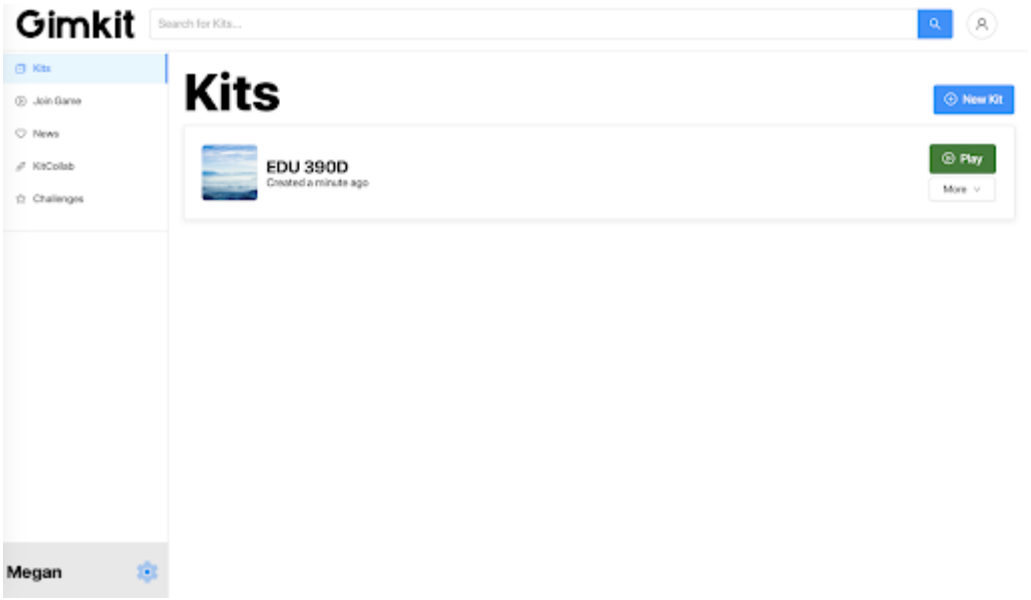
- Enter email and password.
- Click “New Kit” to create Kit.



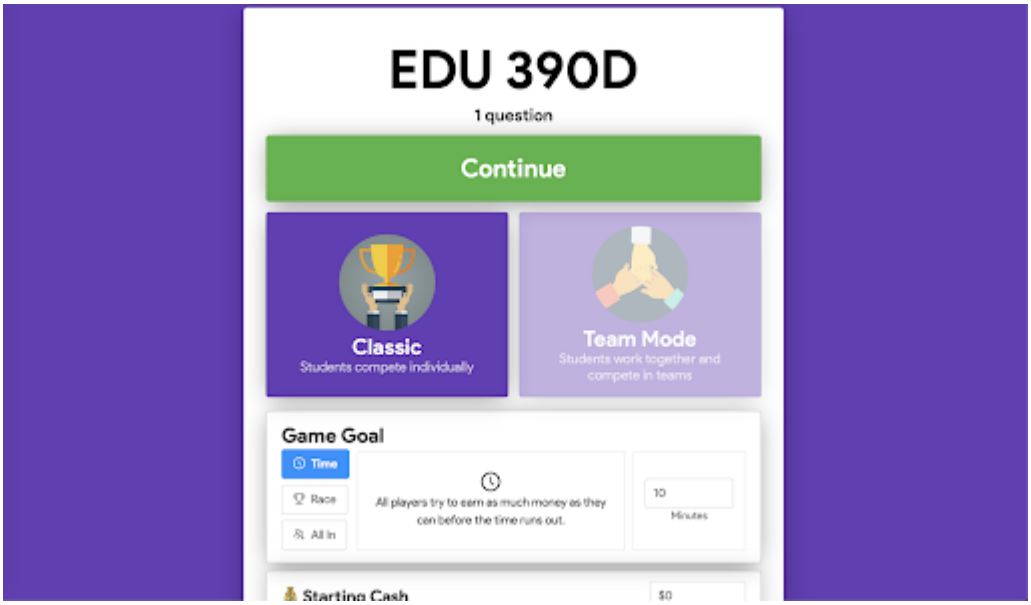
- Name the kit, choose a language and subject.
- Click either “add question,” “create with flashcard,” “continue with KitCollab,” “Add from Question Bank,” or “Import from Spreadsheet.”
- Choose question type: “Multiple Choice” or “Text Input”



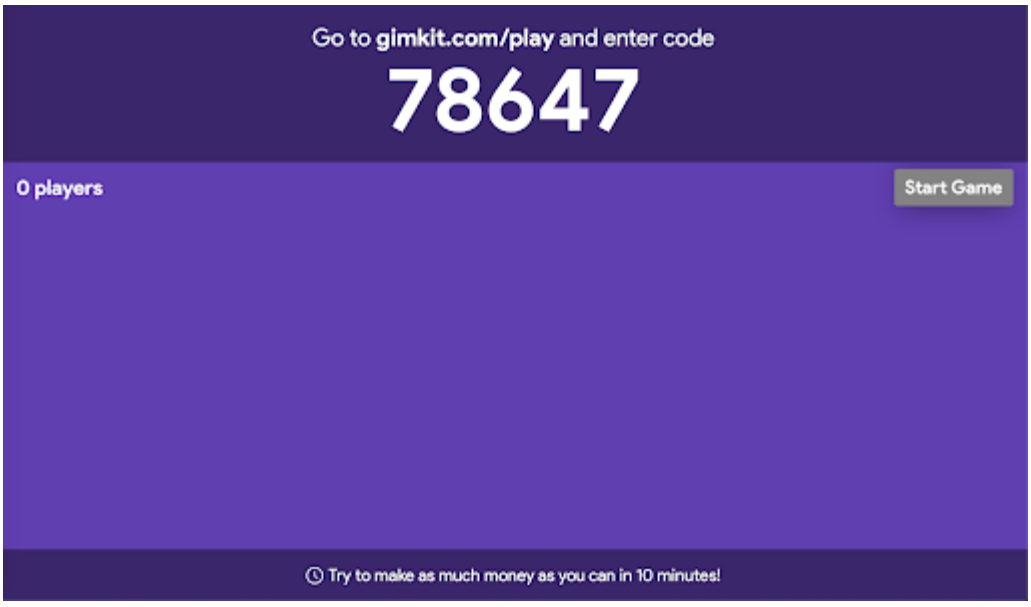
- Type in the question.
- Type in the correct answer next to the green checkmark icon.
  - If the "Multiple Choice" option is chosen, type in incorrect answers next to the red X icon.
- When you're done with the Kit, click "Finish Kit" icon in the left sidebar.
- Hosting a Game: Click green "Play" button next to your completed Kit to host the Gimkit game.



- Choose game type: "Classic" or "Team Mode."



- Choose a Game Goal: “Time”, “Race,” or “All In.”
- Choose Starting Cash.
- Choose Handicap (“Players won’t be able to go below a certain cash amount”).
- Choose Answer check (“Allow player to view correct answer after answering incorrectly”).
- Choose whether there is Music.
- Choose whether there is Clapping.
- Choose whether players can join the game late.
- Choose Shop Options: “Powerups,” “Themes,” and “Clean Power Ups Only.”
- Click the green “Continue” button at the top of the page.
- Have students enter code presented on the screen.



- Click “Start Game” to start playing.

How to use Gimkit (Student)

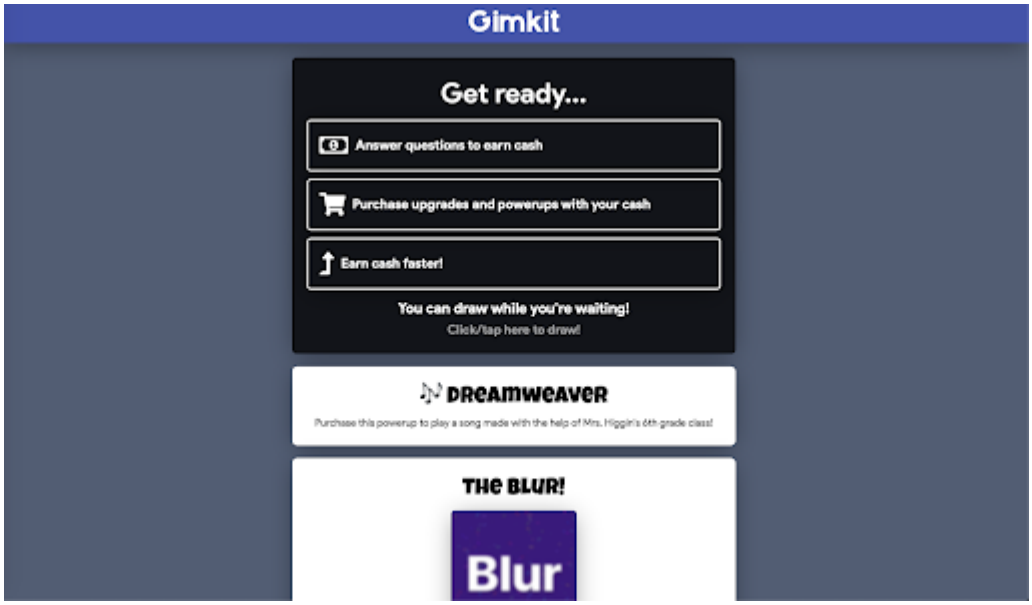
- Go to gimkit.com/play.
- Type in the game code provided by the teacher/host.



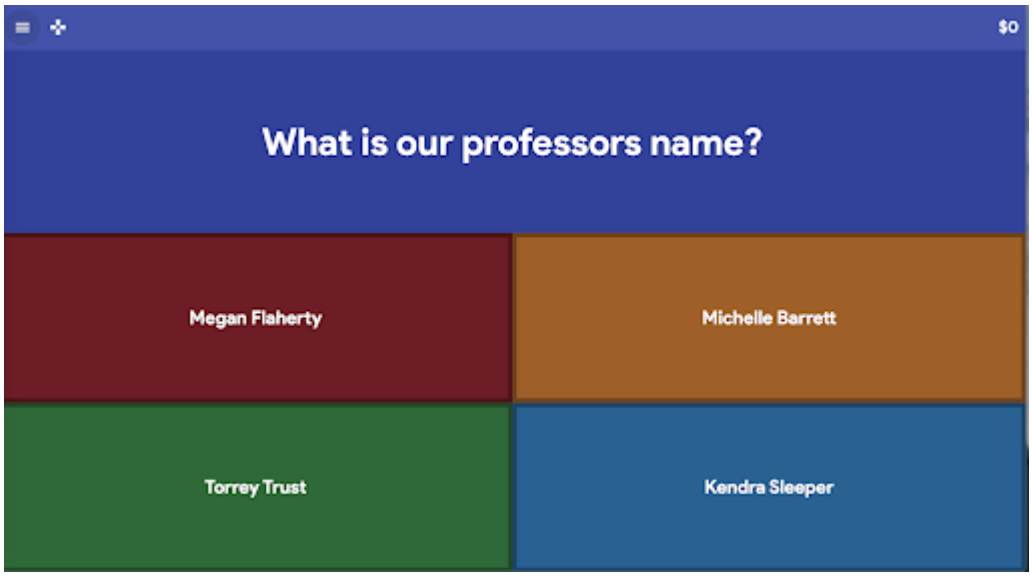
- Type in your name.



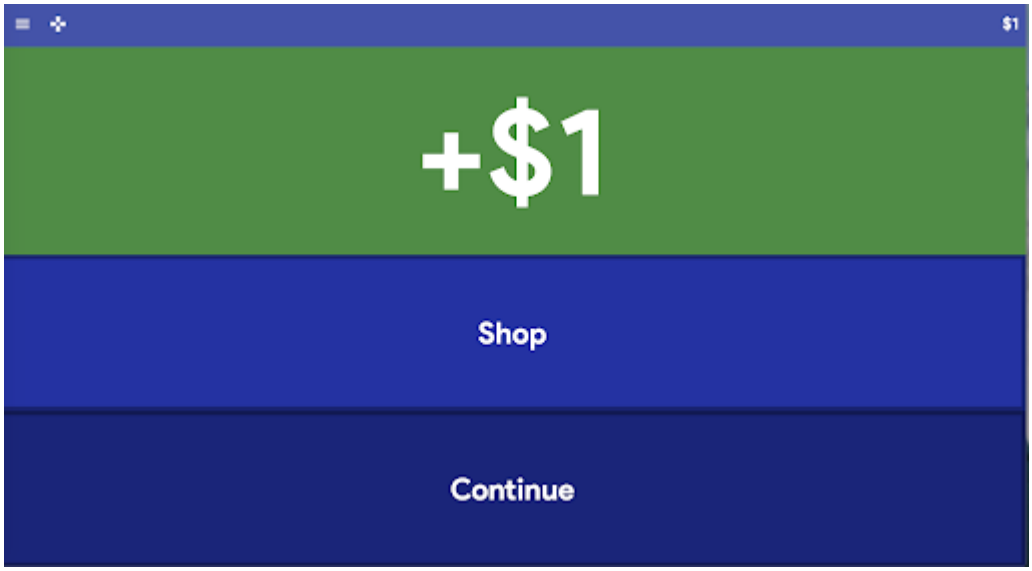
- Wait for the teacher/host to start the game.



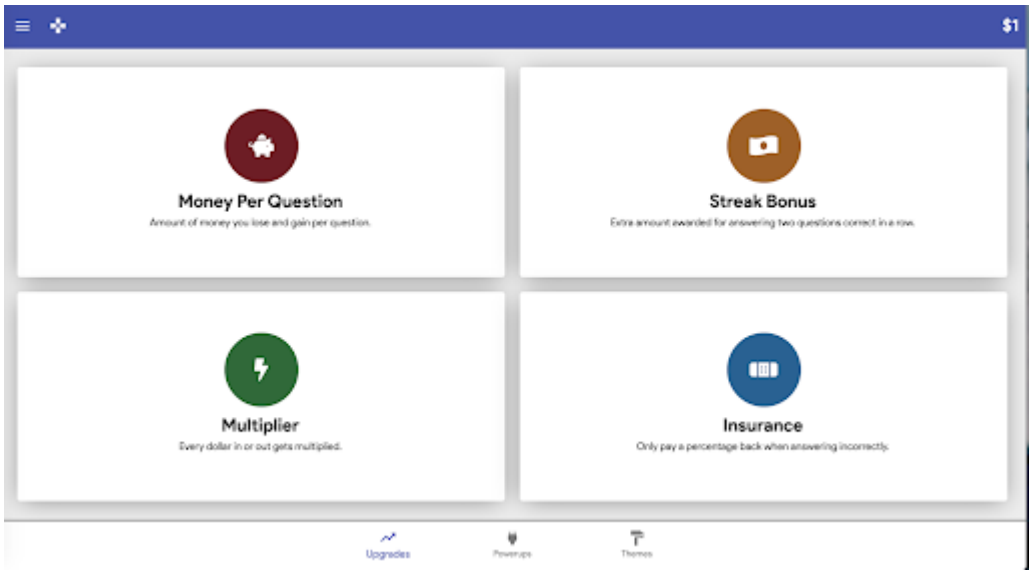
- Click on the answer you think is correct.



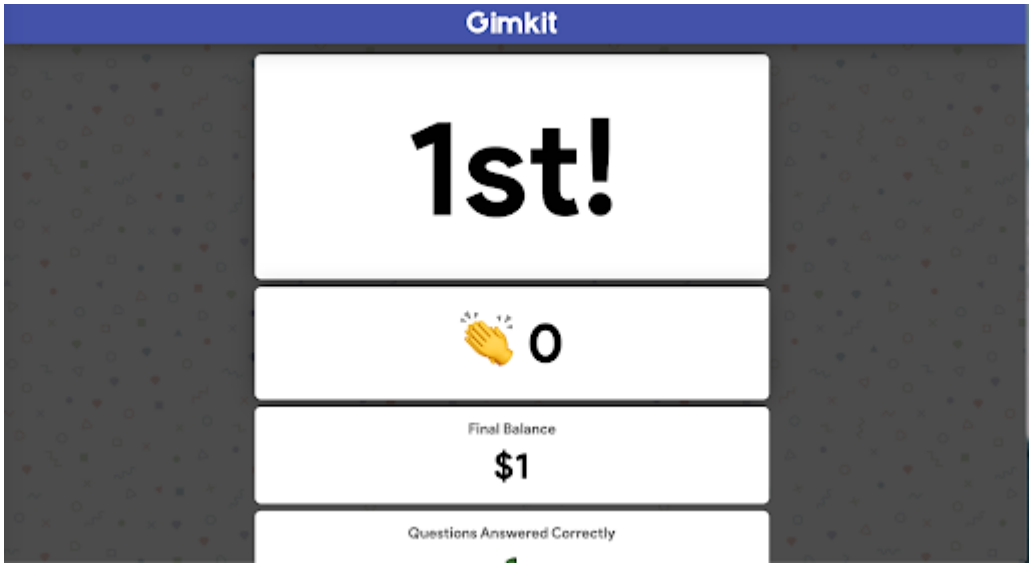
- If you select the correct answer, you will collect money. If you select the incorrect answer, money will be taken away.



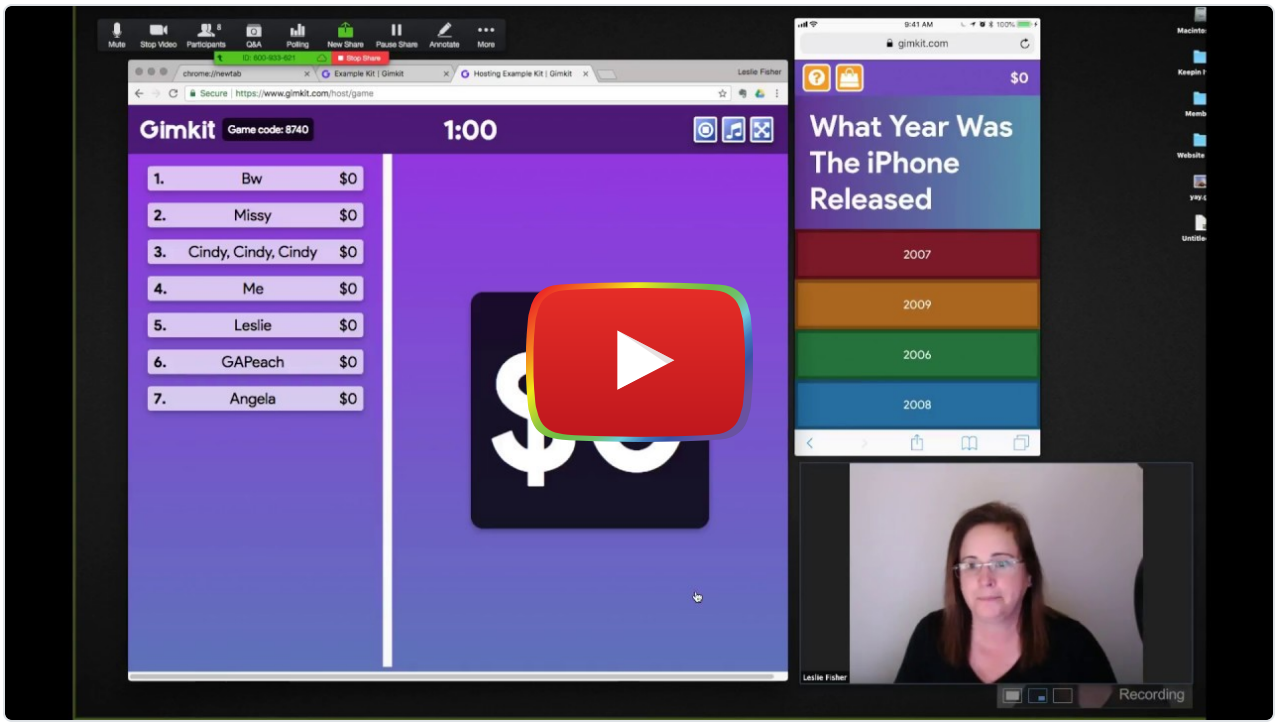
- While waiting for the next question, you may choose to shop for upgrades, power ups, or themes to help enhance your game play.



- When the game ends, the results will show your place, your final balance, and the amount of questions you answered correctly.



Check out this video by Leslie Fisher for further guidance on how to create a Kit:



Watch on YouTube

Research

Binti Yusof, N. (2019). The effect of gamified assessment on student's achievement, motivation and engagement in database design course. *Journal on Technical and Vocational Education*, *4*(3), 78-91.

Gressick, J., & Langston, J. B. (2017). The guilded classroom: Using gamification to engage and motivate undergraduates. *Journal of the Scholarship of Teaching and Learning*, *17*(3), 109-123.

Mcdermott, K. B., Agarwal, P. K., Dantonio, L., Roediger, H. L., & Mcdaniel, M. A. (2014). Both multiple-choice and short-answer quizzes enhance later exam performance in middle and high school classes. *Journal of Experimental Psychology: Applied,* 20(1), 3–21.

Authors

This page was created by Michelle Barrett, Megan Flaherty, and Kendra Sleeper.



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Goosechase

Behaviorism | Multimedia | Social Learning

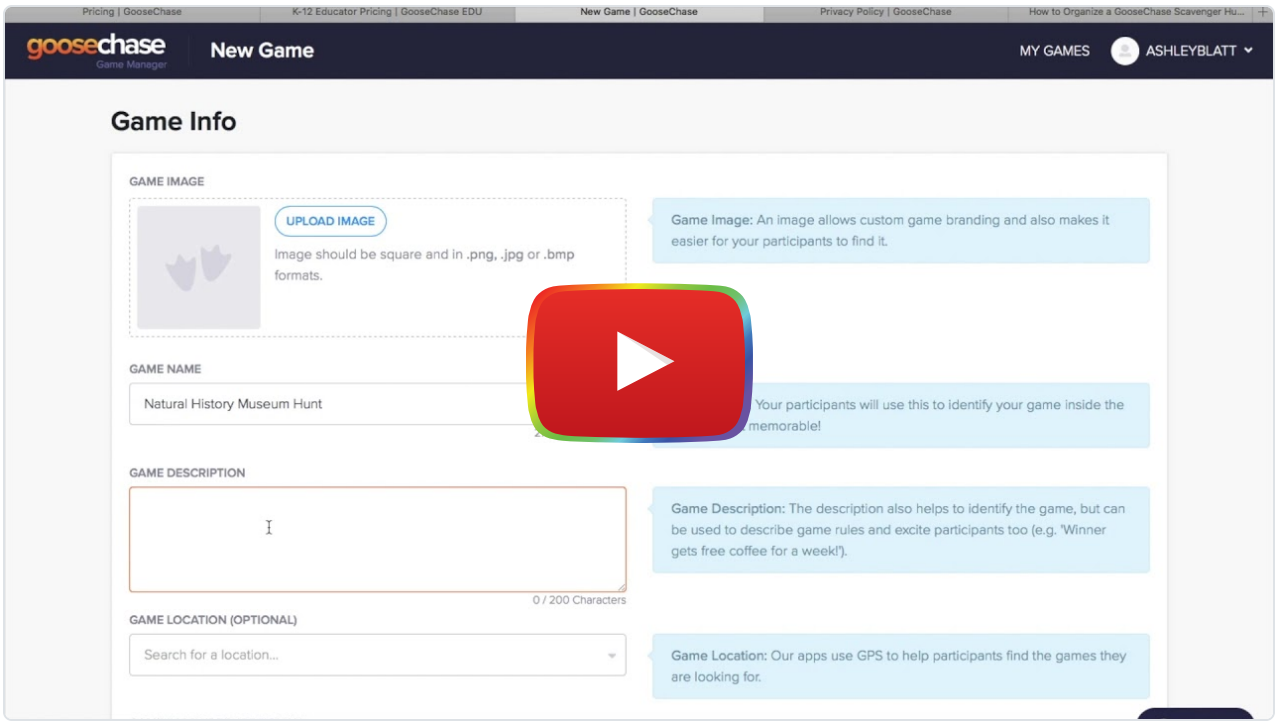
Goosechase is a digital tool and app for creating multimodal scavenger hunts. Using Goosechase, students can take photos or videos of scavenger hunt items, solve riddles and word puzzles, and tag themselves at a GPS location, such as a historical monument. Students are able to compete either individually or in teams in order to earn points for different missions they complete. They can also see a live leaderboard, which adds a competitive component to the activity. Scavenger Hunts can be an active way to engage students in exploring content, especially on field trips. Scavenger hunts allow students to find information for themselves, work in teams, and enjoy an authentic learning experience. That being said, because of privacy concerns and the use of GPS data, we recommend using Goosechase only if you have students over the age of 13.



Tool Snapshot

Price	Educator Basic: Free; Educator Plus: $99 per educator/year; Educator Premium: $299 per educator/year; School and District Licenses
Learning	Behaviorism & Social Learning
Ease of Use	★★★★☆
Privacy	★☆☆☆☆
Accessibility	★★☆☆☆
Class Size	Depends on payment plan
Login	Yes for organizers; Optional for participants
ISTE*S	Knowledge Constructor & Empowered Learner
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

GooseChase Overview Video



Watch on YouTube

Transcript

GooseChase & SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Goosechase might fit within the SAMR model:

- **Substitution**: Students use Goosechase to indicate they found items in a museum (rather than using a printed checklist).
- **Augmentation**: Students use Goosechase to record narrated videos about the items they find.
- **Modification**: Students tag themselves in GPS locations in an outdoor setting (e.g., touring Boston's historical landmarks).
- **Redefinition**: Students create or participate in an amazing race style event with riddles, clues, pictures, videos, GPS locations, and the ability to keep track of other team's progress in real time.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technical skills and knowledge), we encourage you to think about how you might use Goosechase to modify or redefine learning.

Learning Activities

Math

Explore a building (school, museum, subway, etc…) and take pictures of geometric shapes used in the design and construction of the building.

Science

Take a field trip to a museum, zoo, or aquarium and have students create videos explaining different exhibits. For example, students could create a short video at the Giraffe exhibit using information from class, zoo staff, and zoo signs.

English/Language Arts

Students use Goosechase to find books in the library using the Dewey Decimal System.

History

Students create a scavenger hunt to teach their families/peers/community about the history of their town or city.

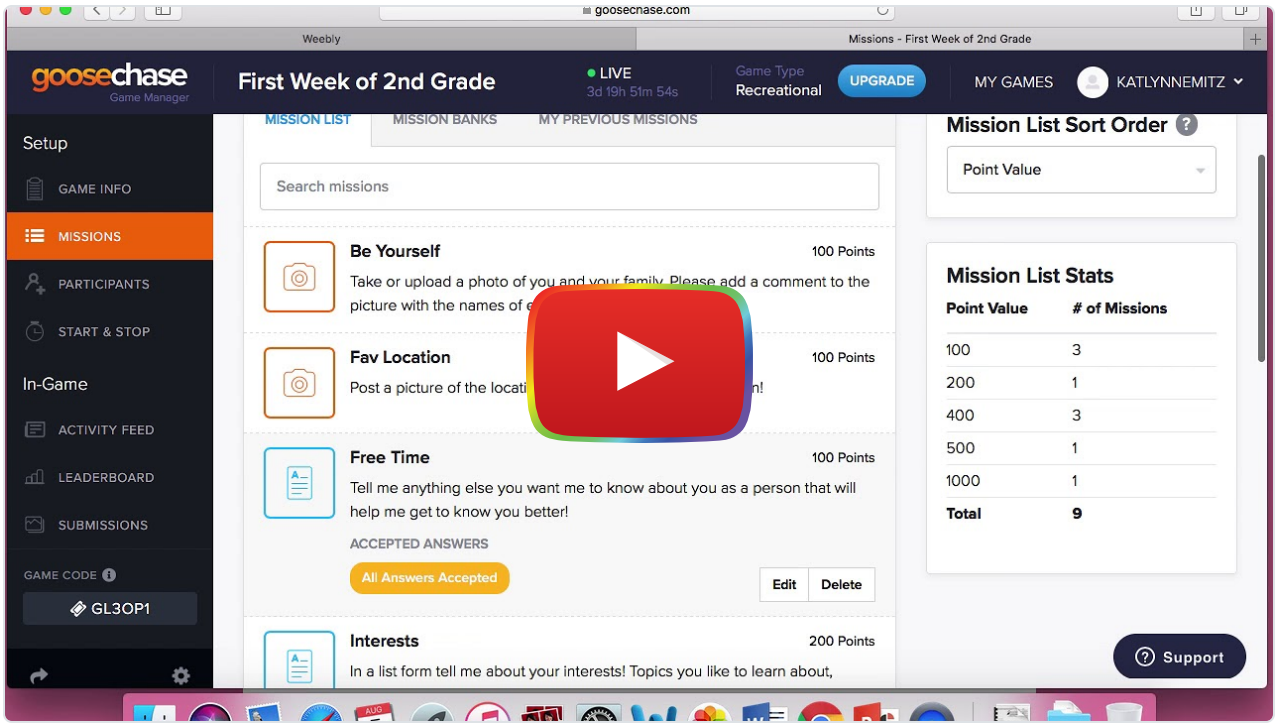
Resources

- The Scavenger Hunt as an Active Learning Technique
- The Scavenger Hunt As an Interactive Teaching Tool
- Benefits of Scavenger Hunts
- Game Library
- Game Library – Field Trips
- Goosechase Scavenger Hunt
- GooseChase: Scavenger Hunts for Language Learning
- How To Create a Scavenger Hunt with GooseChase
- GooseChase : Scavenger Hunts with your students – Use your iPhone/iPad/Android for scavenger hunts

How to Use Goosechase

1. Go to www.goosechase.com/edu.
2. Press “Sign Up” in the top-right corner.
    1. Create a username and password.
3. On the “My Games” screen, press “New Game.”
    1. Create a name and description of your game.
    2. Upload a photo for your game.
    3. Make a game location or password (optional).
4. On the Missions page, click “Add Mission to List.”
    1. Choose to use a photo/video, text, or GPS mission.
    2. Create a mission name and description.
    3. Choose the point value for that mission.
5. Continue adding missions until you have completed your scavenger hunt.
6. Optionally, go to the “Game Script” screen to set expiration times/automatic messages.
7. Click on the Participants page.
    1. Choose to use teams or individual players.
    2. In teams, you have the option to pre-select team members.
8. Go to “Start & Stop.”
9. Choose manual or automatic timing.
10. Press “Start Game.”
11. Give students the game code found in the bottom left corner of the page.
12. Use the “In-Game” section to see live updates on submissions and the leaderboard.

GooseChase Video Tutorial by Katlyn Nemitz



Watch on YouTube

Research

Kim, D.W., & Yao, J. (2010). A Treasure Hunt Model for Inquiry-Based Learning in the Development of a Web-based Learning Support System. *J. UCS, 16*, 1853-1881.

Sailer, M., & Homner, L. (2020). The gamification of learning: A meta-analysis. *Educational Psychology Review*, *32*(1), 77-112.

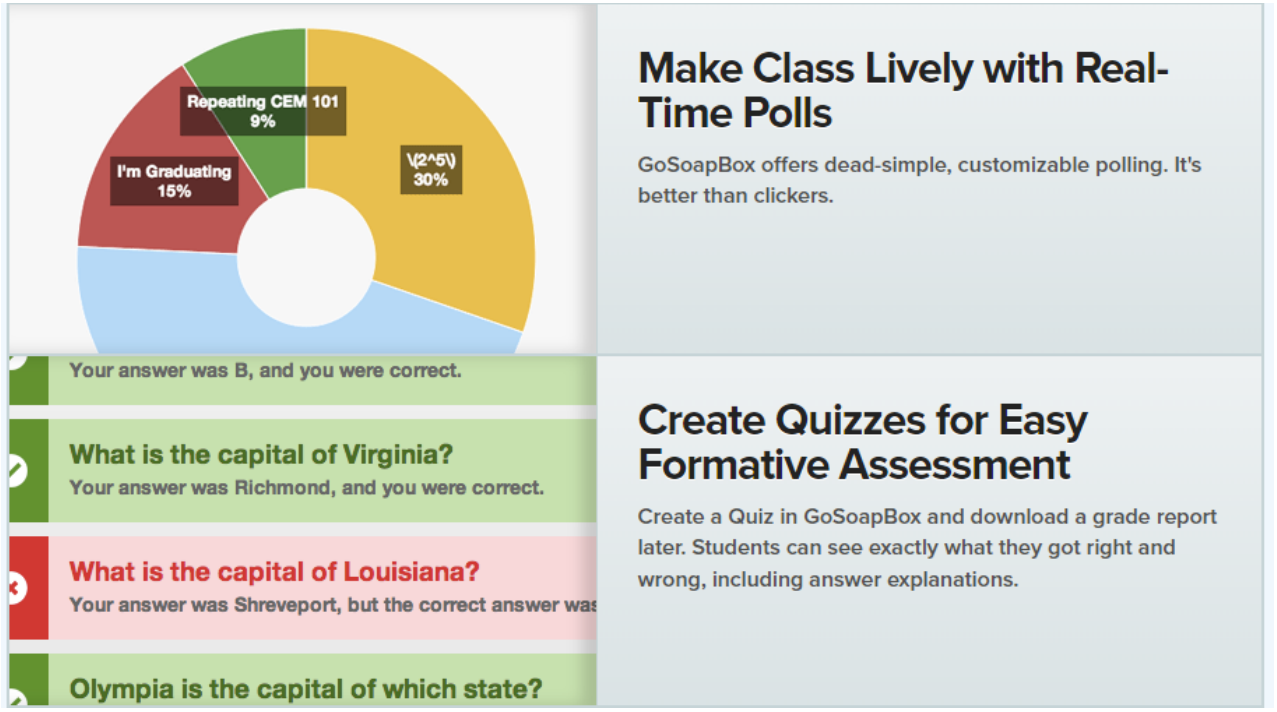
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Access it online or download it at https://edtechbooks.org/onlinetools/goosechase.

GoSoapBox

Behaviorism | Quizzes | Polls

GoSoapBox is a web-based student response system. Its creator and CEO, John Styley, remembered that he shied away from asking questions when he was a college student. Feeling he had missed opportunities to express his lack of comprehension and that it had hindered his chances to excel as a student, Styley promoted GoSoapBox to provide a platform for both teachers and students to communicate.



Screenshot of GoSoapBox Tour page

Tool Snapshot

Price	Free for up to 30 students; $99 for up to 75 students; $179 for up to 150 students
Learning	Behaviorism
Ease of Use	★★★★☆

Privacy	★★☆☆☆
Accessibility	★★★☆☆
Class Size	Limited (see price above)
ISTE*S	Knowledge Constructor

GoSoapBox Review

As a teacher, you can create an “Event” for students to join. Each “Event” has its unique class code that you share with your students. Within each Event, you choose which features are accessible to your students. Features can be quizzes, discussion questions, or polls. One particular feature, “the Confusion Barometer” helps students communicate anonymously whether they understand the topic. The barometer can be accessed during a lecture given by you, so students can provide instant feedback to let you know whether they understand the content.

Students can ask questions or vote for questions they would like to see addressed in class. Please note that even though GoSoapBox welcomes educators’ feedback, it is not made by educators nor by people with teaching experiences. A jarring example of this is that on its main page it suggests that classroom “Q&A is a waste of time” and using GoSoapBox can reduce the need for it. As an educator, I do believe that “Q&A” is valuable in all classrooms as a way of drawing out critical ideas and creating a respectful intellectual community.

Price

Free for K-12 and university educators to use with small classes with less than 30 students. $99 for up to 75 students and $179 for up to 150 students. For larger classes, you can contact GoSoapBox to find the best plan for you.

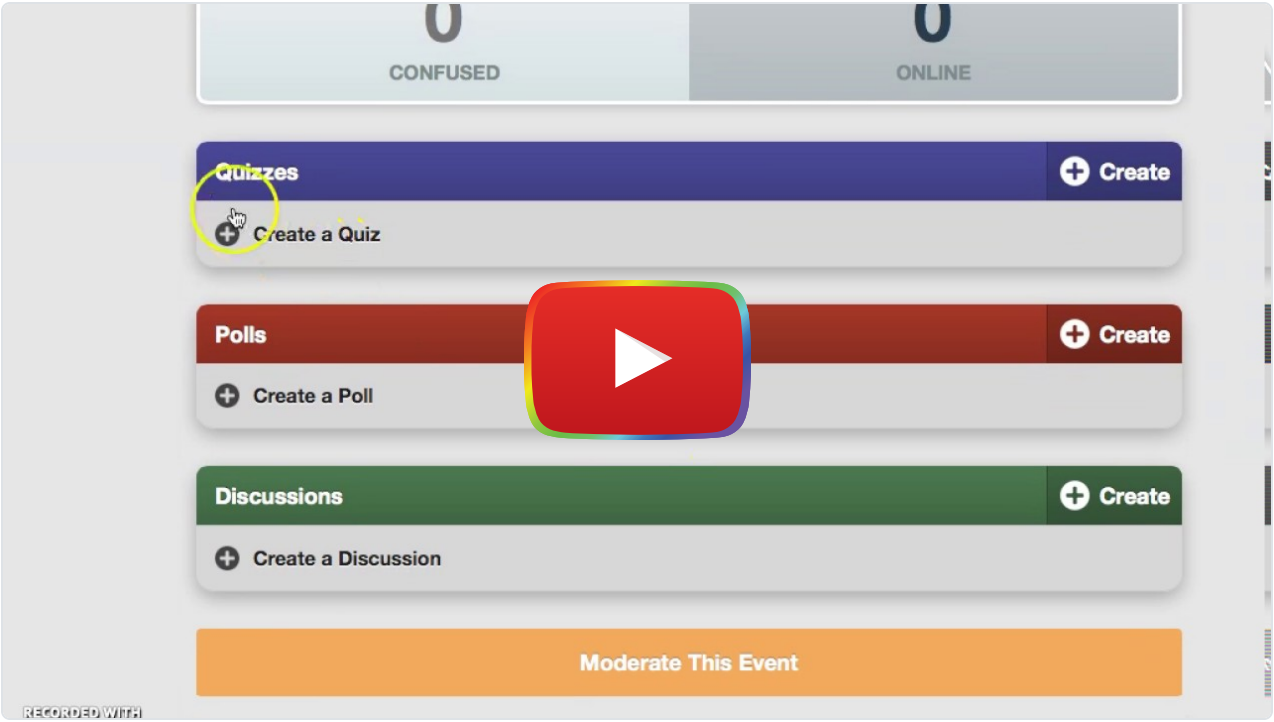
Devices

Can be accessed 24/7 on computer and on Android and iOS devices with Internet. You can check your students’ responses and comments outside of class. GoSoapBox also points out that students can post questions they did not have a chance to ask in class.

Privacy

Students interact anonymously with one another in the “Event” and can therefore respond with ease to questions posted by their teacher. Please note that GoSoapBox might see fit to share your information with third parties. For instance, it is stated in the privacy policy that “with regard to cookies, traffic data, and similar information, none contain Customer’s Private Information or any other personally identifying information. GoSoapBox may utilize such non-private information for its own research purposes and may share non-personally identifying information with third parties.”

GoSoapBox Overview Video



Watch on YouTube

GoSoapBox video transcript

GoSoapBox & the SAMR Model

- **Substitution**: Students can take a quiz on GoSoapBox instead of taking the quiz on paper.
- **Augmentation**: Students use the Confusion Barometer to privately let their teacher know whether they understand the course/lecture (instead of indicating they need additional information by raising their hand or speaking to the teacher after class). Students choose and vote for questions they want to see addressed in the class, allowing the teacher to adjust their lesson immediately.
- **Modification:** Students can provide immediate and anonymous feedback so the instructor can modify the lecture accordingly to make teaching and learning more efficient.
- **Redefinition**: After a poll, the instructor can share the results immediately with the whole class and have students analyze the results in real time.



Learning Activities

Math and Science

Students can vote on questions, such as “which of these is the Pythagorean Theorem?” Students can make predictions related to “confusion” or other statistics provided by GoSoapBox for their own or other classes and they could use

resulting data to create graphs of classroom discussion over time.

English/Language Arts

The teacher can create a multi-choice questionnaire for a story. The teacher can create discussion forum about a current event. At the end of class, one or more students could summarize any GoSoapBox activity that took place, and this is used as the starting point for the next class.

World Languages

Ice-breaker questions. Students can be more comfortable posting their responses anonymously without feeling judged on their grammatical mistakes.

Health

Students can use the anonymous question function to pose questions they may not want to ask publicly.

Other

Backchanneling.

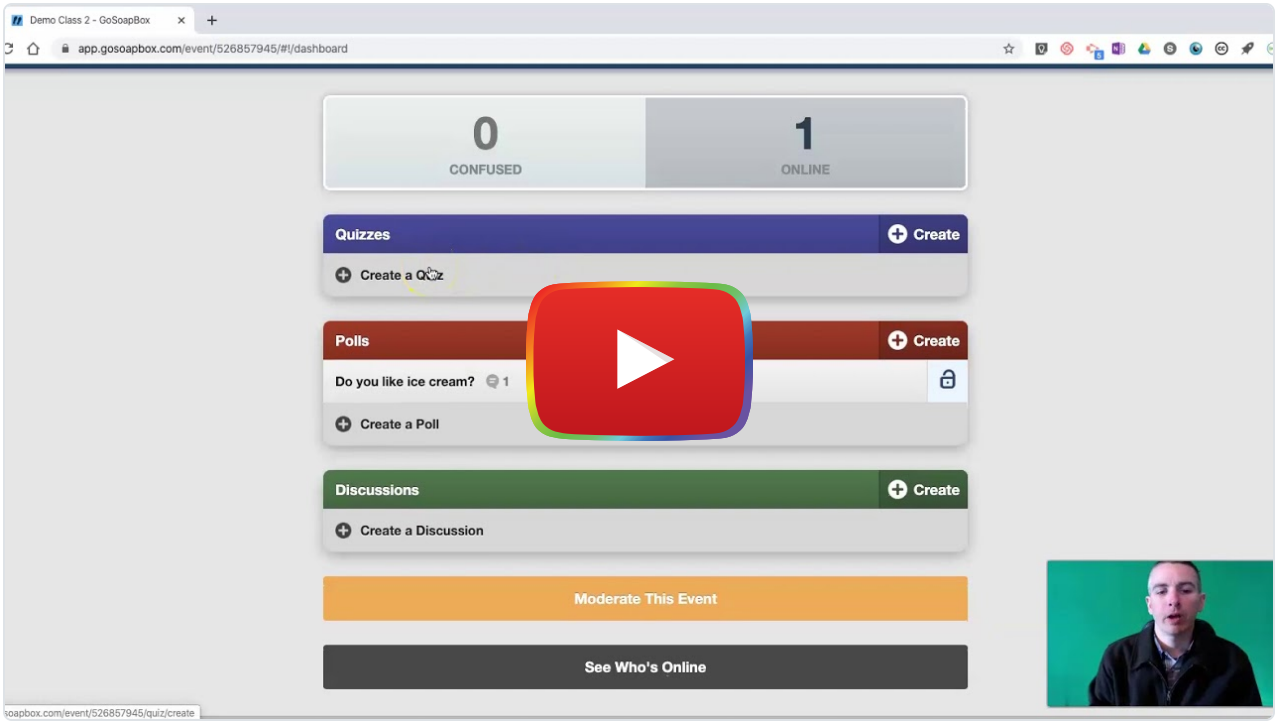
Resources

- CommonsenseReview
- GoSoapBox Support Center
- GoSoapBox Classroom Response System Engages Students

How to Use GoSoapBox

1. Go to www.gosoapbox.com
2. Click “Sign Up” and register for an account
3. Create an “Event”
4. Choose if you want quizzes, polls and/or Social Q/A

GoSoapBox - Create Online Polls and Discussions for Your Classroom (by Richard Byrne)



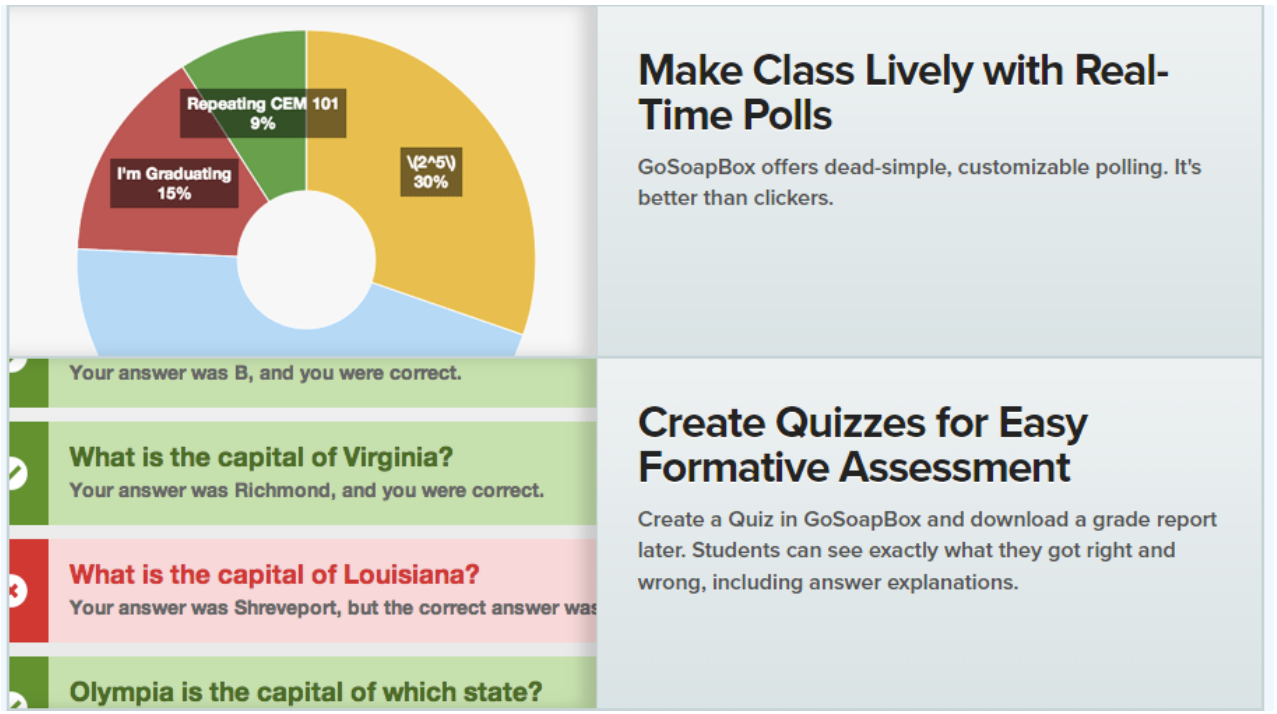
Watch on YouTube

Research

Pelayo Rivera, Verónica (2015) *Design and Application of Quantified Self-Approaches for Reflective Learning*. Karlsruhe, Germany: Kit Scientific Publishing.

Author

This page was created by Aména Moinfar.



Screenshot of [GoSoapBox Tour page]

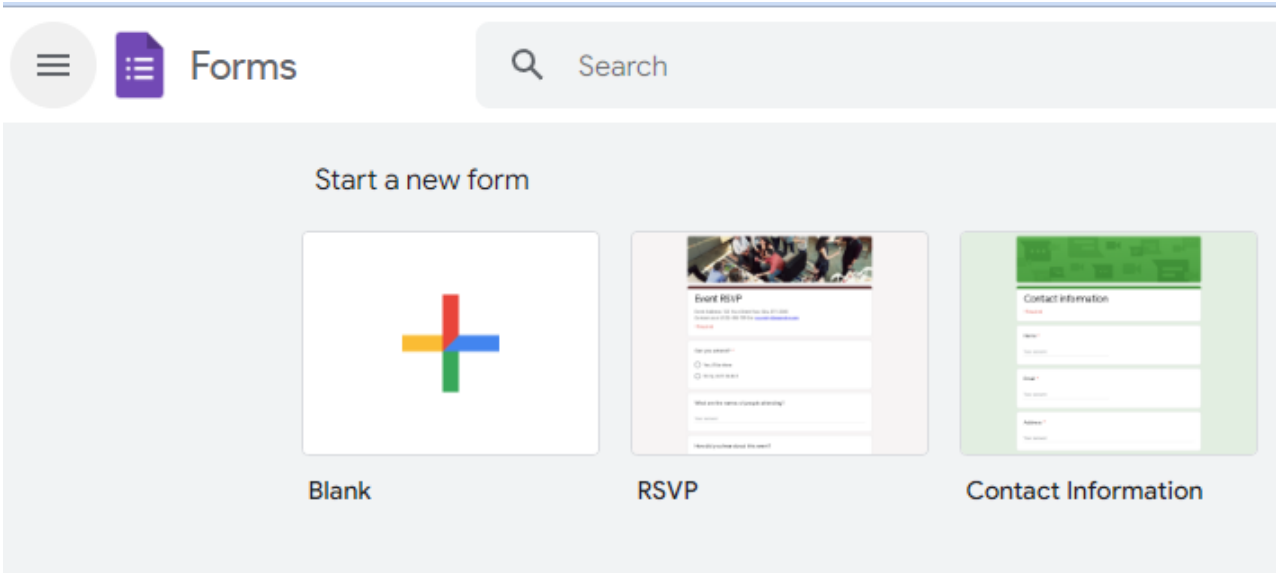
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Google Forms

Collaboration | Behaviorism | Feedback | Quizzes

Google Forms is a free online tool from Google which allows users to create forms, surveys, and quizzes as well as to collaboratively edit and share the forms with other people. Educators can use Google forms to assess their students at the beginning of the class and gauge pre-existing knowledge. Furthermore, Google forms can be used to give feedback to and receive feedback from students and parents. Similarly, students can use Google forms to assess their own learning and set the learning goals as well as to collect data for their research projects.



Tool Snapshot

Price	Free
Learning	Behaviorism
Ease of Use	★★★★☆
Privacy	★★★☆☆

Accessibility	★★★★★
Class Size	Unlimited
ISTE*S	Empowered Learner; Global Collaborator; Computational Thinker
COPPA/ FERPA	Yes

Using Google Forms

You need to sign in to Google to be able to create, access and share content on Google Forms. Google provides tons of pre-designed templates for users, including RSVP, party invitation, event feedback, and course evaluation. If you want to design your own Google form, you can select the blank template. There are many types of questions you can include in a Google Form, including short answer, paragraph response, multiple choice, checkboxes, dropdown, linear scale, and multiple choice grid. You can embed images and video directly into a form, which is a great way to assess what students think and learn immediately after viewing the image or video. You can also include an upload feature for students to upload their work.

The data from Google Forms is collected in a Google Spreadsheet, which allows for further analysis. Google Forms also offers a "summary of responses" feature that creates visual representation of close-ended questions (e.g., multiple choice, checkbox). Google allows users to embed, link, and email Google forms, so that you can easily share the results with others (see Using Google Forms).

Price

Google Forms is an online tool which everyone can use for free, but a gmail login is required. People can fill out the forms without logging in unless you select "Can submit only 1 response" when creating your Google form.

Ease of use

Google Forms is a easy way to prepare forms, survey, and quizzes. The help page (see Google products blog) allows users to find an answer to their questions.

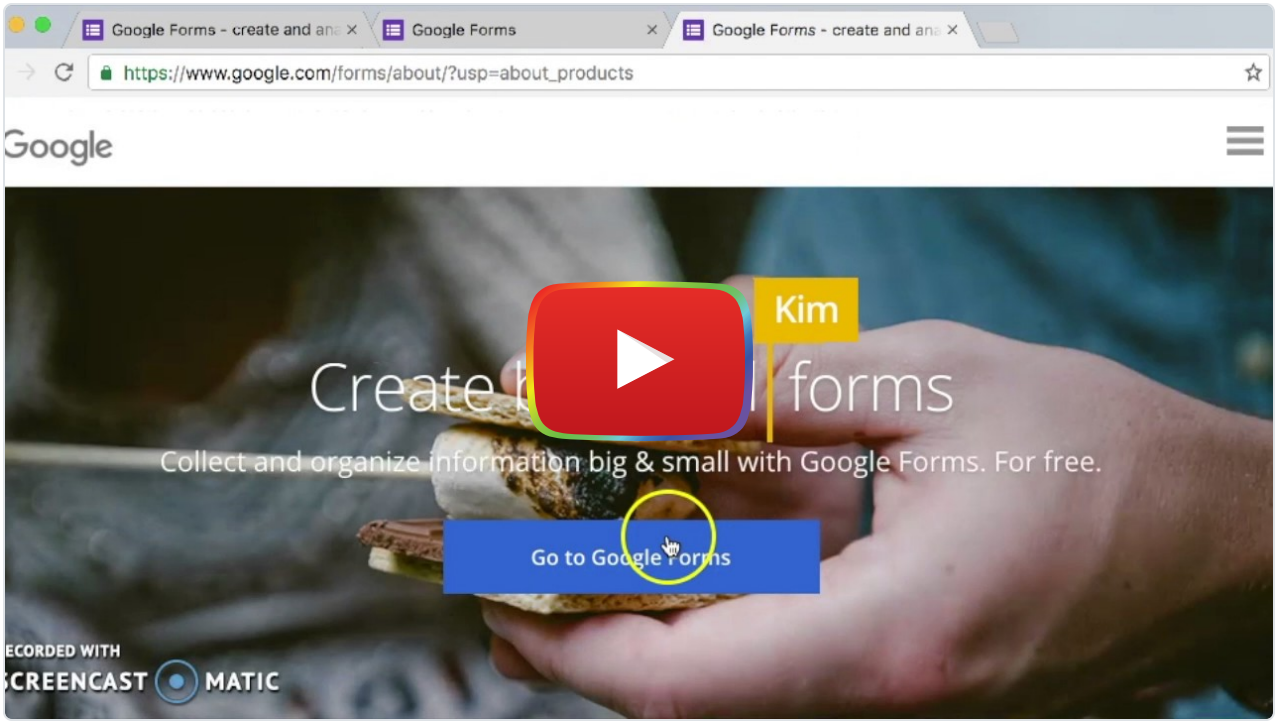
Accessibility

Google apps supports screen reader, TalkBack, full page zoom, high contrast settings, and chrome accessibility extensions to increase accessibility (see Google Accessibility).

Privacy

Users are required to create an account on Google to take advantage of all Google's services. Google asks for your personal information (e.g., name, photos, videos, browsing history, map searches, docs, or other Google-hosted content) and wants you to make your profile publicly visible. Google uses cookies to identify your browser and device and to present appropriate ads, remember search preferences, and offer options based on user data. In addition, they also use people's information like Gmail messages, photos, videos, browsing history, map searches, docs, or other Google-hosted content to maintain and develop Google services, and protect both users and Google from malware and spam (see Google Privacy Policy).

Google Forms Overview



Watch on YouTube

View the Google Forms Video Transcript

Google Forms & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Google Forms might fit within the SAMR model:

- **Substitution:** Students can fill out the forms online (instead of using paper and pen).
- **Augmentation:** Teachers can curate the students' responses on the spreadsheet automatically. Moreover, absent students also can complete the Google form out of school. Teachers can design self-grading quizzes the offer students instant feedback.
- **Modification:** Teachers and students can collaboratively analyze, contrast, and compare results immediately after individuals fill out the form.
- **Redefinition:** Teachers can reach unlimited learners all around the world and can share the results with them. Likewise, students can collect data from individuals all around the world for their research projects. Both teachers and students can reach thousands of people in their country and across the world.

Learning Activities

Math

Teachers can create quick quizzes using basic Math concepts such as equations, graphs, and statistical display for their students at all levels. In addition, g(Maths) add-ons button provides users to insert equations easily into their forms.

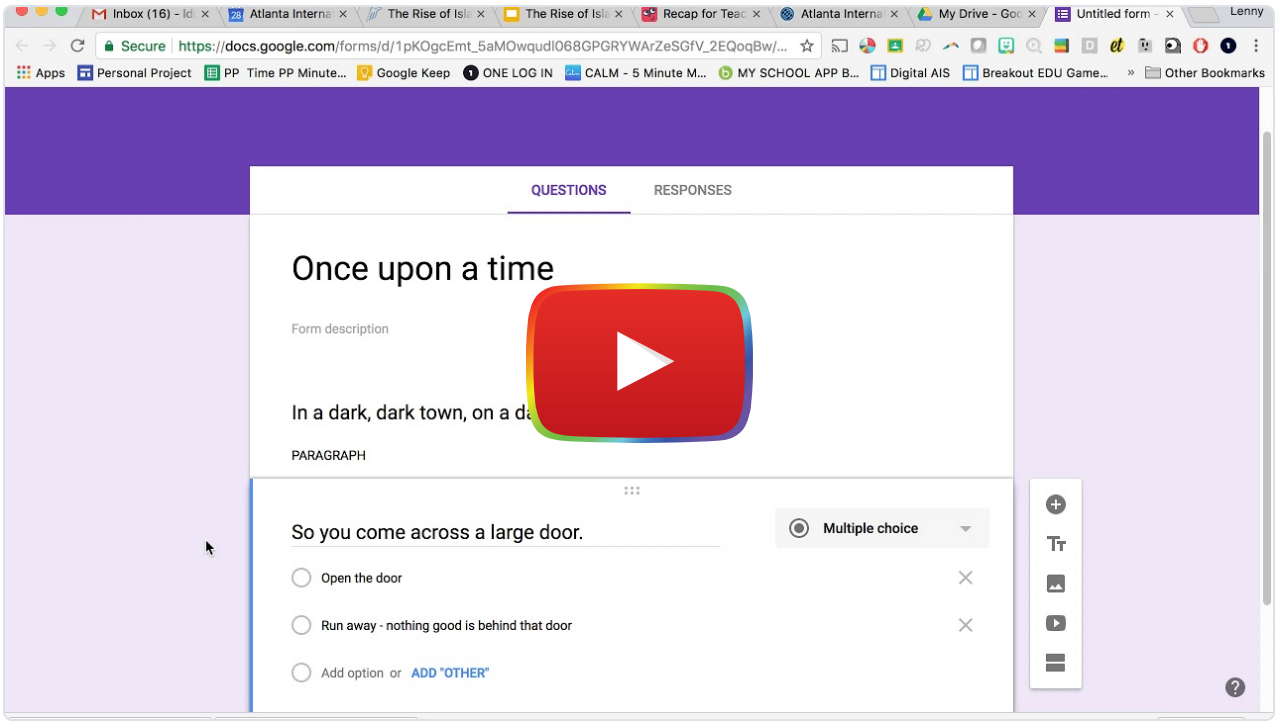
Science

Science teachers can embed an experiment video into the forms and prepare several comprehension questions based on the video.

English/Language Arts & Social Studies

Teachers can collect ideas from all students in the class through Google forms. Then students can write a short story based on the opinions which are accumulated from the Google forms. (characters, places, times, and challenges characters face). Similarly, teachers can write an incomplete story and want students to end the story. Students can collaboratively design a Choose Your Own Adventure story using branching Google Forms.

Creating a Choose Your Own Adventure Story in Google Forms (by Lenny Dutton)



Watch on YouTube

Others

Teachers generally can use Google forms for any education purposes for their classes. For example, they can create a Google form to collect links students' assignments in a single spreadsheet.

Resources

- Tech Tips for Teachers: 4 Ways to Use Google Forms
- 81 Ways Teachers Can Use Google Forms with Their Students
- The NEW Google Forms: 9 classroom uses
- 10 ways I use Google Forms in my tablet classroom
- 14 Ways to use Google Forms in Your Health and Physical Education Classes
- Give feedback faster with Quizzes in Google Forms
- Google FORMS Cheat Sheet for Teachers!
- This is an example of a Google form for a needs assessment.

How to Create Google Form

1. Go to https://www.google.com/forms/about/.
2. Click "**Go to Google Forms**" and register for an account.
3. Return to Google Forms and sign in.
    1. Setup your profile page.
    2. Click on the people silhouette icon in the top right corner (next to the "navigation menu" button).
    3. Click on "My account."
    4. Add a photo and change the settings to which you want.
4. Click the "**Google Apps"** icon at the top right of the page then go to the "**Drive**."
5. Through Google Drive click the "**New"** button at the top left corner of page.
6. Then click the **"More"** in the drop down menu.
7. Finally, click the **"Google Forms"** on the pop-up menu.
    1. Type name of your Google form clicking on the **"Untitled Form."**
    2. You can change the name anytime.
    3. Finally, begin to create and edit your Google Form.

Research

Konstantinidis, A., THEODOSIADOU, D., & Pappos, C. (2013). Web 2.0 tools for supporting teaching. *Turkish Online Journal of Distance Education*, *14*(4).

Nevin, R. (2009). Supporting 21st-century learning through Google Apps. *Teacher Librarian*, *37*(2), 35.

Oishi, L. (2007). Working Together: Google Apps Goes to School. *Technology & Learning*, *27*(9), 46.

Sellers, M. (2005). Moogle, Google, and garbage cans: The impact of technology on decision making. *International Journal of Leadership in Education*, *8*(4), 365-374.

Author

This page was created by Ozkan Yildiz

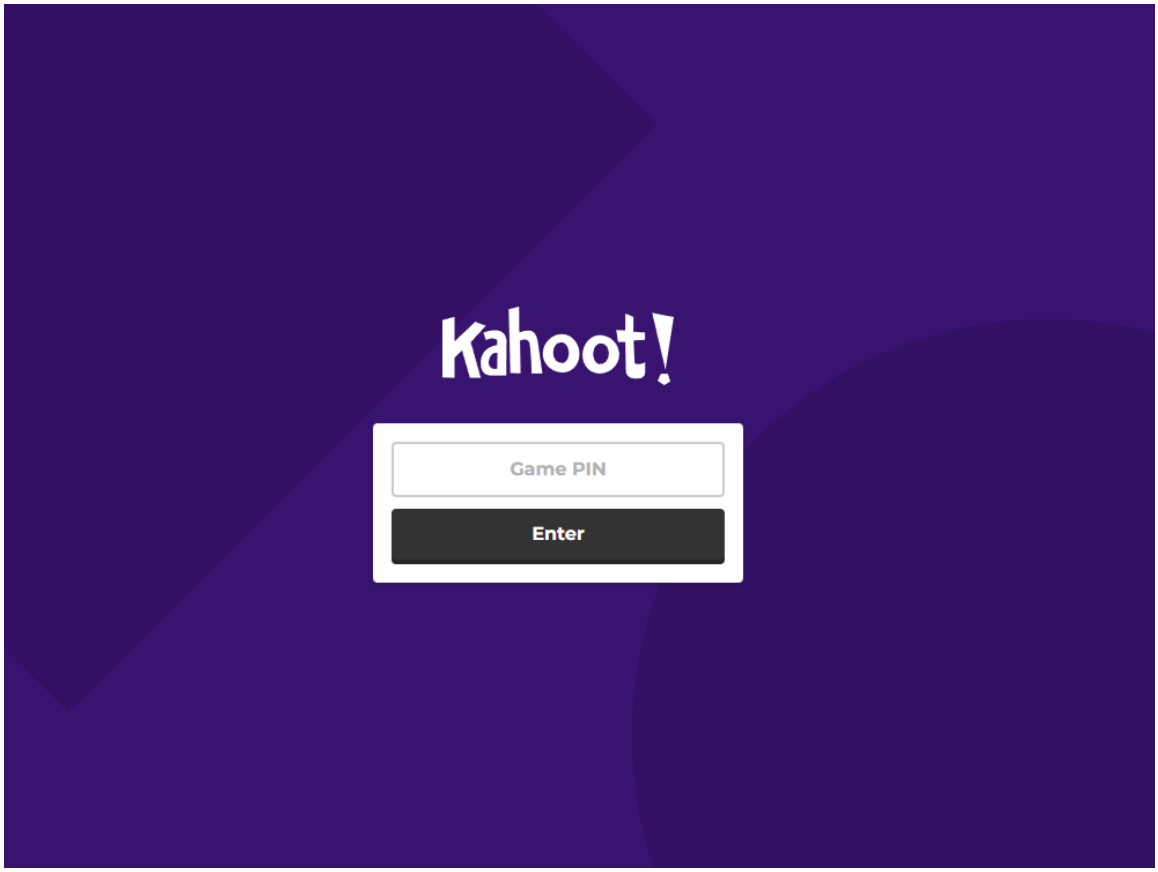
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Kahoot

Discussion | Assessment | Behaviorism | Quizzes

Kahoot is a free student-response tool for administering quizzes, facilitating discussions, and collecting survey data. It is a game-based classroom response system played in real time. Questions are projected on a shared screen, while players answer the questions with their smartphone, tablet, or computer; creating a social, fun and game-like environment. Kahoot allows for the design of multiple-choice quizzes as well as polls and surveys that populate on-the-spot data; the quiz questions and polls stimulate quick instructional decisions as well as whole-class discussion.



Tool Snapshot

Price	Basic: Free; Pro: $3/month; Premium: $6/month; Premium+: $9/month
Learning	Behaviorism
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★★☆
Class Size	1,000 for K-12 teachers; 50 for higher education
ISTE*S	Empowered Learner
COPPA/FERPA	Kahoot complies with both. Check "Compliance with FERPA and COPPA" for detailed information.

As an assessment based tool, Kahoot supports pre-class/unit assessments, formative assessments, and student reflection, through fun quizzing, quick polls and surveys. According to Bransford, Brown, and Cocking (1999) “assessments and feedback must focus on understanding, (and) assessments that emphasize understanding do not necessarily require elaborate or complicated assessment procedures. Even multiple-choice tests can be organized in ways that assess understanding” (140).

Kahoot Overview Video



Watch on YouTube

Kahoot video transcript

Kahoot & the SAMR Model

- **Substitution:** Students participate in a Kahoot quiz to answer questions at the end of a unit instead of using a traditional paper quiz.
- **Augmentation:** Kahoot acts as a direct tool substitute of a formative assessment, with functional improvements such as the feature of adding video and images during a quiz to tap into the student's knowledge, and reach different learning styles.
- **Modification:** Students access pre-designed Kahoot quizzes created by others to build their knowledge.
- **Redefinition:** Kahoot allows the participation of an unlimited amount of students or players in a survey in real time.



Learning Activities

Math Kindergarten

Ten Frame Flash Cards: Kindergarten students play this kahoot quiz at the beginning and at the end of their learning of how to "read" a ten frame rectangular array. K.CC.B.5 Count to answer "how many?" questions about as many as 20 things arranged in a line, a rectangular array, or a circle, or as many as 10 things in a scattered configuration; given a number from 1-20, count out that many objects

Science 2nd Grade

Habitat Review: 2nd grade students play this kahoot as a pre-assessment before learning about habitats and animals' adaptations. 2-LS4 Biological Evolution: Unity and Diversity.

ESL Level 1-3 Speaking

What is the Best Holiday Celebration in your Family ESL students respond to this discussion question and engage in a conversation after seeing their class' results.

Reading – English/Language Arts 2nd grade

Peter's Chair Story Elements After reading the story "Peter's Chair," students participate in this engaging quiz to show their reading comprehension and knowledge about the elements of a story. CCSS.ELA-LITERACY.RL.2.1 Ask and answer such questions as who, what, where, when, why, and how to demonstrate understanding of key details in a text.

Geography 4th Grade

Midwest Region Students use this kahoot to test their knowledge about the Midwest Region of the United States. After looking at the results, and reading a text about this region, they retake the test to engage in post-assessment questions that will help measure not only comprehension, but changes in knowledge about this subject.

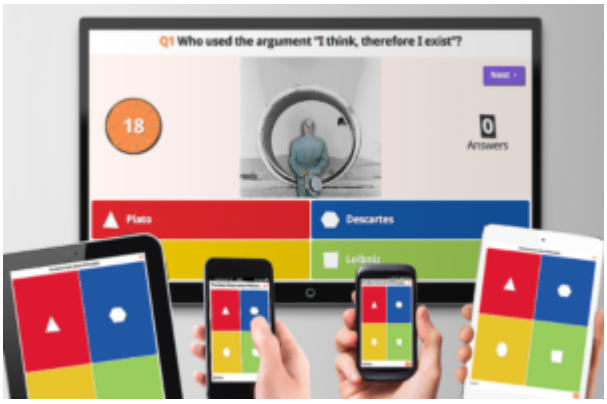
Resources

- Kahoot App Brings Urgency of a Quiz Show to the Classroom
- Getting Started with Kahoot
- How Should You Engage with Inclusive Design – Kahoot!
- Engaging and Assessing Students with Technology: A Review of Kahoot!
- Kahoot! Is Gamifying the Classroom

How to Make a Kahoot

1. Go to getkahoot and sign up for a free account. Once on your dashboard, choose the type of Kahoot to create from scratch, or duplicate another.
    1. To edit someone else's Kahoot, duplicate their kahoot first
    2. To make a kahoot from scratch, use the Quiz/Discussion/Survey buttons
2. Describe your Kahoot. Whether you chose a Quiz, Discussion, or Survey, you'll be taken to the description page of your new Kahoot. Add a title, description, and audience before clicking "Ok, go."
3. Add a question with at least two answers, and set at least one as correct (green checkmark)
   Click 'Next' when you're ready to go back to the overview page and save or add another question. You can adjust the question's time limit, edit, duplicate, or trash your questions at any time.
4. Add and revise. After you're back on the overview page, you'll see your questions just above the 'add question' button. The tools on your dashboard will allow you to edit the description text/tags, cover image, and intro video.
5. Review, Play, Share! Once you're happy with the content you've made, click the 'save' button at the top of the overview page. You will be given options to edit, preview, play, or share your new kahoot.
    - If your browser is not at least 1200 pixels wide, the 'Preview' button will not be available.

For a more detailed guide, check the official Step-by-Step-Guide by Kahoot!



How to Play a Kahoot Game

1. If you're leading a Kahoot for others to play, your device should be connected to something that all of your learners can see, such as a projector screen or large TV for playing locally, or a service like Youtube Live or Skype to stream your screen online.
2. Once you have selected a Kahoot to play, you will need to select a game mode (classic or team) to launch the Kahoot.
3. Play! You should now see a lobby screen, where instructions to go to kahoot.it and enter a game PIN are displayed. Leave this page open and have your learners follow the instructions on their own devices. As they join, you'll see their nicknames appear on your screen. Click 'Start' once everyone's joined.
4. Use the 'Next' button to move through results screens and get to the next question.
   Once all questions have been answered, you'll be able to collect feedback on the kahoot from your learners and download results.

Research

Wang, A. I., & Lieberoth, A. (2016). The effect of points and audio on concentration, engagement, enjoyment, learning, motivation, and classroom dynamics using Kahoot!. In *Proceedings From the 10th European Conference of Game Based Learning*. Academic Conferences and Publishing International Limited

Dellos, R. (2015). Kahoot! A digital game resource for learning. *INSTRUCTIONAL TECHNOLOGY*, 49.

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Author

This page was created by Blanca Osorio-Castillo



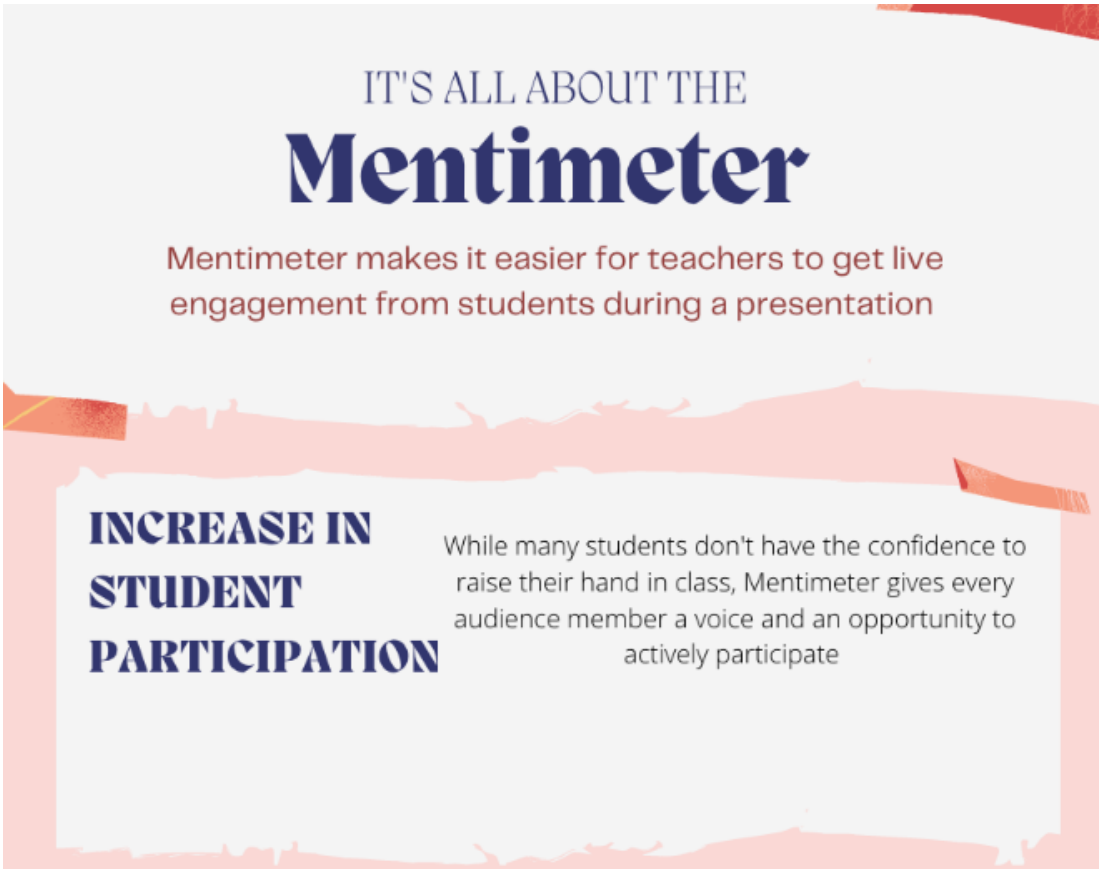
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Mentimeter

Behaviorism | Quizzes | Polls | Social Learning

Mentimeter is an online presentation-building tool that facilitates audience engagement. The tool allows presenters to include polls, multiple-choice and open-ended questions, quizzes, and scales that audience members can interact with live. Mentimeter was founded in Sweden in 2014 and by the end of 2021 had over 270 million users worldwide (Investor Information - Mentimeter). If you are struggling with getting students to share their thoughts, Mentimeter is a tool that should definitely be considered. It allows students to remain anonymous while still being able to express their thinking and view others' thoughts. For example, if a teacher or presenter wants to ask an open-ended question, an ongoing post-board will appear on the screen and students can add responses to the question as they please. The post-board can be seen in the screenshot below.



Example post-board on Mentimeter

Tool Snapshot

Price	Free (limited), $11.99/per month, $24.99/month, or custom.
Type of learning	Behaviorism Social Learning
Ease of Use	★★★★☆
Privacy	★★☆☆☆
Accessibility	★☆☆☆☆
Class Size	Unlimited
Login Required	Yes for presenters. No for audience members.
ISTE Standards for Students	Empowered Learner Creative Communicator
COPPA/FERPA Compliant	No FERPA/COPPA policy found. Check with your school IT administrator.

Price

Mentimeter has four different options for membership. The free option provides users with unlimited presentations and unlimited audience members. However, it limits presenters to two questions and five quizzes per presentation. Then there is the Basic option which is $11.99 a month. This option has unlimited questions and quizzes per presentation. Mentimeter also has a Pro membership that is $24.99 a month and allows presenters to build a team. Finally, there is the Custom option that allows teams of 10+ presenters to collaborate while having access to team management services. The price for this option is not listed on their pricing plan.

Type of Learning

I selected Behaviorism learning theory because Mentimeter follows the “skill and drill” teaching technique that is described in that theory. Teachers are able to present information to students and then directly quiz them on it through Mentimeter. I then selected Social Learning because students are able to see their peers' responses. Mentimeter leads to group discussions which is a major part of social learning.

Ease of Use

I gave Mentimeter’s ease of use four stars because I had never used it before as a presenter and within five minutes I had created a presentation and interacted with it successfully from another device. Mentimeter has pop-up notifications that show users which buttons do what function as well as providing previews of what each question type, heading, and quiz will look like on the slide by just gliding the mouse over each option. The website Menti.com that is used by audience members is also extremely easy to use and audience members can smoothly interact with the presentation without being familiar with Mentimeter at all.

Privacy

I rated Mentimeter’s Privacy Policy two stars because users have to share names and email addresses to be a presenter. Mentimeter collects this information as well as IP addresses and time stamps of interactions on the site. Mentimeter also interacts with third-party companies to gain information on users for marketing purposes. The only reason why I didn’t give them one star is because Mentimeter included that users can completely delete their account at

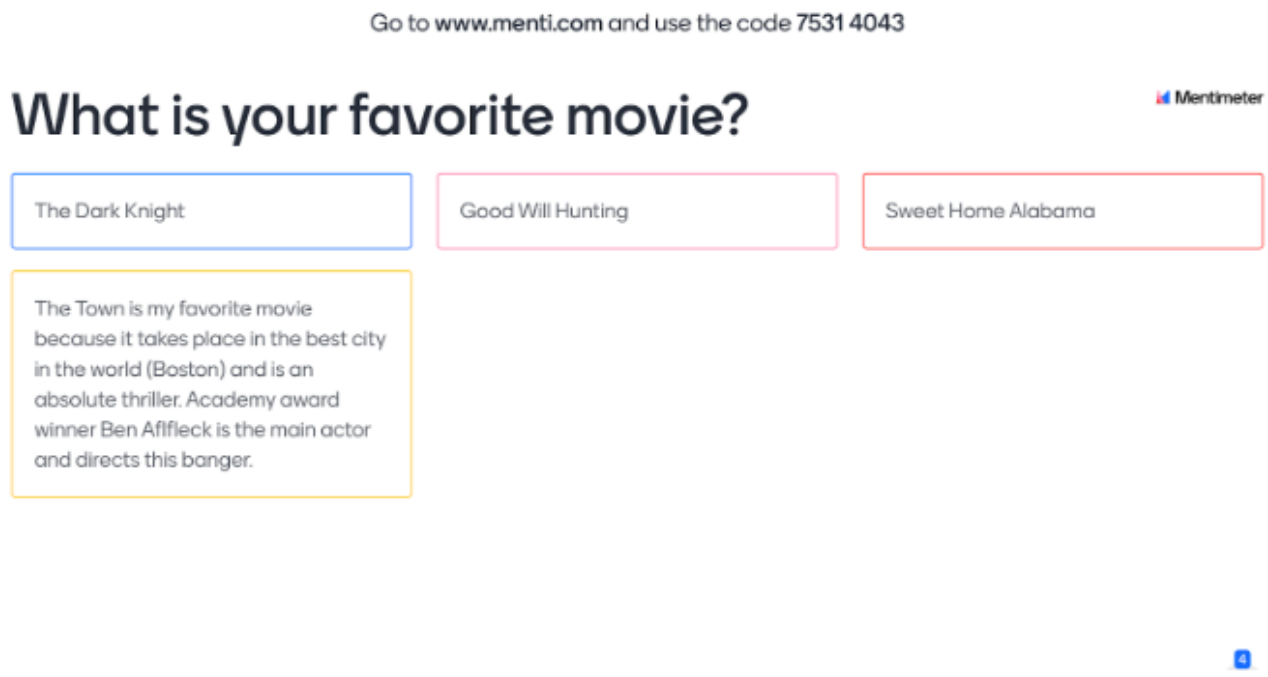
any time as well as restrict the processing of their data. This tool also uses google ReCAPTCHA, which monitors users' every click and other characteristics to determine whether the user is a human or an automated program.

Accessibility

I gave Mentimeter's accessibility a one star because their accessibility statement only addresses the accessibility of their audience website Menti.com. They have an entire accessibility conformance report that only applies to the audience site menti.com and do not have one for their presenter site. The presenter platform appears to be nearly impossible to navigate for people needing screen readers. However, the audience site has more accessibility and is able to function with screen readers.

Class Size

All plans allow presenters to interact with an unlimited number of audience members which is a great feature that college professors can use in any size lecture they might have. Mentimeter is not just limited to teachers with classes under 50 people like many edtech tools are.



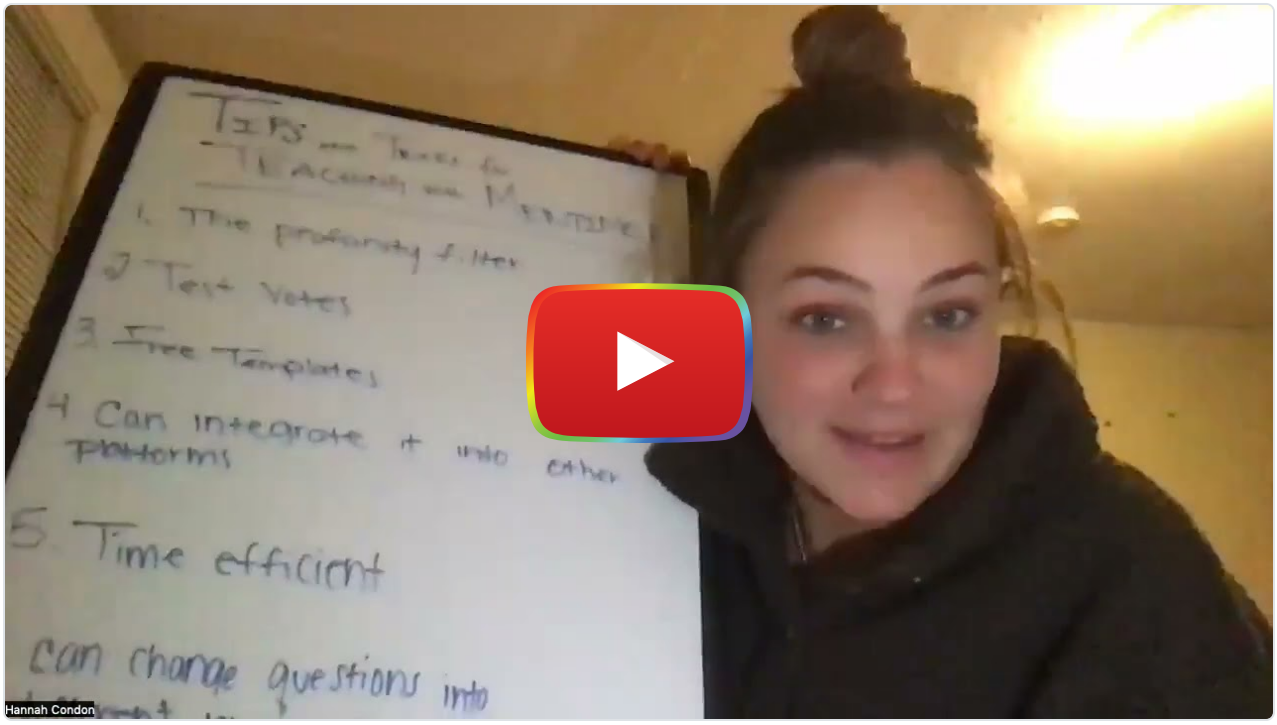
Login

Students and audience members do not need to log in with any personal information, all they need is the code from the teacher or presenter and they will be able to directly interact with the presentation. However, teachers and presenters do need to log in either through Facebook or with a Google account.

ISTE Standards

I selected Empowered Learner because Mentimeter gives students immediate feedback on their responses and allows students to ask more questions if they are not correctly understanding a concept. For example, if the teacher is presenting and asks students to respond to a multiple-choice question, students will be able to immediately see if they properly understand the material that has been taught. Mentimeter allows students to directly display their learning. I also selected a Creative Communicator because students can also use Mentimeter to create their creative presentations.

Mentimeter in 120 seconds video



Watch on YouTube

Video transcript

Mentimeter & the SAMR Model

- **Substitution:** Students use Mentimeter to respond to teacher questions instead of having to answer out loud.
- **Augmentation:** All students get to respond to teacher questions instead of just a few.
- **Modification:** Students can see all of their peers' responses instead of only hearing from a few.
- **Redefinition:** Students can create their own polls or questions that people around the world can respond to.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Mentimeter to modify or redefine learning.

Learning Activities

Icebreakers

Ask students if they wrote a book what the title would be. Then display the answers and see if anyone wants to share them aloud.

Using an open-ended question, teachers can do word association activities. For example, before starting a new topic teachers can ask students what words they associate with specific topics (e.g., What words do you associate with the solar system?).

Science

Show students a picture of two different phases of the moon, and ask them which one is a waxing crescent. Students will be able to respond via the multiple-choice question format.

English

Provide students with a long quote from reading and ask them to summarize the quote in as few words as possible. This will be able to show how thoroughly they understand a quote.

Other

After a presentation, ask students what they learned from the presentation, the responses will be displayed on the next slide of the presentation for all to see.

Instead of having students brainstorm on a piece of paper, have students brainstorm on Mentimeter so that the entire class can see everyone's responses. Take a screenshot and print out a copy for each student so that they can have those ideas as they move further into the assignment.

Resources

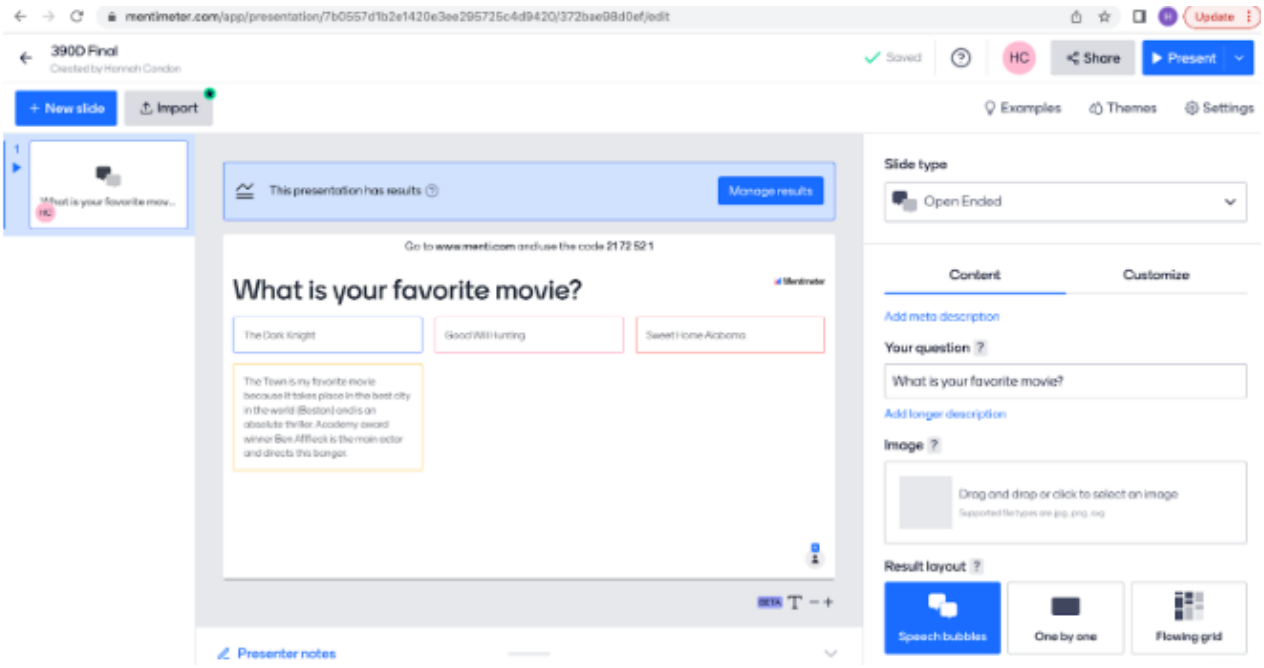
Make sure that the title of the resources you add below matches the exact title on the website/video that you are linking to.

- Best Classroom Icebreakers in 2022 - Mentimeter
- Polls, Surveys & Quizzes for School & University - Mentimeter
- 10 Ways to Keep Students Engaged in 2022 - Mentimeter
- Tips and tricks for teaching with Mentimeter
- What is Mentimeter and How Can It Be Used for Teaching? Tips and Tricks | Tech & Learning
- Interactive Quizzes & Games for the Classroom - Mentimeter
- MENTIMETER for Teachers: A Beginners Guide 2022

How to Use Mentimeter

How to present with Mentimeter:

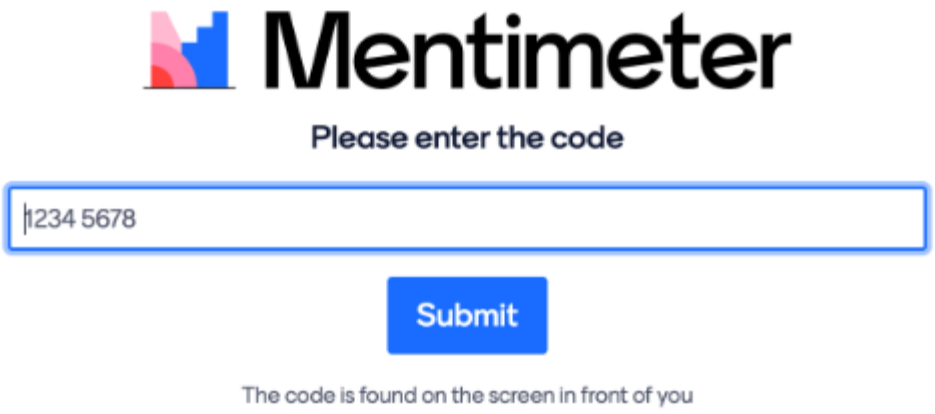
1. Go to https://www.mentimeter.com.
2. Click 'sign up and enter your email address and name.
3. Then click present.
4. In the top left corner there will be options for different types of questions and quizzes.
5. Glide your mouse over each question type to get a preview of how it will look on the screen.
6. Create your questions in a text box on the right of the screen.
7. When ready to present click the "present" button.



This screenshot shows the entirety of a creator's screen before they present.

How to use Mentimeter as a student:

1. Go to https://www.menti.com.
2. Type the number that is at the top of your teacher's screen into the text box and hit submit.
3. The next screen will show your teacher's question and will instruct you on how to select your answer.



This is a screenshot of the screen that appears when students get to menti.com

Research

Gokbulut, B. (2020). The effect of Mentimeter and Kahoot applications on university students' E-learning. *World Journal on Educational Technology: Current Issues, 12*(2), 107-116. Retrieved from http://silk.library.umass.edu/login?url=https://www.proquest.com/scholarly-journals/effect-mentimeter-kahoot-applications-on/docview/2488223693/se-2?accountid=14572

Ahshan, R. (2021). A framework for implementing strategies for active student engagement in Remote/Online teaching and learning during the COVID-19 pandemic. *Education Sciences, 11* Retrieved from http://silk.library.umass.edu/login?url=https://www.proquest.com/scholarly-journals/framework-implementing-strategies-active-student/docview/2608772093/se-2?accountid=14572

Author

This page was created by Hannah Condon.



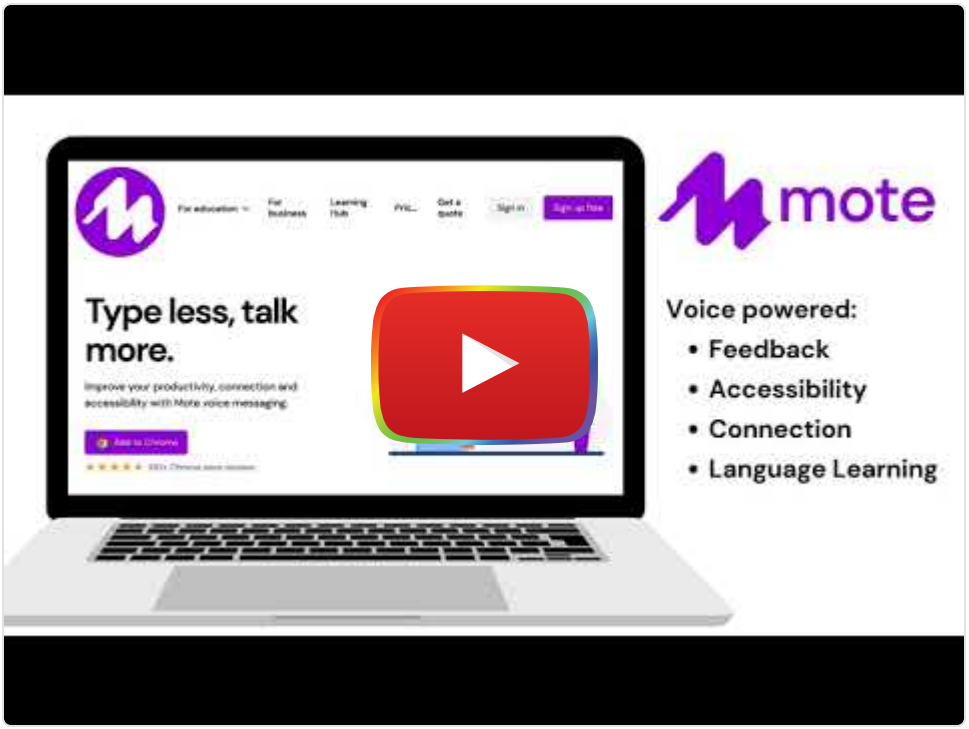
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Mote

Assessment | Behaviorism | Feedback | Constructionism

*Mote is an **audio-based feedback tool** that saves time, improves connection, and expands access. This **assessment tool** is a Google for Education partner that has been used to give feedback more than 30 million times by over one million users (Mote, 2022). Audio-based feedback has been used for more than two decades in education, but previously, audio files (i.e., MP3) were very large and hard to share (King et al., 2008; Merry and Orsmond, 2007). Mote takes audio-based feedback to the next level by allowing users to leave a voice comment directly on any google file, so users do not have to download a large MP3 file. Studies have shown that students prefer audio comments because they are **easier to understand**, give **more in-depth** strategies to solve problems, and are **more personal** (Merry & Orsmond, 2007). Additionally, audio-based feedback takes teachers roughly a quarter of the time that they spend on written comments and it also increases the quantity of feedback by 255% (Ice et al., 2007). Mote is a great tool if you are looking to provide **multimodal**, **higher quality feedback** while also decreasing the amount of time you spend commenting on students' work. Students, too, can make their own motes, therefore, this tool could also be used for student peer review or asynchronous discussions.*



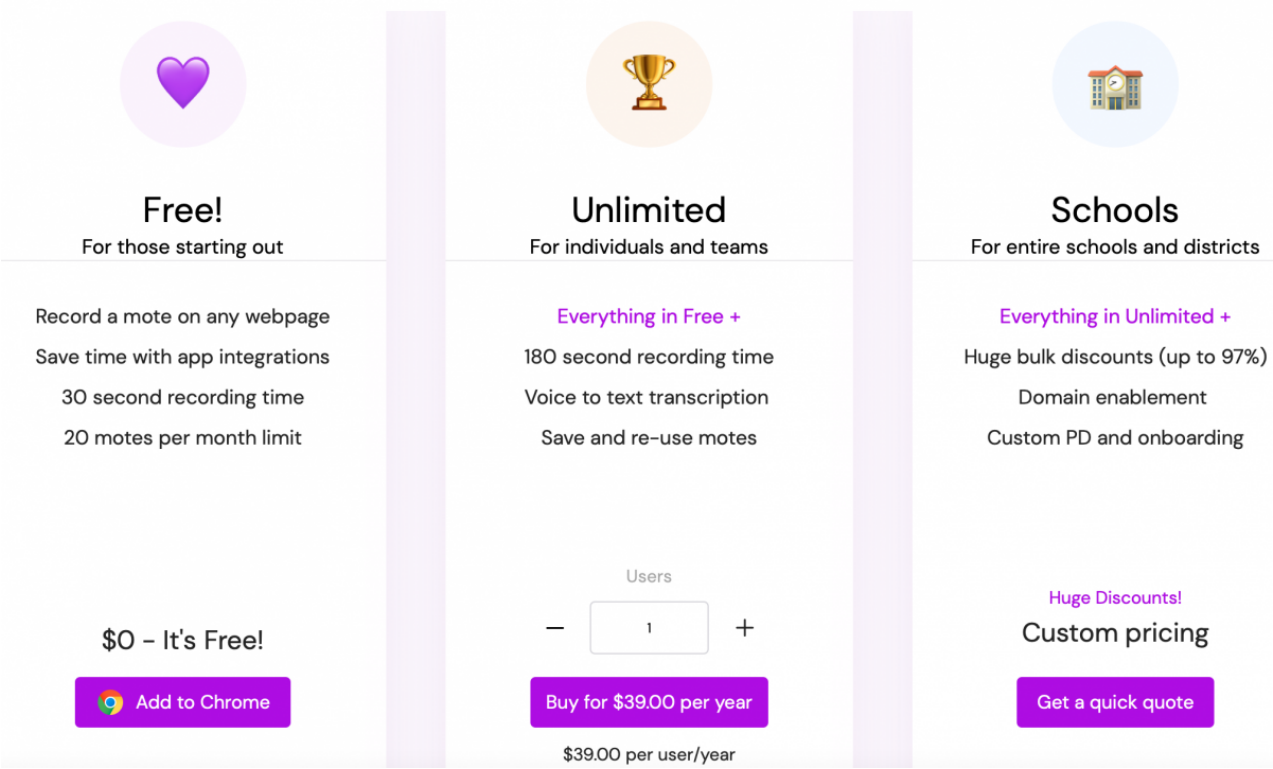
Watch on YouTube

Tool Snapshot

Price	$0 for a basic account, $39.00/user/year for an unlimited account, and custom pricing available for entire schools and districts.
Type of learning	Behaviorism Constructionism
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★☆☆
Class Size	Unlimited
Login Required	Yes
ISTE Standards for Students	Empowered Learner Creative Communicator
COPPA/FERPA Compliant	Yes

Price

A basic mote account is free but it only allows 20 recordings per month that must be 30 seconds or less. Even with a basic account, audio comments can be added to any site using Mote. The unlimited account is $39.00 per user per year and it allows 180 seconds of recording time, voice-to-text transcriptions, and the ability to save and re-use motes. The school account pricing varies and it has the same benefits as the unlimited account as well as custom PD and onboarding.



Comparison of “Free, Unlimited, and Schools” pricing plans.

Type of Learning

Mote promotes behaviorism and constructionism. Motes provide students with audio feedback that reinforces the correctness and accuracy of their responses. Also, students’ ability to make their own motes allows for constructionist-type learning.

Ease of Use

Once this google chrome extension is downloaded, it is extremely easy to use. After registering for an account, the site directs you to a document that both explains and demonstrates how to use Mote in five easy steps. Making voice comments is quick and easy. To add a mote on a google site is as simple as creating a comment. Motes can also easily be posted on other sites by copying and pasting the link the tool generates after the mote is created. However, users should beware that the site requires a chrome extension to make comments, although they can be listened to on any browser.

Privacy

Mote is COPPA, FERPA, and GDPR certified. This tool automatically collects every user’s IP address and it also stores the first and last names, email addresses, and billing information of adult users. Mote uses this information to manage the account, communicate with the user, and inform users of new products and updates. Collected information is only shared with trusted partners for statistical analysis, to send mail, to provide customer support, or if it is requested by law. Mote does not sell information, but it does track users to customize content. The site deletes all data from accounts that have been inactive for longer than a year. Mote clearly lists data protection rights, is serious about breaches, and provides contact information for privacy concerns.

Accessibility

When using an accessibility evaluation tool, no errors were detected with Mote. For paying users, Mote improves accessibility by providing students with oral comments and also transcribing them. Additionally, the language of the

transcription can be switched while using Mote. Voiceover and voice control both works to navigate the site, but it is not easy to make and listen to recordings with these features. Voice control does not allow users to highlight text and thus users can not use it to leave comments. Additionally, voice control works to play recordings but not to pause them. This would make it difficult for users with mobility and/or visual disabilities to make and listen to Motes.

Class Size

Individual pricing plans are available upon request for entire school districts. There is no information about the maximum number of users that a school district can have. Users with basic accounts can make 20 motes per month, but paying users are not limited.

Login

A login is required to create motes. However, students can listen to a mote without creating an account.

ISTE Standards

This tool aligns well with two of the ISTE Standards: Empowered Learner and Creative Communicator. Specifically, Mote meets the following two ISTE Standards for Students criteria: "Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways" and "Students publish or present content that customizes the message and medium for their intended audiences" (ITSE, 2022)

10 Things to Know About Mote



Watch on YouTube

Video transcript

Mote & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Mote might fit within the SAMR model:

- **Substitution:** Teachers leave an oral comment on a student's work via mote instead of giving them an oral comment in class.
- **Augmentation:** Teachers can provide detailed feedback on a student's work in a faster time than writing out the feedback.
- **Modification:** Teachers can track whether students have listened to their comments and prompt them to make edits.
- **Redefinition:** Teachers and students can engage in asynchronous conversations over an extended period of time via the response features on Mote.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., making an oral comment instead of a written comment). While substitution has some benefits (e.g., feedback is multimodal and students develop their technology skills and knowledge), we encourage you to think about how you might use Mote to modify or redefine learning.

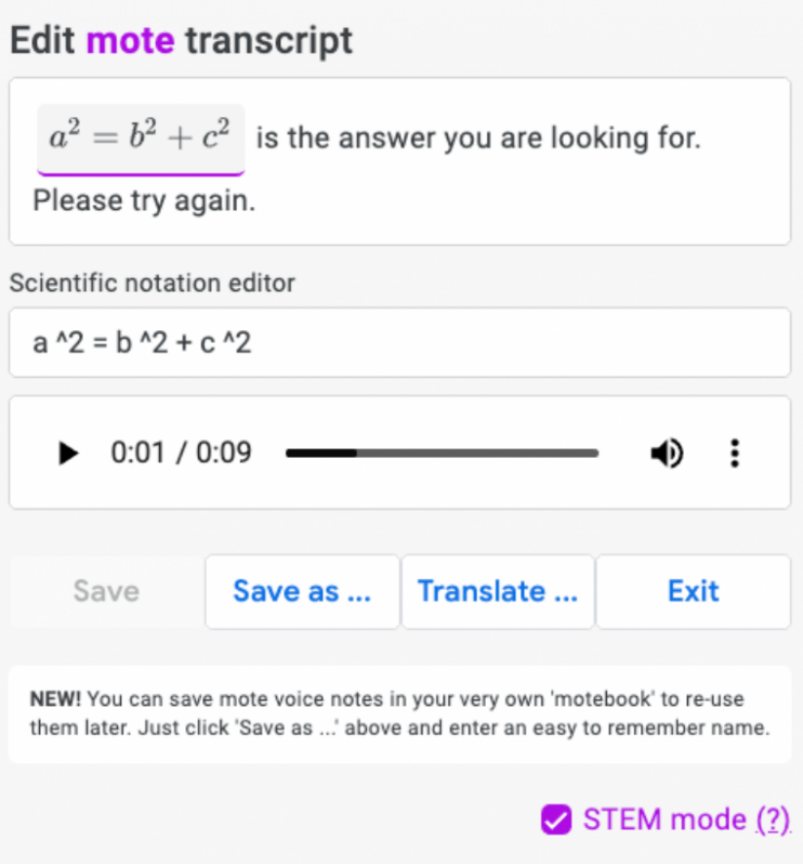
Learning Activities

Math

Students can record themselves thinking aloud as they solve a math problem. For example, you might ask students to talk out loud as they calculate the perimeter of a room in their living area or solve an algebraic equation.

Science

Students can record an observation of a chemical reaction. For example, you might ask students to mix equal parts baking soda and vinegar and describe what they see happening. The STEM feature of Mote also allows for symbols, formulas, etc... to appear in proper notation in the transcription.



Example of using STEM mode to type Pythagorean theorem in scientific notation

English/Language Arts

Students can place a mote anywhere on an image on a website/google slide, so you could ask students to record a mote to share their opinion on a polarizing topic (like whether the death of the star-crossed lovers in Romeo and Juliet was fate or free will) and then place it on the left or right side of the image.



Plot with “Idea Left Spectrum” connected to “Idea Right Spectrum” with a double arrow

Health

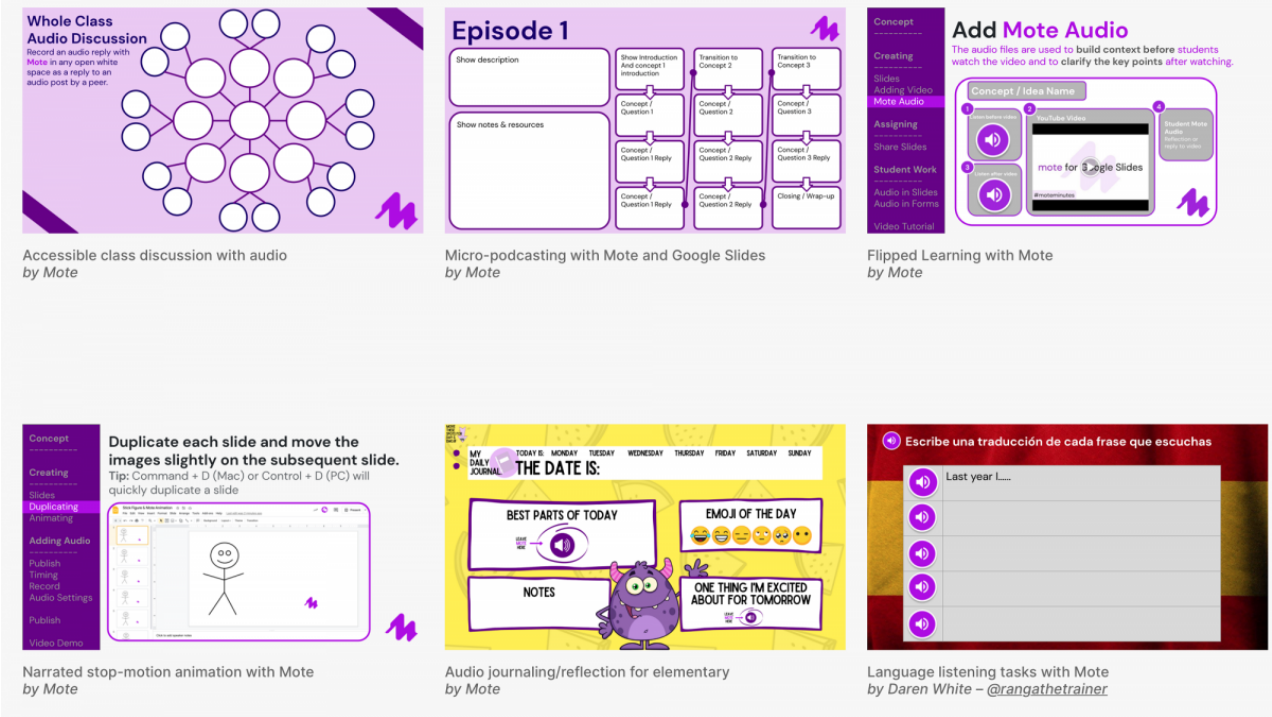
Students can record an interview with a friend or family member about how to be active and how to take care of their mental well-being.

Music

Have students record a short clip of them singing each note. Create an organizer with each note written as a letter (E, G, B, D, F, A, C) and shown on sheet music. Leave a spot for students to attach the corresponding recording for each note.

Other

- Verbal rubrics.
- Live reactions to experiments.
- Response posts and virtual class discussions.



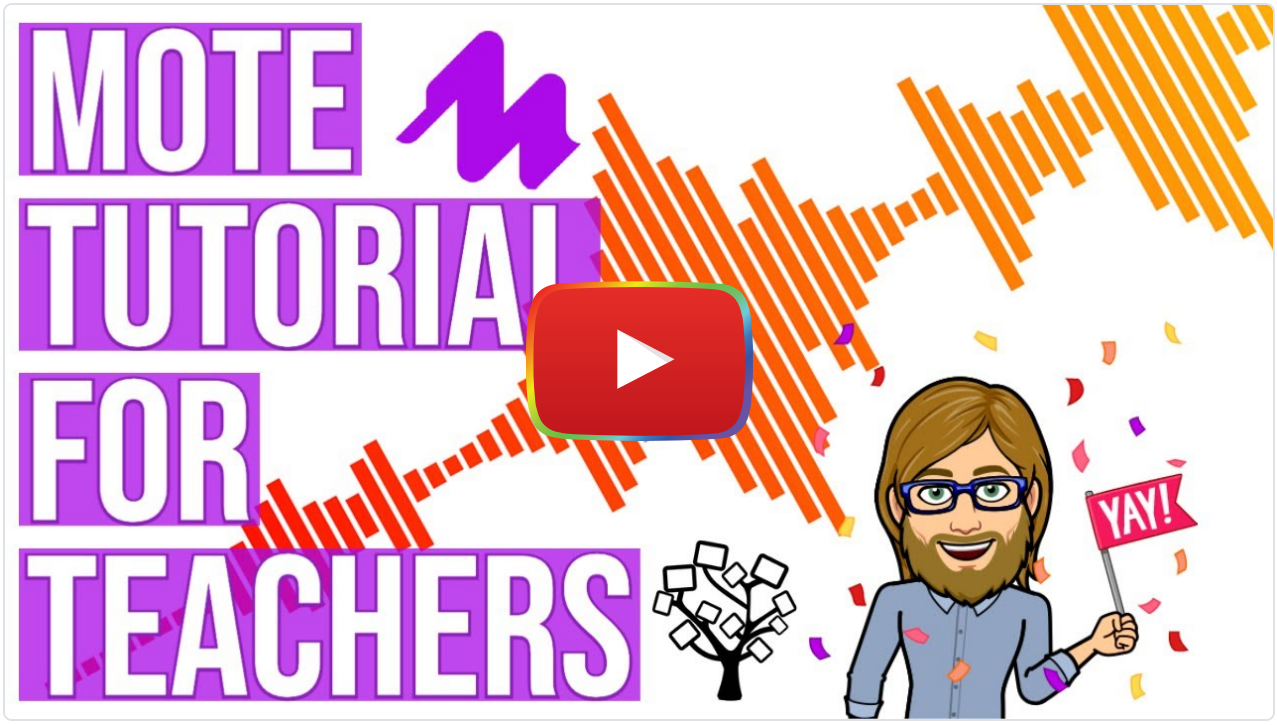
Example Mote activities

Resources

- Mote - The Learning Hub
- 15 Ways to Use Mote in the Classroom
- Mote- Easily Record and Share Audio Feedback
- How to Use Mote in the Classroom
- Rising Resources | mote for Student Feedback
- Add Audio to Almost Anything in Google Workspace
- Have a Content Smackdown with Mote!
- Why I Mote
- Marvelous Mote Activities for Schools
- Voice Comments in Google Docs: It's going to be e-mote-ional!

How to Use Mote

10-minute tutorial



Watch on YouTube

1. Go to https://www.mote.com
2. Click “Sign Up free” and register for an account
3. Connect Mote to the browser
    1. Using Chrome, open a Google application
    2. Press the puzzle piece in the top right corner and select the Mote icon to pin the extension to the browser
4. Enable voice-to-text
    1. Open “Settings & Help”
    2. Turn on “voice-to-text”
    3. Choose the desired language
5. Create a Mote
    1. Highlight the text
    2. Double click to add a comment
    3. Select the Mote icon
    4. Record the comment
    5. Press the check to finish the recording or the x to redo it
    6. Select the pencil to review and edit the Mote
    7. Edit the transcription
    8. Save
    9. Translate the transcription if desired
    10. Select “comment” to post the Mote
6. Copy and paste the Mote link to a different site to share it elsewhere
7. Reuse a Mote using Motebank
    1. Select “Save as” and name the Mote after recording
    2. Go to where the comment is needed
    3. Press and hold the Mote icon
    4. Select the file from Motebank
    5. Press “comment”

Research

Ice, P., Curtis, R., Phillips, P. & Wells, J. (2007). Using asynchronous audio feedback to enhance teaching presence and students' sense of community. *Journal of Asynchronous Learning Networks,* 11(2). https://eric.ed.gov/?id=EJ842694

King, D., McGugan, S., Bunyan, N. (2008). Does it make a difference? Replacing text with audio feedbac*k. Practice and Evidence of Scholarship of Teaching and Learning in Higher Education,* 3(2). https://www.pestlhe.org/index.php/pestlhe/article/view/136

Merry, S. & Orsmond, P. (2007). Students' responses to academic feedback are provided via MP3 audio files. Paper presented to the Science Learning and Teaching Conference 2007. https://www.researchgate.net/profile/Paul-Orsmond/publication/267991907_Students%27_responses_to_academic_feedback_provided_via_MP3_audio_files/links/5464851e0cf2c0c6aec56df2/Students-responses-to-academic-feedback-provided-via-MP3-audio-files.pdf

Author

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Nearpod

Participation | Assessment | Behaviorism | Cognitivism

*Nearpod is a **formative assessment and learning** tool that allows educators to teach their students in a variety of modes, such as **live participation, student-paced, and front-of-class** teaching. With Nearpod, teachers have the opportunity to create their own lessons for their students or they can select from the more than 15,500 pre-created standards-aligned lessons. Educators can track students' learning through **formative assessments** and **dynamic media,** with the ability to adjust lessons on the fly, and offer support to students based on real-time performance data. Nearpod is a great interactive presentation tool that allows students to engage in several types of activities (e.g., drag-and-drop, multiple choice) during a synchronous or asynchronous presentation.*

*Educators have the option to choose among a variety of pricing plans, depending on what best fits their classroom's needs. Nearpod is currently used in 75% of districts across the United States, and is always taking in feedback from their user community to better their platform (Daniel Green, Vice President of Product Management). One of the main benefits to Nearpod is it provides educators with **post-session reports after students complete a Nearpod session,** which allows them to track the progress of their students and provide immediate feedback or identify areas that need to be retaught. Through Draw It, Polls, Drag & Drop, Open-Ended Questions, VR Field Trips, PhET Simulations, and more, students **gain a deeper understanding of the topic**, and are **far more engaged** in their learning.*



Nearpod Library: Visiting the Great Pyramid of Giza

Tool Snapshot

Price	Silver: FreeGold: $159/year; Platinum: $397/year; Premium Plus: Custom
Type of learning	Behaviorism Cognitivism
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★★★
Class Size	40/70/90/250
Login Required	Teachers need a login. Students can join a presentation via a code rather than logging in.
ISTE Standards for Students	Empowered Learner
COPPA/FERPA Compliant	COPPA/FERPA/CCPA/ SOPPA/GDPR/LGDP compliant.

Price

This tool has 4 different pricing plans that vary according to the type of plan you are looking for. The free plan (Silver) has minimal features (100MB of storage, only one active session, no co-teaching, no student accounts, and only allows 40 students to join). The Gold plan, which is $159 per year, includes some additional features and increases the number of students to 70. Platinum, which is $397 per year, has the same features as Gold but increases storage and the number of students to 90. Lastly, there is Premium Plus in which the price varies based on the district. This plan allows for unlimited storage, 250 students per lesson, adds many additional features, and is designed specifically for schools and districts. Because Nearpod has a variety of plans, which can get high in price, this creates a gap for districts that don't provide their educators with the appropriate funding for teaching tools.

Type of Learning

Because Nearpod includes **guided learning, immediate feedback,** and **question, and answer**, it supports behavioral learning. Nearpod also supports cognitive learning as students have the opportunity to **self-explore** the lessons provided by their teachers as well as gives the students the flexibility to organize the information in a way that works best for them.



Example self-guided presentation on Nearpod



Example post-lesson assessment on Nearpod

Ease of Use

We gave Nearpod 4 stars instead of 5 for ease of use because of the amount of time it may take for users to learn how to use the tool - both students and teachers. There are many different tools and activities teachers must familiarize

themselves with prior to using this tool in a classroom, but once familiar, the opportunities for teaching with Nearpod are close to endless. Nearpod also has tutorials and videos so that students and teachers can learn how to navigate the website and learn about all its features prior to usage.

Privacy

Nearpod complies with both COPPA and FERPA, as well as laws specific to states such as CCPA and Nevada SB 220. Nearpod also "complies with the EU-US Privacy Shield Framework as set forth by the US Department of Commerce and the provisions of the European General Data Protection Regulation ("GDPR") regarding the collection, use, and retention of personal information from European Union, and the United Kingdom to the United States" (Nearpod Privacy Policy, GDPR, 2021, para. ?). The reason we give Nearpod 4 stars instead of five is that the information Nearpod collects changes based on how you're accessing the Nearpod, (either website and/or app), as well as if you have a personal account, or are accessing the Nearpod as a student, via a student account. For student accounts specifically, their first name, last name, email address, the name of the Institution that the student belongs to, reference account number, and an optional profile photo are collected.

Accessibility

We give Nearpod 4.5/5 stars for accessibility. The tool is very simple to navigate when doing the no-mouse challenge. Nearpod also uses **Immersive Reader** "to provide text-to-speech, translation, contrast, and additional text accessibility features within a lesson. Immersive Reader is **compatible** with many of Nearpod's content & activity features, however, Immersive Reader does not read text on images. This feature is available on both the web and iOS app versions of Nearpod" (Nearpod Accessibility Statement). And, while most of the features can integrate with screen readers, Nearpod cannot read questions or answers for Memory Test, Fill-in-the-Blank, or Time to Climb activities. A big plus is that all of Nearpod's videos offer closed captioning, including uploaded Youtube videos. Lastly, another benefit of Nearpod is that it offers 12 different media types, so there is something for everyone. Nearpod aligns with the Universal Design for Learning, as the 12 media types allow for **Multiple Means of Engagement** for students, it is compatible with Immersive Reader which allows for **Multiple Means of Representation**, and lastly, because Nearpod has so many different forms of assessment, there are **Multiple Means for Action and Expression.**

Class Size

As stated in the pricing, class size varies based on the plan purchased. The free plan allows for 40 participants, for $159 you can have up to 70 students, for $397 you are allowed 90, and for the suggested school/district plan, up to 250 students can join a class.

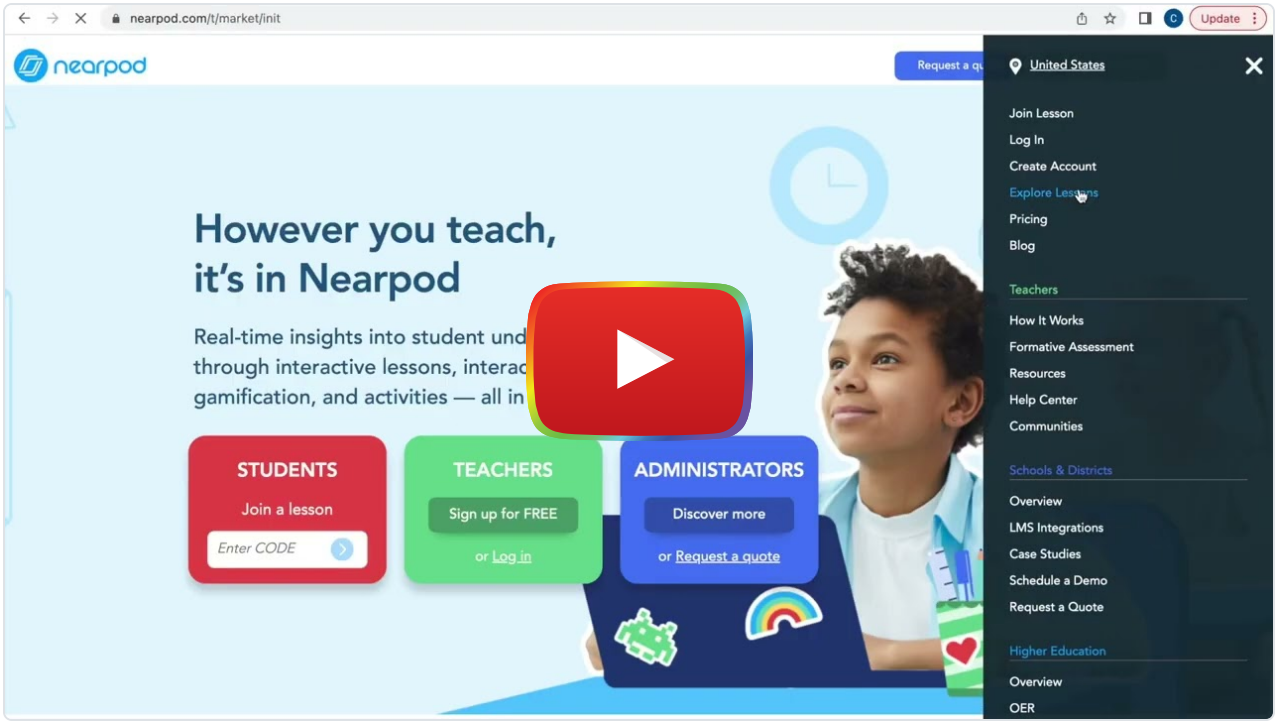
Login

Once the teachers have created an account, just by going to www.nearpod.com students are able to enter a room code for the specific lesson created by their teacher. Students are not required to give their email or full name to use Nearpod. Teachers must log in using their school email and password, or through any of four third-party apps: Google, Office 365, Clever, or ClassLink.

ISTE Standards

Nearpod fits into the Empowered Learner ISTE Standard because students leverage the tools Nearpod provides them with in order to demonstrate their learning of critical content. Students are provided with a whole host of tools through Nearpod such as Drag & Drop, Draw It, Open-Ended Question, Quiz, Poll, Collaborate Board, Fill in the Blanks, Matching Pairs, and Time to Climb (Nearpod Formative Assessment).

Top 3 Things to Know About Nearpod Video



Watch on YouTube

Video Transcript

Nearpod & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how **Nearpod** might fit within the SAMR model, in the context of replacing a traditional presentation in the classroom with a PowerPoint:

- **Substitution:** Instead of presenting a traditional PowerPoint at the front of the class, teachers import presentations into Nearpod and present them using the Live Lesson feature.
- **Augmentation:** Teachers include polls and discussion questions interspersed throughout presentations that students can reply to in real-time and view the results to further the discussion and see the thoughts of their peers. Students can see the slides on their own devices and follow along at their own pace
- **Modification:** Instead of traditional exit tickets and understanding checks, teachers can implement a Nearpod game such as "Time to Climb" so that students can compete in a fun and interactive way to demonstrate their understanding of the day's lesson. This will help students to be more engaged and also improve interactions among peers, instead of each student sitting in silence taking a multiple-choice quiz.
- **Redefinition:** Instead of teaching the same presentation to the entire class, teachers can use Nearpod to create individual, interactive lessons for small groups of students that can be navigated at the students' own pace, both in school and at home. Teachers can check in by viewing answers to embedded questions and polls, and a blend of slides, videos, links to readings, and virtual forums can be used.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Nearpod to modify or redefine learning.

Learning Activities

Math

The teacher can conduct a lesson in graphing exponential functions using Nearpod as a presentation tool. The teacher might start by opening with a poll to gauge how much background knowledge students have: do they know a lot, a little, or nothing about graphing exponential functions? Based on this, the teacher will know whether students will be able to work entirely independently, with a little bit of support, or with a lot of support. Then, the teacher can present the lesson on graphing. Afterward, they can instruct students to watch a video on the topic embedded in the presentation. Allowing students to watch it individually instead of as a class provides students with more comfort because they can go at their own pace, turn on closed captioning if they need it, and pause or rewind to strengthen their understanding. Students will then work in groups to practice graphing, and the lesson will end with the same poll that it started with so the teacher can see how much each student improved over the course of the lesson.

Science

The teacher can use Nearpod to create a science research report workshop. Link resources in the presentation that help students learn how to structure citations and their research reports as a whole. Embed an activity where students are given an article, its author, its year of publishing, and the journal it was published in, and have them submit a citation using this information so that the teacher can see if they understand how to correctly structure one. Link web pages and videos on potential topics for the students to write their research reports about. Afterward, archive the lesson so that students can revisit it at any time and refresh their understanding.

English/Language Arts

Teachers can use Nearpod to create an online discussion forum with students across multiple classes and even schools about a book that they have read, i.e. *Catcher in the Rye*. Give both class time and homework time for students to engage in open discussion with their peers so they can expand their horizons past one classroom.

Other

- Entrance and exit tickets.
- Linked videos that students can watch at their own pace/in their own time.
- Discussion forums.
- Games.
- Polls and surveys.



Example multiple choice quiz in Nearpod



Example "share your thoughts" screen on Nearpod

Resources

- 10 ways to use Nearpod in the classroom
- 11 Features That Make Nearpod THE Interactive Presentation of the Future
- The Beginner's Guide to Nearpod
- Nearpod | Teaching and Learning Resource Center
- Nearpodding Accessibility
- Nearpod: Best Tips and Tricks for Teaching
- Nearpod's content and activity features

How to Use Nearpod

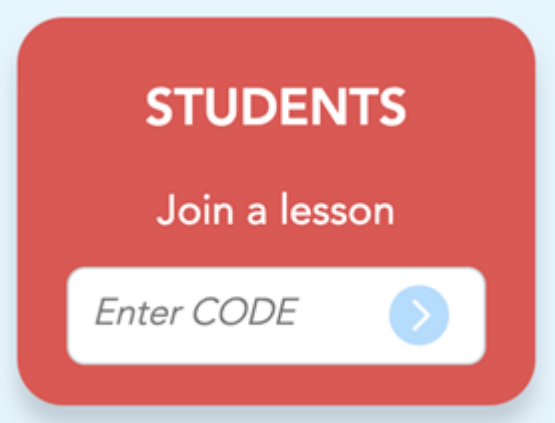
For Teachers

1. Go to https://nearpod.com.
2. Click "Sign Up for FREE" and select "Teacher."
3. Register for an account.
4. Create a lesson.
    a. Import PowerPoint or Google Slides, or create a presentation from scratch.
    b. Include any polls, discussion questions, or quizzes desired.
    c. Give access code to class.



For Students

1. Go to https://nearpod.com.
2. Enter the join code provided by the teacher in the box that says “STUDENTS Join a Lesson.”
3. Participate in a guided lesson.



Research

Burton, R. (2019). A review of Nearpod - an interactive tool for student engagement. *Journal of Applied Learning & Teaching, 6*(2), 95-97. https://journals.sfu.ca/jalt/index.php/jalt/index

Civelek, M., Karatepe, C. (2021). The impact of student-paced pragmatics instruction through Nearpod on EFL learners' request performance. *Advances in Language and Literary Studies, 12*(6), 67-78. http://journals.aiac.org.au/index.php/alls/article/view/7106

Sanmugam, M., Selvarajoo, A., Ramayah, B., Lee, K. (2019). The use of Nearpod is an interactive learning method. *2019 International Technology, Education and Development Conference Proceedings*, 8908-8915. *https://www.researchgate.net/profile/Anurita-Selvarajoo/publication/332285774_USE_OF_NEARPOD_AS_INTERACTIVE_LEARNING_METHOD/links/5e78e5e392851c309137c71e/USE-OF-NEARPOD-AS-INTERACTIVE-LEARNING-METHOD.pdf*

Buttrey, K. (2021). Inclusion, engagement, and Nearpod: Providing a digital alternative to traditional instruction. *The Journal of the Teacher Education Division of the Kentucky Council for Exceptional Children, 8*(1). https://digitalcommons.murraystate.edu/ktej/vol8/iss1/2/

Authors

This page was created by Clare Simpson and Hannah Walz.

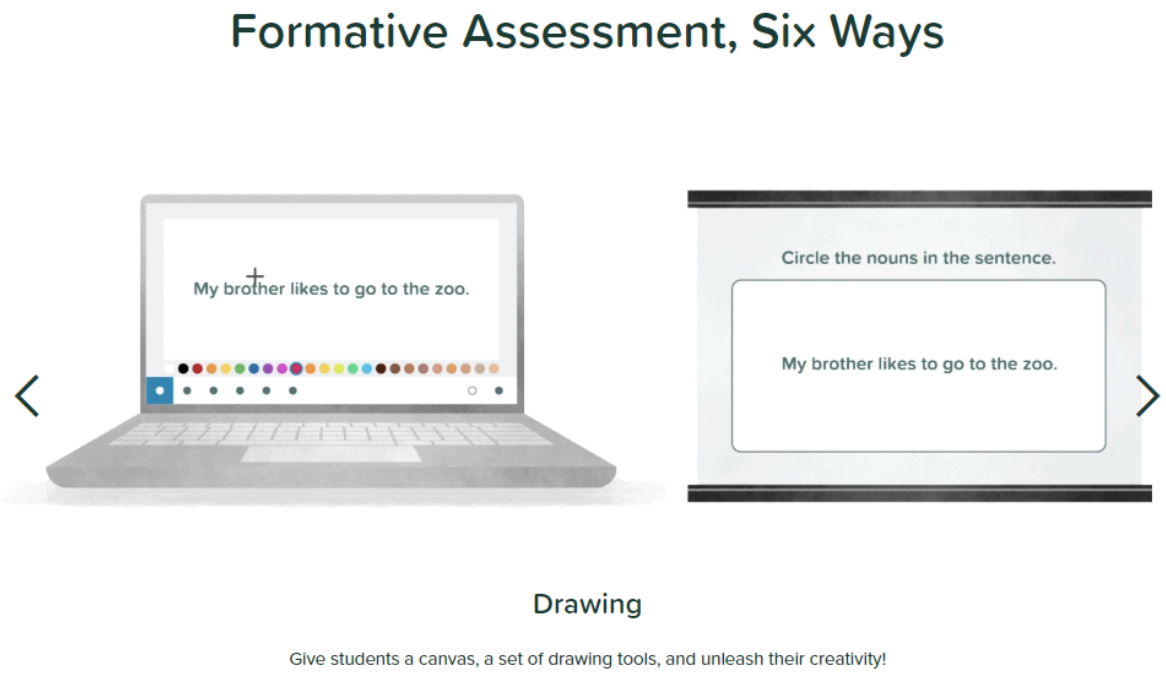
This content is provided to you freely by EdTech Books.

Access it online or download it at https://edtechbooks.org/onlinetools/nearpod.

Pear Deck

Assessment | Behaviorism | Cognitivism | Feedback

*Pear Deck is a popular **formative assessment tool** that allows teachers to **design interactive presentations** and engage students in learning through multiple choice questions, drag-and-drop and text-based prompts, drawing, interactive maps, and more. Teachers can create their own presentation slides or rely on Pear Deck lesson templates. Pear Deck can be used to enrich and support student learning, **both asynchronously and synchronously.** Students can use Pear Deck slides to learn at their own pace, or they can follow along with an instructor-driven lesson. Teachers can get instant feedback on the effectiveness of their lessons by using the dashboard and session review capabilities within PearDeck. Teachers can make student answers anonymous in order to encourage even the shiest of students to participate. Teachers can also share students' answers with the class to extend the lesson. With the premium subscription, Pear Deck provides a lot of templates to use before, during, and after a lesson. Teachers can also install the **Pear Deck add-on** to their existing Google Slides or PowerPoint to make them interactive. There is no limit to the number of participants, so it can even be used for community forums, such as a virtual open house.*



Pear Deck homepage

Tool Snapshot

Price	Basic: Free; Individual Premium: $149.99/year; Custom pricing for schools and districts
Learning	Behaviorism & Cognitivism
Ease of Use	★★☆☆☆
Privacy	★★★★☆
Accessibility	★★☆☆☆
Power & Bias	★★★★☆
Student Learning	★★★★☆
Access & Usability	★★★☆☆
Class Size	Unlimited
Login	Teachers need to log in, students do not.
ISTE*S	Empowered Learner
COPPA/ FERPA	Yes

Price

The free version of Pear Deck includes many features, including polls, quizzes, and limited access to templates. Some interactive features, such as adding audio and the drag-and-drop and drawing options, are **only available with the Premium price**. The Premium version offers access to a significant library of templates and a session dashboard. The dashboard provides teachers with the option to review and save Pear Deck sessions, add questions "on the fly," and provide student "Takeaways." With the dashboard, teachers can assess student engagement and comprehension daily or over time. It is important to note that currently, Immersive Reader is available only with the Premium price. With Custom pricing for school districts, dedicated onboarding is available.

Type of Learning

Given the immediate feedback feature, Pear Deck supports behavioral learning. With the availability of **immediate feedback**, students can learn from their mistakes. Pear Deck can also support cognitivist learning as students actively explore teacher-designed lessons to build their understanding of a topic. Teachers can use Pear Deck slides to ask students to outline information, draw connections, draw conclusions, and create graphs or mind maps to organize information.

Ease of Use

Teachers may need to invest significant time to learn how to use Pear Deck, but once materials are created, they can be reused repeatedly. Teachers can save their work. Students accustomed to computers will find it easy to participate in Pear Deck, as they simply use their email or a join code to access the lesson and begin drawing, dragging, or writing. Younger students may need some initial help to get started. The Pear Deck website has a Help Videos page with

tutorials to address just about any question or issue one may encounter. Pear Deck can be used on Chromebooks, Macs, PCs, iPads, iPhones and Android devices, but slides can only be edited on a computer. In order to create a Pear Deck slide within an existing presentation you must first install an add-on for Google Slides or an add-in for Microsoft.

Privacy

Pear Deck complies with FERPA, COPPA, and applicable state laws. Peardeck is open about how they collect, use, and share data. They signed a pledge to Safeguard Student Privacy and they do not collect information from students. They use "aggregated, anonymized and de-identified data" to improve Pear Deck (Pear Deck Privacy, 2020, para. 3). Unless students plan to create their own Pear Deck slides, they do not need to share any information. Teachers are the only ones who see students' information and they can set up Pear Deck lessons to allow students to join anonymously or with their personal email. Teachers can also show individual student work anonymously. Teachers can choose how much information to include their profile. Using cookies and other means, Peardeck may collect technical information from teachers, such as the IP address, browser, devices, and date and time stamps of use. They do require access to information from teachers' Google accounts or Microsoft 365 One Drive.

Accessibility

Pear Deck does not offer an explicit accessibility statement. Depending on whether Pear Deck is being used synchronously or asynchronously, the **levels of accessibility vary**. When used asynchronously, students have control over how quickly they move through a lesson. For teachers who have access to Immersive Reader with the premium plan, students can use this feature to listen to words read aloud, increase the text size, and visually follow along as words are highlighted while read aloud. Immersive Reader empowers students to make their own choices about the pace of dictation, the sound of the voice, the size of the text, background color, and the spacing of the words. Immersive Reader is available in multiple languages, including 40 that can be read aloud. Students need a mouse or touch screen to access Immersive Reader, and they need the dexterity to drag and draw on Pear Deck through the use of a mouse. Teachers can embed audio clips in their slides, so students can hear their teacher speaking even when using the student paced feature. Immersive Reader can only read text, so teachers need to label pictures.

Power & Bias

No group is favored over another. A wide variety of people are represented in the template pictures. Immersive Reader is accessible in 40 languages, though this comes only with the paid version.

Impact on Student Learning

Pear Deck encourages student comprehension, creativity, and critical thinking. Some templates can help students develop specific social emotional learning skills such as cooperation, mindfulness, patience, and self reflection.

Class Size

Pear Deck has no limit on the number of participants.

Login Required

Students do not need their own account to participate. Teachers must log into their account to access and design materials.

ISTE Standards

Empowered Learner – Pear Deck offers students opportunities to give input, ranging from basic check-ins to demonstrating their understanding of a topic. Using the drag-and-drop, drawing, and text features, students can play an active role in their own learning. When provided the opportunity, students have the ability to work at their own pace. Students receive feedback from teachers to improve their performance and overall learning.

Pear Deck in 90 Seconds Video



Watch on YouTube

Pear Deck & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Pear Deck might fit within the SAMR model:

- **Substitution:** Teachers can digitally collect student responses from questions, rather than on paper, to review student comprehension of material.
- **Augmentation**: Teachers can have students click on hyperlinks or multimedia to digitally enhance their learning in real time. Teachers offer students the opportunity to demonstrate their knowledge in different ways, like digitally drawing their ideas or dragging icons to indicate their response.
- **Modification**: Teachers can have students indicate their knowledge and understanding by dragging images to align concepts. Teachers can then anonymously share the visuals from some or all of the students with the whole class to make learning more visible.
- **Redefinition**: Teachers can make new learning opportunities possible when they connect students from different classrooms (locally or globally) to digitally share information within the same Pear Deck. Teachers can share the dashboard and co-teach synchronously or asynchronously.

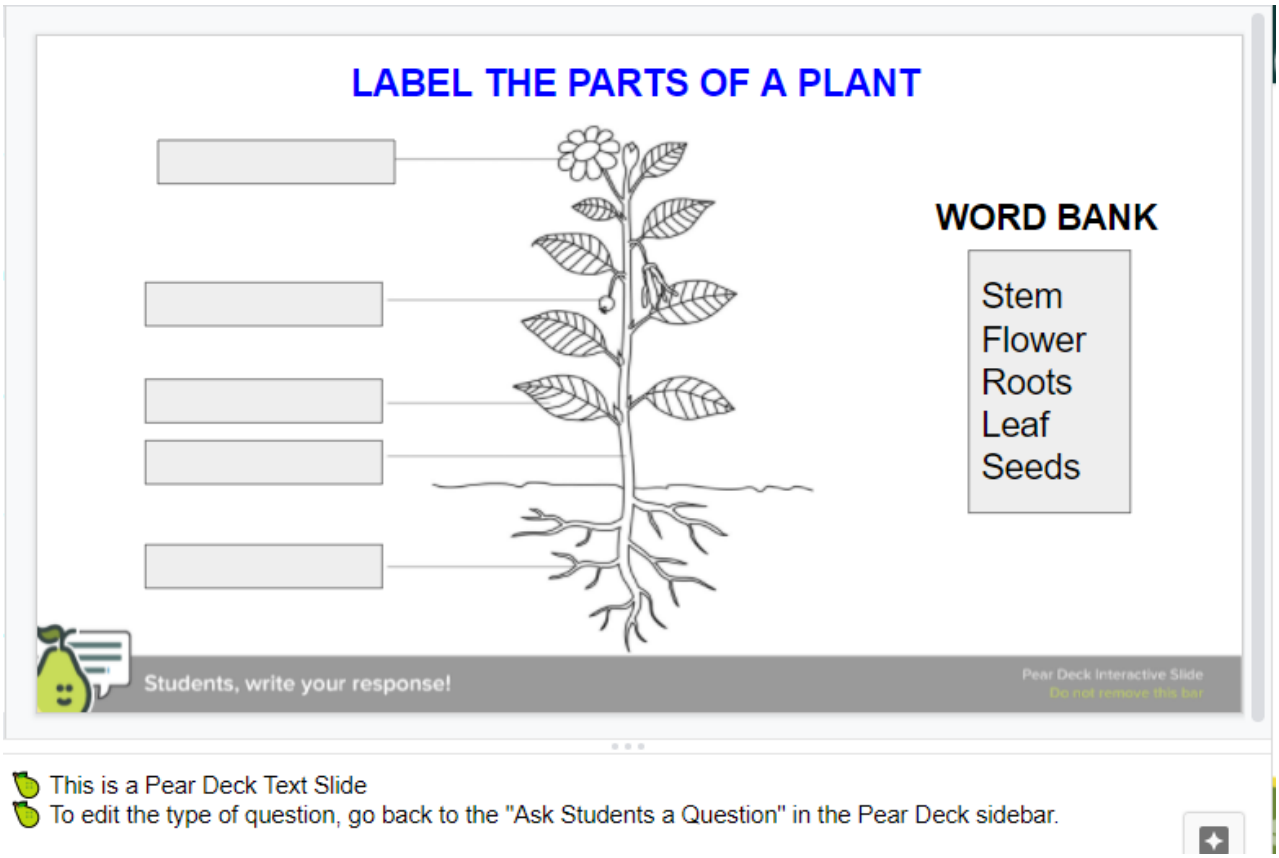
Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Pear Deck to modify or redefine learning.

Learning Activities

Here are some specific examples of how Pear Deck could be used for different subjects:

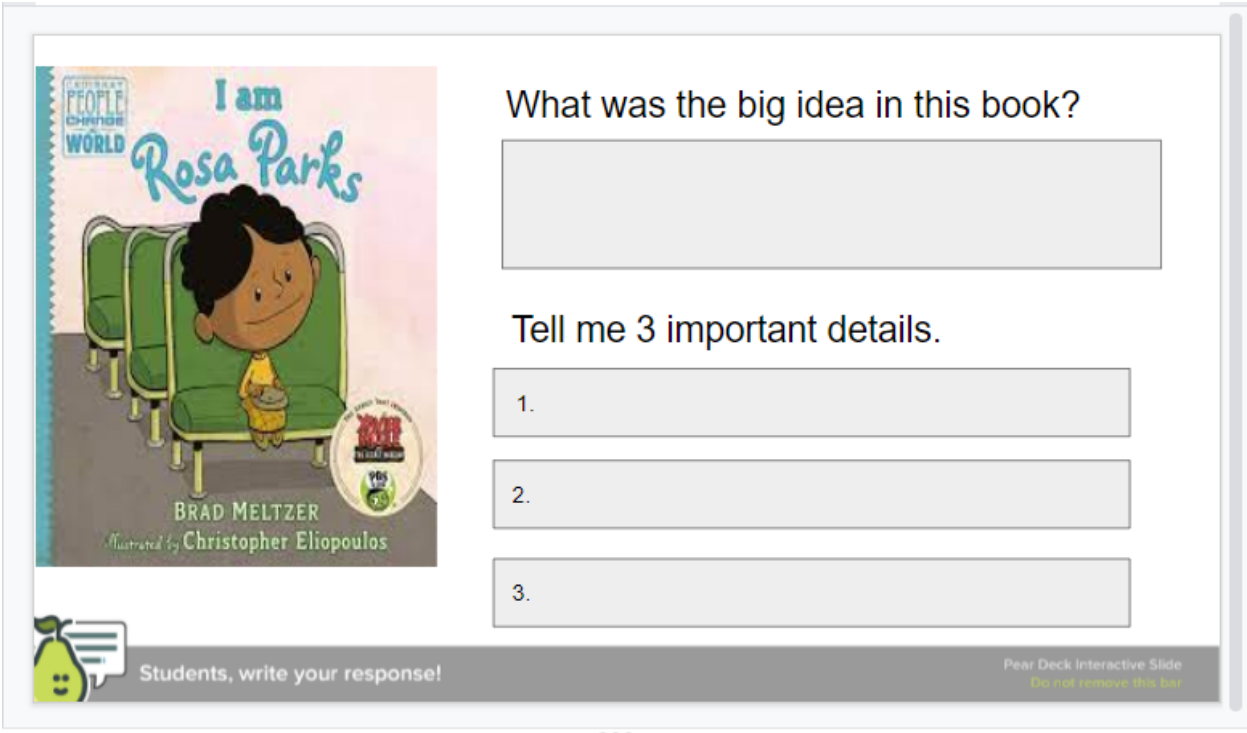
Science

Students can use a text or drawing slide to label a scientific drawing. Scaffold learning by adding a word bank to the slide with “must have” labels.



Social Studies

Students can use a text slide to create notes about a topic by jotting the big idea and three important details (“boxes and bullets“).



This is a Pear Deck Text Slide
To edit the type of question, go back to the "Ask Students a Question" in the Pear Deck sidebar.

Language Arts

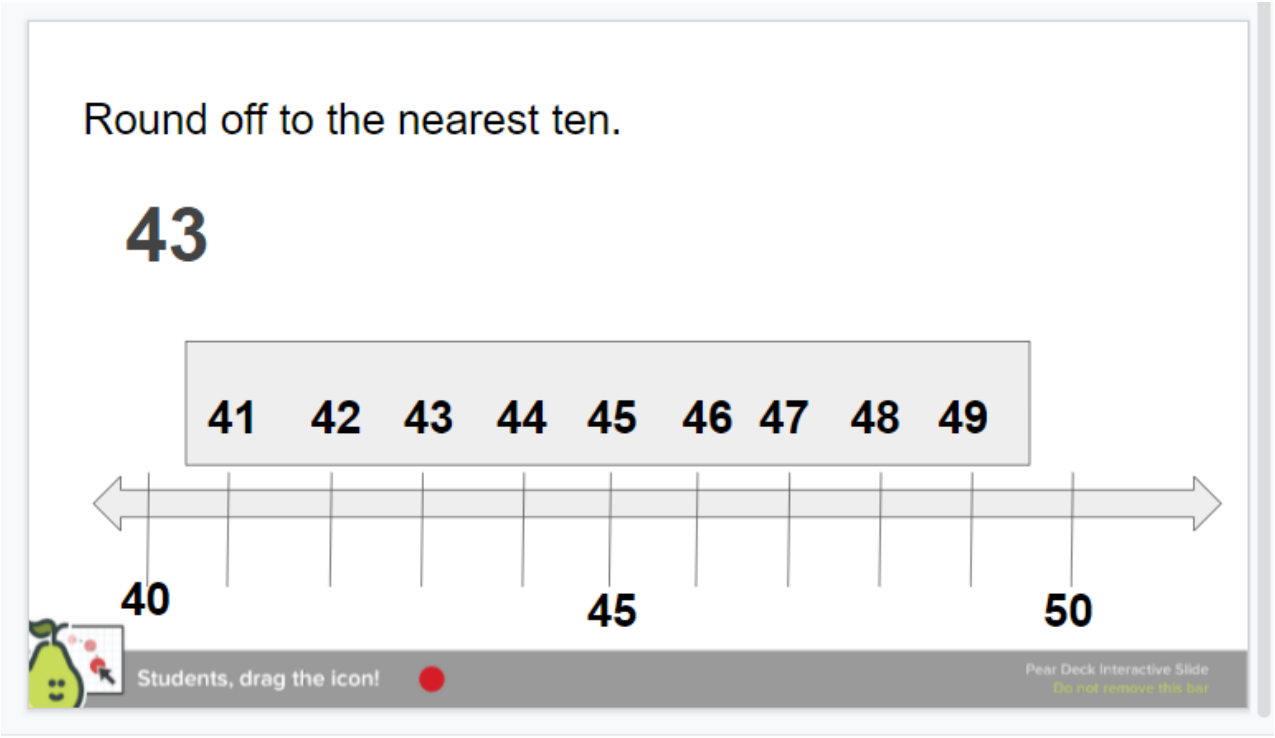
Students can use a text slide to generate ideas during a narrative writing unit by jotting small moment stories (e.g., “Think of a person, place, or thing that matters to you and then list small moment stories. Choose one to write about in your writer’s notebook”). This allows the teacher to quickly assess where students are in the writing process and if their piece will fit the definition of a narrative.



This is a Pear Deck Text Slide
To edit the type of question, go back to the "Ask Students a Question" in the Pear Deck sidebar.

Math

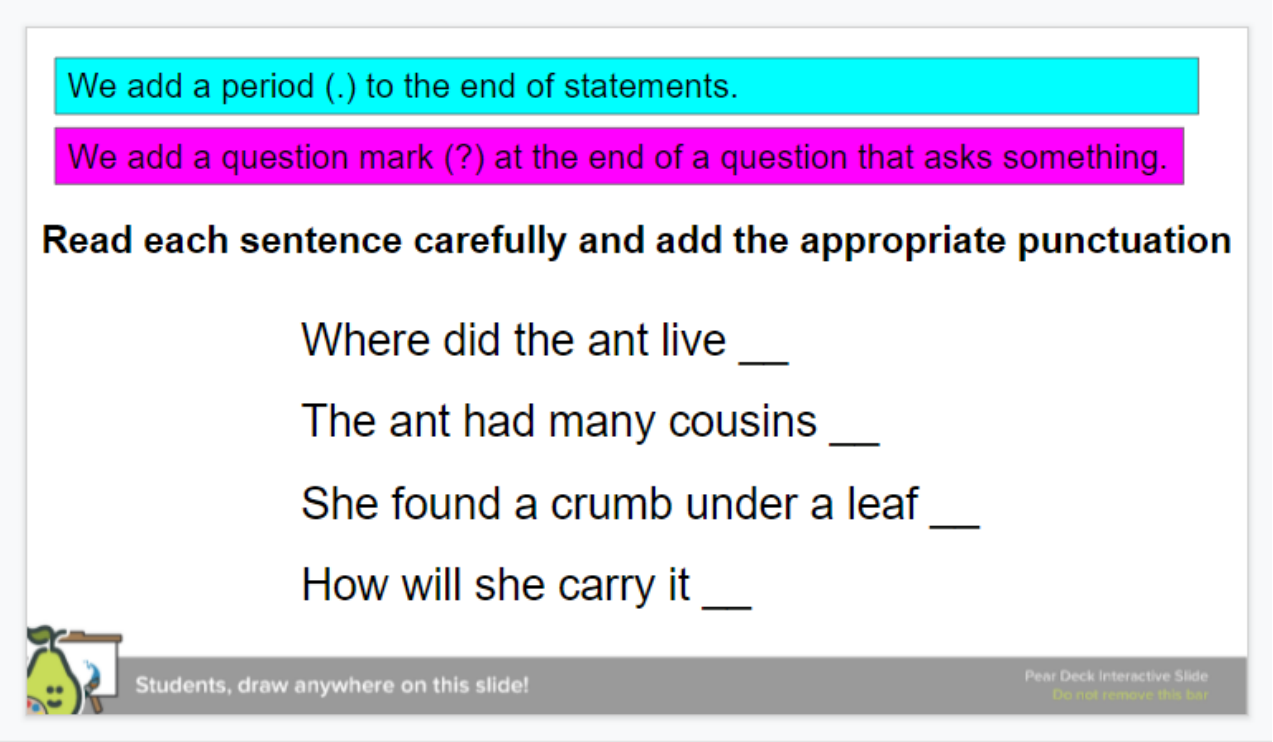
Students can use a draggable slider to round numbers to the nearest ten, hundred, etc...



This is a Pear Deck Draggable™ Slide.
To edit the type of question, go back to the "Ask Students a Question" in the Pear Deck sidebar.

Spelling/Grammar

Students can use a drawing slide to proofread a sentence and add appropriate editing marks. Scaffold learning by focusing on just two or three editing marks to start and provide the marks and meanings at the top of the slide.

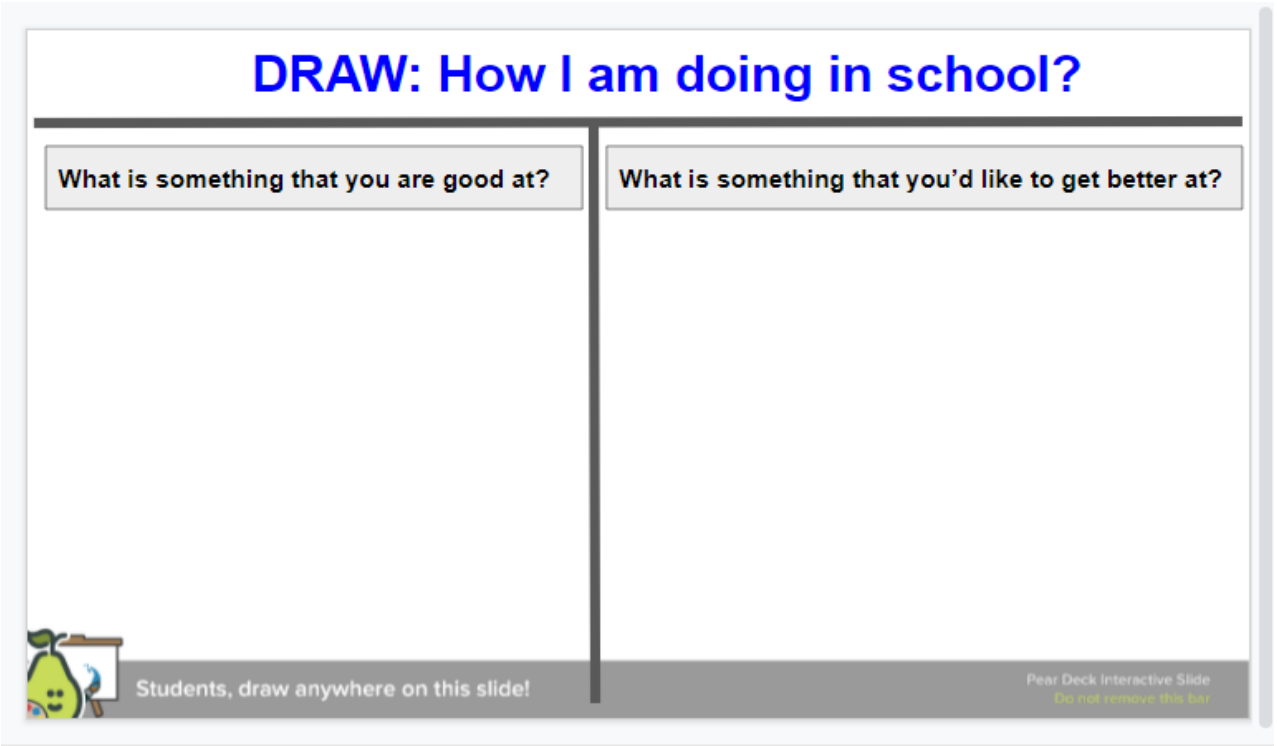


This is a Pear Deck Drawing Slide
To edit the type of question, go back to the "Ask Students a Question" in the Pear Deck sidebar.

Social Emotional Learning

Students can use a text slide to build self-management skills by jotting a hope and dream for the upcoming school year. Students can also take stock at the midpoint of the school year and set goals.

Students can use a drawing slide to build self-awareness and reflect on their learning. “What is something that you are good at? What is something that you’d like to get better at?”



This is a Pear Deck Drawing Slide
To edit the type of question, go back to the "Ask Students a Question" in the Pear Deck sidebar.

Teachers can create activities for any subject, but Pear Deck lends itself particularly well for activities that occur before, during, and after a lesson. Take a look at the infographic below to learn more (click on the infographic to enlarge it).



Resources

- The Learning Science Behind Pear Deck
- How does Pear Deck Work?
- Immersive Reader Integration
- Social-Emotional Learning Templates
- Common Sense Media Pear Deck Evaluation
- EdSurge Review
- The Literacy and Media Lab Tool Review
- Know Your Why – Pear Deck Resources
- Three Tech Tools for Distance Learning and Beyond
- Increase Student Engagement with Pear Deck
- 20 Ways to use Pear Deck to Engage Students
- Pinterest Pear Deck Blog

How to Use Pear Deck

- Explore the Pear Deck How-To Handbook.
- Check out the How-To Video Library – Everything You Need to Know.
  - Specifically, watch these videos:
    - Make a Pear Deck from Scratch.
    - How to present a Pear Deck.
- Pear Deck Integration
  - Integrate Pear Deck with Google Classroom.
  - Integrate Pear Deck with Office 365 Teams.
  - Integrate Pear Deck with Canvas (available only with Premium pricing).

Research

Anggoro, K. J. (2020). Pear Deck. *RELC Journal*. https://doi.org/10.1177/0033688220936735. Retrieved April 12, 2021.

Mache, J., Tan, N., Shoemaker, G., & Weiss, R. (2017). Pear deck: An interactive classroom response system to encourage student engagement. *Journal of Computing Sciences in Colleges, 33*(1), 156-158.

Javed, Y., & Odhabi, H. (2018, November). Active Learning in Classrooms Using online Tools: Evaluating Pear-Deck for Students' Engagement. In 2018 Fifth HCT Information Technology Trends (ITT) (pp. 126-131). IEEE.

Authors

This page was created by Linda McCarthy, Samantha Scripture, Jennifer Comiskey.



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Access it online or download it at https://edtechbooks.org/onlinetools/pear-deck.

Playposit

Video | Assessment | Behaviorism

Playposit is a interactive web-based video platform that allows educators to conduct formative assessments both inside and outside the classroom. Teachers are able to embed questions and prompts into videos from Youtube, Vimeo, Khan Academy, and other popular video platforms. Data can then be analyzed - providing powerful insight into educational trends in the classroom.



Watch on YouTube

Tool Snapshot

Price	Free, limited. Pro: $144/year
Learning	Behaviorism
Ease of Use	★★★★☆

Privacy	★★☆☆☆
Accessibility	★★★★☆
Class Size	Unlimited
ISTE*S	Empowered Learner
COPPA/FERPA	Yes

Playposit Overview Video



Watch on YouTube

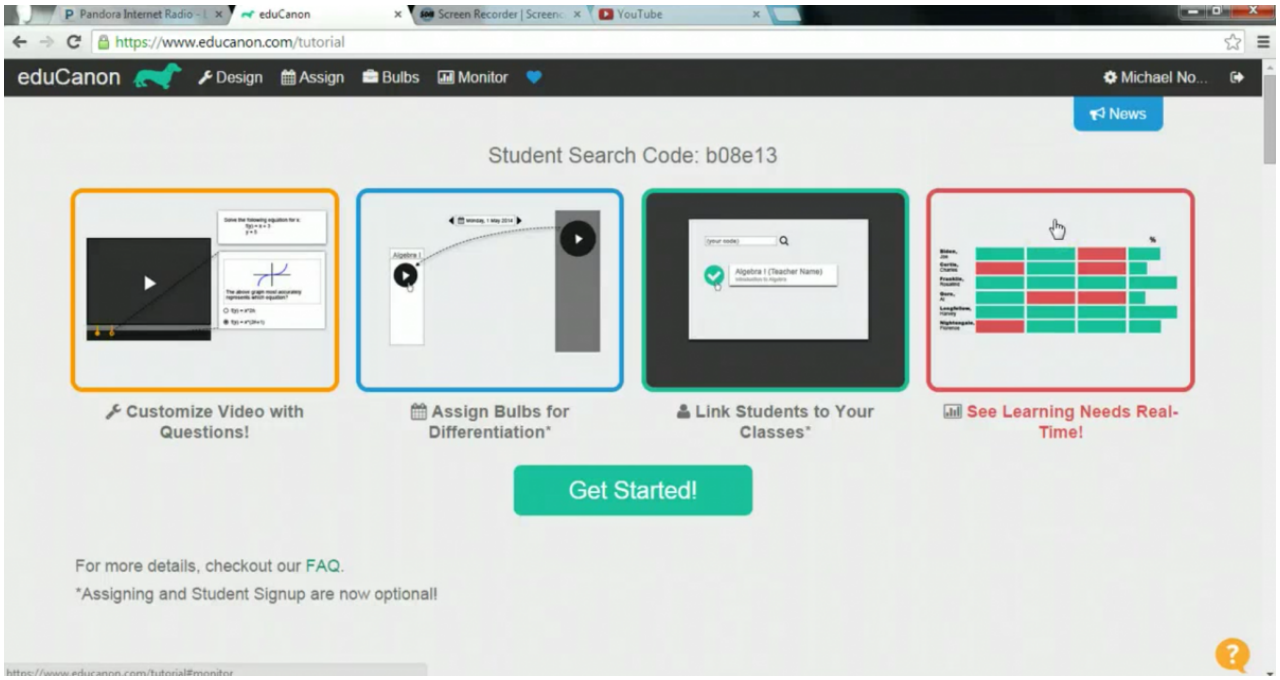
Video Transcript

Playposit & the SAMR Model

- **Substitution:** Students use Playposit to submit their answers online rather than on paper.
- **Augmentation:** Students take note on additional visual cues in order to provide a more comprehensive assessment for technical execution.
- **Modification:** Student upload their own videos for annotation by the educator.
- **Redefinition:** Students create their own Playposit videos and quizzes to quiz each other on important information found in their own videos.

Playposit Tutorial Using Playposit

Tap on the image below to view the Playposit tutorial:



Learning Activities

Math

Ask students to identify the everyday math in a scene from a YouTube video.

Science

Invite students to respond to prompts as they watch a Ted-Ed Climate Change video.

History/Social Studies

Embed a series of open-ended prompts in a Crash Course History video.

Resources

- Play Posit Tutorial Playlist
- Creating Interactive Video Lessons

How to Use Playposit

1. Go to www.playposit.com
2. Sign Up and register for an account through your preferred use account portal
3. Create a new class/section
4. Fill out profile
5. Select New Bulb
6. Past URL and add questions

Research

Sherifi, D., & Hills, S. (2021, March). Improving engagement through a Playposit guided course project. In *One Week International Conference On Global Collaborations in Science, Technology, Education, Mathematics & Humanities (STEM) to Advance the Frontiers of Knowledge &* (p. 43).

Author

This page was created by Jeromie Whalen.



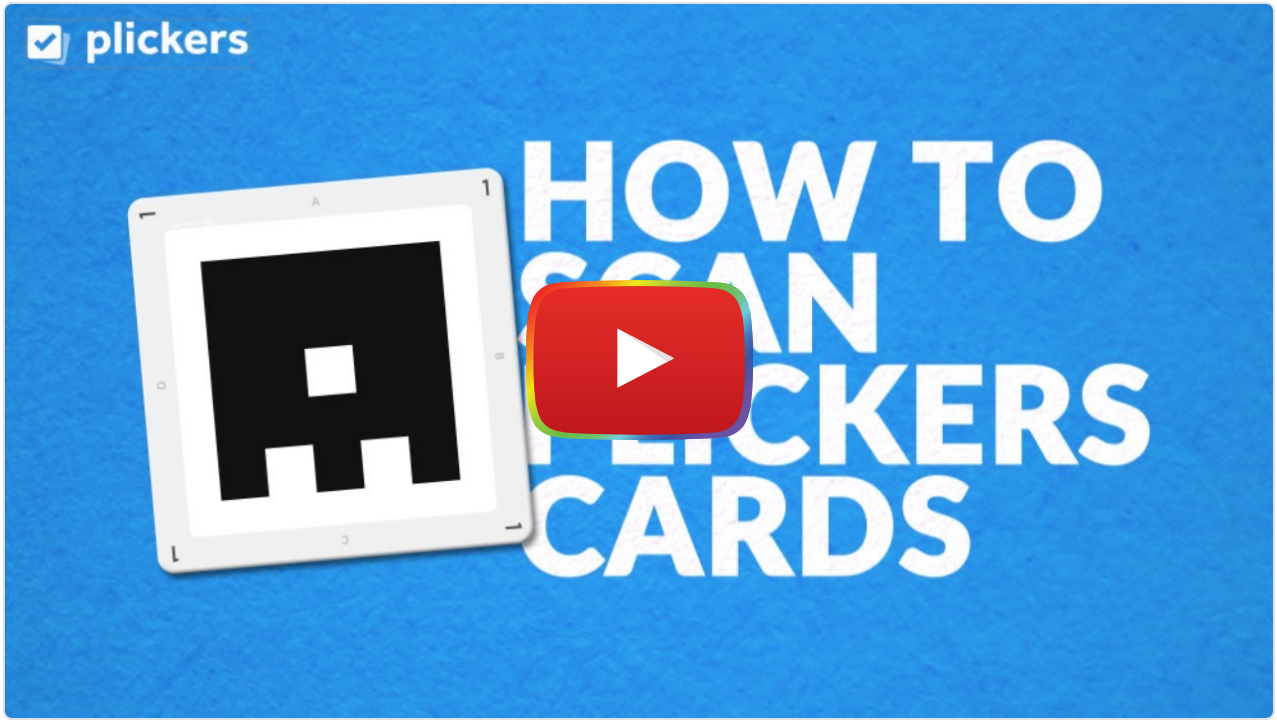
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Access it online or download it at https://edtechbooks.org/onlinetools/playposit.

Plickers

Assessment Behaviorism

Plickers is an assessment tool made by a teacher who was looking for a quick and simple way to check student understanding. This assessment tool allows teachers to collect on-the-spot formative assessment data without the need to have students use devices or paper and pencil. Teachers can use this tool with previous planning or on the go as needed. This tool provides teachers with the data needed to inform their instruction. It's a data collection tool that's helpful for teachers and fun for the students.



Watch on YouTube

Tool Snapshot

Price	Free, limited; Upgraded version (monthly and annual payment plans).
Learning	Behaviorism

Ease of Use	★★★★☆
Privacy	★★☆☆☆
Accessibility	★★★★☆
Class Size	Unlimited
ISTE*S	Empowered Learner
COPPA/ FERPA	COPPA: Parental consent required for children under 13. No FERPA policy found. Check with your school IT administrator.

Price

Plickers is free to use. Pro: $8.99/month (monthly payments) or $5.99/month (yearly payment). Plickers cards can be printed free of charge. A more durable version costs $20 on Amazon.com.

Type of Learning

Learning takes place through online games and lessons. Students stay engaged throughout the assessment because they find the Assessment activity to be fun.

Ease of Use

Very simple to use for students. They just need to rotate a card to show their answer. Very simple for teachers to use the app, to scan, and to project answers. Questions can be loaded previously or as a “need to” basis. Plickers cards are easy to handle, and come in different sizes typical to larger auditoriums, and in larger size fonts for younger students to be able to read.

Privacy

The user (teacher) only has to provide First, Last name, email, username and password. Personal information is not shared. On the privacy page, Plickers says that it does require the first and last name of students and may collect data Privacy policy states how location, use and cookies is used. There are also opt-out options available. Students’ answers are also private, and are very hard to be seen by other students.

Accessibility

Students of all ages can use this tool. Students with learning and physical disabilities can also use this tool. Modifications would have to be made for the visually impaired and students with motor skill impairment. Plickers cards come with larger fonts for younger students and in larger sizes for large classrooms or auditoriums.

Access

Plickers accounts can be managed from the web but teachers need the Plickers mobile app in order to scan students’ cards and see their responses. The Plickers app is free for both iOS and Android. The app can be used on phones and tablets.

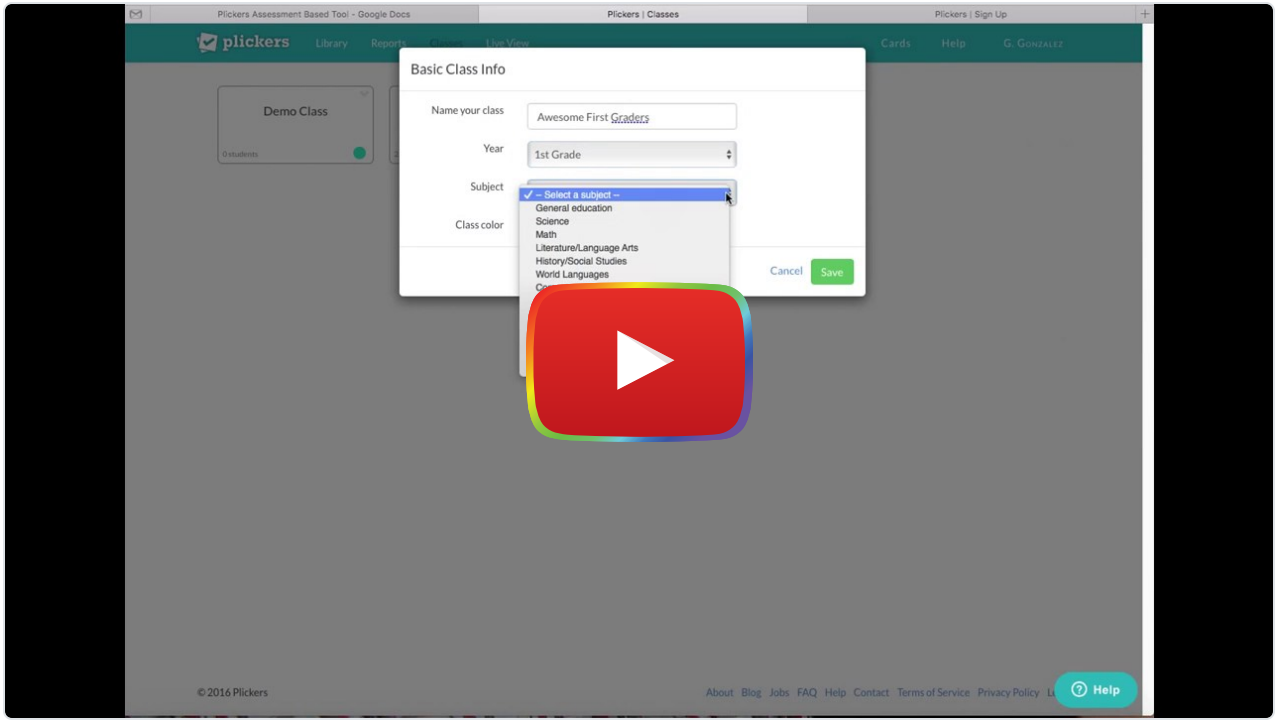
Power & Bias

Tool marginalizes educators who do not have access to smart devices or the Internet in their classrooms. Students do not need access to technology to use this tool. Numbers/Symbols are used instead of written languages. Website is for English language speakers. Power and bias would be present mostly for the account holder.

Impact on Student Learning

Tool helps students stay engaged during formative assessments. Worry-free way for all students to participate in answering questions with anonymity. Teachers can get immediate feedback to inform their instruction. Plickers is not just a fun online assessment tool for students but it's also fun and simple to use for teachers. Plickers allows you to check in on student understanding. With the data collected you can inform your instruction for a follow up class or in real time. Students stay engaged as they watch to see if their card was scanned, and their answer displayed. The cards can either be bought online or downloaded and printed. Students of all ages find Plickers fun and easy to use. There are two views to see the data collected, Students mode and graph mode. Students mode, shows all the students cards and names, and whether they have answered or not. The graph view shows the way students answered. On both views you have the option to show the correct answer. One of my favorite features is that you can sign in to your account when planning your lesson or if at some point during instruction you need immediate feedback, opening the app and adding a question is hassle free!

Plickers Overview Video



Watch on YouTube

Link to Plickers.com Transcript

Plickers & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how ***Plickers*** might fit within the SAMR model:

- **Substitution:** Students use Plickers as a formative assessment instead of a paper and pencil formative assessment or asking students to raise their hands to answer a question.
- **Augmentation:** The teacher can quickly collect responses from the entire class and view the data in real time.
- **Modification:** The teacher can adapt their instruction in real time based on the data provided from Plickers.
- **Redefinition:** Plickers is not sufficiently flexible on its own to reach the redefinition stage of SAMR.

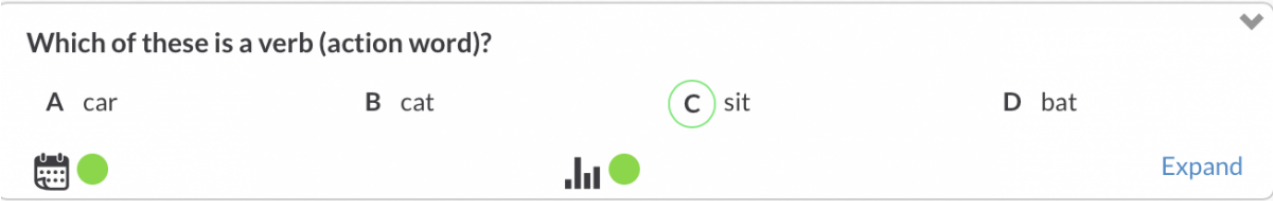
Assessment Activities

Math

Students solve equations or word problems. Teacher provides answers to choose from. Math problems can vary in difficulty. Here's an example of an upper elementary classroom solving a division equation using dry erase boards, and then sharing their answers with the Plickers card.

English Language Arts

Teachers can assess reading comprehension. Story plot questions can be posted with 4 possible answers to chose from.



Science

Teachers can use Plicker as a pre-assessment before the start of a unit. Students can answer questions related to a new science unit about Sustainable Development, such as "What is Sustainable Development?". Teachers can inform their planning after analyzing student data from the pre-assessment.

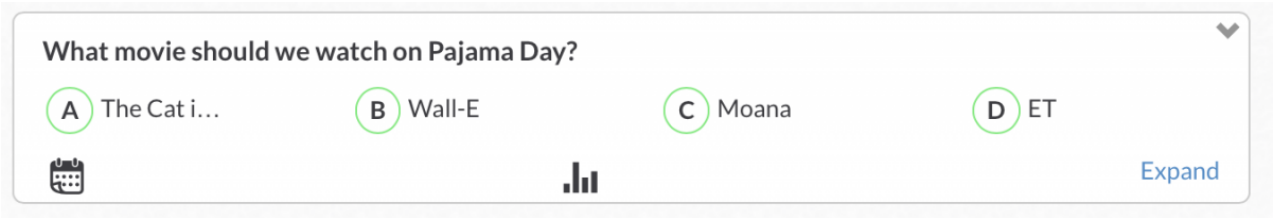
Social Studies

Teachers can check on students' "Recent Events" knowledge by asking questions about real time recent events.



Fun Voting Activities

First graders are always wanting to vote on possible reward choices. Use Plickers to vote on which movie your class will get to watch as a reward.

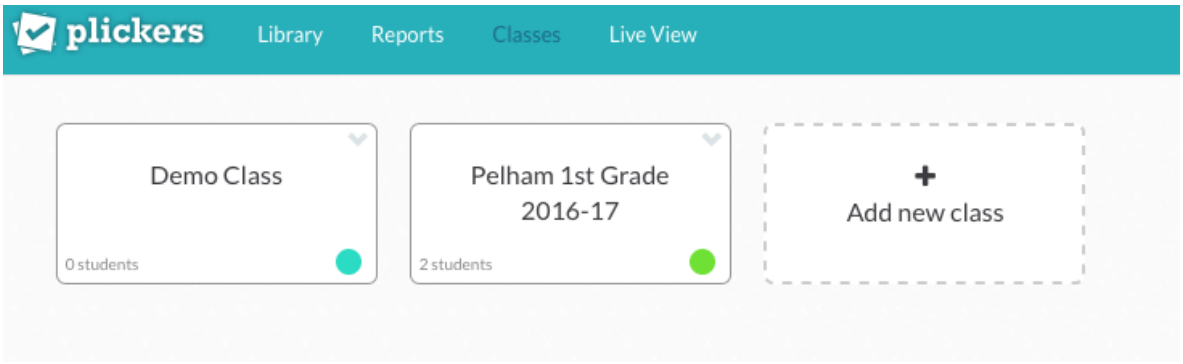


Resources

- Plickers Help
- Plickers Team Blog
- iTunes Plickers preview
- Plickers Review/edshelf
- My Take on Plickers – Automatic Student Feedback with One Device …
- Plickers (@plickers) | Twitter

How to Use Plickers

1. **Adding a class**
    1. Sign In
    2. Go to Classes
    3. Here you will see a Demo Class, and any classes already added to your account, and a tab that says “Add new class”



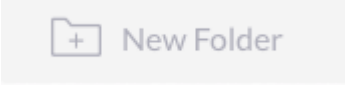
Screenshot classes page Plickers.org

    4. Click on Add new class
        1. You will be asked to Name the class, select grade level, select subject, and assign a color to identify the new class



        2. Click Save
        3. The new class should now appear on your Classes page
2. **Creating a Folder**

1. Sign In
2. go to Library
3. Look for New Folder logo



and click on it

4. You can use up to 30 characters to name the New Folder
5. Press Save

3. **Adding new questions**
    1. Sign In
    2. Go to Library
    3. Click on desired Folder
    4. You will see previous questions and a New Question icon



, click on New Question

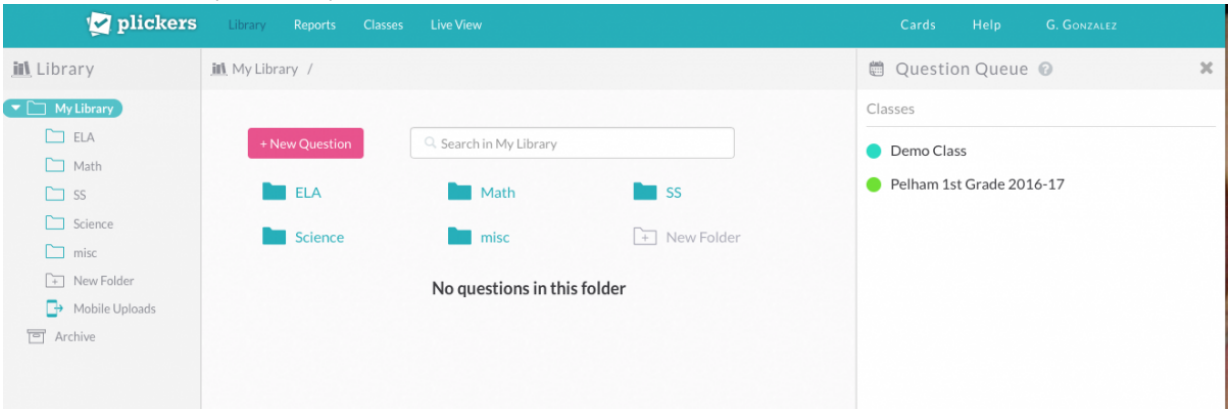
    5. You will be asked to
        1. Add question text
        2. Choose between Multiple Choice or True/False
        3. Write in A, B, C, D answers
        4. Click on all possible correct answers
        5. Click Save to leave Click Save and create new to add more questions
4. **Printing the Plickers cards**
    1. Sign In
    2. Go to Cards
    3. Select desired Plickers card that suit your class needs
    4. Print
5. **Scanning the Plickers cards on your phone or tablet**
    1. Press the Plickers icon
    2. Press Sign In
    3. Write in Email, and Password
    4. Press Done
    5. Choose class
    6. In Queue, you will see available questions that haven't been used for assessment
    7. In History, you will see already used questions
    8. Press on the question you wish to assess students with
    9. Using Live View post the question on screen
    10. Press blue Scan button
    11. You will see an overlay of the students
    12. Make sure the cards are visible, you may move phone to capture all cards
    13. Green indicates correct answers, Red indicates incorrect answers, Dark Grey indicates invalid answers and Light Grey indicates students have not been scanned.
        1. Press the checkmark when complete
        2. Answers can be seen by teacher, using the web site you may also post students names with answers, or chart graph without the students names with the answers.

How to Sign Up for Plickers

1. Open your browser
2. In the address box type Plickers
3. Click on the



   button to create a new account.
4. You will be asked for your First name, Last name, email, and to create a password.
5. After completing the form, press Sign Up at the bottom of the form.
6. You will then shortly get an email from Plickers asking you to validate your email.
7. Go to your email account, look in your inbox for the Plickers email, and follow directions to validate your email.
8. Once this step is completed you can log back to Plickers.com and click on the Sign In icon.
9. Sign in using your email and password. Press Sign In.
10. You will be taken to your Library.

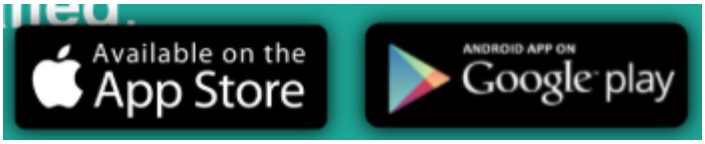


   Screenshot Plickers Library page

11. From here you can Create New Folders for your classes, add new questions, or review your history.
12. You may also go to: Reports, Classes, Live View, Cards, Help or your account settings.

How to download Plickers *app*

1. In order to scan your students' answers you need the Plickers mobile app.
2. Go to



   and search for the Plickers app that's compatible with your phone.
3. Once you find the plickers app, press the download icon.
4. After download is complete, press the OPEN button.
5. Press SIGN IN.
6. Type your email and password, and press sign in.

Research

- The Horizon Report 2015 with Audience Participation Using Paper Clickers
- Take IT to the Next Level: Moving from Item Teaching to Authentic Instruction
- Toward a Teacher Friendly Classroom Technology Implementation Framework: A Theory Building Process for the Platform, Activities, Generate, Engage, & Real …

Author

This page was created by Giselle Gonzalez.



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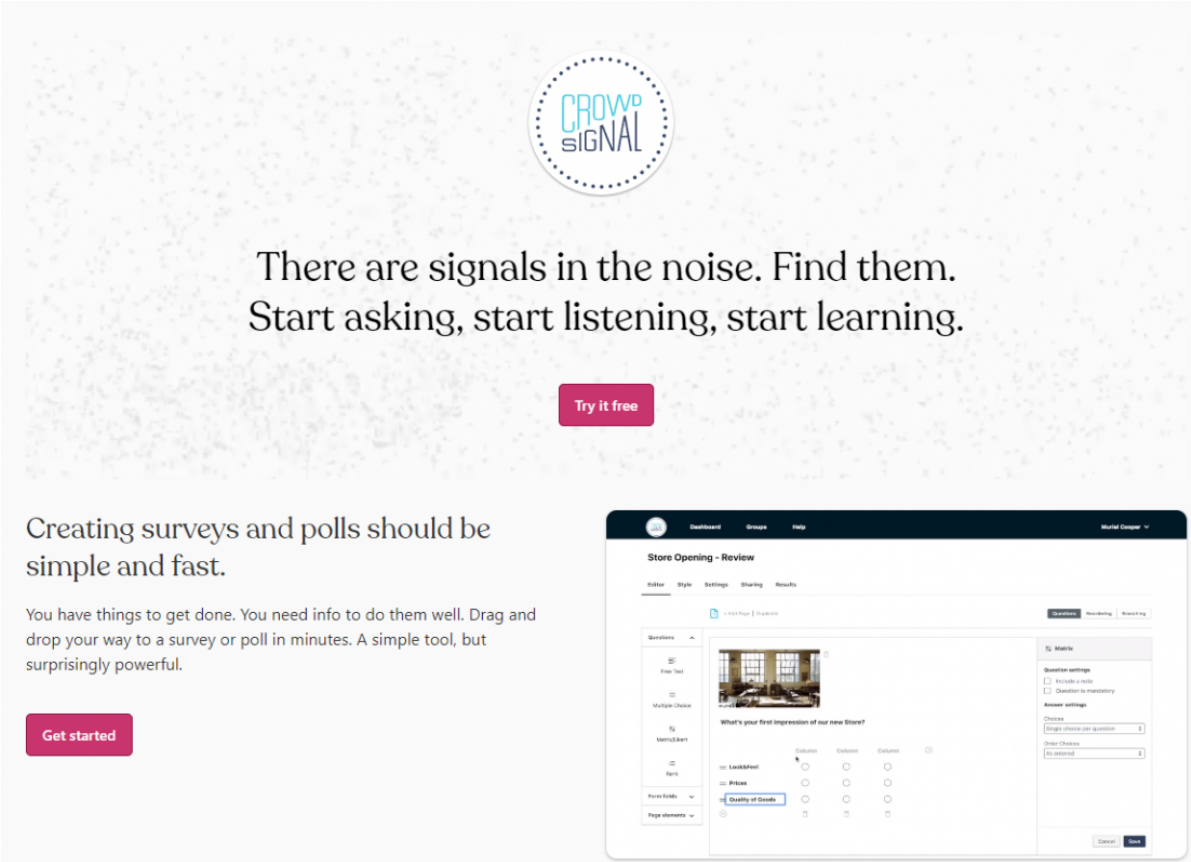
Polldaddy (CrowdSignal)

Assessment | Behaviorism | Quizzes | Polls

Crowdsignal, formerly Polldaddy, is a website that allows you to create, distribute, and interpret the results of polls, surveys, quizzes, and ratings. Crowdsignal is an easy to use assessment tool that will change the way you teach for the better; check it out today by clicking here.*

**Since Polldaddy was extremely popular, the references to this tool will be kept as "polldaddy."*

An account is required at set up and you can choose from multiple pricing plans. This site is great for creating quick assessments to be used at the beginning, in the middle, or at the end of a lesson or class. The quizzes, polls, and surveys have a variety of question styles and you can quickly and easily view the results to improve your instruction. You can even share the results to help your students become more self-reflective learners.



CrowdSignal homepage screenshot

Tool Snapshot

Price	Free; Premium: $15/month; Business $45/month; Team $29/user/month
Learning	Behaviorism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★★☆☆
Class Size	Unlimited
ISTE*S	Empowered Learner
COPPA/FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

Price

There are several account options that range in price. The free Polldaddy account does not cost money, it contains polldaddy links (self-advertising) in the content and allows you to generate basic reports for polls, quizzes, and surveys. The premium account costs $180 a year and does not contain polldaddy ads in the polls. It also allows more advanced reports to be generated for polls, quizzes, and surveys.

Usability

Polldaddy can be used on multiple devices, including phones, tablets, and computers. You can distribute a poll, quiz, or survey on a website, via Facebook or Twitter, through email, or by using the iPad App available in the apple store.

Polldaddy is incredibly intuitive to setup and use. You just choose what type of assessment you want to create, drag and drop the types of questions in the order you want them and then type in the prompts and answer choices where appropriate. You can then choose how you wish to share the survey, by link, email, or posting it to a different website. Getting reports on any of these assessments is also very easy – just go into your dashboard with all of your assessments, find the assessment you want, and then click on reports. In the reports section you can also view each participant's responses, the location and time at which they participated, and how long it took them to complete.

There is also a very comprehensive help section filled with FAQs, a search button, and video tutorials. If you need to get in touch directly with Polldaddy administrators, you can do so through their contact option on the help page.

Accessibility, Equity, Power & Bias

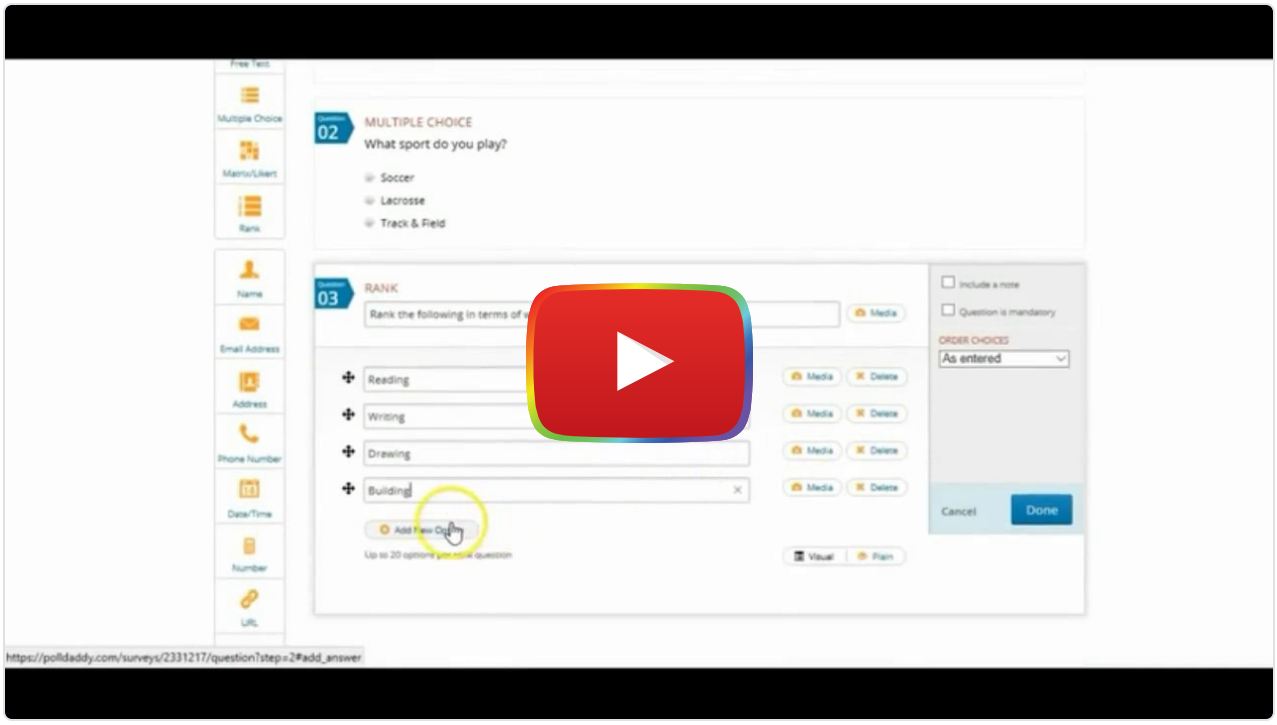
Because the surveys, quizzes, and polls are created by the individual user, the power and bias likely to be prevalent in any quiz, poll, or survey is most likely to stem from the user themselves. The surveys, quizzes, polls can be written in a variety of different languages including those that are character-based.

The surveys are navigable by keyboard and can be read by screen readers but according the creators, the site was not tested on screen readers and so the readability may not be without error.

Privacy

Polldaddy does collect information from the account holder including personal information. Take a closer look at their privacy policy here.

Polldaddy Overview Video



Watch on YouTube

Video transcript

Polldaddy & the SAMR Model

- **Substitution:** Instead of giving a paper test or quiz, give it online via Polldaddy.
- **Augmentation:** Use the reports section to more quickly grade responses from your students on questions and quizzes.
- **Modification:** Use Polldaddy surveys to conduct a pre-course or pre-lesson survey with multidimensional question and answer formats and even various forms of media. Use the results to guide and improve your instruction.
- **Redefinition:** Use survey, quiz, and poll results to allow students to instantly analyze class results and create personal learning goals. You can also have students create their own polls, quizzes, and surveys to gather their own data and answer questions they have developed for a specific lesson or project.



Learning Activities

Aside from the pre-lesson, formative, and summative assessment uses try using Polldaddy in the following lesson ideas:

Math

Have students come up with something that they are interested in investigating and have students develop surveys centered around that subject. Use results from surveys that students created to study statistics and present their findings.

Science

This is a great tool for gathering data about what students think prior to an experiment and helping them to develop a functional hypothesis from their reasoning. Polldaddy can also be great for science fairs. Students requiring data from large groups of people can develop a poll and distribute it to their friends and family, and then collect and interpret their results which they will present at the fair. You could also ask your community to help in doing a population survey of certain species to study in ecology. Have students develop a survey and distribute it to students, parents, and teachers asking them to record how many blue jays, for example, they saw in the past week and where they saw them.

English/Language Arts

Conduct a poll about your students' favorite character, share the results with the class and discuss what character traits made them more attractive or likable. Show a short clip of a longer video and have students vote on what is going to happen next. Discuss what information they used in the information provided made them think that was going to happen. Or, have them vote on what should happen next and use it to develop their storytelling skills.

History

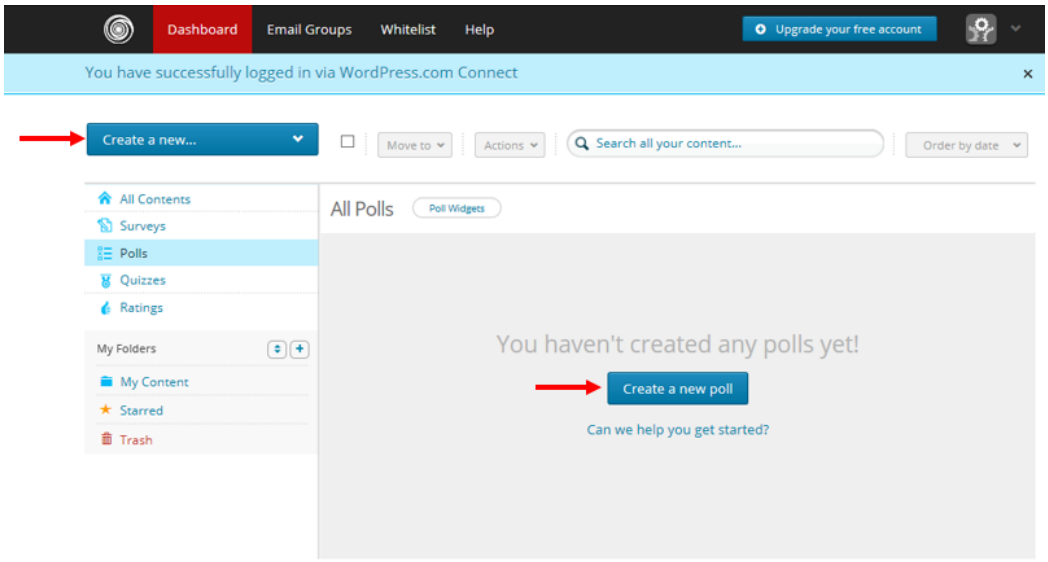
Make history concepts come alive! Instead of just reading about globalization, conduct a poll developed by the students and take a look at the results. You could also study the demographics of your class, school, community…who knows. This will make history more interesting and relatable to your students and probably do the same for you!

Resources

- PollDaddy Support
- PollDaddy Tutorial
- Three Ways to Incorporate Formative Assessment into Every Classroom

How to Use Polldaddy

1. Go to https://crowdsignal.com.
2. Click “see plans and pricing.”
3. Choose the type of account you want.
4. Enter your user information, or if you already have a wordpress account click on that option above.
5. Start assessing!



“Polldaddy” [screenshot] retrieved from https://polldaddy.com/

Research

Nicol, D. J., & Macfarlane-Dick, D. (2006). Formative assessment and self-regulated learning: A model and seven principles of good feedback practice. *Studies in Higher Education*, *31*(2), 199-218.

Jones, J. L., & Sinclair, B. (2011). Assessment on the go: Surveying students with an iPad.

Gandy, K. S., & Stobaugh, R. (2011). Avatars, Blabberize, and Cell Phones: ABC’S of the Digital Age [paper].

Author

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Poll Everywhere

Assessment Behaviorism Polls

Poll Everywhere is a dynamic online polling platform that allows students to vote on custom teacher-generated polls through text messaging (SMS), smartphone, or computer by visiting this website. With a free educator account with Poll Everywhere, polls can receive up to 40 votes, enough to accommodate most classrooms. There are two types of poll questions that can be used in the classroom: multiple choice or open text. Teachers can easily generate polls to be deployed individually or as a series of questions. All polls can also receive submissions through a combination of devices. Students can text message, vote online with a smartphone, handheld device, tablet, laptop, or computer.

Students can respond by following the instructions shown on the poll when it is displayed. They respond by sending a text message to the number provided to them on screen or teachers can get and share a custom url with students to respond in the web app or even through Twitter. Teachers can set preferences for each poll about how they want to allow responses to be sent in.

Poll Everywhere can be used as a formative assessment strategy that enhances and amplifies classroom discussion, participation, and understanding. In addition to the quick-serve nature of the tool, site-generated polls can be integrated into PowerPoint presentations for real-time audience participation.



Watch on YouTube

Tool Snapshot

Price	Free and paid plans
Learning	Behaviorism
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★☆☆
Class Size	40 max size audience for free and premium education accounts
ISTE*S	Empowered Learner

Price

There are free and premium plans for K-12 teachers, which allow up to 40 respondents per poll. Educators can pay more for more respondents. There are also school-wide plans. For higher education instructors, there are free plans, plans where the student pays rather than the instructor, and plans for the instructor, department, and university. Regardless of the plan, the number of polls per account is unlimited. Users are not charged for voting on a poll; however, if they vote by text message then standard text messaging charges apply.

Ease of Use

Typically there is no need to register or sign up to respond to any poll questions unless polls are being used for attendance or grading purposes. Students can respond to polls even when they do not have a live Internet connection

but to display the poll or view results in real time, the presenter must have an Internet connection.

Privacy

Poll Everywhere collects technical information, such as device and browser type, from individuals who register to create an account. For more, please see their official privacy policy: https://www.polleverywhere.com/privacy-policy

COPPA: Poll Everywhere does not collect or maintain personally identifiable information on the site or service from persons under 13 years of age, except in compliance with the Children's Online Privacy Protection Act of 1998 ("COPPA").

Accessibility

There is no mention on the website about accessibility features for students with disabilities but you can easily customize the fonts and colors of polls and charts.

Access

Tool marginalizes educators and students who do not have access to smart devices, cell phones with free text messaging, or the Internet in their classrooms.

Poll Everywhere Tutorial (by Technology for Teachers and Students)



Watch on YouTube

Poll Everywhere & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here are some examples of how using multiple Poll Everywhere that might fit within the SAMR model:

- **Substitution:** Poll Everywhere could be used for in class questions, such as a quick check for understanding, rather than having students raise hands or shout out answers. Poll Everywhere can be used for formative assessment to guide a lecture instead of paper and pencil assessment.
- **Augmentation:** Teachers can pose questions to students during presentations or lectures using Poll Everywhere and can see instantly if a student hasn't answered a question.
- **Modification:** Teacher can get instant results from the whole class and provide immediate feedback to students or revise their instruction.
- **Redefinition:** Anyone from around the world can participate in a poll at the same time.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Poll Everywhere to modify or redefine learning.

Learning Activities

Ways to use live polling in class to engage and interact with students:

Ice Breakers

- Teachers can create polls for incoming beliefs, pre-conceived ideas, and pre-existing knowledge to get a sense of what students already know and think about a topic.
- Teachers can collect open-ended response data and put it into a word cloud for students to review and analyze.
- In a college setting, Polldaddy can be used in orientation sessions as a means to interact with hundreds of freshmen at once.

Assessment

- Before the class: Teachers can evaluate understanding of homework assignments.
- During the class: Teachers can assess understanding of lecture content or can use Polls as a discussion starter.
- After the class: Teachers can create Poll for lingering questions & shape subsequent starting points.
- By registering students, educators can use Poll Everywhere to administer and instantly grade quizzes.

Group Work and Peer Review

- Using the segmentation feature in Poll everywhere, a class can be divided up in groups for any team competition.
- Teachers can use Poll Everywhere as a voting mechanism in a group peer review exercise. Students can use this feedback to monitor their own learning and instructors can use it to change how they manage class in response to students' learning needs.

Review Assigned Readings

- Teachers can use polls to ask students to make a prediction and review assigned readings. For example in a literature class the teacher can ask a questions via Poll Everywhere about how the the main character will react to a problem.
- Or in a **Science class**, teachers can ask questions like, "What will happen when oxygen is introduced to the compound?"
- Or in **Math class**, the teacher can ask what number will come next in a series?

Think Pair Share Activities

First, present your polling question in class and ask your students to submit their responses without talking to anyone. Stop the poll and do not display the results graph to the class. Now, ask students to turn to the person next to them and discuss the question in a small group and come to a consensus within the small group. Start a new poll, asking the same question, still not displaying the results graph. Instruct your students to now submit their responses based on

their group's decision. Now display the responses and also show the results of the initial poll taken without any discussion. You should see a larger number of students responding with the correct answer after discussing it among themselves. This activity works very well with a question that addresses common misconceptions about a certain concept.

Resources

- Polleverywhere and 5 classroom uses
- Frequently Asked Questions
- Cell Phones as Classroom Tools
- Five ways to connect with parents using Poll Everywhere
- Tutorial Videos

Instructions: How to Poll a Class Live

- Prepare your polls. On your My Polls page group the polls you need for each class, and drag and drop them into the correct order
- **Prepare the students.** Let them know that they should have their mobile devices handy so they can participate.

(Pro tip: Some professors display a separate slide about how to respond, either while everyone takes their seats, or just before the poll starts.)

- **Display your first poll full-screen.** This automatically activates the poll, so you can receive responses. If you're not going to display it full-screen, click the icon to activate the poll manually.
- Display the chart, and watch answers appear, live. You can also click the Hide/Show Chart icon to keep results hidden, and display the chart only after responses arrive. This is a good option if you're concerned that students might be influenced by others' answers.
- Use the arrow keys on your keyboard, or the arrow icons at the bottom of the poll chart, to move to the next poll. As soon as it displays full-screen it will take over as the active poll, so that everyone can follow along on their phones, tablets, or laptops.

Research

Kappers, W. M., & Cutler, S. (2014). Poll Everywhere! Even in the Classroom: An investigation into the impact of using PollEverywhere in a large-lecture classroom. In *2014 ASEE Annual Conference*.

Shon, H., & Smith, L. (2011). A review of Poll Everywhere audience response system. *Journal of Technology in Human Services*, *29*(3), 236-245.

Author

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Slido

Behaviorism | Quizzes | Polls

Slide is an online question and answer polling platform that teachers can use to get feedback from their audience. Slido is "Trusted by more than 750k customers worldwide" (Sli.do). Slido users can create polls, quizzes, and word clouds and integrate these into their slideshow presentations on Google or Microsoft. This tool can typically be used by educators who want to get a feeling for their audience's opinions on a topic.



Watch on YouTube

Tool Snapshot

Price	Pricing by Month: Basic: Free; Engage: $12/month; Professional: $60/month; Enterprise: $200/month Pricing by Event: Basic: Free; Engage: $49/event; Professional: $199/event; Premium: $999/event

Type of learning	Behaviorism
Ease of Use	★★★★☆
Privacy	★★☆☆☆
Accessibility	★★★☆☆
Class Size	Basic: 100 people; Engage: 200 people; Professional: 1000 people; Enterprise/Premium: 5000 people
Login Required	Users: Yes; Participants: No
ISTE Standards for Students	Digital Citizen, Innovative Designer, Computational Thinker, Global Collaborator
COPPA/FERPA Compliant	Yes

Price

There are two pricing options: payments per month or payments per event. **Payments per event are available for a seven-day time period** in case the event lasts multiple days. Higher-priced plans can have multiple Slido users under one account. The more expensive plans have the option for **unlimited** polls, quizzes, and word cloud under one Slido session. The free Slido only allows for **three** slido polls/quizzes/word clouds per slido session.

Type of Learning

Slido is a Behaviorist learning tool because educators or students receive instantaneous feedback. Slido is a good tool to use for memorizing facts, reviewing material, and quickly checking on a student's understanding of a topic.

Ease of Use

The application has a 4-star rating for its ease of use. Slido provides multiple templates so users do not have to start with a blank slide. Users have the opportunity to select one of five templates, including “All Hands,” “Team Meeting,” “Training,” “Online Lecture,” and Retrospective.” Each template has a brief description of the features as well as examples of how to use them.

Privacy

Slido is rated a 2 star for its privacy policy due to its collection of user’s information, as well as the sharing of information with Third-Party Advertisers. If children were to create their Slido presentations, their data would be collected. Slido does require parental consent for children and does not knowingly collect children’s data. Personal data of users is collected through partners associated with the Slido account (other platforms used to login in, such as

Google). Slido collects personal data such as IP addresses, technological data, and advertising cookies data. The Cookies data is shared with their marketing team as well as third-party advertisers and partners such as Google, LinkedIn, and Facebook. The retention of data has no set conclusion date; Slido claims that personal data is held for "the period necessary to fulfill the purposes unless the law tells us to keep it for longer" (Legal). The application is listed as being COPPA compliant but places the importance of guardian consent onto the users with accounts. If users are knowingly obtaining information from children, then Slido says that it is up to users to gain parental consent before students use the application.

Accessibility

The accessibility of Slido is currently at three stars for its lack of accessibility through the keyboard. Images such as the product pricing screen are almost completely inaccessible without the use of a mouse. The construction of a Slido presentation is reliant on the use of a mouse. When run through an online accessibility checker, the tool lacked any high contrast between tabs and visual images. A lot of images lack alternative text, making it difficult for individuals with visual impairments to navigate the website. Slido offers a pdf document of its VPAT statement, which also indicates whether and how it meets the WCAG 2.1 standards. The tool is only partially designed for screen readers, producing some errors in pronunciation as well as outdated titles and values.

Class Size

There are limits to the number of individuals that can join a slido, which depends on the price of the policy chosen. The basic plan is also the only plan where only three polls/word cloud/quiz can be offered during seven days.

Basic (free) plans can have 100 participants on a given poll/word clouds/quiz.

Engage plans can have 200 participants on a given poll/word cloud/quiz.

Professional plans can have 1,000 participants on a given poll/word cloud/quiz.

Premium/Enterprise plans can have 5,000 participants on a given poll/word cloud/quiz.

Login

Users can sign in through their Google account, or Webex account, or create an account through an email account. Participants in the poll/word cloud/quiz do not need an account, but rather a code to join the temporary use of the tool.

ISTE Standards

Innovative Designer

Students use word cloud results to generate ideas on how to solve a problem.

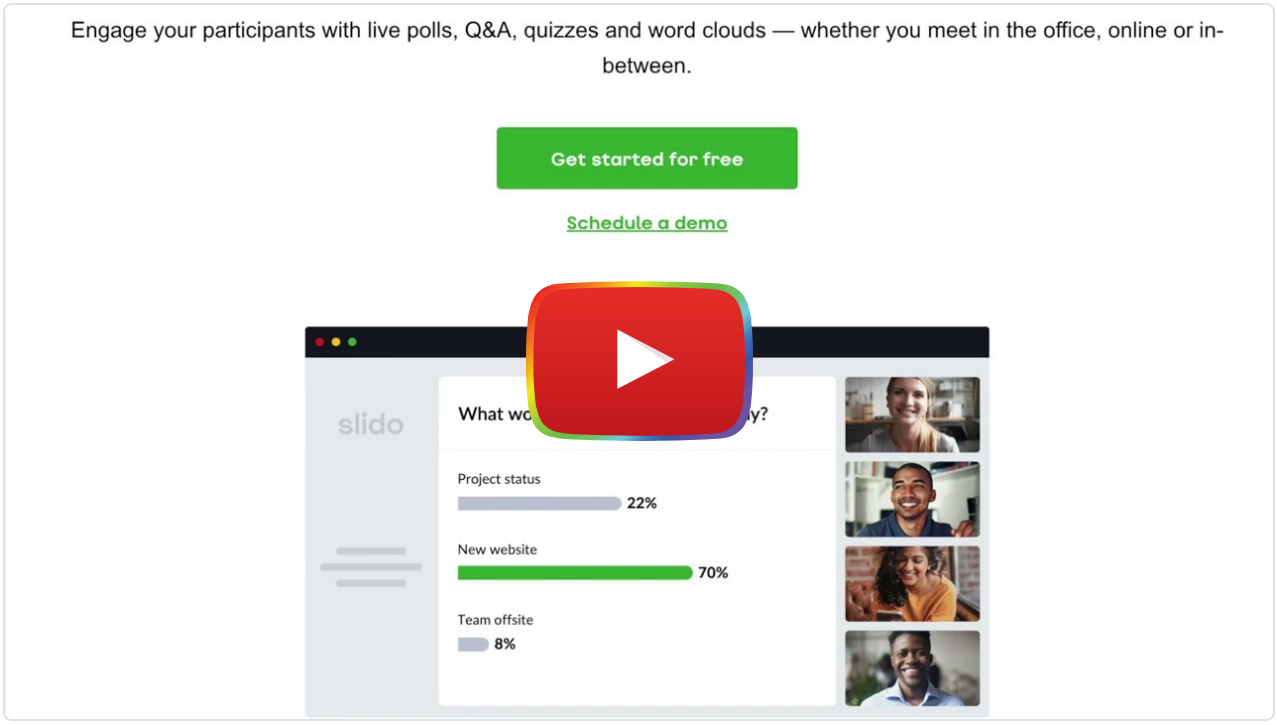
Computational Thinker

Students use the results from polls or word clouds to determine percentages and fractions of participants who answered a question a certain way. Participants can use analytics and infographics to identify patterns in data sets.

Global Collaborator

Students can use the data sets from other Slido presentations and compare the results to local slido presentations with similar questions. By doing this they can identify what issues may affect a community locally versus what may affect a broader community.

Slido Video: What You Need to Know as an Educator



Watch on YouTube

Transcript

Slido & the SAMR Model

Here is an example of how **Slido** might fit within the SAMR model:

- **Substitution:** Students can answer a Slido poll instead of raising their hands in class
- **Augmentation:** All students can engage in the Slido over an extended period of time (2-3 days). While students are still only using Slido as a substitution for inputting their responses, they are given a timely advantage.
- **Modification:** Participants can view all of their peers' responses in real-time through the use of a word cloud without having to hear every student's answer or opinion on a topic.
- **Redefinition:** Confusion can rapidly be resolved in real-time by asking and answering all questions at once, rather than one at a time. Users do not have to pause their presentation to answer a question. Participants do not have to be in the physical location as other participants.

Learning Activities

Math

Calculate the percentage of the number of responses on a poll of participants out of the total number of participants within the given Slido presentation. Use Slido to clarify questions on a math problem in real-time. Compare the different amounts of engagement from different forms of feedback (word cloud vs. poll).

Science

Use polls to clarify questions on certain topics before a unit exam. Test anatomy knowledge through multiple-choice questions.

English

Students can use word clouds to compare vocabulary, synonyms, and antonyms. Students can express their feelings about a certain character within a work of literature through a poll. Students can answer practice exam questions for the SAT or MCAS exams.

History

Use text responses to practice short summaries of historical events. Use open-ended questions to caption a political cartoon.

Art

Design art based on responses to a class poll. Debate over what the next class unit should be about. Allow for clarification on projects through the use of a poll.

Resources

- 11 Live Polls That Will Increase Student Interaction
- Teaching While Social Distancing
- Slido for Online Engagement
- What is Slido Good For?
- 5 Ways to Use Word Clouds in the Classroom
- How To Use Slido - For Beginners

How to Use Slido

1. Go to www.slido.com.
2. If it is not already opened, click the upper right-hand corner of the screen where it says “signup.”
3. Once a Slido account is created, it should automatically log into the account home page.
4. (Optional) Connect Slido to future presentations (Google Slides, Microsoft Powerpoint, Microsoft Teams, or Webex) by downloading it as an extension.
    a. This step will allow Slido to see and Alter Google slide information.
5. Select “Create a Slido”
    a. If from scratch, create an event title, start and end date, and invite any potential collaborators on the Slido.
    b. If from a Template, select one of the 5 main types of templates that best fits the goal of your Slido.
6. Creating tasks:
    a. Your options include word cloud, multiple-choice, rankings, quizzes, rankings, and open text responses.
    b. You have the option to add up to 11 multiple choice answers, rankings, or answers to a poll. You can also add photos and descriptions to better expand upon the Slido task.
7. When the Slido is live:
    a. You can review slido answers before they go live on the left-hand side of the screen under the “Audience Q&A”, or see responses that are already public on the right-hand side of the screen.
    b. Participants do have the opportunity to make their responses anonymous.
8. Event overview after the Slido presentation:
    i. Active Participants - This will show the total engagement score as well as the number of participants who joined.
    ii. Questions - Can see the number of participants who were anonymous, the likes, and the dislikes of the participants.
    iii. Poll Votes - See all polls that were interacted with during the presentation. Also, see the number of participants who participated in each poll.
    a. Review the engagement under the “Analytics” tab.
    b. By clicking “Infographics” in the upper right-hand corner, users have the option to export their data through a copied link, or on social media (Facebook, LinkedIn, or Twitter).
    c. By clicking “Export”, They may also choose to download the infographics to the computer or a google account through PDF or Excel Spreadsheet.

Research

Sweetman, D. S. (2020). Making virtual learning engaging and interactive. *FASEB BioAdvances*, *3*(1), 11-19. doi:10.1096/fba.2020-00084

Zulfa, V., & Laras, P. (2020). Schoology and Slido: The Perfect Platform Combination for Distance Learning During the Covid-19 Pandemic. *Proceedings of the International Joint Conference on Science and Engineering (IJCSE 2020).* doi:10.2991/aer.k.201124.016

Author

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Socrative

Assessment | Behaviorism | Quizzes

Socrative is a quiz-based, formative assessment tool with multiple features that can enrich teaching and learning. Teachers can design quizzes, space races (picture being at the county fair and squirting water at a target to move a horse across the field…just like that but for quizzes!), exit tickets, and more to collect and analyze student data in real-time to make on-the-spot teaching changes and improve student learning.



Watch on YouTube

Tool Snapshot

Price	Free; Pro versions available for K-12: $89.99/year; and Higher Ed: $179.99/year
Learning	Behaviorism
Ease of Use	★★★★☆
Privacy	★★☆☆☆
Accessibility	★★☆☆☆
Class Size	50 students (free version)
ISTE*S	Empowered Learner
COPPA/ FERPA	Yes

Usability

Socrative can be accessed on the top three operating systems: Windows, Apple, and Chrome. No downloads are required. A web browser that utilizes HTML-5 is needed to access all functions. Socrative is also usable on various

hardware: desktops, smartphones, tablets, and mobile phones.

Workflow: There is a moderate time investment needed to become proficient with Socrative. After creating a free account, teachers are automatically given one public room. The public room is, essentially, a virtual meeting place for teachers and students. Unfortunately, a public room cannot accommodate a class roster. In order to track student activity within a public room, students must first enter the name of the public room, followed by their personal name.

Students do not need to create accounts. Teachers invite students via a URL into a room to access a quiz, quick question, space race, or exit ticket.

Within a public room, teachers can create a quiz, search for a quiz, copy a previous quiz, edit quizzes, and more. Question types can be multiple choice, true/false, or short answer, and question order can be shuffled for each student. While images can be uploaded to a quiz, there is no support for audio or video files.

Socrative maintains a reports section, where teachers can download an Excel spreadsheet with data on overall class performance. Individual student reports are also available to download in PDF format. Aggregate and individual results can also be e-mailed to teachers.

One noteworthy feature is the **Quick Question**. Quick Question allows students to answer a multiple choice, true/false, or open-ended question in real-time. It was designed to provide teachers with an easy method to capture aggregate classroom performance periodically throughout a lesson. Such student-checking with Quick Question permits teachers to calibrate their lessons, to better ensure that the learning needs of all students are being met. Class results can be shared with students instantaneously.

Exit ticket is a quiz that is launched at the end of a lesson. It provides students an opportunity to demonstrate their mastery of content for the day, while ensuring teachers that objectives were met. Socrative recommends the use of Exit Ticket to adjust homework assignments or address mistakes.

Finally, **Space Race** allows teachers to design a quiz so that either individual students or student teams can compete with another. As each student or team answers each quiz question, their chosen avatar moves ahead in the race. The student or team who answers the most number of questions correctly, during the specified time frame, wins the race.

Accessibility

While Socrative does not directly accommodate learners with special needs, the website and app can work in concert with screen-magnifying and screen-reading software programs. Also, read its Commitment to Accessibility Statement.

Privacy

Socrative's privacy policy is detailed, explaining data that are routinely collected. Socrative extensively describes how their tool meets requirements mandated by the Children's Online Privacy Protection Act (COPPA) and the Family Educational Rights and Privacy Act (FERPA).

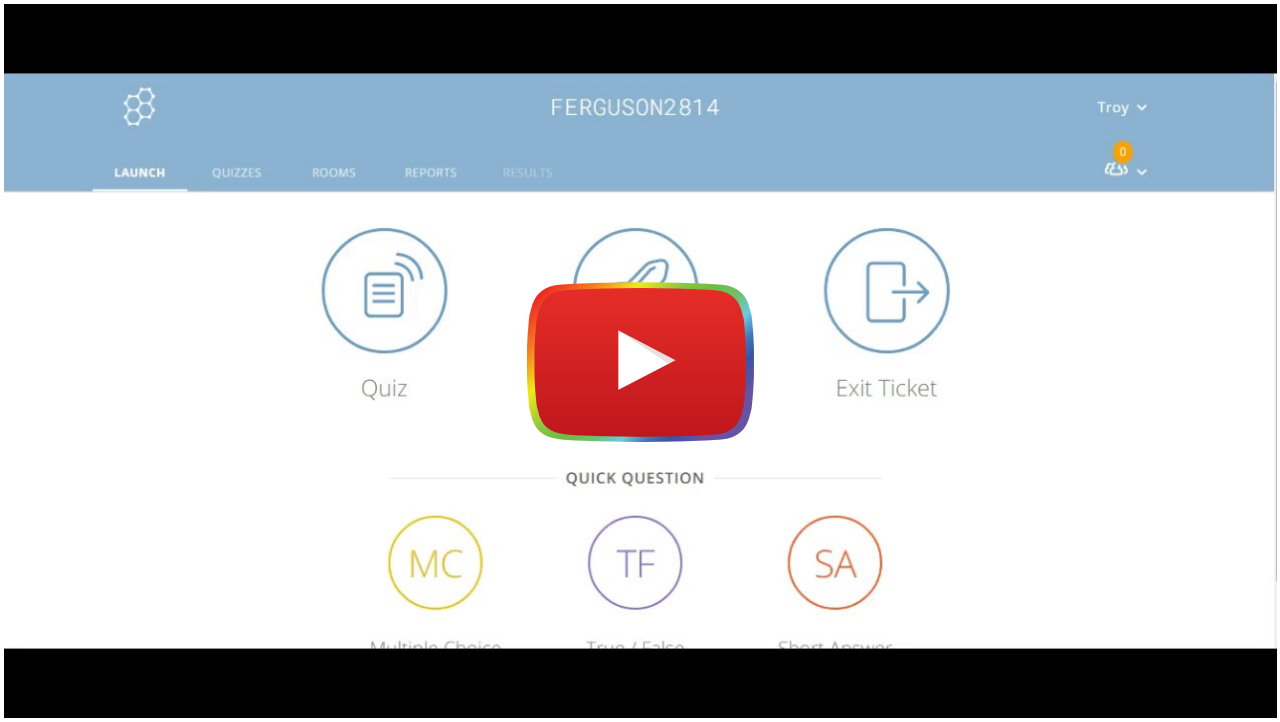
Terms of Use: Socrative grants teachers "limited, personal, non-exclusive and non-transferable license to use and to display the Materials and to use this Site and the Services solely for your personal educational use, which in the case of Teachers (as defined below) includes use for the benefits of each Teacher's Students (as defined below)" (see Terms of Service). Socrative forbids teachers from uploading material that is deemed obscene or offensive, holds copyright restrictions, reveals trade secrets, infringes on intellectual property rights, contains advertising, or promotes chain letters and pyramid schemes. If there is a breach with the terms of service, and any of the aforementioned protocols are not followed, Socrative holds no legal liability.

Equity

Socrative provides an opportunity for all students – regardless of level – to track and understand their progress. This may serve to improve equity in education, as teachers can hone in on students (or groups of students) that are

challenged by learning the content. Teachers can customize lesson plans and quizzes based on feedback provided by Socrative's report functions.

Socrative Overview Video



Watch on YouTube

Socrative & the SAMR Model

- **Substitution:** Learners can complete Socrative quizzes, quick questions, or exit tickets, and compare their results to their peers instantaneously. Learners no longer have to wait for teachers to tabulate classroom performance, since it is done digitally in real-time.
- **Augmentation:** Socrative allows teachers and learners to track their progress as individuals and as a members of a learning community through formative assessments. Outcomes can then be compared to other learning communities located across town, in another state, or half-way around the world.
- **Modification:** Teachers have access to data-enriched reports that measure learning in three spheres: individual students, class, and quiz questions. Reports are accessible across time and place.
- **Redefinition:** Socrative's Space Race feature can help learners engage in deep learning activities, either alone or in groups. Learners may feel a sense of euphoria and accomplishment when learning activities are made into a fun challenge. Teachers can seamlessly create a challenge, without worrying about score-keeping or tabulating results, as these functions are handled by Socrative.

Learning Activities

Math

A third grade teacher has taught his first lesson on fractions. Some of his students seem to be perplexed on the notion of fractions being parts of wholes. Before delving further into content, he provides his learners with a Quick Question so that he may adapt his lesson to address the needs of his challenged students.

Health

After a lesson on scrutinizing food labels for glucose, sodium, and fat content, students enrolled in a health class have been assigned to teams. Their health teacher launched a Space Race quiz so that teams can determine the overall nutrient value of various food products. The team who can complete each question correctly within 20 minutes wins the race.

Community Organizing

A community organizer has assembled citizens of a U.S. census tract that has experienced disproportionately high rates of lung cancer. A developer has petitioned the local government to build a waste incinerator within the census tract's borders. After the community organizer's presentation on the health and economic impact of waste incineration on other communities, she invites citizens to access Socrative's Exit Ticket feature. Exit Ticket will allow the community organizer to address any lingering questions or misconceptions before the next event.

Resources

- The Socrative Teacher
- Socrative reviews by Apple users
- AppEd Review: Socrative
- Socrative reviews by Android users
- Common Sense Education review on Socrative
- Socrative reviews by Windows users
- Kaaren Thompson video review of Socrative

How to Use Socrative

1. Type www.socrative.com in your web browser
2. The site requires all teachers to create a free account.
3. Complete the "get account" web page.
4. Socrative will send new users an e-mail establishing the account.
5. After signing in with account credentials, the user home page provides several clickable options:
6. To access a tutorial, click on the Getting Started icon
7. To design a quiz, quick question, space race, or exit ticket, click on the icon labeled Quizzes
8. To activate a quiz, quick question, space race, or exit ticket for student access, click on the icon labeled Launch
9. To design a room, click on the icon labeled Rooms
10. To review student and classroom performance, click on the icon labeled Reports
11. To apply solutions for common problems encountered by users, click on the icon labeled Troubleshooting

Research

Awedh, M., Mueen, A., Zafar, B., & Manzoor, U. (2015). Using Socrative and smartphones for the support of collaborative learning. *International Journal on Integrating Technology in Education*, *4*(3). doi:10.5121/ijite.2014.3402

Dervan, P. (2014). Enhancing in-class student engagement using Socrative (an online student response system): A Report. *The All Ireland Journal of Teaching and Learning in Higher Education, 6*(3), 1801-1812.

Méndez, D., & Slisko, J. (2013). Software Socrative and smartphones as tools for implementation of basic processes of active physics learning in classroom: An initial feasibility study with prospective teachers. *European Journal of Physics Education*, *4*(2), 17-24.

Wash, P. D. (2014). Taking advantage of mobile devices: Using Socrative in the classroom. *Journal of Teaching and Learning with Technology, 3*(1), 99-101. doi:10.14434.jotlt.v3n1.5016



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TED Ed

Video | Cognitivism | Social Learning

TED Ed is a "lesson creator" platform that allows you to structure an assignment around a video and assess students' engagement with the material. The lesson format consists of a lesson title, a written introduction ("Let's Begin"), a series of multiple choice or open-ended questions ("Think"), a place for additional resources to encourage further exploration ("Dig Deeper"), an interactive class discussion ("Discuss"), and a closing ("And Finally").



Watch on YouTube

Tool Snapshot

Price	Free
Learning	Cognitivism, Social Learning

Ease of Use	★★★★★
Privacy	★★★★★
Accessibility	★★★☆☆
Class Size	Unlimited
ISTE*S	Empowered Learner & Knowledge Constructor
FERPA/COPPA	COPPA: TED-Ed indicates that "We do not knowingly collect personal information from children under 13 without verifiable parental consent."

Ted-Ed Overview

Ever watch a great video on YouTube and wish you could share it with your class? Have you ever assigned a YouTube video as homework and wondered what your students learned from it? Or, maybe you are curious about "flipping" your classroom. TED-Ed is a "lesson creator" platform that allows you to structure an assignment around a video and assess students' engagement with the material. You can use any YouTube video you find (or create) or you can select from the specially-curated "TED-Ed Originals" section which features lessons co-created by educators around the world.

The lesson format consists of a lesson title, a written introduction ("Let's Begin"), a series of multiple-choice or open-ended questions ("Think"), a place for additional resources to encourage further exploration ("Dig Deeper"), an interactive class discussion ("Discuss"), and a closing ("And Finally"). Once you "publish" the lesson you can share the link with whomever you like, however you like. The lesson remains private. The platform allows you to easily browse videos by subject area or enter the URL of any YouTube video you've found. Alternatively, you can use one of the TED-Ed Originals as is and have your students join in public discussions, or modify the lesson for class objectives.

As the creator of the lesson, you'll be notified as your students complete the lesson and can review a summary of the results and comment on their answers. The individual's responses — including open-ended answers — can also be downloaded as a CSV file and imported into Excel.

With the obvious caveat that you need to find an appropriate video, this is a tool that can easily be adapted for pre-assessment, formative assessment, or summative assessment purposes by altering the types of questions you ask. For example, you can use the video as a prompt for a topic you are just beginning and have students share with you what they know beyond the video's content. You can use it mid-way through a unit to measure progress toward learning objectives. Or you can use it at the end of a unit to challenge students to apply what they've learned to the context presented in the video.

Privacy

In order to create lessons you must open a TED-Ed account, which requires an email address or Facebook account and password. In order for students to save their work (i.e., their answers to the questions) they need to have an account as well. The TED-Ed privacy policy indicates that in addition to account information and cookie use, comments made on discussions are public. However, it is possible to modify account preferences so that discussion comments you make are attributed to "anonymous." (5 stars)

Ease of Use

Easy to use with a very clean interface. New users receive welcome emails with tips for getting started and there is a pop-up interface for feedback and comment. There are also a series of FAQ pages available. There does not seem to be a comprehensive start-up guide available. (4.5 stars)

Impact on Student Learning

This is a tool that contributes to both motivation and assessment, but only if the videos available are consistent with the curricula. (5 stars)

Cost

The tool is completely free. (5 stars)

Power & Bias

TED-Ed is an open platform and is limited simply by the number of appropriate and relevant videos available on YouTube (4 stars).

Access

The tool can be used on any device and does not require separate plug-ins. (5 stars)

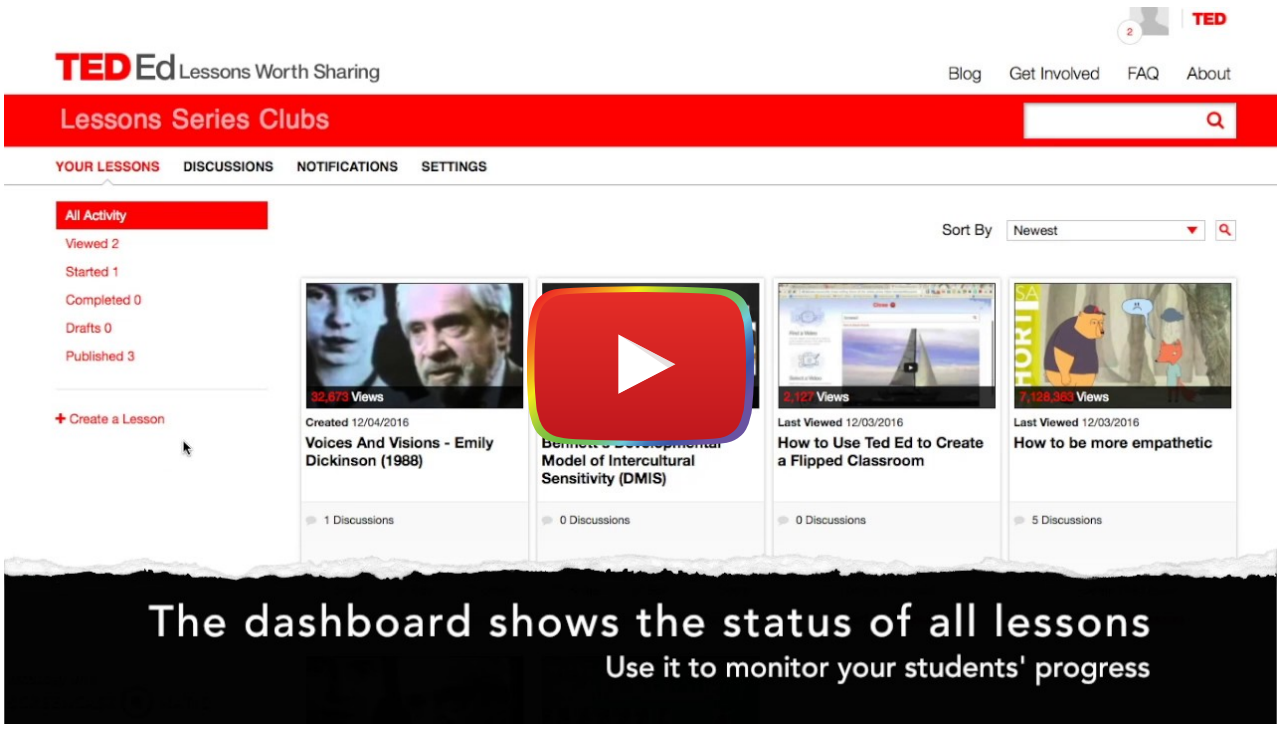
Accessibility

This is a tool for presenting information visually, thus sight of the user is assumed. However, multiple contrasting colors and zoom abilities may help those with impaired sight. Sound quality, transcript availability, and closed captioning depend on the video source. Tips for increasing the accessibility of YouTube videos are here but are not evident on the TED-Ed site. (3 stars).

Language Support

In 2023, TED-Ed announced that its award-winning animations are now available in five languages: German, Hindi, Japanese, Mandarin, and Spanish.

TED-Ed Overview Video



Watch on YouTube

TED Ed & the SAMR Model

- **Substitution:** Students independently watch a video, answer questions, and participate in the online discussion on Ted-Ed, which takes the place of showing a video in class and having students discuss or take a quiz by pencil and paper.
- **Augmentation:** As students discuss and answer questions about the video there is a written record of the discussion and exchange which can be referenced as an assessment tool.
- **Modification:** Through embedded "video hints," students' attention can be easily drawn to specific segments of the video for an independent review of complex elements of the video. The use of the "Dig Deeper" section of the lesson plans promotes independent exploration of curated resources.
- **Redefinition:** Students use TED-Ed to create their own lessons and share the link with classmates, peers in other schools, and others around the world to broaden the discussion.

Learning Activities

Math

Students watch a video that is either explicitly about a math concept or a subject which requires numeracy skills to understand. Students answer related questions which require calculations similar to those in the video. Also see TED Ed Originals and TED Ed lessons for mathematics.

Science

Have students find a video which could be used to demonstrate a particular scientific concept (e.g., gravity) and create a lesson plan which is then shared with other students. Also see TED Ed Originals and TED Ed lessons for science and technology.

Second/Foreign Languages

Students practice listening skills by watching videos of speakers in "authentic" scenarios and answering questions which require focus on particular content or constructions.

Other

Student groups are assigned with different videos on the same topic and reply to identical question sets. Once complete, students share and compare their answers either in an online discussion or face-to-face and discover in what ways the videos complement or contradict each other and suggest why this might be the case. Also see TED Ed Originals and TED Ed lessons for social studies.

Resources

- How to Track Learning Progress
- A Student's Perspective on Using a TED Talk in Class
- Using TED-Ed to Create a Flipped Clasroom
- Can TED Talks Really Work in the Classroom?
- Teachers' reviews of Ted-Ed
- About interactive videos (alternatives to TED-eD)
- Educational video resources

How to Use TED-Ed

1. Go to http://ed.ted.com.
2. Click “Register” to sign-up for an account.
3. View the featured lessons, click through to all existing lessons, or click “Create a Lesson.”
4. On the “Create a Lesson” page, enter a keyword to search for possible videos or a url if you know what video you want to use.
5. After selecting a video you will be moved to the “Create a Lesson” page. Note there are currently two versions of the page with different interfaces, but they have the same functionality and you can switch back and forth by using the link in the upper right hand corner.
6. Change the lesson title, if needed. Add the following content: introduction, questions, discussion, supplemental info, and conclusion.
7. Use the “More” button to preview the lesson or get help.
8. Use the “Publish” button when you are ready to share the lesson by generating a link or sending the lesson to entered email addresses.
9. Watch your email or login to your account to see your dashboard, which will include all the lessons you’ve created or begun to create, as well as lessons and discussions you’ve participated in. You can also control settings and notifications in this area.
10. The tab beneath each video on your dashboard tells you what actions you might take, e.g., review students work, starting a lesson, or finishing a lesson.

Research

Baker, A. (2016). Active Learning with Interactive Videos: Creating Student-Guided Learning Materials. *Journal of Library & Information Services in Distance Learning*, 1–9. JOUR. Retreived from: http://doi.org/10.1080/1533290X.2016.1206776

Herreid, C., & Schiller, N. (2013). Case Studies and the Flipped Classroom. *Journal of College Science Teaching, 42*(5), 62-66. Retrieved from http://www.jstor.org/stable/43631584

Fulton, K. (2012). Upside down and inside out: Flip Your Classroom to Improve Student Learning. *Learning & Leading with Technology*, v39 n8 p12-17 Jun-Jul.. Retrieved from http://eric.ed.gov/?id=EJ982840.

Mullen, R. & Wedwick, L. (2008). Avoiding the Digital Abyss: Getting Started in the Classroom with YouTube, Digital Stories, and Blogs. *The Clearing House: A Journal Of Educational Strategies, Issues And Ideas,* Vol. 82 , Iss. 2,2008. Retrieved from http://www.tandfonline.com/doi/abs/10.3200/TCHS.82.2.66-69.

Author

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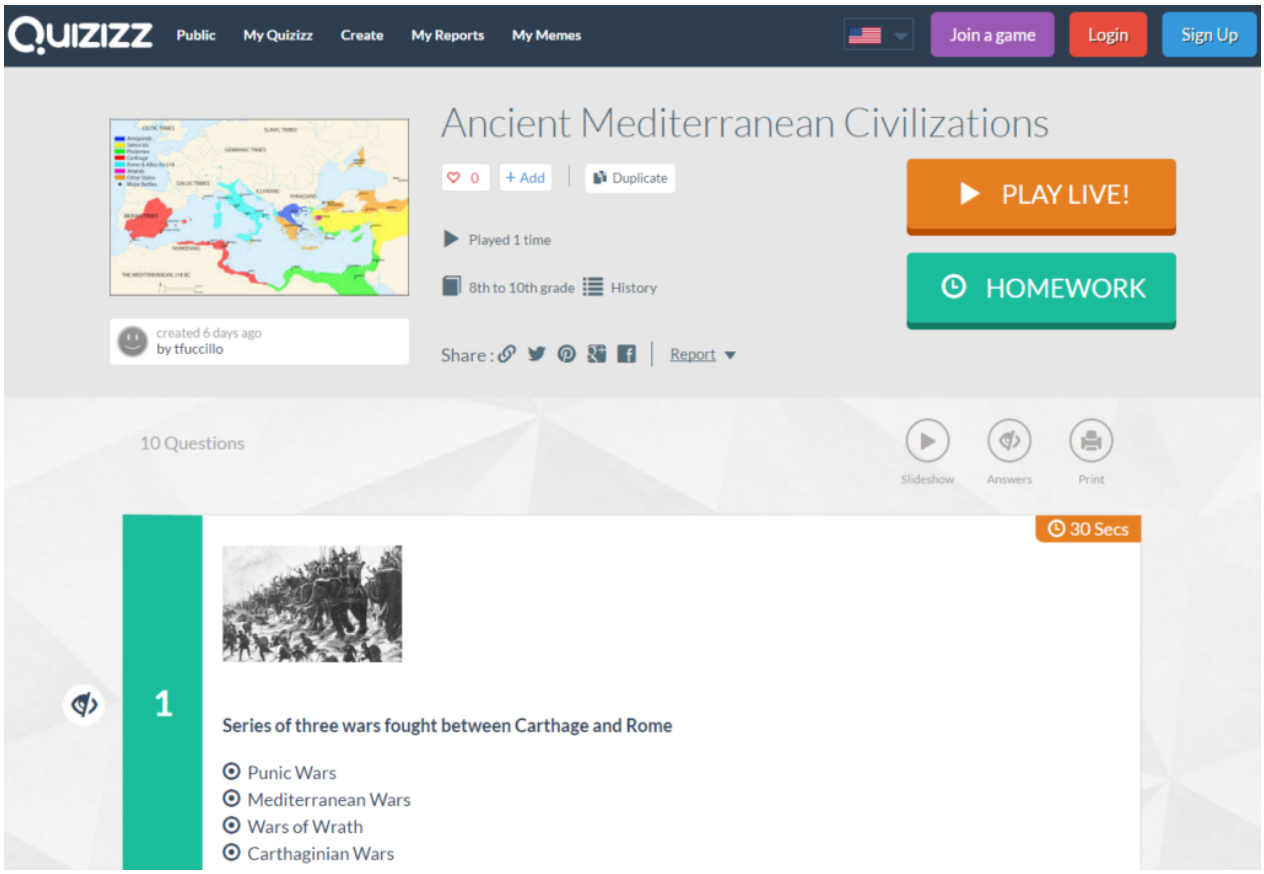
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Quizizz

Assessment | Behaviorism | Quizzes

Quizziz is an online assessment tool that allows to teachers and students to create and use one another's quizzes. After providing students with a unique access code, a quiz can be presented live as a timed competition or used for homework with a specific deadline. After the quizzes have been completed, students can review their answers. Furthermore, the resulting data is compiled into a spreadsheet to give the instructor a clear visual of the students' performance in order to analyze trends in which areas might need the most focus in the future. This immediate feedback can be used by teachers to revise future learning activities and altar the focus of material by putting a larger emphasis on concepts that students are struggling with.



Tool Snapshot

Price	Free, Standard: $25/year, Premier: $48/year
Learning	Behaviorism
Ease of Use	★★★★★
Privacy	★★★★★
Accessibility	★★☆☆☆
Class Size	Unlimited
ISTE*S	Empowered Learner

Usability

Quizizz has a very straightforward layout and the site does a great job of walking you through the quiz-making process step by step, so as not to overwhelm the user. Taking the quizzes themselves is also extremely intuitive. Once the students have entered the access code, all there is to do is select an answer to the questions as they appear. It's also worth noting that the quizzes can be accessed on any device with a web browser. Joining the site is completely free; there are actually no paid features on Quizizz for K-12 teachers.

Privacy

The only personal information that the instructor needs to provide in order to make a quiz is a valid email address. The site's privacy policy states that this is not shared with anyone except to comply with the law, develop products, or protect the site's rights (Quizizz's Privacy Policy). Nevertheless, quizzes can also be selected without signing in to the site, the results just won't be saved permanently for reference. Students are never asked to sign up to take quizzes; they simply make a temporary username rather than registering with a permanent name. Not only does this make the process easier and quicker, it allows students to take these quizzes anonymously if they so choose, while still being able to see how their results compare to the rest of the class' as a whole.

Accessibility

This tool does lack in accessibility, however. It doesn't provide any modifications to allow students with visual impairments to participate in the quizzes.

The Endless Possibilities of Quizizz



Watch on YouTube

Transcript

Quizizz & the SAMR Model

Here is an example of how Quizizz might fit within the SAMR model:

- **Substitution:** Students take an online quiz on Quizizz rather than on a piece of paper.
- **Augmentation:** As they take the quiz, the students can see how their responses compare to the rest of the class while remaining anonymous.
- **Modification:** The students are able to review their responses immediately while still fresh in their minds rather than having to wait for a teacher to grade each individually.
- **Redefinition:** The instructor can immediately review the trends in the class's data (i.e. which problems took students longest to answer, which questions the most students got wrong, etc…) and use these results to determine which topics need further attention.

Learning Activities

A quiz could be created addressing almost any topic.

Geography

- Given a state or nation, select the corresponding capital city
- Given a region, select the geographical feature that does not apply

Math

- Given a linear function, select the corresponding range of values that are included
- Given a polynomial, select its correct derivative

Foreign Language

- Given a word or phrase in the language, select its most accurate English translation
- Given a word or phrase in English, select its most accurate translation in the foreign language

Example Quizizz:

- Ancient Mediterranean Civilizations
- Multiplication
- Unification of Italy
- Spanish Sentences

Resources

- Comparing Kahoot!, Quizizz, Quizlet Live and Quizalize
- Quizizz Blog
- TeachersFirst Quizizz Review
- TechLearning Multiplayer Classroom Quizzes
- Gamifying Learning with Quizizz
- Quizizz: How to Use the Google Classroom Integration
- Teacher Quizizz Review: How I Use It
- Create Multiplayer Quiz Games for Formative and Summaive Classroom Assessment

How to Use Quizizz

1. Go to Quizizz.com and hit “GET STARTED”.
2. If you want to use an existing quiz, you can use the “Search for quizzes” box and browse. Once you have selected a quiz, skip to step 8. If you want to create your own quiz, select the “Create” panel, then the “Sign Up” panel and fill in the form.
3. Enter a name for the quiz and an image if you like. You can also select its language and make it either public or private.
4. Fill in a question, as well as answers, and be sure to click the “incorrect” icon next to the correct answer in order to change it to “correct”. You can also add a corresponding image if you would like.
5. Select “+ New Question” and repeat step 4. Do this until you have made all of your questions.
6. Hit “Finish” in the top right corner.
7. Select the appropriate grade range, subject(s), and topic(s). You can also add tags to make it easier to search for.
8. You can either select “PLAY LIVE!” or “HOMEWORK” and choose the desired attributes.
9. Students can go to Quizizz.com/join and type in the 6-digit code to participate in the live quiz or complete the homework. They will be asked to enter a name to be identified by.
10. Once the students are finished, refresh your page and you will be able to view the results of the quiz. Click the “+” next to a name to expand and get more detailed, question-by-question results.

Research

Chaiyo, Y., & Nokham, R. (2017, March). The effect of Kahoot, Quizizz and Google Forms on the student's perception in the classrooms response system. In *2017 International Conference on Digital Arts, Media and Technology (ICDAMT)*(pp. 178-182). IEEE.

Zhao, F. (2019). Using Quizizz to Integrate Fun Multiplayer Activity in the Accounting Classroom. *International Journal of Higher Education*, *8*(1), 37-43.

Author

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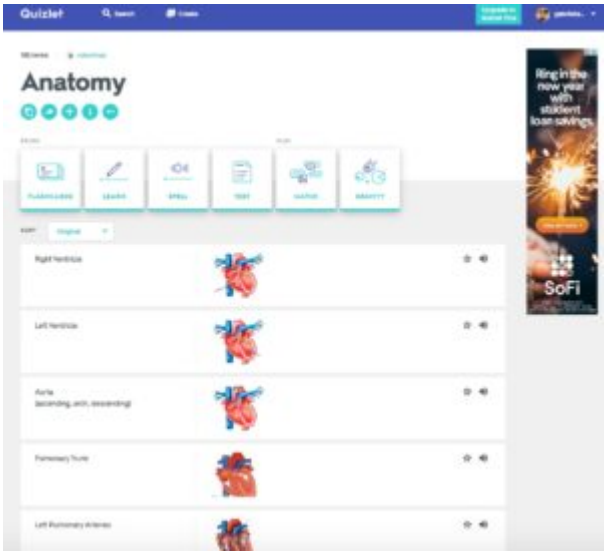
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Quizlet

Gamification | E-Learning | Behaviorism | Quizzes

Quizlet is a digital learning tool that can be used by students, parents, and teachers. The site contains over 100 million sets of study materials created by other users that range in topics from Landmark Supreme Court Cases to Structures of the Heart and the entire site is available in English, Spanish, and German, however, Quizlet supports many international languages/keyboards for those wanting to input text from a wide array of languages. These study sets are free to use, or users can create their own, so the possibilities are limitless! Quizlet takes information and converts it into flashcards, quizzes, and games, so that users can study the same information in a variety of forms. And users aren't constrained to using just text – images and audio are easy to include in study materials. Best of all – study materials can be shared with students, classmates, parents, and teachers.



"Anatomy Flashcards" [Screenshot]. Retrieved from https://quizlet.com/151764270/anatomy-flash-cards/

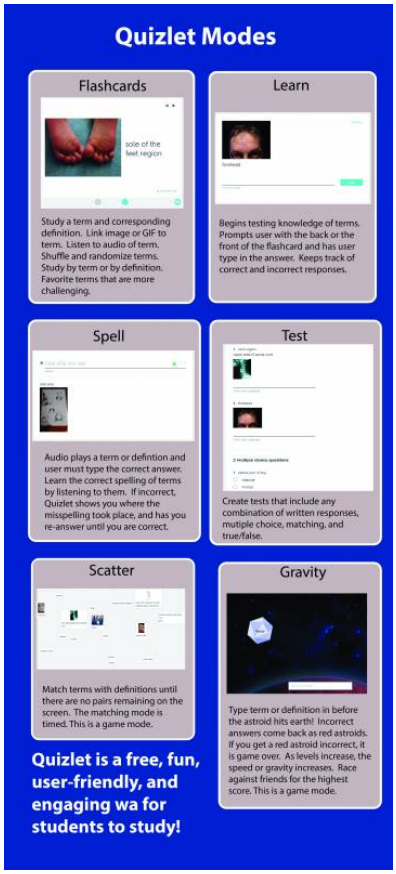
Tool Snapshot

Price	Free Basic; Paid Upgrade
Learning	Behaviorism, E-Learning, Gamification
Ease of Use	★★★★☆

Privacy	★★★☆☆
Accessibility	★★☆☆☆
Class Size	Unlimited
ISTE*S	Knowledge Constructor, Empowered Learner
COPPA/FERPA	Yes, certified by PRIVO's Safe Harbor Certification Program

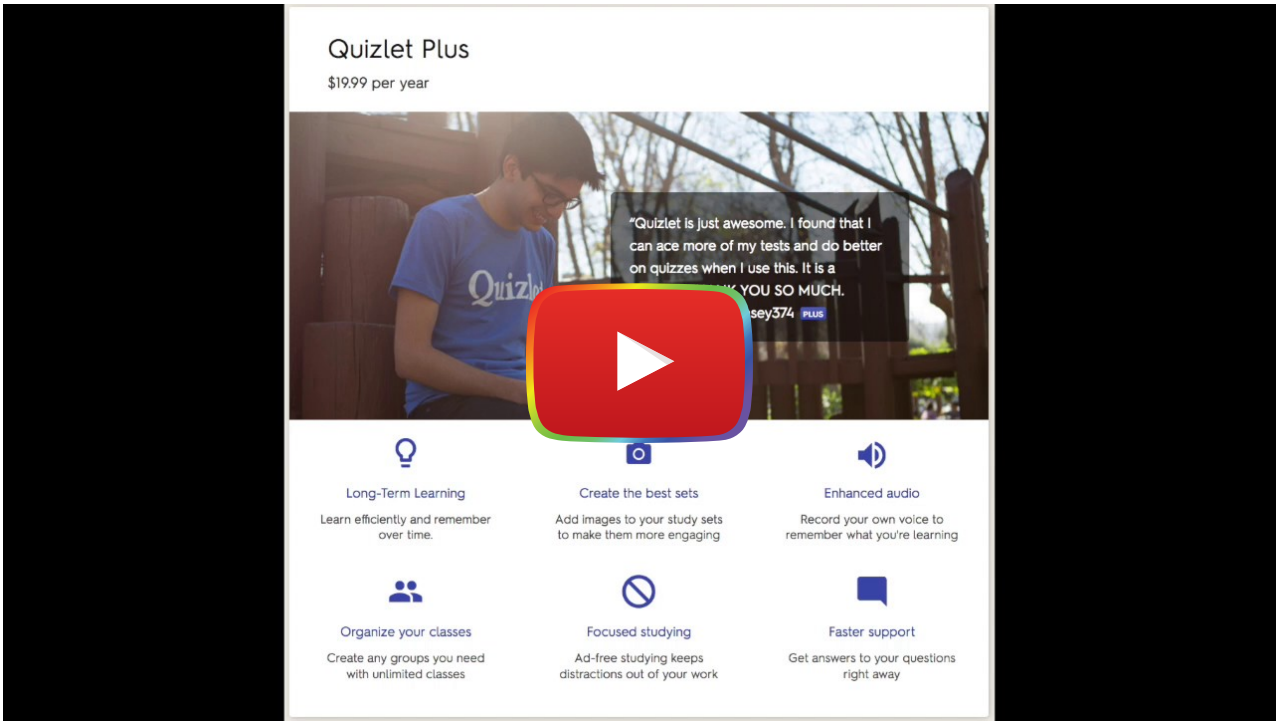
There are more than 40 million visits to Quizlet every single month, and Quizlet is currently ranked among the top 50 U.S. websites. Quizlet users begin by either searching for publicly-shared study sets or creating their own.

Users choose which of their sets are public. To create a new study set, user's input study information in the form of terms and definitions (which can include images, if, for example, you are studying anatomy or audio if you are studying for a spanish class). Quizlet then converts that information into six different study modes in a user-friendly and intuitive format. Quizlet modes include timed games, which are great for getting those competitive-natured students in your classroom actively involved in their learning, instead of passively trying to memorize a list of vocabulary. Finally, students (and parents and teachers) can track their progress to determine what material needs to be focused on to achieve mastery.



This infographic was created by Gabrielle R. Merchant using Adobe Illustrator.

Quizlet Overview Video



Watch on YouTube

Video Transcript

Quizlet & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Quizlet might fit within the SAMR model:

- **Substitution:** Students create flashcards through Quizlet instead of on index cards.
- **Augmentation**: Students link an image or GIF to each flashcard as a memory hook.
- **Modification**: Students can add multimedia to all stages of their project, set deadlines for themselves and others, and track all group members progress in real-time and remotely. Teachers can also track progress and set deadlines to help avoid procrastination.
- **Redefinition**: Both students and teachers can see the activity in each card to follow who in the group contributed in what ways and at what times. Students can critically analyze this log of activity at the end to determine what could have improved their process or made their process more efficient.

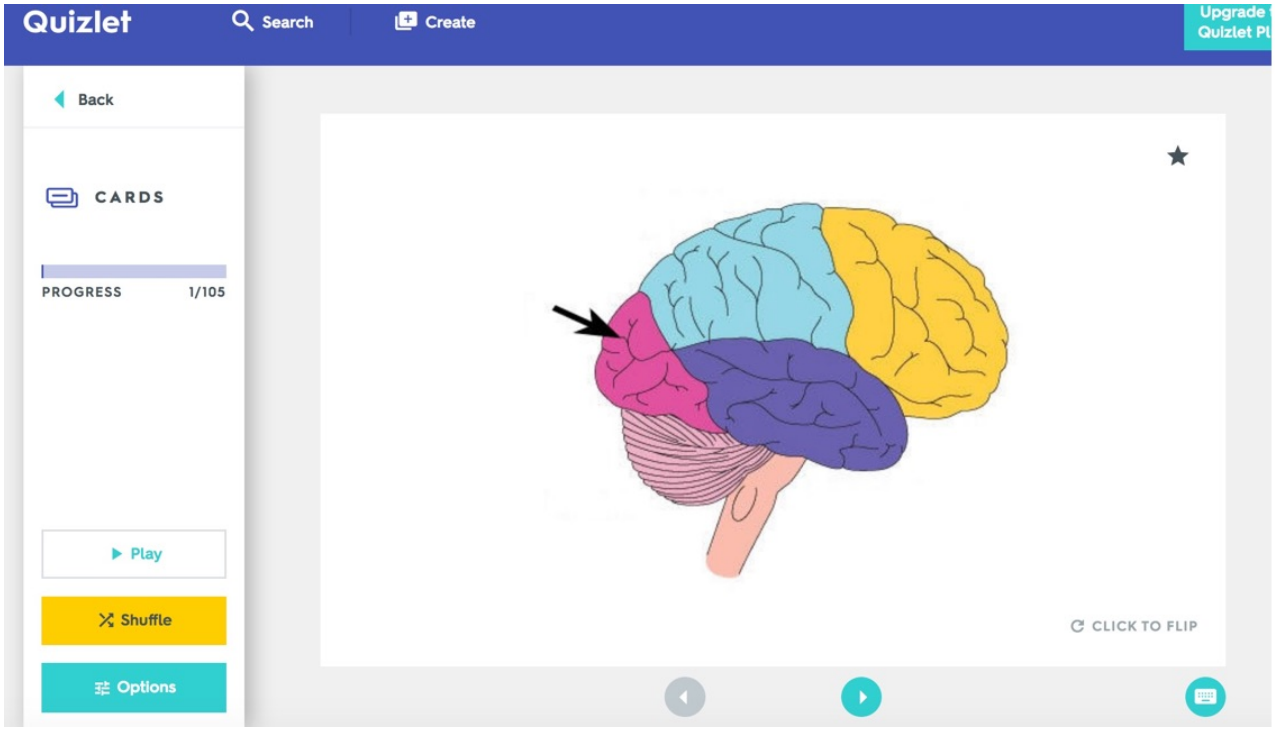
Learning Activities

Math

Have each student create a study set containing problems or equations as the terms and answers as the definition. Then, have students pair up and take each others study set in the Quizlet form of a test. After they are done, students determine which problems they did not solve correctly, and the student who created that problem should explain how to correctly get to the answer. Students are thus learning material both through traditional learning means but also through teaching fellow classmates.

Science

Have students create a study set on the topic being studied. For each term or topic, require that students find an image or gif that relates to the topic and helps them remember it as a memory hook. While studying that set in the "learn" or "test" mode (which tracks incorrect responses), require the student to choose a new image or memory hook if they get the answer incorrect more than once.



"Occipital Lobe Flashcard" [Screenshot]. Retrieved from https://quizlet.com/164143780/flashcards

English/Language Arts

Create a study set of vocabulary words. Have students utilize the quizlet text-to-speech function to learn proper pronunciation of the words. Then have students utilize the "Spell" study mode, forcing students to type in responses that must be spelled correctly. Instead of then assessing students learning in a traditional vocabulary test, test them using an in-class spelling bee!

Other

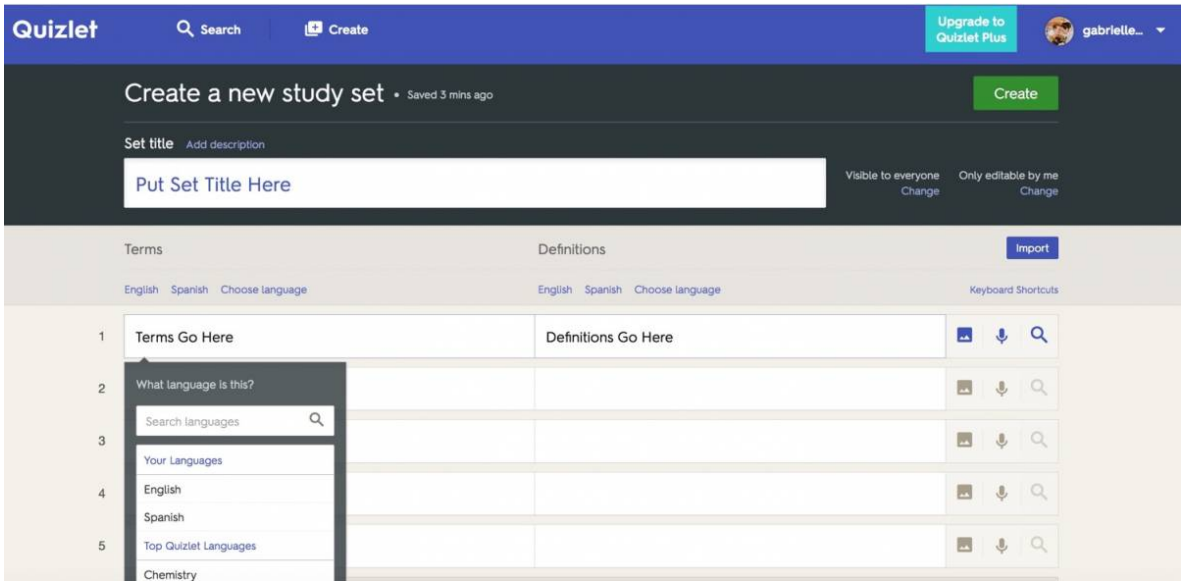
Have students find a study set (from the millions of user-created flash card sets) relating to a topic in the class and assess that study set for accuracy. If the student finds inaccuracies, have the student explain how they would correct each card to make it accurate.

Resources

- Teacher Quizlet Quick Start Guide – Official Guide from Quizlet for Teachers
- Quizlet Help – Official Quizlet Help Guide
- Quizlet – Ace Your Exams with Tech! – Article from The Wonder of Tech
- 10 Ways of Using Quizlet in the Classroom – Article from Learning Inspired
- Longer Video Quizlet Tutorial – Video from EdShelf

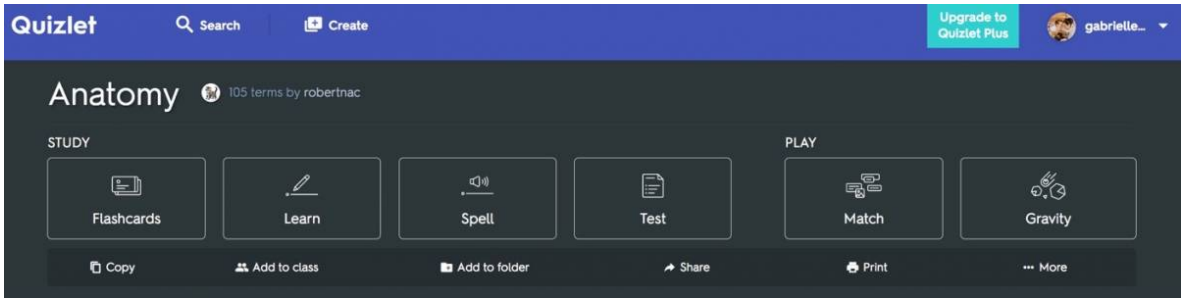
How to Use Quizlet

1. Go to www.Quizlet.com
2. To browse user-generated study sets, click search, and type in a topic.
    1. You can only use user-generated sets without sign-up, so you cannot create your own content.
3. To create your own study set, sign-up for an account by clicking “Sign Up.”
    1. You may use your existing Facebook or Google account to sign up, or just sign up with an email address.
4. Click “Create” to make your first study set.
    1. Give your study set a title by typing it into “Set Title”
    2. Below the title, there are blank spaces for terms and definitions. Input information in for each pair.
        1. You can choose your language here.
    3. If you want your definition to be an image (say, a picture pointing to the parietal lobe of the brain), click the image icon and search available images (included in free version) or upload your own (premium version only).
    4. Once you are finished inputting terms and corresponding definitions in, click create.



“Quizlet: Create a new study set” [Screenshot]. Retrieved from https://quizlet.com/

    5. You can now use your study set in any of Quizlet’s modes. These modes are listed as tabs horizontally across the top of the screen: Flashcards, Learn, Spell, and Test are the *Learn* modes. Match and Gravity are *Game* modes. Choose any mode to begin studying you set! Learn more about the modes in the infographic below.



“Quizlet: Modes” [Screenshot]. Retrieved from https://quizlet.com/

Research

Green, T., & Bailey, B. (2010). Digital flashcard tools. *TechTrends, 54*(4), 16-17.

Vargas, J. M. (2011). *Modern learning: Quizlet in the social studies classroom* (Doctoral dissertation, Wichita State University).

Author

This page was created by Gabrielle R. Merchant.



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Community Tools

Communication Tools

- Class Dojo – Parent/Teacher communication, classroom management, and community building
- Flipgrid – Assignments with video-based responses
- Google Chat (Hangouts) – Messaging system
- Microsoft Teams - Communication platform
- Remind – Messaging system for students and families
- Slack – Group messaging tool with channels
- Skype – Text and video conferencing tool
- TalkingPoints - Parent-Teacher messanging tool
- YoTeach - Backchannel classroom chat tool
- Zoom - Communication platform

Digital Whiteboards

- Google Drawings – Virtual whiteboard for drawing
- IdeaBoardz – Sticky note virtual bulletin board
- Jamboard – Whiteboard tool as a set of slides
- Lino – Sticky note whiteboard tool
- Netboard.me – Digital curation tool
- Padlet – Community-centered whiteboard tool
- Trello – Note-based collaborative whiteboard tool
- Twiddla – Basic whiteboard tool

Learning/Project Management Systems

- Basecamp – Project management and group communication tool
- Google Classroom – Classroom learning platform for Google
- Schoology – Standard learning management system

Social Media

- Instagram – Image sharing
- Twitter – Microblogging

Other

- Actively Learn – Digital reading platform
- Biblionasium - community-centered tool for reading books
- Diigo – Social bookmarking
- Hypothes.is – Social annotation
- Wakelet – Collaborative curation tool

Community Tools A-Z

Actively Learn

Actively Learn is a digital reading platform that allows teachers and students to interact within readings and digital texts. This online tool allows students to read a document as a class/group, maki...

Basecamp

Basecamp is a project management and communication tool. On Basecamp, you can set up a virtual space to organize group projects. Each space features a number of tools such as to-do lists, sched...

Biblionasium

Biblionasium is a community- and knowledge-centered tool that allows users to read, review, and share books with fellow readers. This tool's targeted age range is 6-13 years old, but it can stil...

Diigo

Diigo is a social bookmarking and annotation tool that allows individuals and groups of people to highlight content and add comments to websites. Diigo is like a bookshelf of your favorite books, each...

Flip (formerly Flipgrid)

Flipgrid elevates text-based discussion forums with teacher and student constructed videos. Teachers and students can create a grid about a specific topic and encourage peers and even people from arou...

Google Classroom

Google Classroom is a learning management system (LMS) that aims to simplify creating, distributing, and grading assignments and engaging students in learning online or remotely. Google Classroom is a...

Google Drawings

Google Drawings is a virtual board that allows users to create content by drawing, pasting images, linking videos and websites, and inserting text, shapes, tables, and other content onto a page i...

Google Meet

Google Meet is a video messaging tool that allows users to communicate and collaborate at a distance. It overcomes geographical barriers and provides more opportunities for face-to-face interaction in...

Hypothes.is

Google Keep

Google Keep is a multimodal note-taking, organization, and list-making tool that exists as part of the G Suite for Education alongside applications such as Google Drive, Google Classroom, Google Forms...

IdeaBoardz

IdeaBoardz is a community-based tool that allows users to add sticky notes, known as ideaz, to an IdeaBoard. Users can make an unlimited number of IdeaBoards based on different topics. Within an IdeaB...

Jamboard

Jamboard is a Google tool that allows users to creatively organize, format, and present information through text, images, shapes, and drawings. As of 2020, there are 1.8 billion global active Google a...

Microsoft Teams

Microsoft Teams is a communication platform developed by Microsoft that offers video chat, text chat, file sharing, and more. Teams is available for download on Windows, Mac, iOS, and Android. It is a...

Padlet

Padlet is a community-centered virtual bulletin board in which collaborators can simultaneously create and organize posts of any content type, whether it be text, documents, images, videos, audio, or ...

Schoology

Schoology is an online learning management system (LMS) that allows educators to organize curriculum, create lesson plans, and provide student assessment. The LMS platform allows for peer collaboratio...

Hypothes.is is an online social annotation tool. It allows users to annotate openly on websites, blogs, online journals, and news articles. Hypothes.is allows users to create groups to share online t...

Instagram

Instagram is a free online tool and app that allows users to capture and share photos and videos with friends and family. Since Instagram is one of the most popular social media channels for teens tod...

Lino

Lino is a web-based “sticky note” service that offers bulletin boards, called “canvases,” on which people can post stickies. You can customize your canvas, choosing colors and ...

Netboard.me

Netboard.me is a customizable, digital curation tool that allows you to collect and organize information in a virtual space, similar to Padlet. Netboard.me can be used to “create web pages ...

Remind

Remind is a real-time “text” messaging tool that allows users to communicate with groups (e.g., entire classes or student organizations) or individual people. Remind has more than 20 milli...

Skype

Skype is a free web-based communication tool which allows people to video conference, make calls, and instant message. Skype has more than 300 million active users all around the world (see 24 Amazing...

Slack

Slack is a communication and task management tool. Users can create specialized messaging groups, or “channels,” according to different projects, teams, and organizations. What makes it di...

TalkingPoints

TalkingPoints is a messenger tool that allows teachers to connect and communicate with parents and families across any language. Teachers can communicate with parents via text messaging (via a p...

Trello

Trello is a visual collaboration platform that gives teams perspective on projects. Trello can be used to organize, collaborate, communicate and coordinate on projects and assignments. Trello is great...

Twiddla

Twiddla is an online platform that bills itself as one of the easiest online collaborative tools in existence. And, by many measures, Twiddla does meet its goal of maintaining a simple user inte...

Twitter

Twitter is a social networking tool that allows users to connect with people and explore topics of interest (#hashtags). There are more than 229 million daily active users on Twitter (source). Twitter...

YoTeach

YoTeach! is a community-based tool that supports backchanneling, synchronous and asynchronous learning, collaboration, and real-time multimodal discussions within a virtual setting. With YoTeach!, tea...

Zoom

Zoom is a community-centered video conferencing tool that allows users to connect with other users in any location around the world. This tool became very popular and widely used during the start of t...

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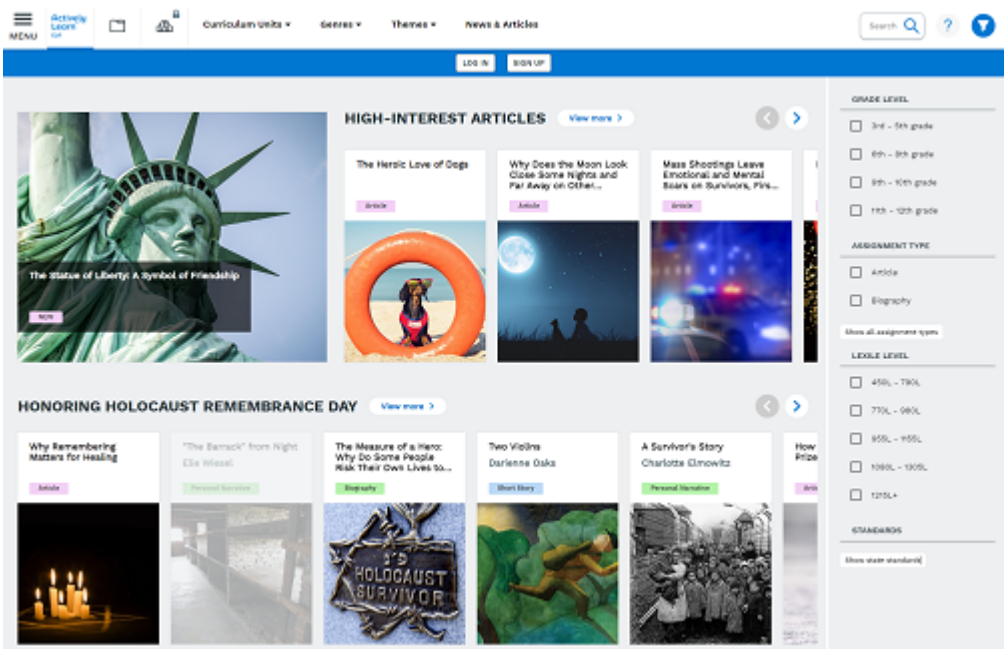
Actively Learn

Cognitivism | Multimedia | Social Learning

[Actively Learn] is a digital reading platform that allows teachers and students to interact within readings and digital texts. This online tool allows students to read a document as a class/group, making comments and answering questions throughout the reading. The teacher can evaluate such notes and quiz answers.

Teachers and students have the ability to check assignment basic data (included in the free version of the application). Students also can make personal notes and choose to share them with the class. Moreover, students can look up words, definitions, and translations. They can choose to listen to selected parts of the readings or even translate them. Lastly, teachers can direct their students to specific parts of the text in order to create discussions and add media to support/complement any part of the reading. This is a great tool for collaborative learning!

If you are looking for a way to enhance your students' learning with reading assignments, and you want to add more action to the reading process, Actively Learn is a good option to try out!

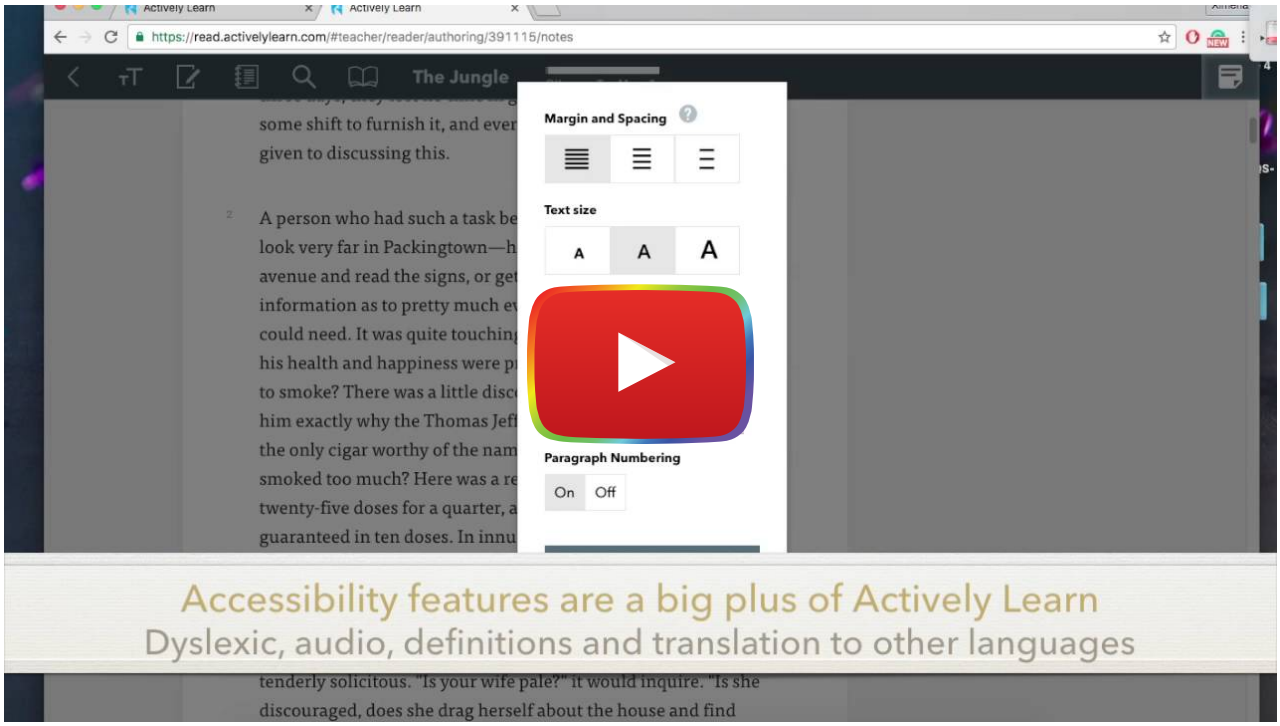


Actively Learn screenshot

Tool Snapshot

Price	Free limited plan; Prime plan with more features
Learning	Cognitivism, Social Learning
Ease of Use	★★★☆☆
Privacy	★★★★☆
Accessibility	★★★★☆
Class Size	Unlimited
ISTE*S	Empowered Learner, Global Collaborator

Actively Learn Overview Video



Watch on YouTube

Transcript

Actively Learn & the SAMR Model

- **Substitution:** Students read a digital text on Actively Learn (instead of a traditional print text)
- **Augmentation:** Students while reading online assignments can look for definitions in real-time and even have a time-real translation. Also, students can discuss (with notes), in a synchronous and asynchronous setting, the same reading.
- **Modification:** While students are reading the digital text, they can interact with classmates and collaboratively annotate key words and phrases.
- **Redefinition:** Students' reading experience is scaffolded, personalized, interactive, multimodal, and engaging.

Learning Activities

Students can read and discuss class materials. The teacher can create an activity where students solve questions and critical thinking can be implemented using this tool, regardless of the topic. And, after discussing with their classmates or asking questions to the teacher, students can be evaluated on their responses and class participation.

History

Students read a chapter of World War II and answer teacher questions inside the text and then they share notes with the class and start a discussion (s) with their classmates.

Sciences

Students do research in teams, collaborating in order to generate a future presentation about photosynthesis. They can ask questions to the teacher about sections of the books or articles they don't understand.

Learn Foreign Language

Students read a book in other languages, they can use the translator feature to improve their reading experience. They are going reflect on the lecture as a class adding media, notes about the reading, author, the time, etc.

Language

Students read poetry, then they interpret the reading and share their interpretations with notes to the class.

Language

Students will read a book, and in teams, they are going to share notes, discuss as a group and then they are going to answer the questions made by the teacher inside the book.

Resources

- EdSurge – Curriculum Platforms – Actively Learn
- Commonsense Education – Actively Learn Review
- Actively Learn- Press
- EdShelf – Actively Learn review
- Actively Learn – Twitter
- Crunchbase – Actively Learn overview
- Actively Learn – Create, Distribute, Assess Reading Activities
- Helping Students Become Thinking Readers
- US Digital Literacy – We want students to love reading.
- How (and why) to use ActivelyLearn.com in your class
- Diary of a Techie Chick – App / Tool of the Week – Actively Learn

How to Use Actively Learn (by NewEdTechClassroom)



Watch on YouTube

Research

Galda, L. & Liang, L.A. &. Cullinan B. E. (2014). *Literature and the Child.* Boston, MA: Cengage Learning.

Momtaz, E., & Garner, M. (2010). Does collaborative learning improve EFL students' reading comprehension. *Journal of linguistics and language teaching*, *1*(1), 15-36.

Obendorf, H. (2003, August). Simplifying annotation support for real-world-settings: a comparative study of active reading. In *Proceedings of the fourteenth ACM conference on Hypertext and hypermedia* (pp. 120-121). ACM.

Schilit, B. N., Golovchinsky, G., & Price, M. N. (1998, January). Beyond paper: supporting active reading with free form digital ink annotations. In *Proceedings of the SIGCHI conference on Human factors in computing systems* (pp. 249-256). ACM Press/Addison-Wesley Publishing Co.

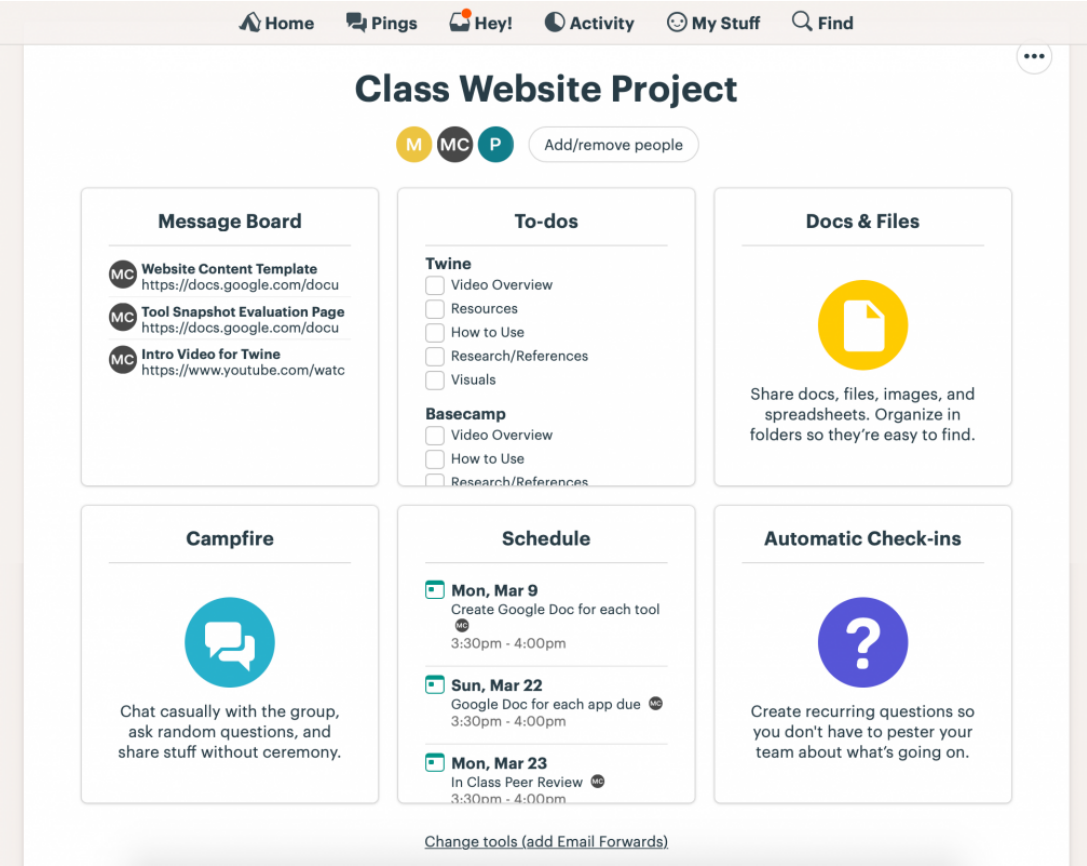
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Basecamp

Project Management | Social Constructivism | Crisis Communication

*Basecamp is a **project management** and **communication tool**. On Basecamp, you can set up a virtual space to organize group projects. Each space features a number of tools such as to-do lists, schedules, file sharing, and group chats (campfires) to support team work. Basecamp is an excellent tool for promoting and supporting collaborative group work. It can also increase accountability, time management skills, communication, and productivity among group members.*



Screenshot of Basecamp showcasing the different tools to support group work and learning.

Tool Snapshot

Price	Free (For Education K-12/University)

Learning	Social constructivism
Ease of Use	★★★★★
Privacy	★★☆☆☆
Accessibility	★★★☆☆
Class Size	Unlimited
Login	Yes
ISTE*S	Empowered Learner, Global Collaborator
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

Ease of Use

This application was rated as 5 stars (excellent) for ease of use. The application is both straightforward and easy to jump into for most beginners, but also provides clear instructions, FAQs, and tutorials for users who may need more support when first using the app.

Privacy

Although Basecamp outlines the steps the company takes to protect its users information and details the location of where the information is kept, the app does not give specifics as to what data is collected. Users are able to provide as much information as they feel comfortable with when signing up for the application, however, if they want to gain access to the free educational version of the app they need to provide information about the school system they are involved with in order to gain an educator license for the app.

Accessibility

Although the app features support for tools such as screen readers, there are no specific tools built into the application to help with accessibility. There is also no general accessibility statement provided by Basecamp.

ISTE Standards

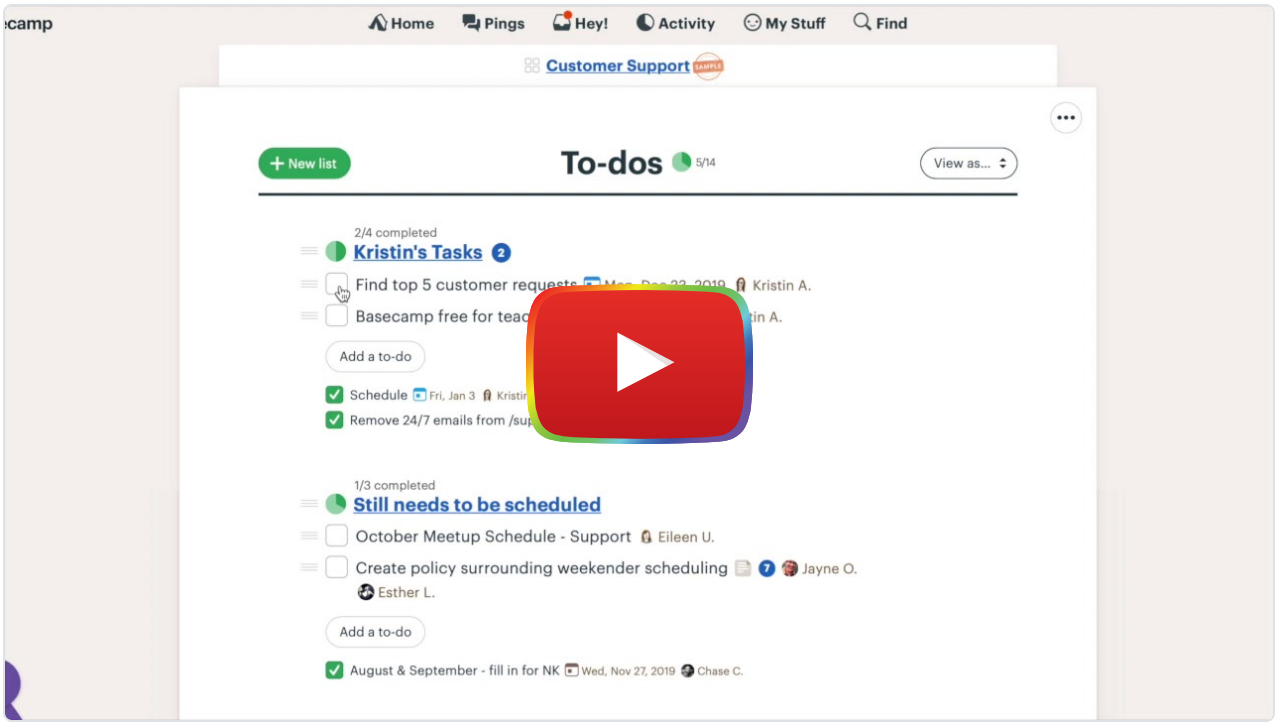
Empowered Learner

- Students can set personal or group goals by using “to-do” lists to manage their learning progress.
- Students can monitor their progress with goals by utilizing the automatic check-in feature to set up self check in’s. These check-ins can be set at various intervals (Automatic check-in prompts can be scheduled daily, weekly, or for specific times).
- Students can utilize the features of Basecamp to customize their own learning environments in ways that support the learning process.
- Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.

Global Collaborator

- Students can use Basecamp as a collaborative technology to create group pages dedicated to specific projects. Within each of these group pages, students can communicate with other group members, manage productivity with shared to-do lists and schedules, and collaborate on uploaded files.
- Students can use Basecamp to contribute constructively to projects and work together remotely outside of class time. The history from both the forum and “Campfire” features can be saved as evidence towards group collaboration for later evaluation.
- Basecamp can be used for Backchanneling. Students can utilize the chat feature in Basecamp to share their viewpoints on particular topics. Teachers could create a class page to remind students of assignments and get feedback from students.

Basecamp in 120 seconds



Watch on YouTube

Basecamp & the SAMR Model

The SAMR model was developed by Dr. Ruben Puentedura to examine how to successfully integrate technology into the classroom. Here is an example of how Basecamp might fit within the SAMR model:

- **Substitution:** Students can use Basecamp's "campfire" feature to engage in discussions in real-time rather than having a discussions during class time. Teachers can assign work to students and have them discuss the work remotely on the "campfire" chat feature instead of discussing directly in groups in class.
- **Augmentation:** Students can engage in ongoing discussions over an extended period of time (both within and outside of school) using the forum feature of Basecamp.
- **Modification:** Students have the ability to manage multiple projects for multiple classes at once by utilizing the "Projects" and "Teams" sections on the Basecamp home page. Basecamp can be used to share files, provide feedback, send messages, and share to-do lists for projects among group members both when working in the same classroom and working remotely together. This ability to share files is similar to the "Drive" function of Google, but Basecamp takes it a step further by allowing for more interactive functions between group members.
- **Redefinition:** Students can manage projects by dividing work amongst group members and assigning specific tasks for each group member based on individual strengths. Students can then support each other remotely by checking in on group member's progress through their to-do lists, and sending out reminder prompts to group members that may need more support.

Learning Activities

English

Students can use Basecamp's "campfire" feature to discuss a book as they read it, the "Docs & Files" feature to post their annotations of the book, and the "To-Dos and Schedule" feature to stay organized and not fall behind in the reading.

Math

Students can post their math homework using the "Docs & Files" feature so teachers can review their work. They can also ask peers questions using the "Campfire" feature if they are stuck on a problem. Students can also use the "To-Dos and Schedule" feature to increase time management by tracking the assignments they have, and visually see the amount of time left before the assignment's due date.

History

Students can role-play the process of running for the President of the United States. They can use Basecamp to organize their campaign. For example, students can use the to-do feature to outline their campaign actions, use the "Campfire" feature to host rallies and debates, and upload campaign posters and advertisements to their project space.

Resources

- Using Basecamp to manage Classroom Projects
- 3 Ways Basecamp Can Be Useful in Higher Ed
- Basecamp for Teachers
- Basecamp Overview
- Top 10 Basecamp Tutorials
- Time Management and Project Based Learning

How to Use Basecamp

Follow these steps to get started:

1. Visit the Basecamp homepage on the web browser of your choice.
2. In the top right-hand corner of the page click the “Try it FREE” button.
3. Enter in your information.
    1. First type in your name.
    2. Enter in your email address (Use an educational email address for full access free).
4. Create a password.
5. Choose create my new account.
6. Email **teachers@basecamp.com** from your education account when you finish to sign up for a free full version of Basecamp for Education users.

Research

Eickholt, J., Jogiparthi, V., Seeling, P., Hinton, Q., & Johnson, M. (2019). Supporting project-based learning through economical and flexible learning spaces. *Education Sciences, 9*.

Hanif, S., Wijaya, A. F. C., & Winarno, N. (2019). Enhancing Students’ Creativity through STEM Project-Based Learning. *Journal of Science Learning, 2*(2), 50–57.



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Biblionasium

Connectivism | Behaviorism | Crisis Communication | Social Learning

*Biblionasium is a community- and knowledge-centered tool that allows users to read, review, and share books with fellow readers. This tool's targeted age range is **6-13 years old**, but it can still be utilized for children younger or older, with parent approval. Parents and or guardians of children 12 years or younger must sign their child up, as to ensure children's safety and privacy. This tool is a fun way for kids to engage in reading and create their own bookshelf, which keeps track of the books they have read and want to read. Within Biblionasium, reading challenges, fun games and the mascot, Chip Manzee, motivate users to read through positive reinforcements and awards. This tool encourages a connection between the classroom, the library, and home by allowing **parents to view their child's progress with reading**. Biblionasium is a **community-centered tool**, as it encourages classmates to share books and reading lists with one another and parents and teachers to stay in communication with their children. Users can **create and share reading lists** of books that interest them, or that they need to read for school, and share them with their friends. Students' reading levels are tracked using Lexile® measures and reports of level are available for the student, classes, grade levels, and parents to view. If you are struggling to get students to engage in reading, Biblionasium is a great way to **excite students and encourage them to read.***



Watch on YouTube

Tool Snapshot

Price	Free
Type of Learning	Social Learning; Connectivism; Behaviorism
Ease of Use	★★★☆☆
Privacy	★★★★☆
Accessibility	★☆☆☆☆
Class Size	Unlimited
Login Required	Yes
ISTE Standards for Students	Empowered Learner & Creative Communicator
COPPA/FERPA Compliant	COPPA: Yes; FERPA: No FERPA policy found. Check with your school IT administrator.

Price

This tool is free for all users! Whether you are a student, parent, or educator, you can access and utilize this tool for free when you create an account and log in. Biblionasium makes money through mission-aligned sponsorships, third-party partners, and an e-commerce component that allows adult users to purchase books on the site.

Type of Learning

We selected social learning because Biblionasium allows users to discuss and share what they are reading with other users in a safe manner. Social learning creates learning communities where students can work together, which is exactly what Biblionasium does.

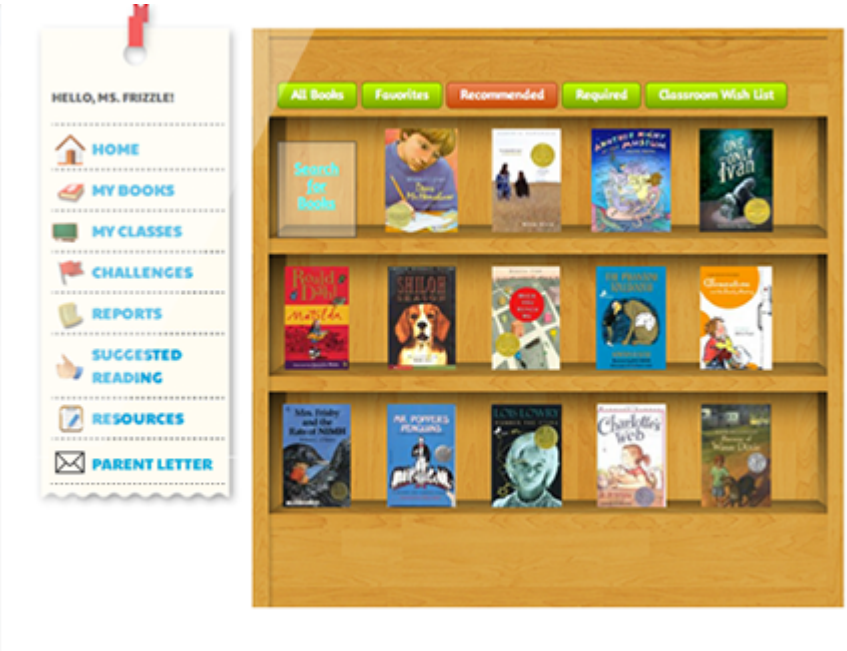
We also selected connectivism because connectivism is about learning as part of a network and Biblionasium creates a learning network for students.

Lastly, we selected behaviorism because Biblionasium can be reward-based learning. Teachers can create and assign challenges/awards that serve as an incentive for their students' learning.

Biblionasium offers multiple types of learning - social learning, connectivism, and behaviorism - that encourage students to collaborate and stay engaged in their learning.

Ease of Use

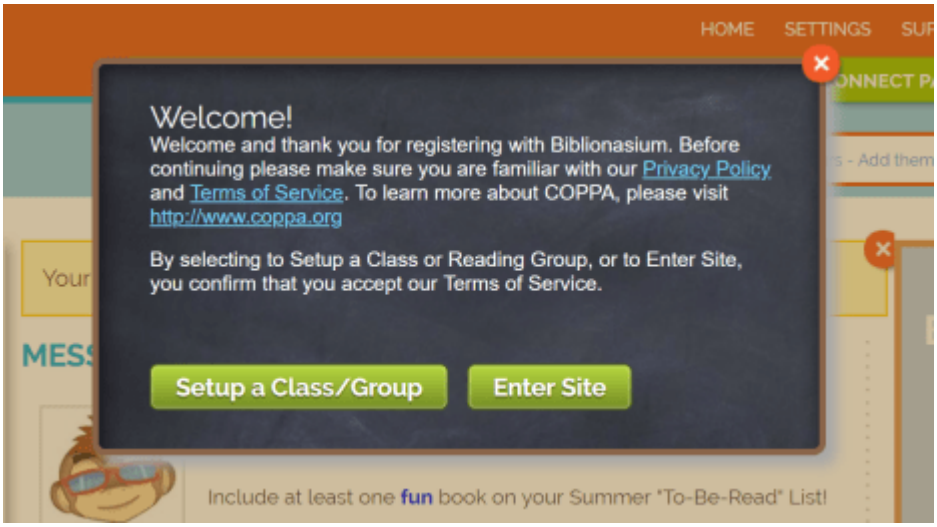
We give the tool's ease of use three out of five stars because it is overall pretty easy to use and navigate, but there are still means of improvement. The site is clearly labeled and includes bright colors, so users should not have too much trouble navigating it. The tool also includes a different layout depending on the user; there are accounts for students, parents, and teachers, so it may appear slightly different based on what kind of user you are.



While the site is overall relatively easy to use, there are still some things that could be improved. For example, the site has a section for suggested readings, but it could be better organized. We think the site would be easier to navigate and browse if the suggested readings were organized by genre, that way users could take less time searching for reading material. While there is a search tool, it would also be useful if there were categories based on genre. By organizing the site better, users would be more satisfied with the ease of use.

Privacy

We give the tool's privacy four out of five stars because it is a very safe tool that values children's privacy. Biblionasium's privacy policy directly states that its information practices are designed to comply with the U.S. Federal Trade Commission's Children's Online Privacy Protection (COPPA). This tool is a member of the PRIVO: COPPA Safe Harbor Certification which is a third-party organization that is dedicated to protecting children's personal information that is collected online. Children who are 12 years of age and younger are not allowed to sign up for Biblionasium until their parent, legal guardian, or teacher creates one for them. Cookies are used to help Biblionasium keep track of user data and the user's IP address is automatically shared with the site. The secure server, Network Solutions SSL, is used to store all user information and protect against hackers. Biblionasium does not share or sell any personal information of its users to any third parties without first getting the users' consent.



Accessibility

We give the tool's accessibility one out of five stars because it is in desperate need of improvement. First of all, we were unable to find any sort of accessibility statement. Accessibility statements should be easy to find so that users with (dis)abilities can see if the tool is one of use for them. There is also no information regarding text-to-speech tools. Biblionasium does not offer any assistance in this regard, so the only way for users that are unable to read/see is dependent on if the device they have offers text-to-speech assistance.

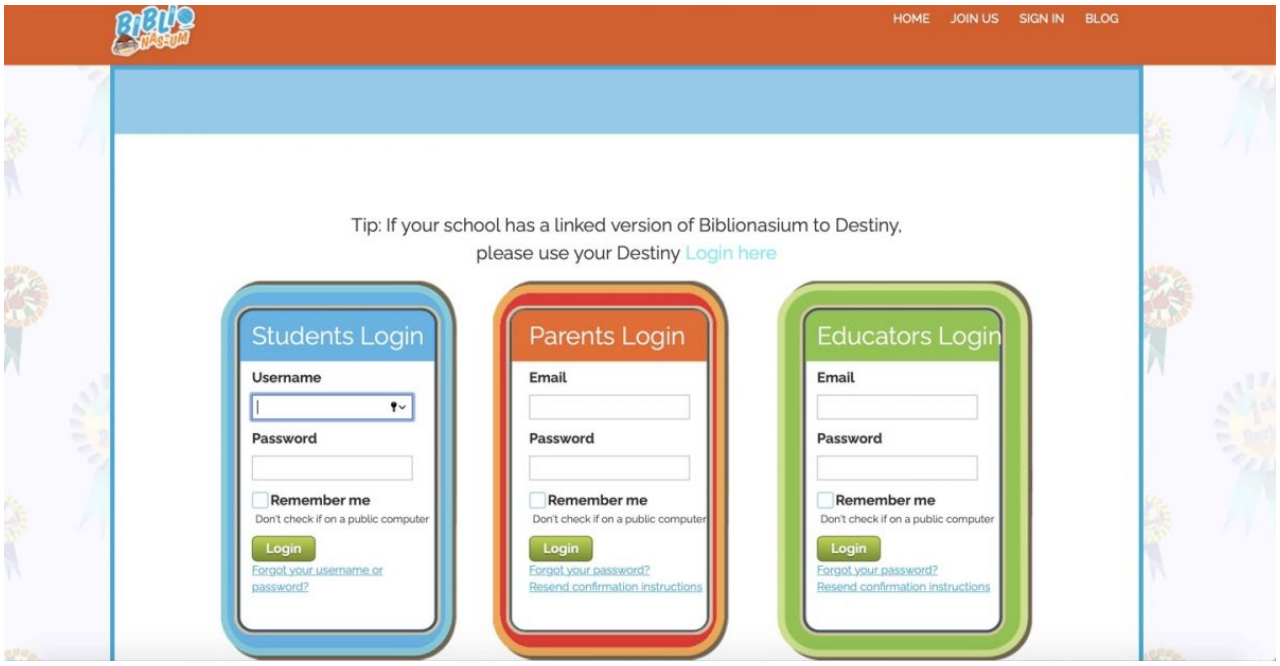
Biblionasium does not, however, have time limitations on the readings and challenges, so those with learning disabilities that may require them to take more time in their assignments are not left feeling 'behind' on their work.

Class Size

There are no limitations on class sizes. Teachers can create assignments for as many students as needed.

Login

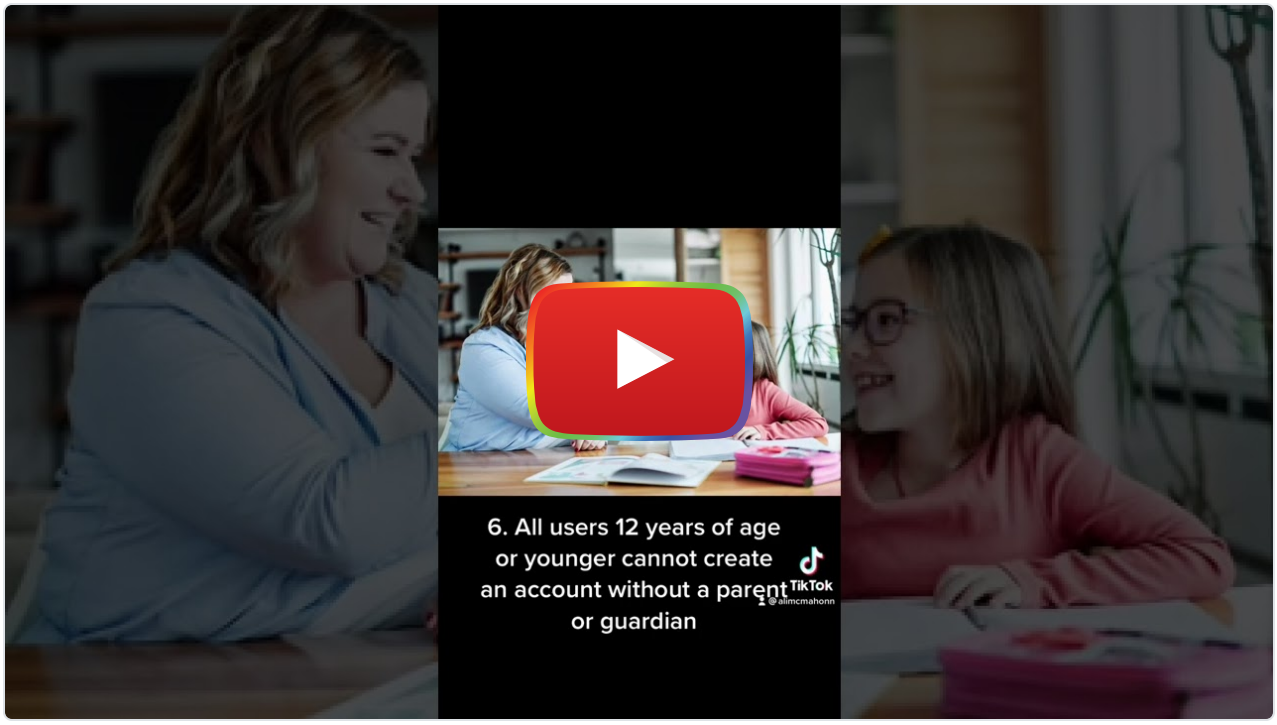
There are three login options available: student, parent, or educator.



ISTE Standards

Biblionasium fits two of the ISTE Standards: Empowered Learner and Creative Communicator. First is the empowered learner, which means that the learner can use technology to play an active role in the learning process. Biblionasium users have the ability to decide what to read - it is a tool that encourages independence. To be an empowered learner signifies that learners are not just independent, but that they are motivated and able to stay on task while also having more freedom in their learning. Biblionasium also focuses on creative communicators, meaning that students are able to express themselves creatively through the tools, platforms, apps, and other digital media. Users can create reading lists and posters of their favorite books, allowing them to exercise their creativity.

10 Things You Should Know About Biblionasium (Video)



Watch on YouTube

Biblionasium and the SAMR model

Here is how Biblionasium fits within the SAMR model:

- **Substitution:** Students can read and share books with one another rather than in person. Students are inspired to do their reading/work because they can receive awards and prizes if they complete and exceed their work.



- **Augmentation:** Students can keep track of what books they have read or plan to read and which ones are recommended to them while staying far more organized than if it was in person. Paper-based worksheets don't offer the personalized recommendations and comments that Biblionasium provides.
- **Modification:** Students can share their reading list and complete books with peers, which motivates them to read.
- **Redefinition:** Students can find a large number of books from all over the world at the touch of a button.

Learning Activities

Math

Biblionasium is a tool designed to help students with their reading, but there are still plenty of opportunities for users to enhance their math skills. Upon searching for math books, you will find an abundance of options. Teachers can assign students specific math books to read, which contain lessons, practice problems, and examples. Students can also be asked to identify the math they see in different books (e.g., the shapes of houses or fractions in a food story).

Science

Similar to math, Biblionasium also has many science books that can enhance users' learning. Teachers can recommend and assign books to students, which is both encouraging and organized. Teachers can solely have their students do readings of these science books, or they can have their students do problems or experiments through the books.

English/Language Arts

Of course, Biblionasium is designed for English/language learners, as it is a tool that helps students with their reading. Biblionasium offers hundreds of books, at many different levels, for users. Users can pick out their books, as well as recommend them to their friends and classmates. Teachers also have the ability to assign readings for students, which keeps them on track. Teachers can create challenges for their students; this incentive encourages students to keep up with their readings.

Social Studies

Biblionasium has many books about history. Teachers can create lesson plans using these books that teach students about U.S./ world history.

Other

Online class community.

Resources

- Biblionasium Review For Teachers I Common Sense Education
- Biblionasium Blog & Help Center
- 3 Steps to Using Biblionasium to Motivate Reading
- Biblionasium - TeachersFirst Review
- Biblionasium Integration
- Biblionasium, Where Kids Flex their Reading Muscles!
- Biblionasium: Social Reading for Kids
- Biblionasium-Teachers & Technology
- Biblionasium: Engaging Students in the Reading Process Through Social Interactions and Challenges
- Biblionasium: Where Kids Write Books Reviews

How to Use Biblionasium

1. Go to Biblionasium.
2. Click *Join Us* to create an account.
3. Select an educator, parent, or student account based on your needs/intentions of use.
4. Return to the home page and login.
5. Check your readings and challenges.
    a. If you are on an educator account, you can create reading assignments and challenges for students by selecting *Assign Readings.*
    b. If you are on a parent account, you can track your child's (can be more than one) account to check if they are staying up to date with their assignments by selecting *Assigned Readings.*
    c. If you are on a student account, you can check what assignments you may have by selecting *My Books*. You can also check what challenges you may have by selecting *Challenges.*
     This image shows where to access challenges on the menu on the left hand side of the website. The image also where users can start a new challenge.
6. Share books with others.
    a. To share and recommend books with students, peers, or friends, simply select *Suggested Readings* on the home page, and either look through what has been recommended to you or select a book to recommend to someone else.
7. Log your readings.
    a. To keep track of how much time you have spent reading each day, select *Reading Log* on the home page, and then log the amount of time you (or your child or student) has spent reading, and what book.
     This image shows where to access a users' reading log on Biblionasium. The reading log includes the date the book was read, the title of the book, how many pages were read, the reading level and comments from the user.

Research

Azmuddin, R. A., Mohd Nor, N. F., & Hamat, A. (2020). Facilitating Online Reading Comprehension in an Enhanced Learning Environment Using Digital Annotation Tools. *IAFOR Journal of Education*, *8*(2), 7–27. https://doi.org/10.22492/ije.8.2.01

Capodieci, A., Cornoldi, C., Doerr, E., Bertolo, L., & Carretti, B. (2020). The Use of New Technologies for Improving Reading Comprehension. *Frontiers in Psychology*, *11*. https://doi.org/10.3389/fpsyg.2020.00751

Ciampa, K. (2012). ICANREAD: The Effects of an Online Reading Program on Grade 1 Students' Engagement and Comprehension Strategy Use. *Journal of Research on Technology in Education*, *45*(1), 27–59. https://doi.org/10.1080/15391523.2012.10782596

Authors

This page was created by Alison McMahon & Emily Gardner.



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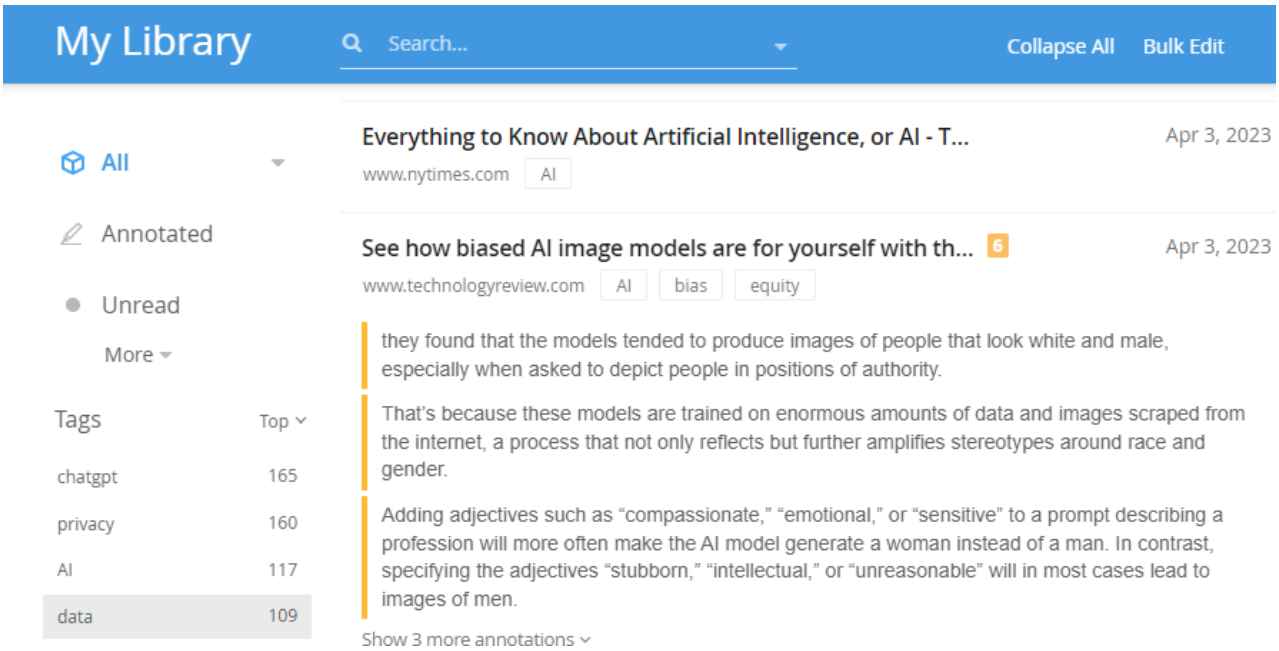
Access it online or download it at https://edtechbooks.org/onlinetools/biblionasium.

Diigo

Connectivism | Cognitivism | Annotation

Diigo *is a social bookmarking and annotation tool that allows individuals and groups of people to highlight content and add comments to websites. Diigo is like a bookshelf of your favorite books, each one marked up with highlighted sections, comments in the margin, and sticky notes to remind you of and guide you towards the most important bits. It is a social bookmarking and annotation tool that teachers and students can use together to collect online resources, annotate websites, attach notes to the contents, and organize ideas from multiple sources.*

Diigo is an acronym that stands for "Digest for Internet Information, Groups, and Other stuff" and this broad mission has made it a long-time favorite of educators at all levels. Diigo is terrific for working on synchronous or asynchronous collaboration; it's easy to imagine groups using the outlining function for group research and writing, and using the commenting feature to critique their resources.



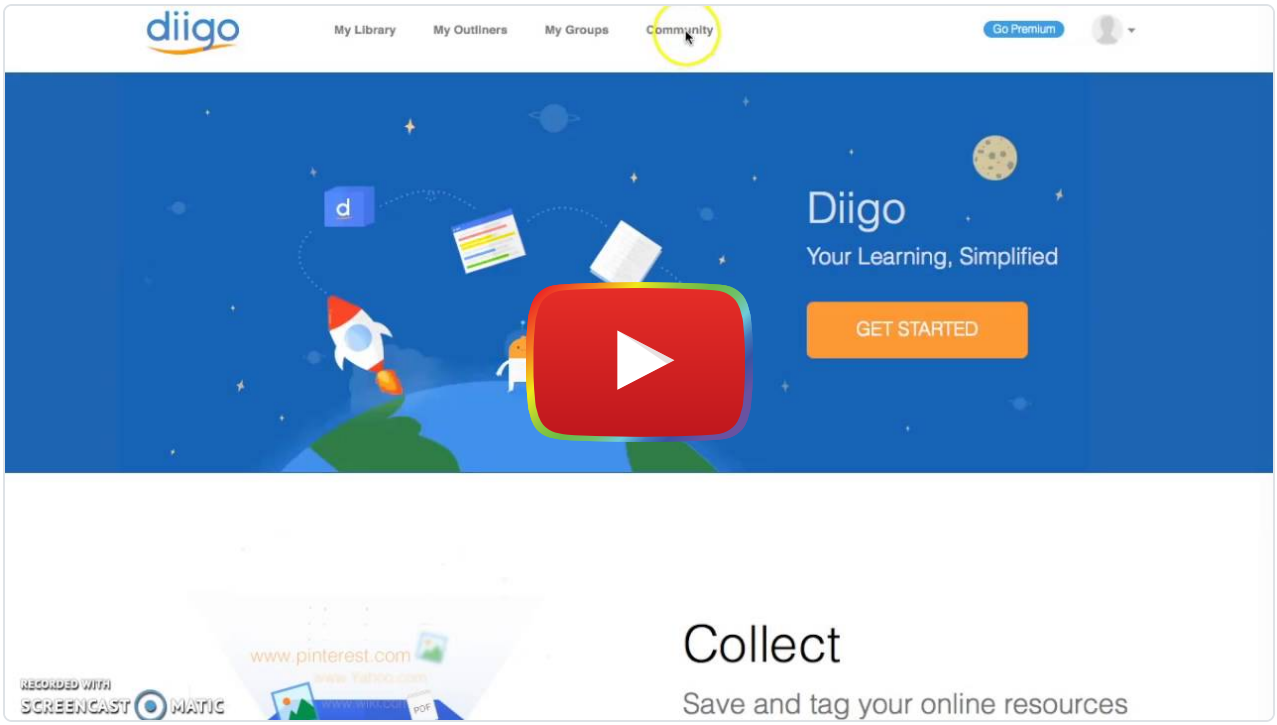
Diigo interface

Tool Snapshot

Price	Free Teacher account. Standard: $40/yr. Professional: $59/yr.

Learning	Cognitivism, Connectivism
Ease of Use	★★★☆☆
Privacy	★★★★★
Accessibility	★★☆☆☆
Class Size	Unlimited. Education Edition upgrade
ISTE*S	Empowered Learner, Knowledge Constructor, Global Collaborator
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator. See the Common Sense Privacy Review of Diigo

Diigo Overview Video



Watch on YouTube

Diigo & the SAMR Model

- **Substitution:** A student uses Diigo to create a bibliography of a particular subject instead of listing out references at the end of a report.
- **Augmentation:** A group of students share resources with one another and organize their collection according to their needs.
- **Modification:** Students critically analyze each element of the collection and respond to one another's critiques.
- **Redefinition:** Students identify gaps in their collection, asking what perspectives, ideas, or voices may be missing and why that would be the case; invite subject experts to comment on gaps and additional resources.

Learning Activities

Math

Collect and sort types of online calculators or graphs; collect a set of online resources for math homework; find pop culture, news, or journal articles about problems that were solved by using math, or articles about topics that are related to math (e.g., fantasy football or movie rating statistics).

Science

Choose an invention and find the research that made the invention possible and what innovations might be possible. Collect research studies on a similar topic and sort them according to methodologies.

English/Language Arts

Find examples of different writing genres; identify new vocabulary and add definitions using the comment feature; highlight and explain examples of literary devices in fiction and nonfiction.

History/Social Studies

Compare and critique multiple perspectives of a historical or current event; choose a current event and collect relevant background materials to better understand it; write a biography of a historical figure with links to articles about major events in the subject's life.

Other

Find and note evidence of bias or stereotyping in popular articles;

Resources

- Using Diigo in the Classroom
- Student Learning with Diigo
- Why Diigo Rocks for Educators
- An Introduction to Diigo for Educators (Video)
- Using Diigo for intentional learning and sharing
- Diigo in Education
- A SAMR Deep Dive: Activity Two, Diigo Bookmarking

How to Use Diigo

1. Go to www.diigo.com
2. Click “Sign Up” and register for an account.
3. Login.
4. Go to the menu next to the profile icon and select tools. Upload the Diigolet applet to your favorites bar. Note Diigo as an assortment of tools for download to help you customize your environment, but Diigolet is the simplest place to start.
5. If you are planning on using Diigo collaboratively, and I hope you are, set up your group or groups. Each group will get a name and URL.
6. Consider applying for a teacher upgrade, which is free and allows you to establish and monitor student groups. See Diigo Education Upgrade.
7. Begin your research and/or surfing. As you find items of interest, use the digolet applet to mark up the website or PDF and create bookmarks and tags.
8. Return to the Diigo to review and organize what you’ve saved. Use the Outliner function to draft a summary of your research, or simply index your findings in the way that makes sense to you.
9. If you haven’t already shared your bookmarks and annotations, do so, and seek out the work of other group and community members.
10. Use Diigo’s video resources to learn more about the application.

Research

Estellés, E., Moral, E., & González, F. (2010). Social bookmarking tools as facilitators of learning and research collaborative processes: The Diigo case. *Interdisciplinary Journal of E-Learning and Learning Objects*, *6*, 175–191. http://doi.org/Report

Greenhow, C. (2009). Social scholarship: Applying social networking technologies to research practices. *Knowledge Quest, 37*(4), 42-47. Retrieved from http://silk.library.umass.edu/login?url=http://search.proquest.com/docview/194731057?accountid=14572

Lu, J. & Deng, L. (2013). Examining students’ use of online annotation tools in support of argumentative reading. *Australian Journal of Educational Technology, 29*(2), 161-171.



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Access it online or download it at https://edtechbooks.org/onlinetools/diigo.

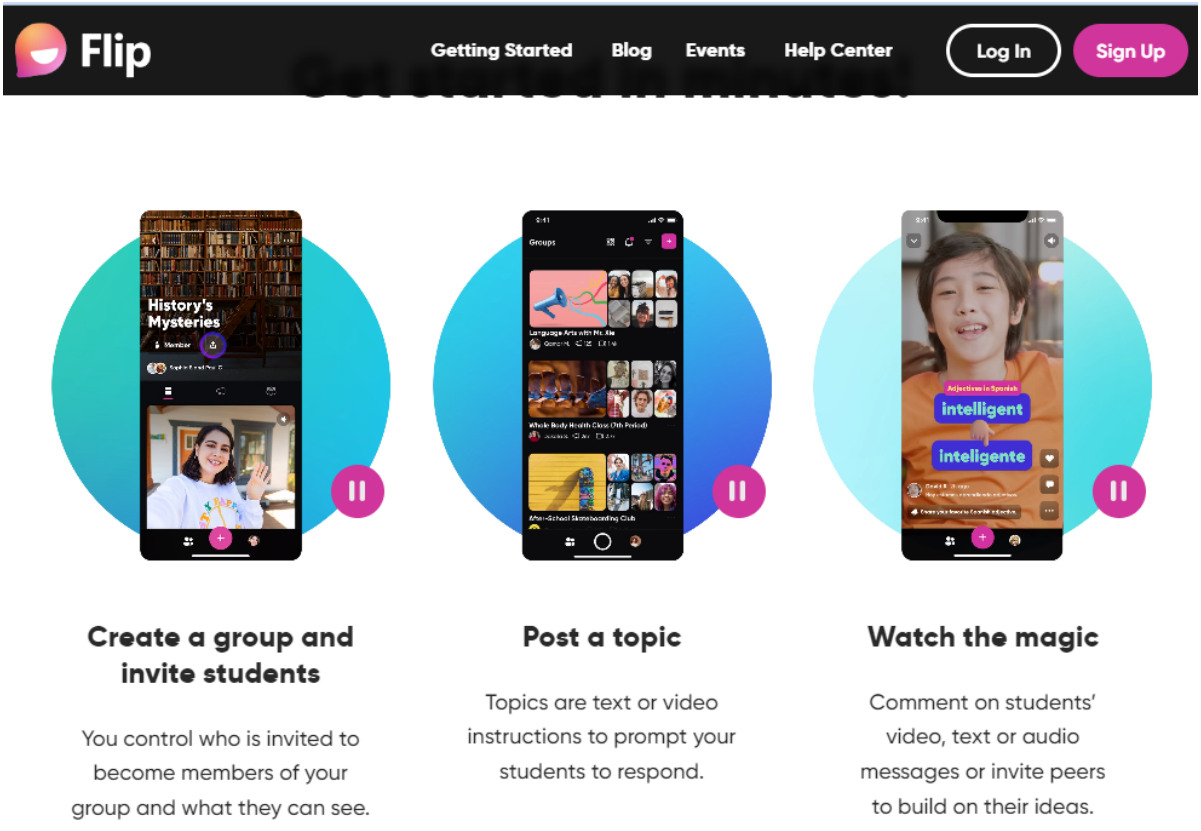
Flip (formerly Flipgrid)

Connectivism | Video | Social Constructivism | Social Learning

Flipgrid elevates text-based discussion forums with teacher and student constructed videos. Teachers and students can create a grid about a specific topic and encourage peers and even people from around the world to record a short video about the topic! Flipgrid allows learners of all ages to find their voices, share their voices, and respect the diverse voices of others.

Flipgrid students build and strengthen social learning communities as they discuss their ideas and experiences with their peers. Flipgrid amplifies student voice and supports student development of global empathy as they immerse themselves in each other's learning processes and perspectives.

NOTE: Flipgrid was renamed to "Flip" in 2022, however, since this chapter was made before 2022, the text still uses the original name "Flipgrid."



Tool Snapshot

Price	Free
Learning	Social constructivism, Connectivism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★★★☆
Class Size	Unlimited
Login	Yes
ISTE*S	Empowered Learner, Global Collaborator
COPPA/ FERPA	COPPA is discussed under section 6 of the privacy policy

Flipgrid Overview Video



Watch on YouTube

Flipgrid & the SAMR Model

- **Substitution:** Students create a flipgrid video to engage in a discussion instead of instead of engaging face-to-face in a classroom setting.
- **Augmentation:** All students engage in the discussion, by adding comments and follow-up videos, over an extended period (e.g., 1-2 weeks).
- **Modification:** Students can create their own grids with prompts about a topic, solicit video responses, and analyze them for class.
- **Redefinition:** Students are able to discuss their ideas and experiences with professionals, experts, and scholars around the world.

Learning Activities

Math

Ask students to compare mathematical concepts that have both similarities and differences, like adding and subtracting, laws of sine and cosine, or the qualities of different geometric objects. Invite mathematicians to discuss real-world math topics.

Science

Have students choose a work of scientific non-fiction from the school library and describe it along with its illustrations. Ask students to choose a favorite plant or animal and describe it using all five senses.

Reading/Language Arts

Post a response to reading a book or article. Have students respond to each other. Ask students to share a favorite book, word, adjective, pronoun, verb, and explain why it is their favorite. Invite students to share a time when they incorrectly used a word and how they came to realize the mistake. Encourage students to describe their happiest memory of reading.

Arts

Have students record a Flipgrid video of themselves performing a specific song on their instrument or drawing/painting/constructing a piece of art.

Other

At the beginning of a quarter/semester/year, have the students record a Flipgrid introducing themselves to you and their fellow classmates. Student's can offer support/guidance for incoming students at semester change or the end of the school year.

Resources

- Best Flipgrid Tips and Tricks for Teachers and Students
- Flipgrid for Teachers
- Flipgrid for Students
- Flipgrid eBook
- Flipgrid Consent Forms
- Flipgrid Integration Guide
- Gridpals Guide
- Flipgrid Explorer Series
- Flip disponible en español

How to Use Flipgrid

For Students:

1. Students select a topic and then tap the green plus to start the record process
2. Record a video – flip the camera and pause while recording
3. Review the video – gain confidence with unlimited retakes
4. Take a selfie – customize the image to add style
5. Enter Info – last step before submitting the video

For Teachers:

1. Go to http://www.flipgrid.com. Click on the "Sign Up For Free" box in the upper right hand portion of the screen.
2. Fill out the information (First Name, Last Name, email, Password, Account Type, Instruction Type, School, Institution, Organization). When finished, click "Create My Grid."
3. Next, you'll want to create a "New Grid" by clicking on the blue "New Grid" button on the My Grids page. Unless you purchase a classroom version of Flipgrid, you will only be allowed to have one grid.
4. Click on the Grid Name to view your topics. To create Topics, click on the blue button titled "New Topic". We have two topics on the graphic below. One in which we asked for follow up on a district wide pilot program and one in which we asked our administrators to reflect on their first quarter. Notice, each topic has link. If you were to type http://www.flipgrid.com/c46e07, you would be able to access and add to the topic. There are also editing options available for topics as well under the "Actions" button.
5. When creating a topic, you can customize it to fit your needs. Give it a title and date. Choose a Video Response Time (the free version is limited to either 15 seconds or 1 minute 30 seconds). Type out the directions of what you'd like the users to contribute.
6. Share with students: Click "share topic" button on the topic page. You can copy the URL and paste it in an email. There's social media interaction with Facebook and Twitter as well as an integration with Google Classroom.

Research

Johnson, M., Skarphol, M., (2018). The effects of digital portfolios and flipgrid on student engagement and communication in a connected learning secondary visual arts classroom. Retrieved from Sophia, the St. Catherine University repository website: https://sophia.stkate.edu/maed/270/



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Google Classroom

Learning Management Systems | Social Constructivism | Virtual Classrooms | Behaviorism

Google Classroom is a learning management system (LMS) that aims to simplify creating, distributing, and grading assignments and engaging students in learning online or remotely. Google Classroom is a free application designed to help students and teachers communicate, collaborate, organize and manage assignments, go paperless, and much more! It was introduced as a feature of Google Apps for Education following its public release on August 12, 2014.

Check out this amazing overview of Google Classroom by Amy Flynn and Brandon Lutz.



Watch on YouTube

Tool Snapshot

Price	**Free**

Learning	Behaviorism, Social Constructivism
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★★★
Class Size	Unlimited
ISTE*S	Empowered Learner
COPPA/FERPA	Yes with Google Apps for Education accounts

Google Classroom Overview

This is the only application that Google has developed specifically for students and teachers, and they want it to be your go-to assignment manager for Google Drive and beyond. Assignment creation and distribution is accomplished through Google Drive while Gmail is used to provide classroom communication. Students can be invited to classrooms through the institution's database through a private code that can then be added in the student interface or automatically imported from a School Information Management System.



Google Classroom integrates with students' and teachers' Google Calendars. Each class created with Google Classroom creates a separate folder in the respective Google service where the student can submit work to be graded by a teacher. Communication through Gmail allows teachers to make announcements and ask questions to their students in each of their classes. Teachers can add students directly from the Google Apps directory or can provide a code that can be entered for access to the class by students.

In contrast to Google's regular services, Google Classroom does not show any ads in its interface for students, faculty, and teachers, and user data is not scanned or used for advertising purposes.

Type of Learning

Allows for streamlined feedback and online collaboration. Boosts the social learning aspect of online education, enabling learners to benefit from the experience and skills of their peers. Allows teacher to design digital team based learning activities.

Ease of Use

Quick and convenient set up, easy to log in, easy to receive and turn in assignments.

Accessibility

Allows for the use of screen readers for low vision users. Google classroom Mobile app works with VoiceOver on iOS and TalkBack on Android.

Usability

Tool is accessible from all computers, mobile phones, and tablets.

Google Classroom Overview Video



Watch on YouTube

Google Classroom & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Since Google Classroom is an LMS that integrates Google Apps for Education, it will tie in Google Docs, Google Slides and other Google apps along with other grading tools (exclusive to Google classroom only). Here are some examples of how using multiple Google Apps that might fit within the SAMR model:

- **Substitution:**
  - Use Google Docs to write a report (instead of writing with pencil and paper).
  - Google sheets to curate data.
  - Use Google Calendar for due dates, events outside the classroom, and other important “chronological data.”
- **Augmentation:**
  - Track when students turn-in work.
  - Highlight student exemplars: An announcement in Google Classroom can attach student exemplars from the assignment folder in Google Drive.
- **Modification:**
  - Create your self-grading assessment using Google Forms. Students get immediate feedback from the self-graded Google Forms that they can use to guide their learning.
  - Create Classroom groups based on readiness, interest, reading level, or other factors for teaching and learning.
  - Use Google Docs to share documents and work collaboratively on writing projects.
  - Use Google Draw to draw collaboratively.
- **Redefinition:**
  - Invite a Googler into your class to do a guest lecture through Video Chat on the importance science. Or, invite a grandparent who lives in a another state to read to the class during story time.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Google Classroom to modify or redefine learning.

Learning Activities

For Teachers

Work on the same lesson plan at the same time with a colleague using Google Docs. Store your lesson plans in your school’s shared Google Drive so that anyone at your school can find and access them. Create a folder for your grade level to share resources.

For Students

Math

- Collaboratively create virtual manipulatives, such as Algebra Tiles, in a Google Drawing. Distribute Google Drawings for students to build on.
- Prior to providing students the algorithm for solving a problem, students can use a collaborative Google Document or Slides presentation to reason out possible solutions to a problem. Attach a document in Google Classroom as “Students can edit file.”
- Provide peer tutoring: Students in upper grades can tutor and support students in lower grades through the creation of a Google Classroom class for this purpose.

Science

- In Google Classroom, you have a stream that appears by default when you login to your class. This stream can be utilized to collect student opinions by creating discussion topics and new posts about recent scientific news.
- Science classes can connect with one or more classes in another city, state, province or country and gather data about the weather or environment around them. Log it in a Google Spreadsheet with a page for each location. Compare and contrast the world around you.

Reading

- A reading log form (see example: Google Form) can be created by students as a place to enter data about their reading.

Writing

- Students can collaborate and engage in peer review through the suggested editing feature and commenting options on Google Docs.

Other

- **E-Portfolio:** As the platform is based on Google Drive for uploading documents and assignments, it can also serve as a digital portfolio for students. Both teachers and students can create folders and documents that can be shared between each other. If the students work in groups, they can create their own shared folder. This way the group's' work will be available to all the members of the group, even if one or more are absent. As everything happens in the cloud, everything can be done asynchronous.
- **Response to Intervention:** Different Google Classrooms can be created for students to join based on student needs. Students needing additional support or students needing additional challenges can join a Google Classroom class around intervention of a particular topic.

Resources

- The Classroom of the Future
- Google-Classroom-Help-and-Support
- Startup_guide_for_google_classrooms_for_students.pdf
- Tips-for-getting-started with-google classroom-g-.jpg
- Awesome-apps-that-integrate-with google classroom/
- 125+ Google Classroom Tips and Resources (Pinterest)

How to use Google Classroom (by Pocketful of Primary)



Watch on YouTube

Research

Izenstark, A., & Leahy, K. L. (2015). Google classroom for librarians: features and opportunities. *Library Hi Tech News*, *32*(9), 1-3.

Adjunct, Brown, M.E., Hocutt, D.L., & Manager, W. (2015). Learning to Use, Useful for Learning: A Usability Study of Google Apps for Education. *Journal of Usability Studies, 10*(4), 160-181.

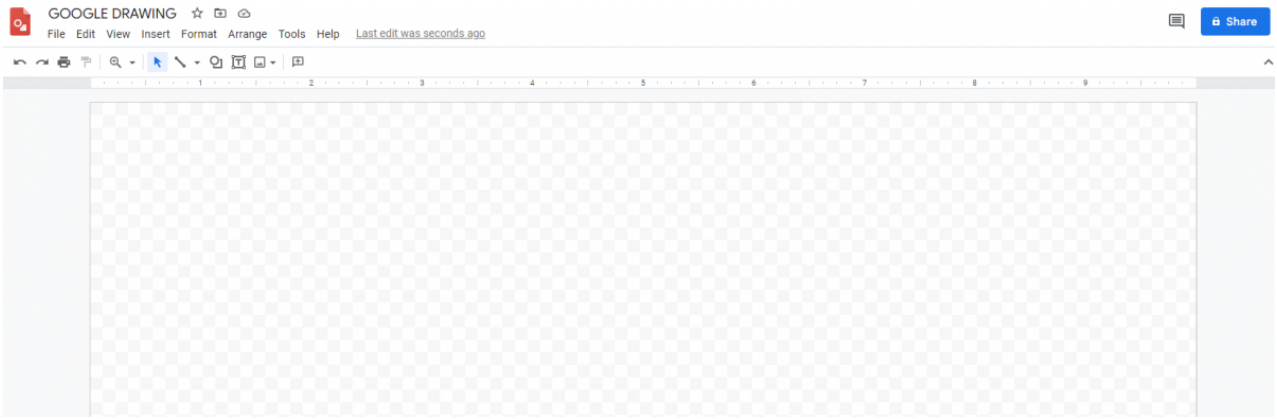
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Access it online or download it at https://edtechbooks.org/onlinetools/google-classroom.

Google Drawings

Creativity | Collaboration | Social Constructivism

Google Drawings is a virtual board that allows users to create content by drawing, pasting images, linking videos and websites, and inserting text, shapes, tables, and other content onto a page in Google Drive. Users can create flow charts, diagrams, concept maps, visual storyboards, original art, and more. This app is available free of charge to anyone with a Google account. Users can collaboratively work on the same Drawing at the same time. This means students can collaborate on the same drawing from different computers at different locations. Drawings can be shared via a link or embedded into a webpage (by selecting "Publish to the web" in the file menu). Collaborators can edit and leave comments on the document. If you are looking for a tool to help ***engage students and foster collaboration and creativity****, this is a great tool for students to visually construct and demonstrate their knowledge.*



Google Drawing user interface

Tool Snapshot

Price	Free
Learning	Social constructivism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★★★☆

Class Size	Unlimited
ISTE*S	Knowledge Constructor, Creative Communicator, Global Collaborator
FERPA/COPPA	No FERPA/COPPA policy found. Check with your school IT administrator

Impact on Student Learning

Because of its design students are able to collaborate, create, communicate, and engage in learning. What is particularly great about this app is that it allows students to work on the same document at the same time from different locations. They can edit, add, remove, and comment on content simultaneously. This app really has the ability to place students back at the center of their own learning.

Ease of Use

This app is incredibly intuitive, I was able to navigate around it and produce the products that I wanted with no prior introduction to the app via tutorial or help desk. This app can be accessed through any browser and on any device with internet access, but it is much easier to edit the drawings on tablets and computers because of the larger screen. It is free and easy to access for anyone with a google account, which is a major plus in my book.

Accessibility

This is app is very accessible for screen readers and braille displays, Google provides several pages of step-by-step directions to enable these adaptations in Google drawings.

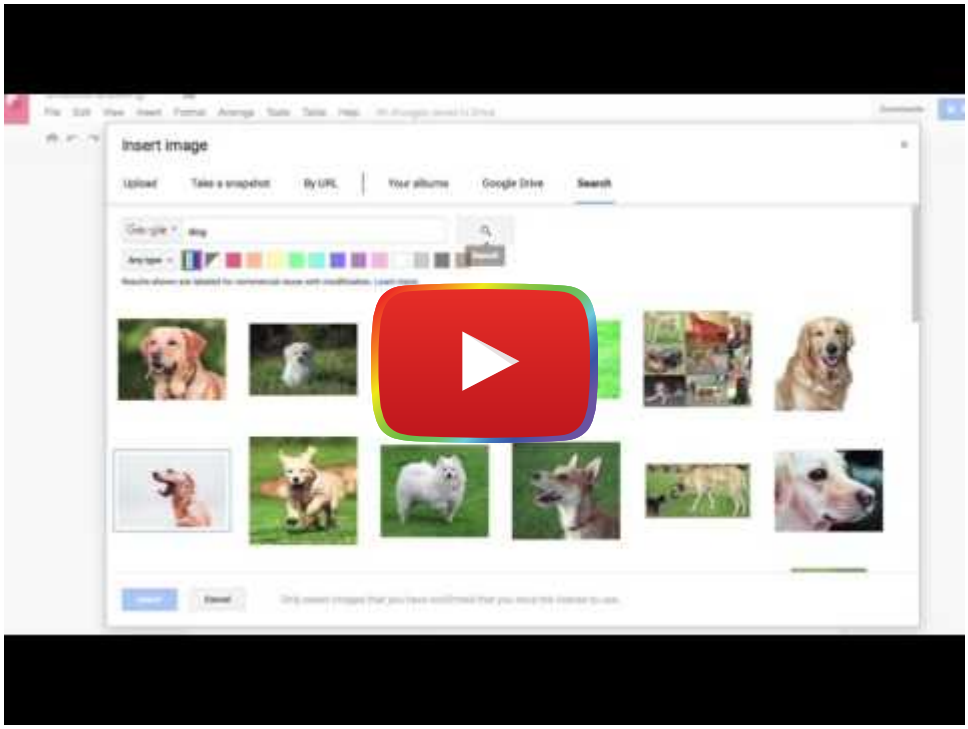
Class Size

This app doesn't have a set number of individuals who can use it, and it is free. Honestly, depending on your particular project there really isn't a size limit for this app, although I probably wouldn't recommend having 400 people editing one drawing.

Privacy

This is really the only downside to Google drawings that I can find. Google does not break down exactly what information they collect from which apps, but their overall privacy policy and terms of use is enough to give one pause when deciding whether or not to use this app. They collect data from you once you have an account. Google also assures users the content in Google is their own, but later states that the content also belongs to Google which certainly makes for a bit of copyright confusion in my opinion. I will note that if you are using Google Drawings through Google Apps for Education the privacy policy is more protective for students.

Google Drawings Overview Video



Watch on YouTube

See video transcript here

Google Drawings & the SAMR Model

- **Substitution:** Students use Google Drawings to produce a digital poster (instead of drawing a poster).
- **Augmentation:** Students collaborate on the same digital poster at the same time in class or in their individual homes. Each individual's work is visible to the teacher through the revision history.
- **Modification:** Students can collaboratively create interactive visual displays with pictures, moveable objects, and clickable links that bring you straight to a video or web resource on which students can provide real-time comments and feedback.
- **Redefinition:** Students and teachers can provide critiques to other groups from anywhere in the world.

Learning Activities

Math

Have students present statistical information in graphical displays and link outside sources to their page. Or, use Drawings for geometry lessons - have students manipulate the shapes to determine what characteristics remain constant for each shape and which ones can change (e.g., a rectangle vs. a parallelogram vs. a trapezoid).

Science

Have a group of students research and compile information on a particular topic, including images, graphs, videos, websites, and text, and present it to the class. Ask the audience, community members, and/or parents to leave questions on the page for the student presenters to answer.

English/Language Arts

Have your whole class deconstruct a character, scene, or book together by producing a visual storyboard or comic strip with images, and linked videos, text, and other resources explaining historical relevance, imagery, character development, etc… that can be shared with the class at the end of the lesson.

Social Studies

Have students create an interactive timeline compiling images, videos, text and other resources explaining how events contributed to one another and progressed over time. Students could also annotate an image deconstructing how different aspects of the image illustrate different themes in that time period.

Other

Create a visual board about a field trip or vacation. Have students prepare a drawing to introduce themselves to the class at the beginning of the year. Create a visual organizer before writing a paper and have other students provide comments and feedback. Google drawings is a great tool to create and alter graphic art.

Resources

- Awesome Uses of Google Drawings for Schools presentation by Eric Curts
- Getting Started
- Edit Drawings with Screen Reader
- Accessibility Product Add-Ons
- Braille Display Reader
- Template Gallery
- 8 Creative Uses for Google Drawings
- Wondrous Ways to Use Google Drawing
- 10 Creative Google Drawing Assignments

Google Drawings Basics (by The Bespectacled Librarian)



Watch on YouTube

Research

Harmon, O., & Szarka, R. (2018). Using Google Drawings to Create Homework Exercises. *Journal of Economics Teaching*, *2*(2), 68-78.

Ward, A., & Blanchfield, M. (2018). Undoing "Banking" Education: Using Google Drawings to Strengthen Engagement. *Art Education*, *71*(5), 27-33.

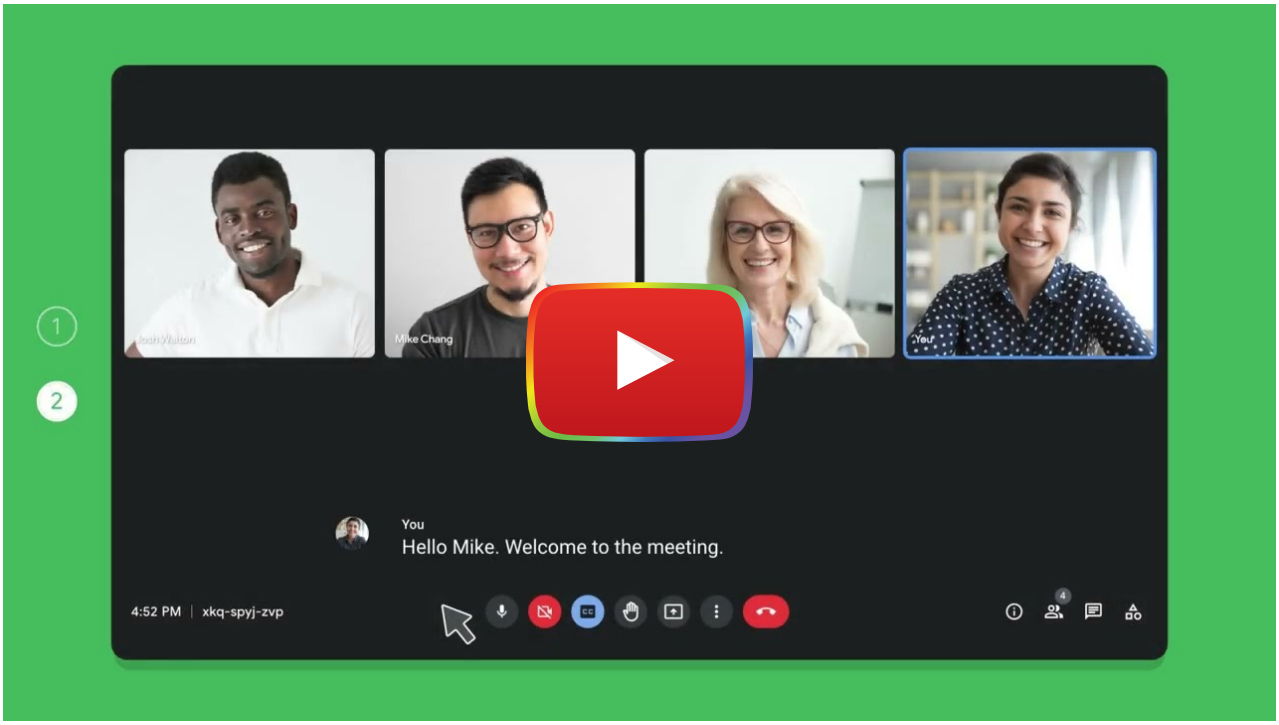
This content is provided to you freely by EdTech Books.

Access it online or download it at https://edtechbooks.org/onlinetools/google-drawings.

Google Meet

Connectivism | Video | Social Constructivism | Crisis Communication

Google Meet is a video messaging tool that allows users to communicate and collaborate at a distance. It overcomes geographical barriers and provides more opportunities for face-to-face interaction in a virtual setting. Google Meet offers real-time closed captioning to create a more inclusive and accessible video messaging experience.



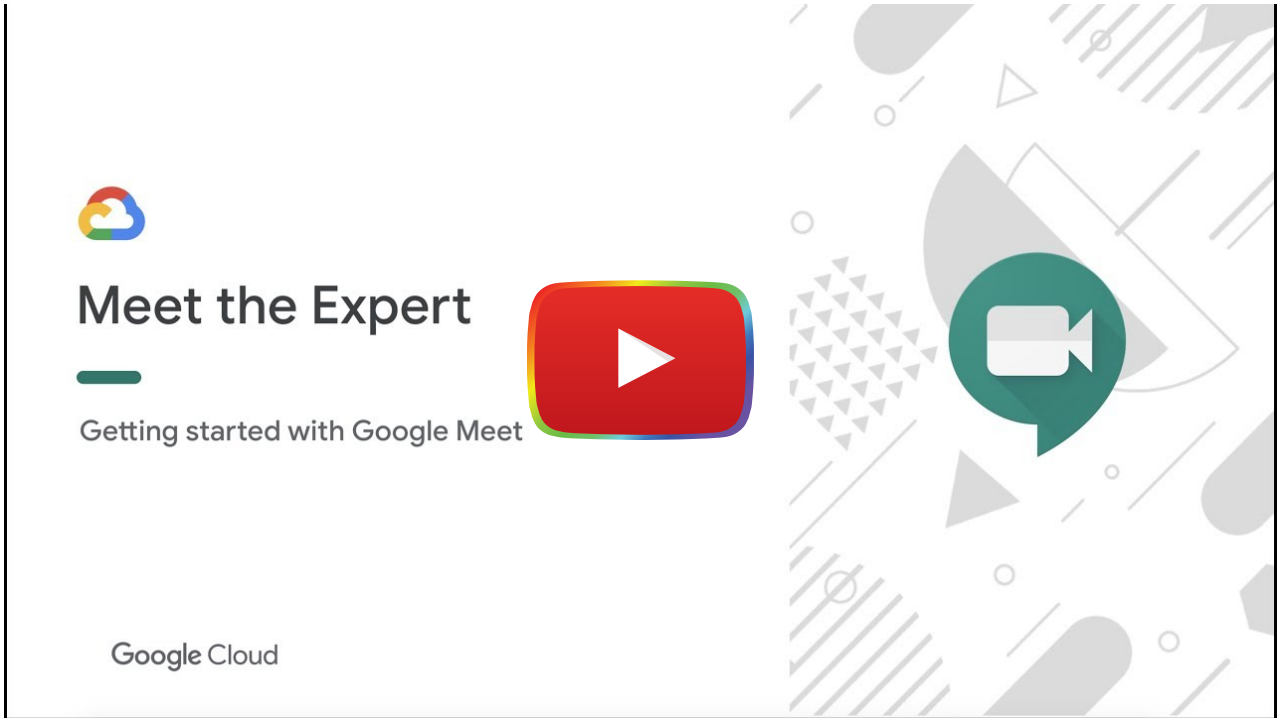
Watch on YouTube

Tool Snapshot

Price	**Free**
Learning	Social Constructivism, Connectivism
Ease of Use	★★★★☆

Privacy	★★★☆☆
Accessibility	★★★★☆
Class Size	Up to 100 in a single 60-minute video call
ISTE*S	Global Collaborator
COPPA/ FERPA	Yes

Meet the Expert - Getting started with Google Meet Video (by Google Workspace)



Watch on YouTube

Google Meet & the SAMR Model

- **Substitution:** Students use Google Meet to communicate with other students in the same classroom (rather than having a face-to-face conversation).
- **Augmentation:** Students use multiple modalities, including text, emoticons, photos, or drawings to enhance face-to-face conversations.
- **Modification:** Students in different states share files and screens to collaboratively work on a class project.
- **Redefinition:** Students connect with experts from all over the world beyond the classroom walls via Google Meet. For example, the students can interact in real time with the author of the book they are reading.

Learning Activities

Geography

Host a Mystery Skype session using Google Meet. Connect your class with another class (ideally located in a different state or country) and engage your students in the fun challenge of trying to figure out where the other class is located.

Collaborative Class Projects

Students can use Google Meet to work on class projects outside of class time. They can brainstorm ideas, exchange files and share screen to work on a group project together.

History & Cultures

The teacher can use Google Meet to connect with a tour guide to give a virtual tour of a target city or historical site.

Other

In any subject, the teacher can invite an expert as a guest speaker to talk to students in class through Google Meet. For example, invite an author of a book, which students are currently reading, to join as a guest speaker to have a lively chat with students to discuss the book content and students can ask questions through Google Meet.

Resources

- How to use Google Meet for elearning, online learning
- Google Training Center for Educators
- 6 Tips for Teaching with Google Meet
- Google Meet for Teachers: A Complete Tutorial and 8 Useful Tips

Research

Duke, P., Grosseman, S., Novack, D. H., & Rosenzweig, S. (2015). Preserving third year medical students' empathy and enhancing self-reflection using small group "virtual hangout" technology. *Medical teacher*,*37*(6), 566-571.

Fakhruddin, A. (2018). Using Google Meet in teaching speaking. *Journal of English Language Learning (JELL)*, *2*(2), 43-46.

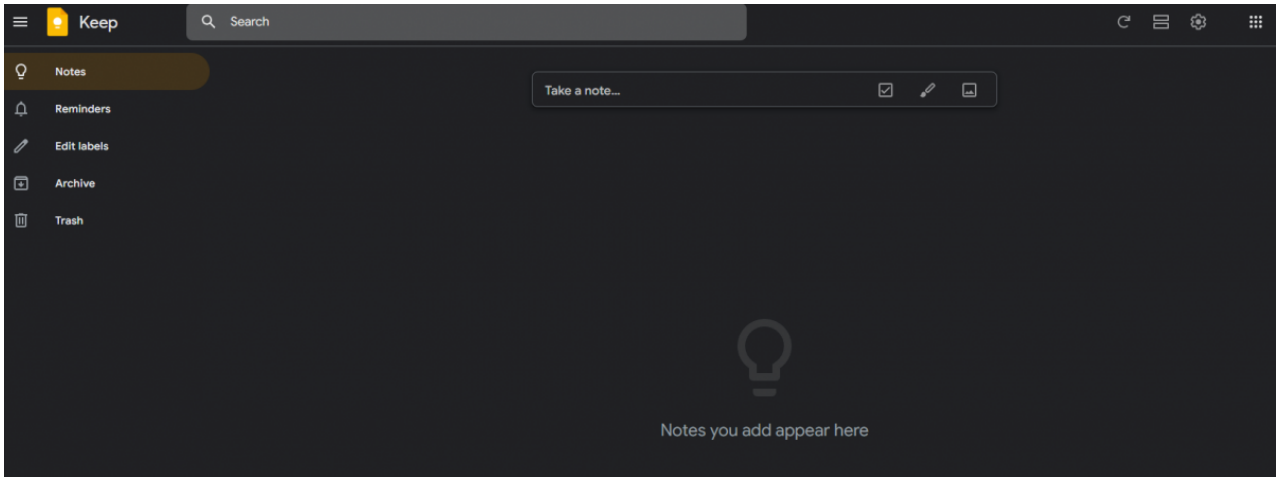
This content is provided to you freely by EdTech Books.

Access it online or download it at https://edtechbooks.org/onlinetools/google-hangouts-community-centered-tool.

Google Keep

Connectivism | Social Constructivism | Organization

Google Keep is a multimodal note-taking, organization, and list-making tool that exists as part of the G Suite for Education alongside applications such as Google Drive, Google Classroom, Google Forms, and Google Meet. With Google Keep, users can create, share, and organize written, audio-recorded, or image-associated notes. With this tool, educators can encourage their students to demonstrate their creative skills through note-taking and help students organize group projects and track their learning progress through collaborative to-do lists. By using the Google Chrome extension for Google Keep, students and teachers can bookmark and take notes about web pages for later use. Google Keep also has the same high level of accessibility and ease of use found in many other Google tools.



Google Keep interface

Tool Snapshot

Price	Free
Learning	Social constructivism & Connectivism
Ease of Use	★★★★★
Privacy	★★★☆☆
Accessibility	★★★★☆

Class Size	Unlimited
Login	Yes
ISTE*S	Empowered Learner, Knowledge Constructor, Creative Communicator, Global Collaborator
COPPA/ FERPA	Yes

Type of Learning

Google Keep supports learning through social constructivism and connectivism by enabling students to work, learn, and grow together through the use of technology in a collaborative fashion.

Ease of Use

As with many applications in the G Suite for Education, Google Keep is relatively intuitive to use. The plethora of icons come with descriptions that appear upon a quick hover with the mouse or pointer, and creating notes is similar to the process of creating documents in Google Drive. Even non-textual documents such as notes created as drawings or images are easy to add. This tool should present a low barrier to entry for most individuals, but especially those for whom the G Suite for Education is familiar.

Privacy

According to Google's privacy policies, users who choose to utilize Google products are providing a bevy of information about themselves to Google. This includes personal information such as the name and email address used to access Google's services, as well as the browsers and tools used in this process. While Google does promise protection of these data and only shares in specific situations (e.g., legally-enforced requests, Google affiliates) and the G Suite for Education is COPPA compliant, the use of any of Google's services requires the collection of a significant amount of information. Therefore, Google Keep, like many of Google's services, should be used with the understanding that complete privacy is not possible.

Accessibility

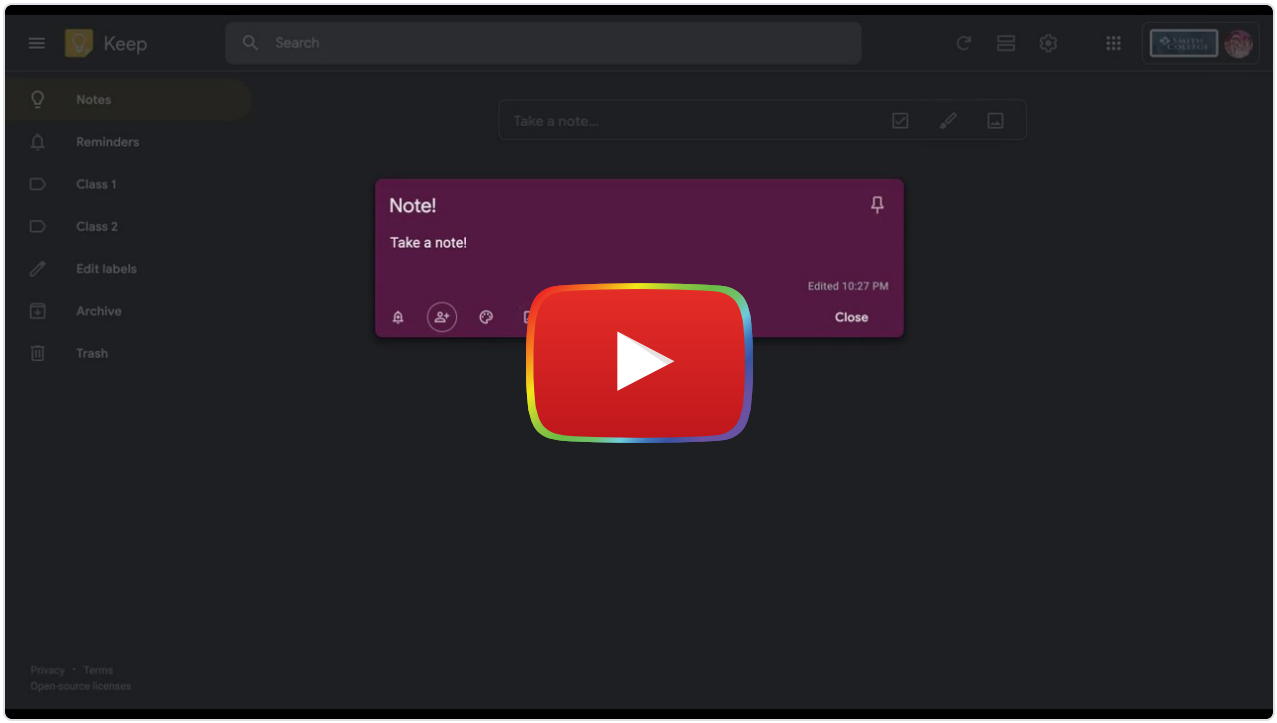
Google Keep is accessible through multiple means of technology (e.g., smartphones, computers, voice-to-text, images) and provides users with a listing of keyboard shortcuts (found under the settings icon in the top-right corner) that enable its use by individuals for whom mouse usage is not a convenient option.

ISTE Standards

Google Keep supports student instruction and development in four of the International Society for Technology in Education (ISTE) Standards:

- **Empowered Learner**: Google Keep allows students to set and track progress toward their learning goals.
- **Knowledge Constructor:** Google Keep enables students to collect and synthesize information from their experiences and resources found on the web. The latter is particularly pronounced through the use of the Google Chrome extension for Google Keep.
- **Creative Communicator:** Google Keep empowers students to express their thoughts, feelings, and ideas through writing, drawing, and images. These approaches can also be combined for a truly multimodal method through which students can express themselves.
- **Global Collaborator:** Google Keep allows students to share their notes with classmates, instructors, family, and friends. When appropriate, these collaborators can be from a different classroom, school, district, state, or country.

A Brief Overview of Google Keep



Watch on YouTube

Transcript

Google Keep & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here are some examples of how Google Keep might fit within the SAMR model:

- **Substitution**: Students are tasked with taking notes on Google Keep rather than with pen and paper during a class discussion.
- **Augmentation**: Students collaboratively create to-do list notes with other students in their class via Google Keep.
- **Modification**: Students collaboratively create multimodal notes, featuring drawings, links, and text, to record details of a class activity, experiment, field trip, or other learning experience.
- **Redefinition**: Students share their multimodal notes with others outside of their class (e.g, parents/guardians/relatives) to get feedback.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technological skills and knowledge), we encourage you to think about how you might use Google Keep to modify or redefine learning.

Sample Learning Activities

Math

- Equation Visualization: Students can create notes with drawings to showcase how equations work with visuals (this may be especially helpful with geometry!).
- Top Tutorials: Students can find a tutorial on a website like Khan Academy that helps them understand a mathematical concept or process and save it to the Google Keep using the Google Keep Chrome Extension. Students can even go a step further and take notes summarizing the parts of the tutorial that assisted in their understanding.

Science

- Step-by-Step Experiments: Students can create a list of steps/tasks needed to complete an experiment and check them off as they go.
- Scientific Method Meticulousness: Students learning about the scientific method can check off each step of the process as its completed. With each step, they can also take a picture, write notes, or draw an image that represents how they completed that step.

English/Language Arts

- Crowdsourcing a Summary: Students can work together to create summaries (e.g., Sparknotes) as they read assigned chapters throughout a class. Furthermore, students can create accompanying drawings that showcase the main event (or events) in a chapter.
- NaNoWriMo Notes: Students working on participating in national novel writing month can organize all their notes in a single place under a single label. These notes can then be shared with other participating peers, the instructor, family, or friends to gain feedback via drawing, text, or images.

History/Social Studies

- Field Trip Field Notes: Students can use their phones to take pictures on field trips to museums or historical sites. Once taken, these images can then be appended with dictated notes describing what the student has learned from the site or artifact shown in the image.
- **Historical Recreation**: Students learning about historical events can draw out their visualization of how they occurred with written or dictated notes providing brief summaries.

Other

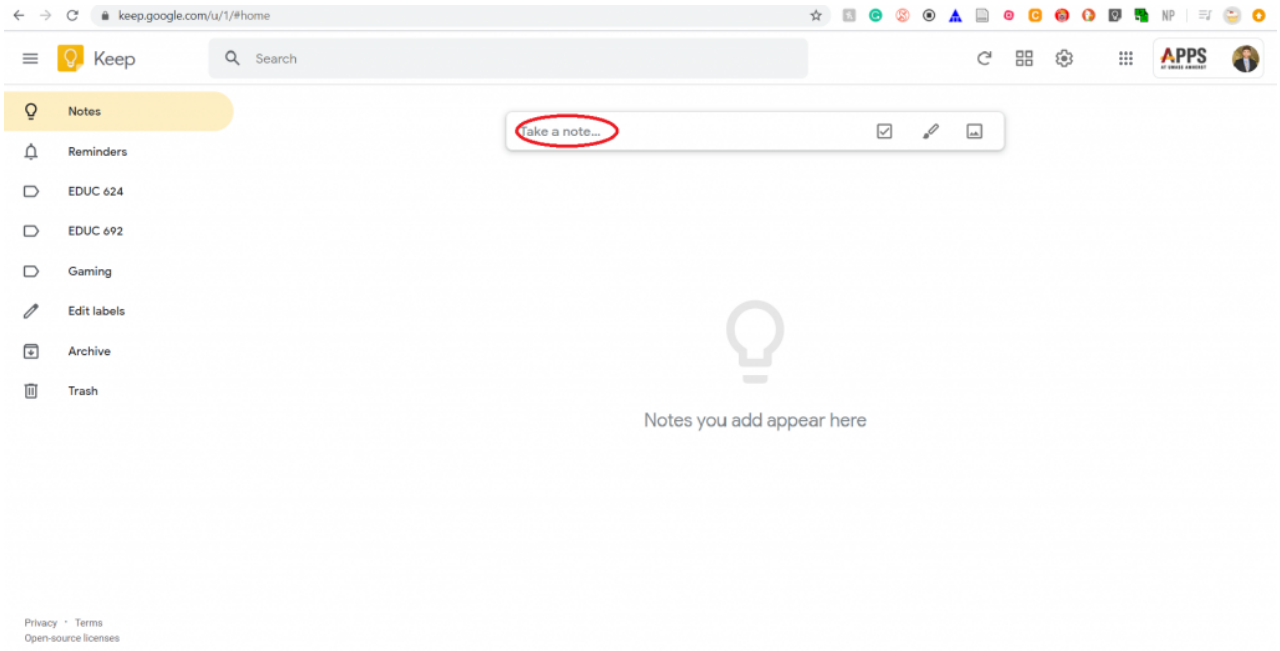
- Organized On the Web: Students can use the Chrome extension of Google Keep to mark, organize by labels, and take quick notes about interesting articles or websites they find on the web.
- Snapshot Journaling: Students can take a picture every day for a specified period of time (a week, a month, or a year) and write a note that describes how they are thinking or feeling. This could be used to check-in at the beginning or end of class, or to keep students engaged when learning remotely.

Resources

- Ditch that Textbook: How to Use Google Keep in the Classroom
- 15 Ways for Students to Use Google Keep Infographic
- Five Ways Students Can Use Google Keep
- How To Organize Your Life With Google Keep

How to Use Google Keep

- Go to Google Keep (click “Sign Up” and register for a Google account if you don’t already have one).
- To begin writing a note, place your cursor in the box that says “Take a note…” and choose an option.
- If you write directly in the box, it creates a simple text note.



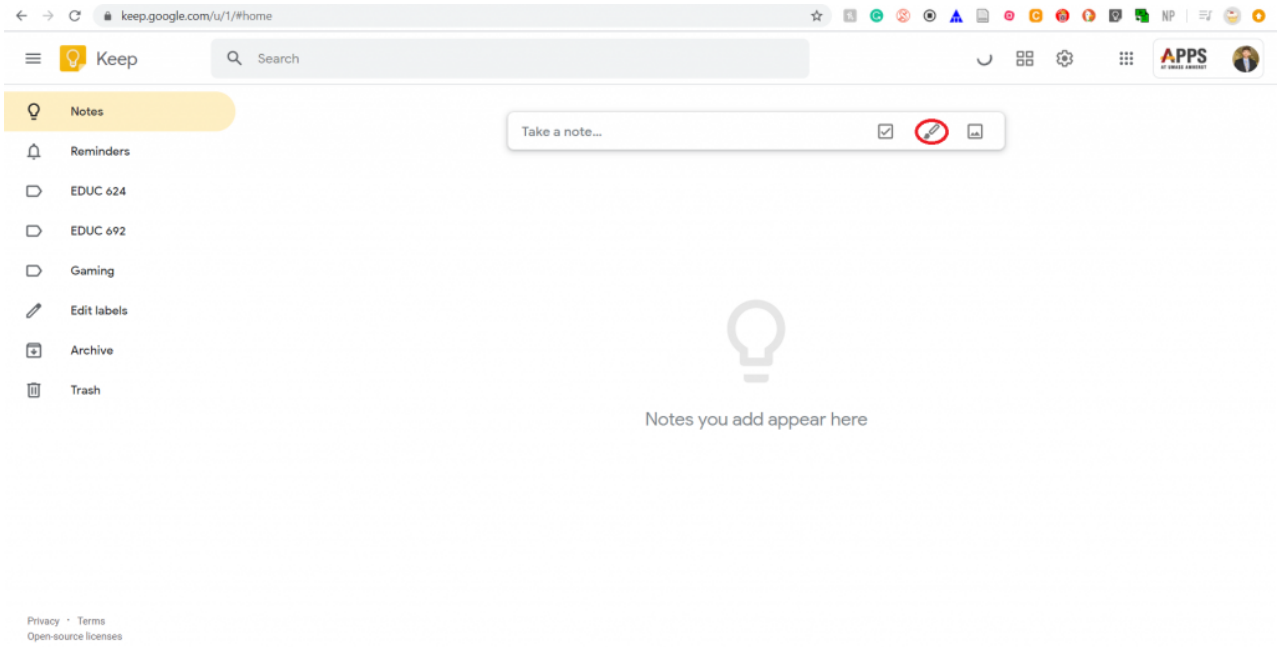
Adding a note in Google Keep

How to create a basic, text-based note in Google Keep

- Add a title and label to help organize all of your notes.
- If you click on the checkbox image, it will create a to-do list.
- You can create an image or drawing to add to a to-do list.

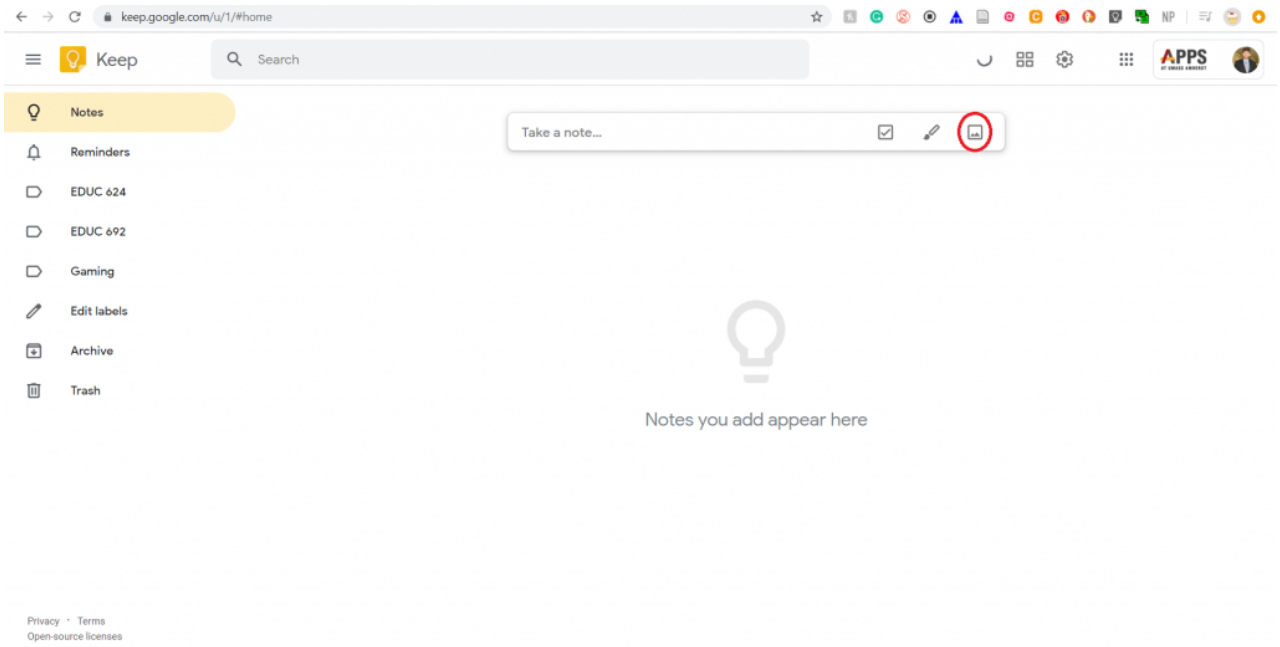
How to create a multimodal note in Google Keep

- If you click on the paintbrush icon, it will create a drawn note.



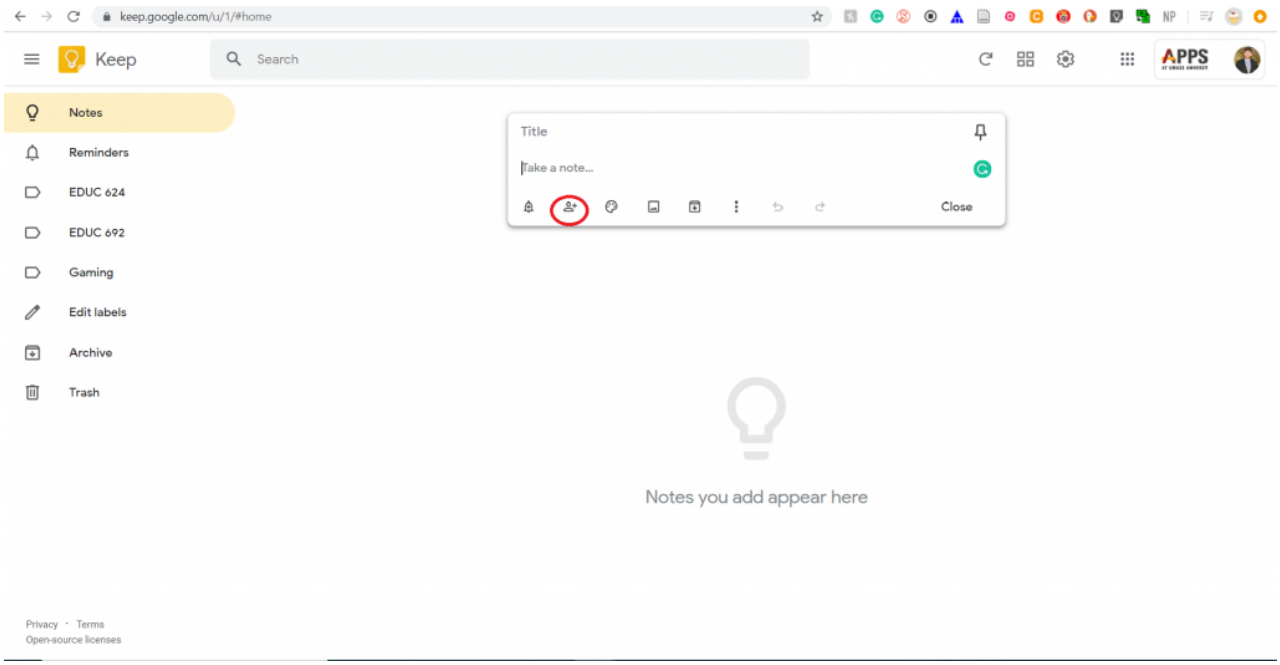
Paintbrush icon

- After this is clicked on, you will be brought to an open drawing screen with tools to change the colors and add gridlines or ruler lines.
- Once an image is completed, you may export it using the option found in the upper-right hand corner after clicking on the icon with three dots arranged vertically.
- The drawing can be edited by clicking directly on the image from your notes. You may also add written or textual notes by scrolling down on the note until you see the section with the text “Note” under “Title.”
- If you click on the image icon, it will prompt you to upload an image from your device (such as a computer or smartphone).



How to upload an image to Google Keep with a note.

- Once uploaded, a note is created which can then edited further through the options found below the images. For example, textual notes can be taken in the section with the text “Note” under “Title” or you can additional images or notes through the “more” options icon (symbolized by three vertically-arranges dots) .
- After you are done creating your note, you can click out of the screen and decide what label you wish to use to file your note, Google Keep will automatically save the notes for you as you type.
- If you wish to share a note, click on the “collaborator” icon found at the bottom of a note (see image below) then enter the Gmail address of the person (or people) with whom you wish the share the note.



How to invite a collaborator in Google Keep.

Research

Kakoulli-Constantinou, E. (2018). Teaching in clouds: using the G Suite for Education for the delivery of two EAP courses. Journal of Teaching English for Specific and Academic Purposes.

Science Scope. (2017). Technology tools for a paperless classroom (3rd ed., Vol. 41). Seattle, Retrieved from https://www.questia.com/library/journal/1G1-514176772/technolog%20y-tools-for-a-paperless-classroom.

Ventayen, R. J. M., & Orlanda-Ventayen, C. C. (2018). Google’s Gsuite Applications in Open University System’s Perspective.

Authors

Page created by Jeff Edelstein, Emma Needham, and Isabella Notarangelo.

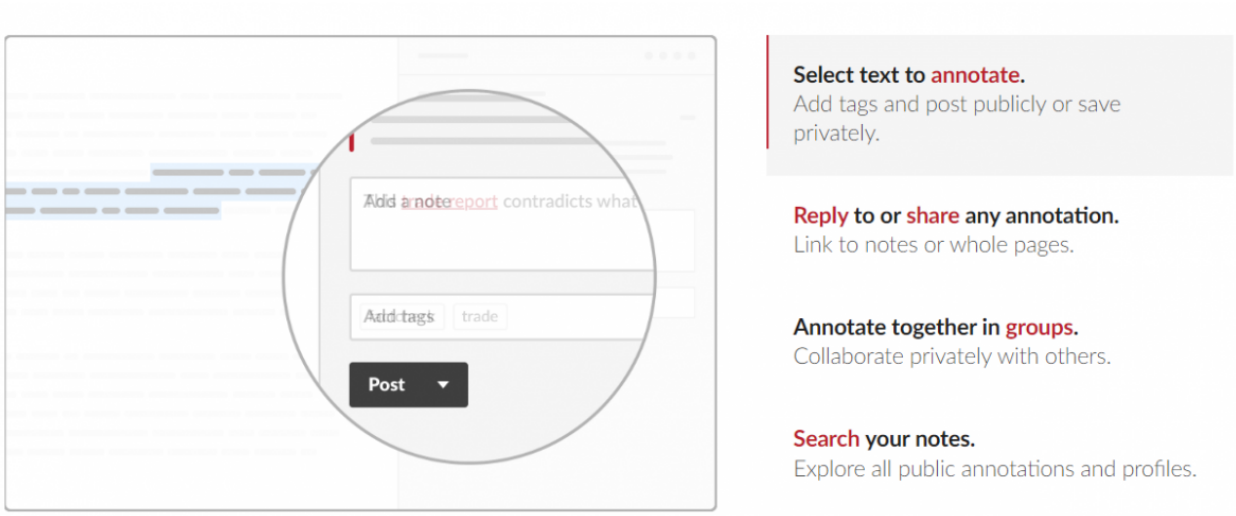
This content is provided to you freely by EdTech Books.

Access it online or download it at https://edtechbooks.org/onlinetools/google-keep.

Hypothes.is

Connectivism | Learning Management Systems | Social Constructivism | Annotation

*Hypothes.is is an online **social annotation tool**. It allows users to annotate openly on websites, blogs, online journals, and news articles. Hypothes.is allows users to create groups to share online text, resources, links, and annotations. It can be used as a private note-taking and critiquing tool or a collaborative annotation tool. Using the Chrome Extension or bookmarklet (bookmark with JavaScript), users can annotate directly on a webpage or online text.*



Hypothes.is Overview

Using Hypothes.is, traditional annotation activities (typically done in isolation) are transformed into collaborative knowledge-building activities. With public Hypothes.is pages, students can **see annotations and comments by other individuals**, including their peers and even experts in the field, and add their own annotations and comments that build on what they learned from others while reading a digital text (see examples of public Hypothes.is pages). Online class materials can be annotated in advance to lead to deeper, richer discussions during class time. A really exciting way to use Hypothes.is is to organize a "**flash mob annotation**" for topic of interest. This establishes a community of practice driven by interest and curiosity. During a flash mob annotation, participants meet online at a specific time, and simultaneously annotate a document or image, creating an exciting conversation.

Institutions can integrate Hypothes.is with their Learning Management Systems (LMS). For the duration of 2020, in support of institutions confronting the Covid-19 crisis, fees are being waived.

Tool Snapshot

Price	Free for individual use. Paid plans for institutional use.
Learning	Social constructivism, Connectivism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★★☆☆ (VPAT Report)
Class Size	Not Applicable
Login	Yes
ISTE*S	Knowledge Constructor, Global Collaborator
COPPA/ FERPA	Yes, when a LMS (Learning Management System) app is used. No, when a non-LMS version is used (for personal use).
GDPR	Yes

Ease of Use

The user can quickly learn how to use the tool with relative ease. There are tutorials and FAQ information available if the user runs into an issue with the tool.

Privacy

The user has to share some personally identifiable information (e.g., email address, name, location) when creating an account. The privacy policy clearly states how the information is used or shared. However, when the application is used through an institution's LMS, the system is COPPA and FERPA compliant.

Hypothes.is Overview Video



Watch on YouTube

Video Transcription

Hypothes.is & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Hypothes.is might fit within the SAMR model:

- **Substitution:** Students read and annotate text online instead of on a hard copy.
- **Augmentation:** The instructor annotates a class digital text ahead of time on Hypothes.is to guide students' thinking, annotations, and comments.
- **Modification:** Students engage in annotating and discussing articles with peers outside of class time. Students critically analyze the archive of the annotations and discussions for a text.
- **Redefinition:** Students engage in collaborative annotating with experts and professionals from around the world.

Learning Activities

Math

- Annotate news articles to identify math in everyday life.
- Annotate the charts and graphs in news articles.
- Critique the credibility of Wikipedia pages about famous mathematicians.

Science

- Facilitate an open Hypothes.is discussion on a science article of interest.
- Use Hypothes.is to annotate media/news articles to evaluate the credibility and accuracy of scientific studies.

English/Language Arts

- Synthesize observations on a popular English poet's work, referring to highlighted texts and collective annotations.

Social Studies

- Read two versions of a historical event and compare and contrast the two versions, including their accuracy and what the differences might mean in terms of the viewpoints of the writers.

Other

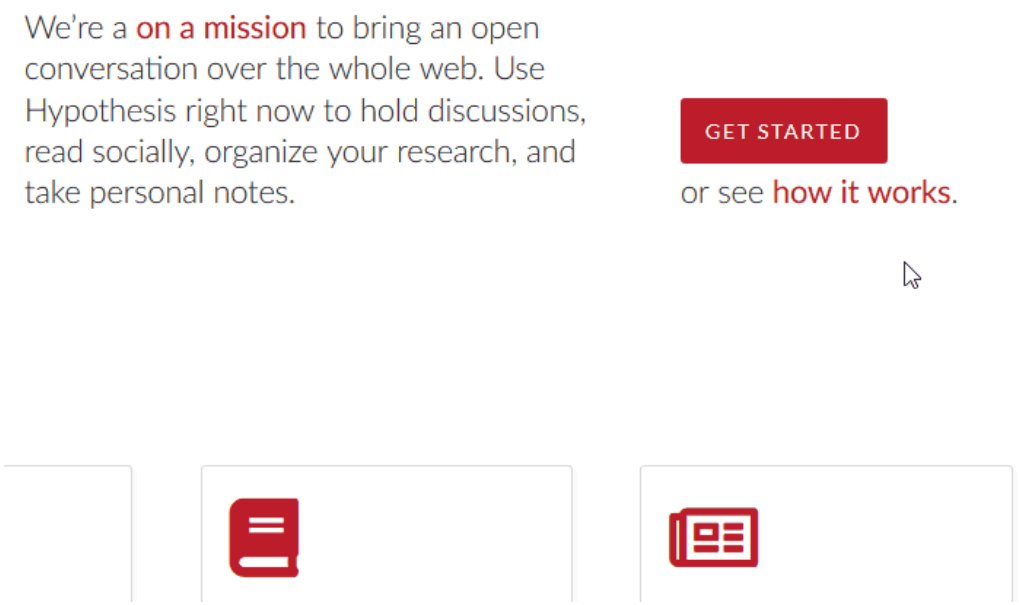
- Collect articles with divergent opinions or solutions and discuss with others the rationale underpinning the divergence in ideas.

Resources

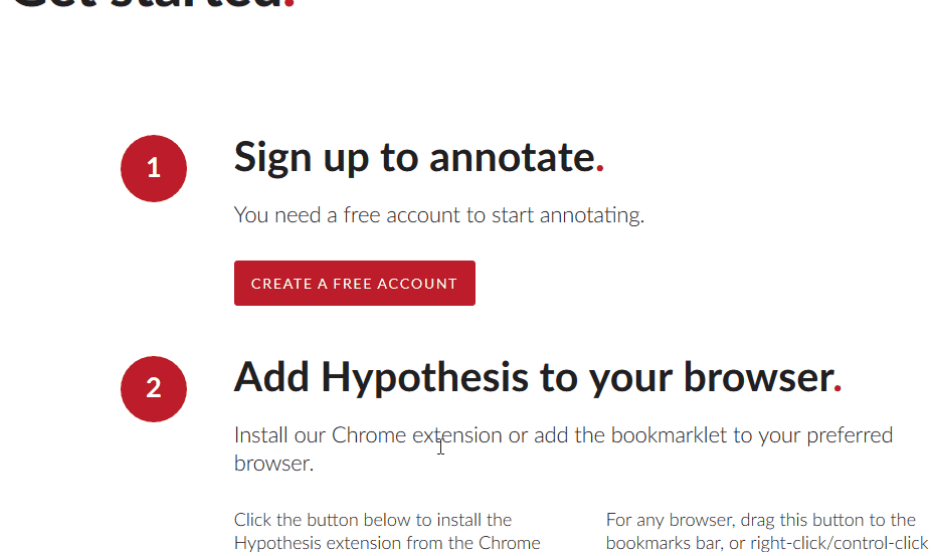
- Official how-to use Hypothes.is video
- Hypothes.is in Education
- The Pedagogy of Collaborative Annotation
- Official Hypothes.is Youtube channel with tutorial videos
- Social Reading and Remote Learning with Hypothes.is
- Hypothesis Animated Intro
- Annotation: 10 Ways to Annotate with Students
- Quick Start Guide for Teachers
- Annotating with Groups
- Teacher Resource Guide
- Grading Student Annotations in Moodle
- Grading Student Annotations in Blackboard
- Grading Student Annotations in Canvas
- Enhancing Student Engagement with Course Materials through Digital Social Reading

How to Use Hypothes.is

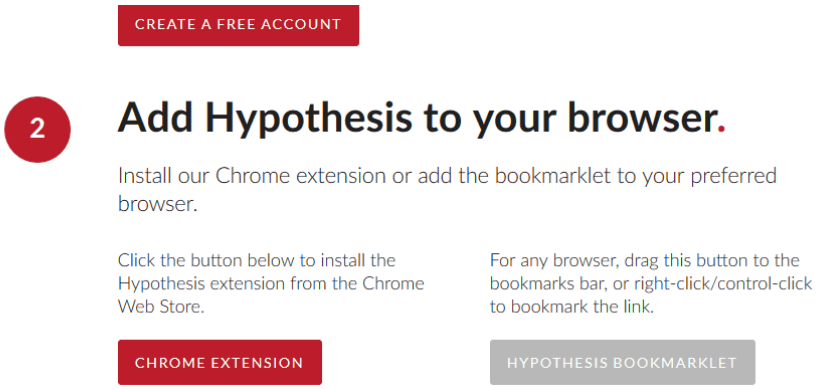
Go to web.hypothes.is/start (Note: Hypothesis is only available on a computer) and click "Get Started."



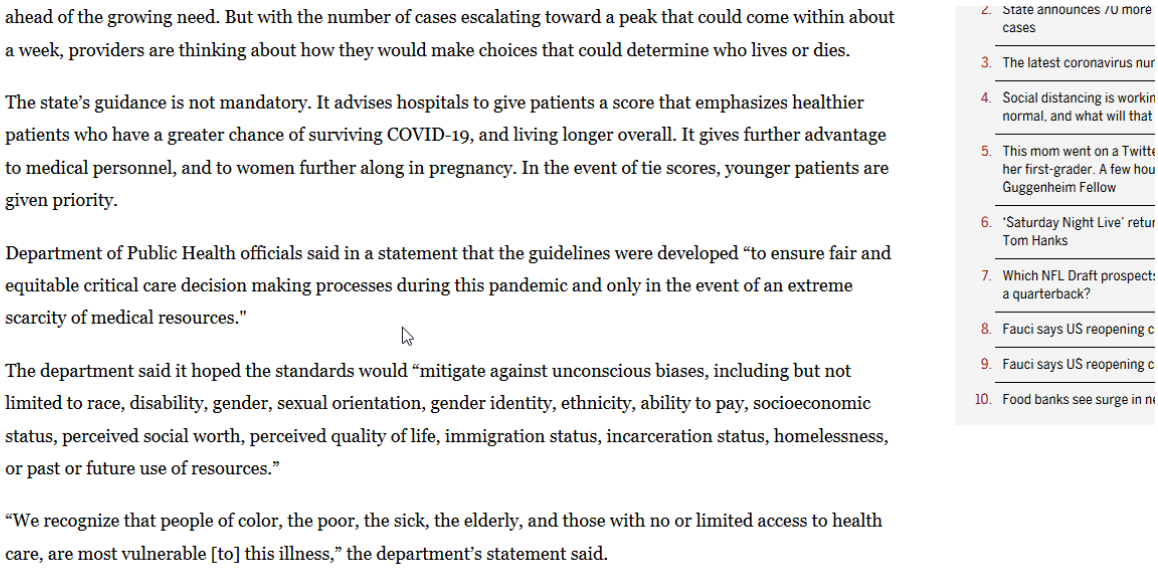
Create a new account.



After your create the account, install the Chrome extension. (Note: If you are not using Google Chrome, install the "bookmarklet.")



You are now ready to annotate. Start by visiting any website and by selecting any text, and then by clicking “Annotate.”



ahead of the growing need. But with the number of cases escalating toward a peak that could come within about a week, providers are thinking about how they would make choices that could determine who lives or dies.

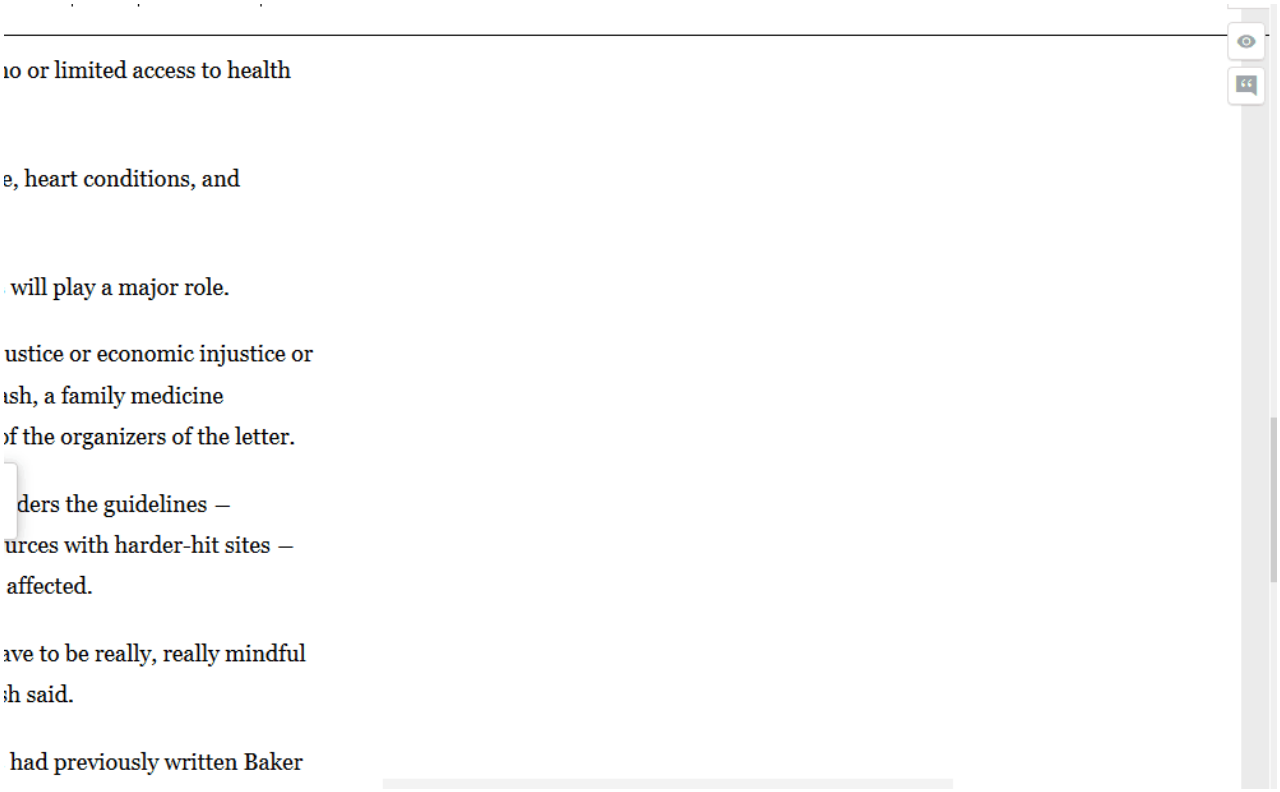
The state’s guidance is not mandatory. It advises hospitals to give patients a score that emphasizes healthier patients who have a greater chance of surviving COVID-19, and living longer overall. It gives further advantage to medical personnel, and to women further along in pregnancy. In the event of tie scores, younger patients are given priority.

Department of Public Health officials said in a statement that the guidelines were developed “to ensure fair and equitable critical care decision making processes during this pandemic and only in the event of an extreme scarcity of medical resources."

The department said it hoped the standards would “mitigate against unconscious biases, including but not limited to race, disability, gender, sexual orientation, gender identity, ethnicity, ability to pay, socioeconomic status, perceived social worth, perceived quality of life, immigration status, incarceration status, homelessness, or past or future use of resources.”

“We recognize that people of color, the poor, the sick, the elderly, and those with no or limited access to health care, are most vulnerable [to] this illness,” the department’s statement said.

A Hypothes.is window slides out from the right side of your screen to input your annotation comments.



That's it! All your annotations, highlights and notes are now saved to your Hypothes.is account. You can find them by visiting https://hypothes.is anytime.

Research

Bonn, M., & McGlone, J. (2014). New feature: Article annotation with Hypothes.is. *Journal of Electronic Publishing, 17*(2). http://dx.doi.org/10.3998/3336451.0017.201

Kennedy, M. (2016). Open annotation and close reading the Victorian text: Using Hypothes.is with students. *Journal of Victorian Culture, 21*(4), 550-558. https://doi.org/10.1080/13555502.2016.1233905.

Authors

This page was created by Constance M. Cook and Sai Satish Gattupalli.

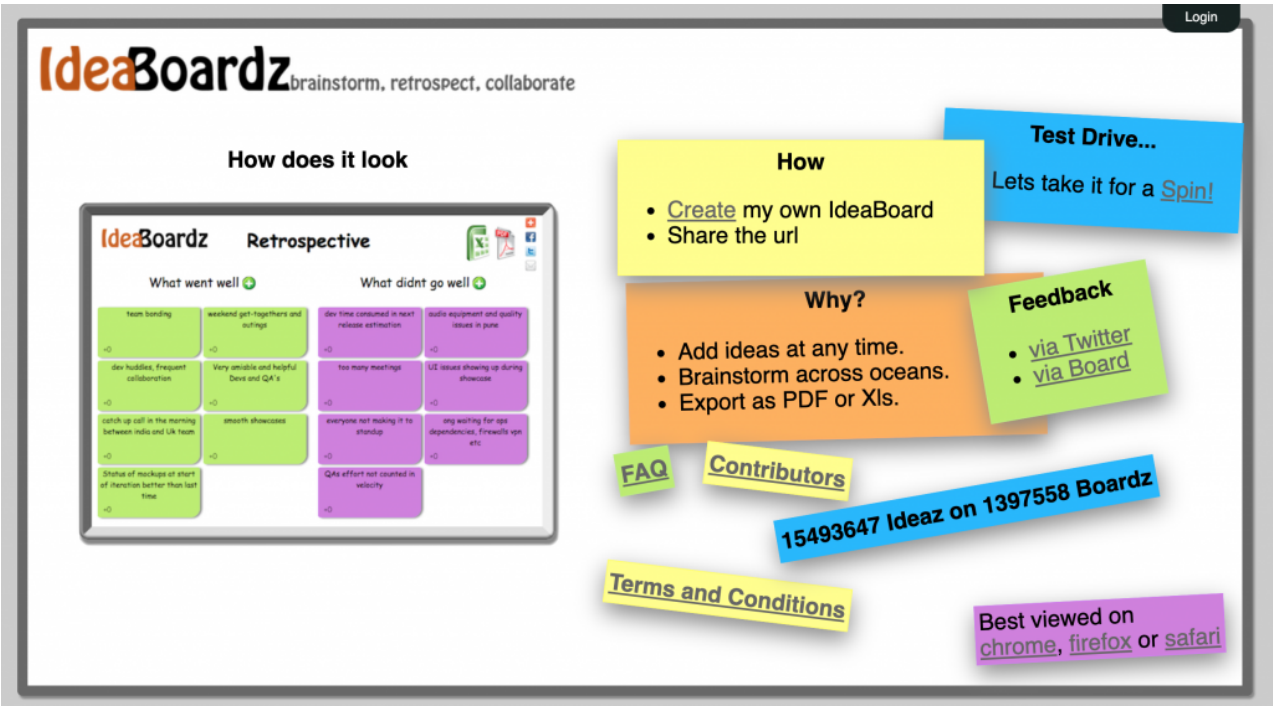
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Access it online or download it at https://edtechbooks.org/onlinetools/hypothes-is.

IdeaBoardz

Collaboration | Social Constructivism | Crisis Communication

IdeaBoardz is a community-based tool that allows users to add sticky notes, known as ideaz, to an IdeaBoard. Users can make an unlimited number of IdeaBoards based on different topics. Within an IdeaBoard, users can add different columns to create subtopics. For example, on a board about pizza, there could be a column that is "Why you should like pizza" and "Why you shouldn't like pizza." Students can add as many Ideaz as they want to share and express their ideas. To date, more than 1.4 million Boardz have been designed, featuring over 15 million Ideaz (IdeaBoardz homepage). IdeaBoardz is a great tool for teams as it allows users to virtually collaborate from any place around the globe. Ideaboardz can support communication, collaboration, social knowledge construction, and brainstorming both within and beyond the classroom walls.



Tool Snapshot

Price	Free
Learning	Social Constructivism

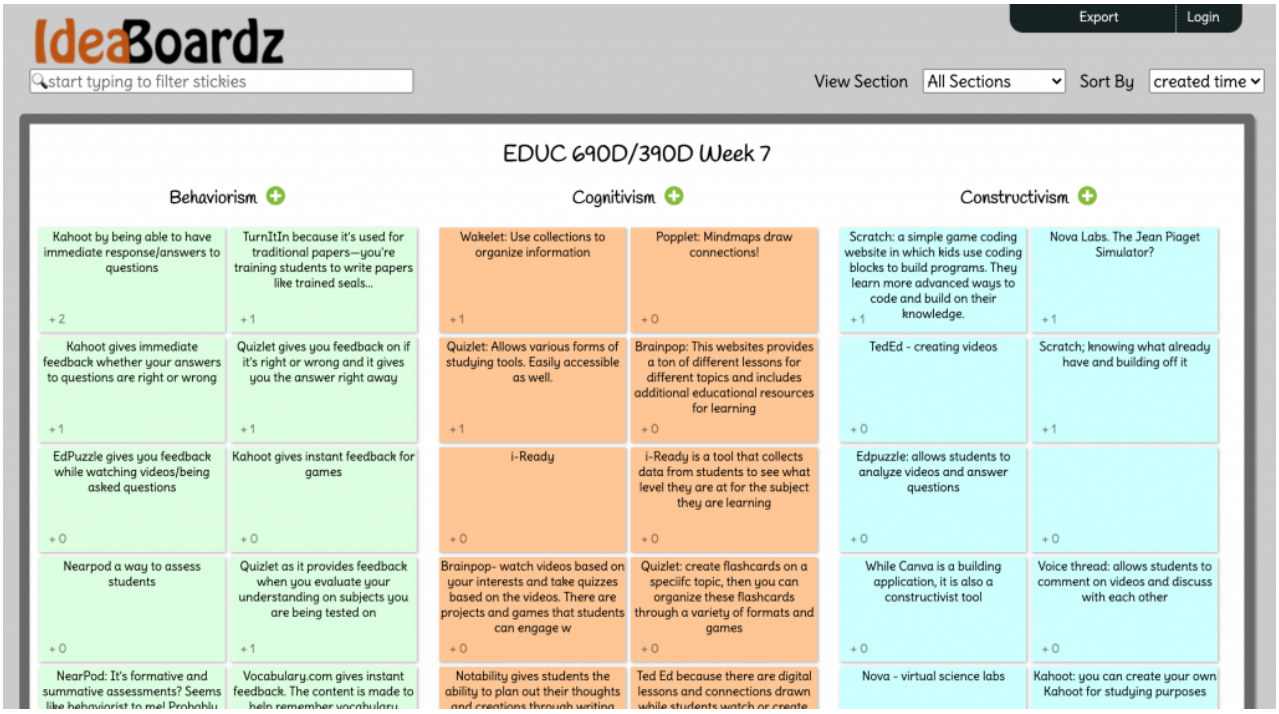
Ease of Use	★★★★☆
Privacy	★★★★★
Accessibility	★★★☆☆
Class Size	Unlimited
Login	Not Required, Optional
ISTE*S	Global Collaborator & Knowledge Constructor
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

Price

IdeaBoardz is a completely free virtual tool.

Ease of Use

We gave IdeaBoardz 5 stars for ease of use. We found it easy to learn how to use. IdeaBoardz also provides multiple resources for those who do not know how to use the tool, like their FAQ page, and provides their email for any questions. Users can also provide feedback on the tool through an IdeaBoard or through Twitter.



Example class IdeaBoardz

Privacy

We gave IdeaBoardz 5 stars for how they handle privacy. Users do not need to share any information to use the site and can even use the site from an incognito or private window/browser for further protection of their data. Users are given the option to make an account with their email, but the terms and conditions state that email addresses will not be

collected or used for any purpose other than to make an account to save an IdeaBoard. Users can create an account for the sole reason to save their IdeaBoards.

Accessibility

We gave IdeaBoardz 3 stars for accessibility. A screen reader can work with the tool, but it is not simple to use and read what is on the screen. Users can click on the Ideaz to make them larger, but users cannot adjust font size or color. IdeaBoardz could be made more accessible by adding color, font, and size adjustments for text, better text-to-speech options, keyboard shortcuts, and text translators.

ISTE Standards

Global Collaborator

- Students can use IdeaBoardz as a collaboration tool to share their ideas and see what other students or contributors from around the world add to it.
- Users can contribute to an IdeaBoard locally or globally.
- Multiple students can work on one IdeaBoardz together.
- IdeaBoardz supports social learning.

Knowledge Constructor

- Students can read ideaz written by others and form their own connections on a topic.
- Students can use IdeaBoardz to curate, organize, and design collections of resources, ideas, and information.

IdeaBoardz in 120 Seconds



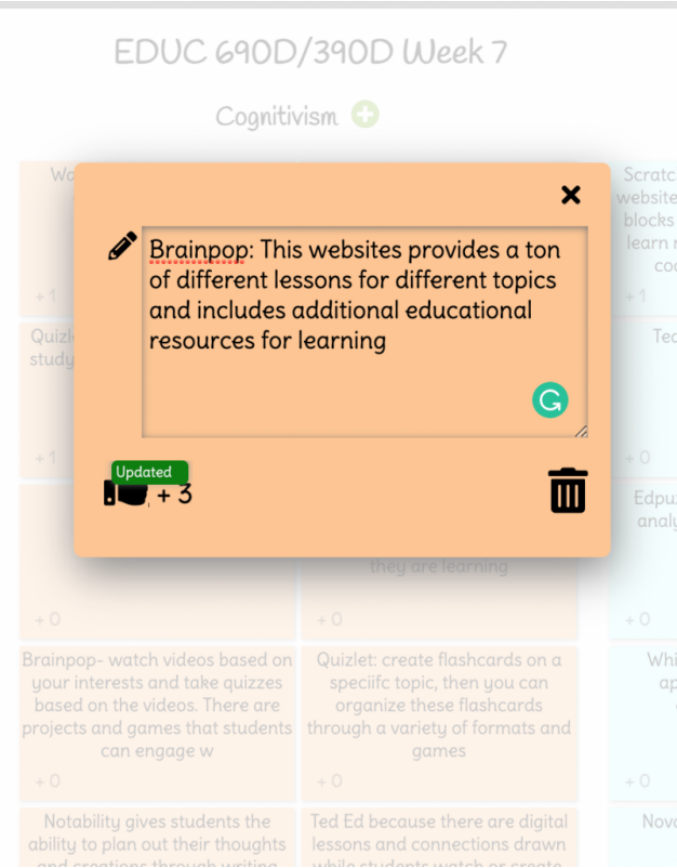
Watch on YouTube

IdeaBoardz & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how IdeaBoardz might fit within the SAMR model:

- **Substitution:** Students write their thoughts on virtual Ideaz instead of using actual sticky notes.
- **Augmentation:** Students can engage in the discussion on IdeaBoardz over an extended period of time, as well as asynchronously. Users can also merge two ideaz into a single note if they are similar and like or, "thumbs up" individual ideaz to show their agreement with an idea.
- **Modification:** Students can search across the ideaz for specific text or words and also export the content of the IdeaBoardz for future reflection.
- **Redefinition:** Students can engage in idea sharing, brainstorming, and knowledge building with people from around the world in real time.



Example ideaz (sticky note) added to an IdeaBoard about edtech

Learning Activities

Math

Math teachers can format their IdeaBoards with up to to 10 sections with each section having a different problem. Students can add ideaz underneath each section for how to go about solving the problem. Students can "thumbs up" an ideaz if they like this method of problem solving. Students can also add helpful hints under each question to support their peers' problem solving capabilities.

Science

Science teachers can format their IdeaBoards to have sections that match the number of steps in the water cycle. Under each step, students can write in their own words what happens in each step of the water cycle.

English/Language Arts

English/Language Arts teachers can format their IdeaBoards to include multiple sections with prompts that encourage students to explore and think about a book in unique ways. Teachers can also create an IdeaBoard where students write alternate endings to the book. Teachers can setup different sections on an IdeaBoard where one student starts an idea for an alternate ending to a book and then other students continue building on that idea in that section of the IdeaBoard.

Other

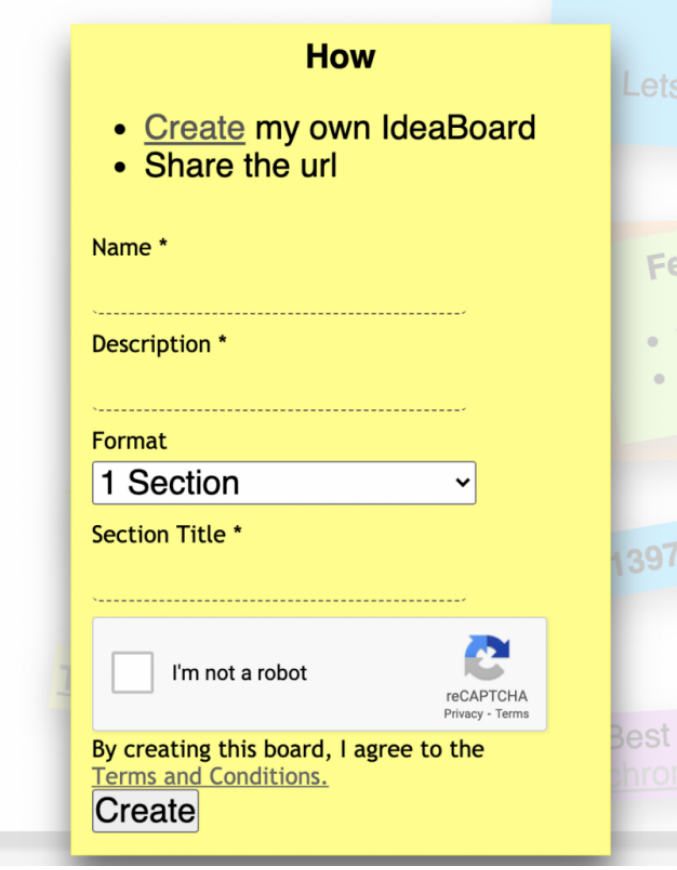
For a social studies presentation or a presentation in an elective class, students can create a pros and cons IdeaBoard on a topic of their choice. For example, one student may choose to do a pros and cons list on gun control and present their IdeaBoardz to the class.

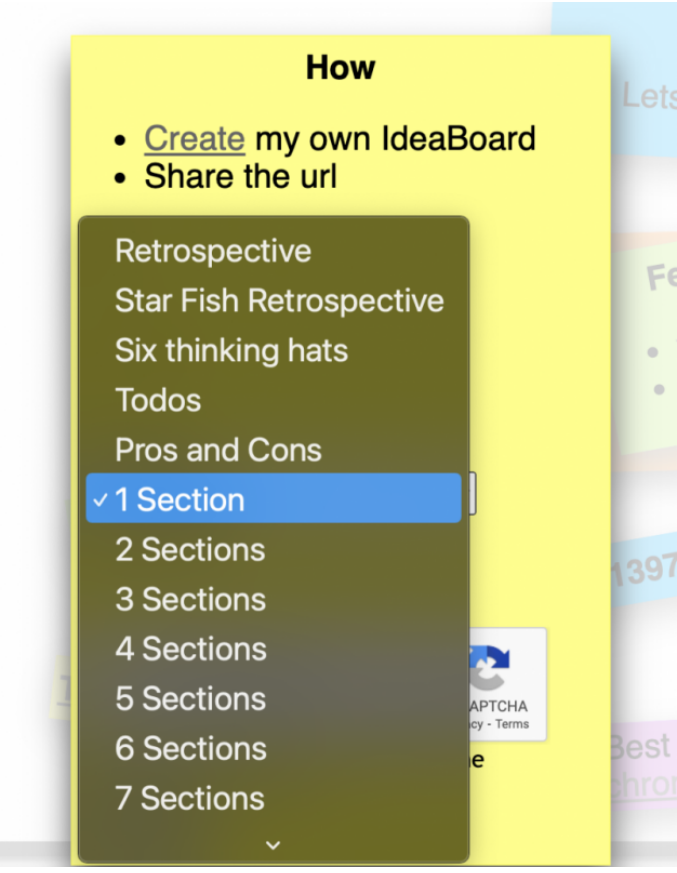
Resources

- Happy Appers Review of IdeaBoardz
- IdeaBoardz Review – How to use Tutorial
- Ideaboardz is Wonderful for Collaboration
- Human Interface and Applications on Idea Board
- How To Create and Use IdeaBoardz
- FAQ Questions about IdeaBoardz

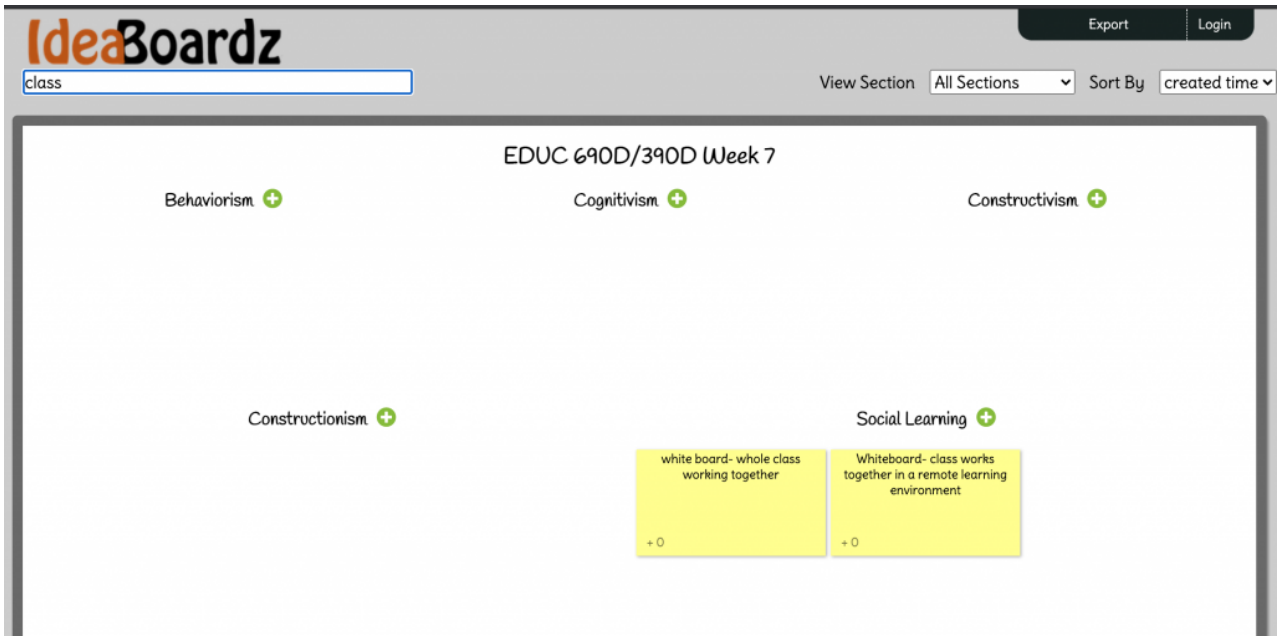
How to Use IdeaBoardz

- Go to https://ideaboardz.com.
- Click “Login” (this step is optional).
- Click “Create” to start your own Board.
- Setup your board:
    1. Provide a name and short description of the board.
    2. Select a format that will best suit your needs.
    3. Now, select appropriate section titles.
- Select the CREATE button to start your board.


How
Create my own IdeaBoard
Share the url
Name *
Description *
Format
1 Section
Section Title *
I'm not a robot
reCAPTCHA
Privacy - Terms
By creating this board, I agree to the
Terms and Conditions.
Create


How
Create my own IdeaBoard
Share the url
Retrospective
Star Fish Retrospective
Six thinking hats
Todos
Pros and Cons
1 Section
2 Sections
3 Sections
4 Sections
5 Sections
6 Sections
7 Sections

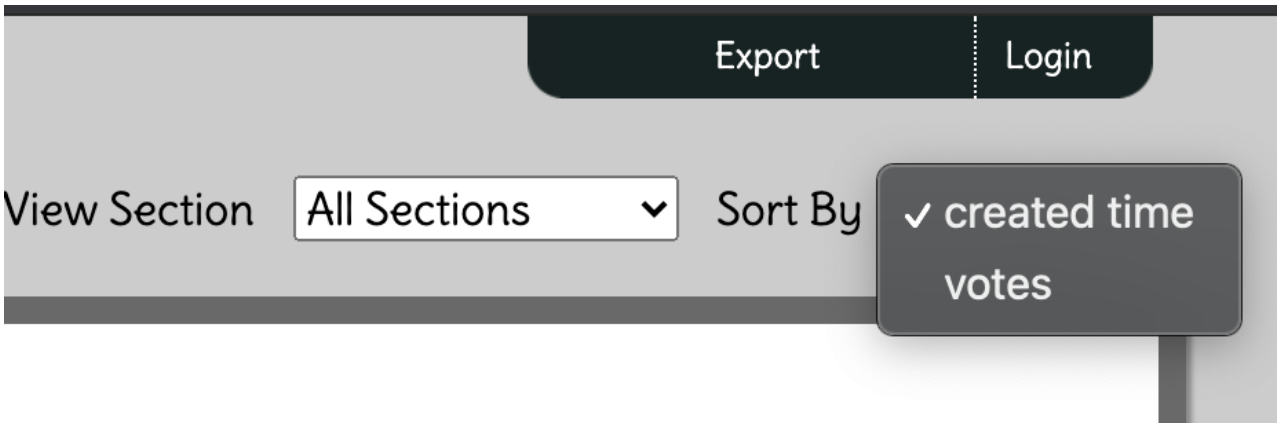
- Add information to your board.
    1. Click on the green '+' sign to add text to each board section.
- Find specific information.
    1. Select the SEARCH option at the top left-hand corner to find text.



- Select "Export" in the top right-hand corner to save the board, as well as to save the information into a PDF format.



- Select "Sort by" in the top right corner to filter through boards.



- Manage/organize your boards in the MyBoardz section in the top right corner.

Research

Fuchs, B. (2014). The writing is on the wall: Using Padlet for whole-class engagement. *Loex Quarterly*, *40*(4), 7.

Nakagawa, M., Oguni, T., & Yoshino, T. (1997). Human interface and applications on IdeaBoard. In *Human-Computer Interaction INTERACT'97* (pp. 501-508). Springer, Boston, MA.

Ramachandiran, C. R., & Mahmud, M. M. (2018). Padlet: A technology tool for the 21st century students skills assessment. *vol*, *1*, 8.

Authors

This page was created by Kerri Johnson, Kelly Marshall, and Joelle Perez.



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Instagram

Social Media | Connectivism | Video | Photo

*Instagram is a free online tool and app that allows users to **capture and share photos and videos** with friends and family. Since Instagram is one of the most popular social media channels for teens today and there are more than 1 billion monthly active users on Instagram, some of your students are likely among these users. We know that students use social platforms, like Instagram, even during classes. Rather than worry about whether students are being distracted by Instagram in class, you can tap into this powerful resource and meet students where they are. Instagram is not just for personal use, it can also be used as an educational tool in your classroom. For instance, you can ask your students to capture photos or videos of their class work, homework, assignments, school activities, post those in their own account, or a class account, and have discussions about the posts.*

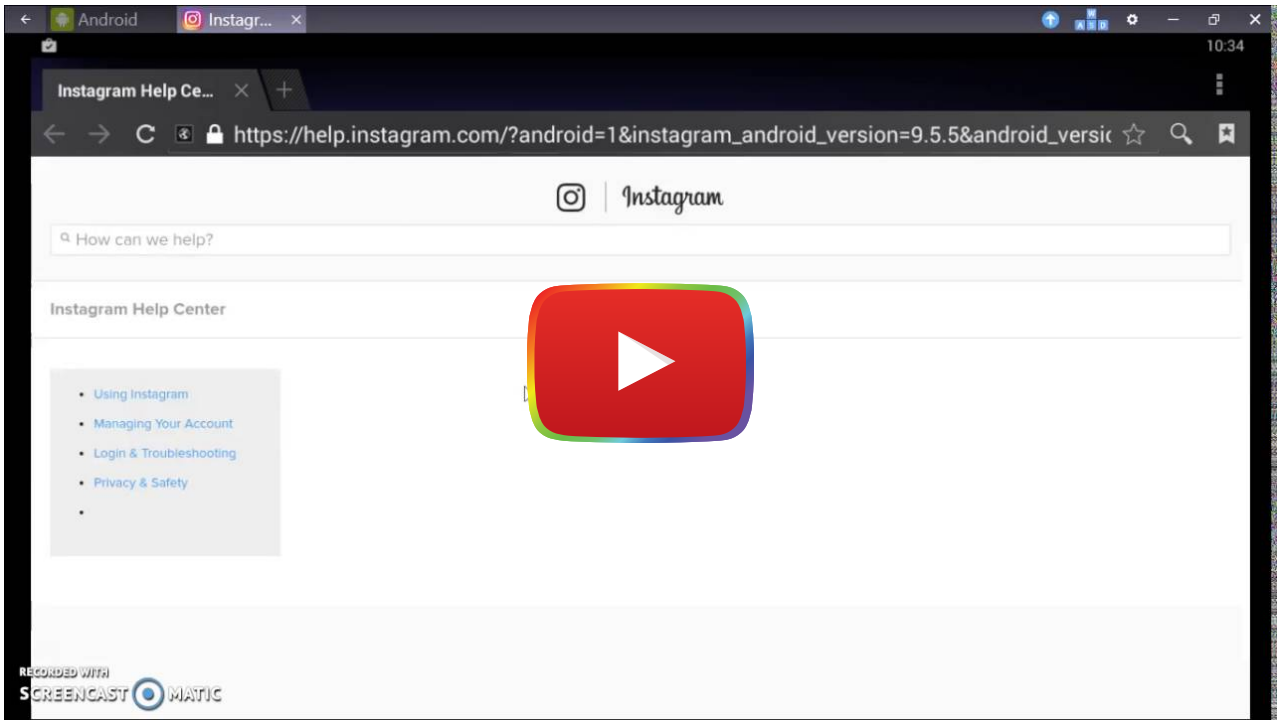


Instagram homepage screenshot

Tool Snapshot

Price	Free with ads
Learning	Connectivism
Ease of Use	★★★★☆
Privacy	★★☆☆☆
Accessibility	★★★☆☆
Class Size	Unlimited
ISTE*S	Knowledge Constructor, Creative Communicator, Global Collaborator, Digital Citizen
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

Instagram Overview Video



Watch on YouTube

The video transcript

Instagram & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Instagram might fit within the SAMR model:

- **Substitution:** Students take photos of their homework assignment (rather than write it down).
- **Augmentation:** Students can use hashtags to curate collections of photos.
- **Modification:** Students leave comments on photos or videos and tag classmates in their comments. After making comments on posts or having discussions under posts, they can also analyze the archive of the discussions.
- **Redefinition:** Students can create videos demonstrating their knowledge about a topic and share these videos with a broad audience via Instagram to receive feedback.

Note: Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Instagram to modify or redefine learning.

Learning Activities

Literature

Your students can take a photo of the cover of a book they have read and share it with book lovers on Instagram and make comments on the book. In this way you as a teacher help them build a community

Science

Students can capture photos or videos about phases of germination (or another scientific process) and engage in a critical examination of the differences in the photos/phases.

Language

Students can create visual flash cards, using photos from Instagram, to improve their vocabulary.

Arts

Students can create a digital photo gallery of their art projects to share with parents, teachers, and a broader community. Students can also use and critically examine the filters on Instagram to improve their photography skills and knowledge.

History

Students can take and explore photos of historic buildings in the city they live in to more closely examine history.

Music

Students who know how to play an instrument can teach others how to play it step by step through short videos.

Other

Instead of having a physical file of portfolio, you can encourage your students to create a digital portfolio, or e-portfolio, on Instagram.

Resources

- Teaching with Instagram: 20+ ideas & resources
- The ultimate list of Instagram resources
- 10 Surprising Ways to Use Instagram in the Classroom
- Using Instagram in the classroom: Five activities
- Instagram Help Center (“Where can I find information about online safety?”, “I think my account has been hacked. ”, “Where can I get help with my Instagram account?”, “Where can I find information about bullying prevention?”, “How can I report abusive content on Instagram?”, “Where can I view my privacy settings?”, and more)
- Using instagram in an educational context
- Additional resource

How to Use Instagram

Go to www.instagram.com

1. Click “Sign Up” and register for an account
2. Return to Instagram and login
3. Setup your profile page
    1. Click on the plus icon in the top left corner
    2. Take a photo
    3. Before share it, tag your friends or add your location or add hashtags
    4. Share it in your story in your profile
4. Research hashtags (#) to find people to follow
    1. Use the Search Engine in the bottom (e.g., type “#edtech”)
    2. Click on “Follow” (now you can get any notification that edtech shares)
    3. Double click on one of the posts to like it or make a comment on one of the posts the person who you just followed has shared
    4. Follow 9-10 individuals who you find interesting (it might be either your friends or those who are not your friends or animals pictures like #cats or food pictures)
    5. Try to broaden your network on Instagram by following as many individuals as possible

Research

Aloraini, N. (2018). Investigating Instagram as an EFL learning tool. *Arab World English Journal (AWEJ) Special Issue on CALL*, (4).

Gonulal, T. (2019). The use of Instagram as a mobile-assisted language learning tool. *Contemporary Educational Technology*, *10*(3), 309-323.

Salomon, D. (2013). Moving on from Facebook: Using Instagram to connect with undergraduates and engage in teaching and learning. *College & Research Libraries News*, *74*(8), 408-412.



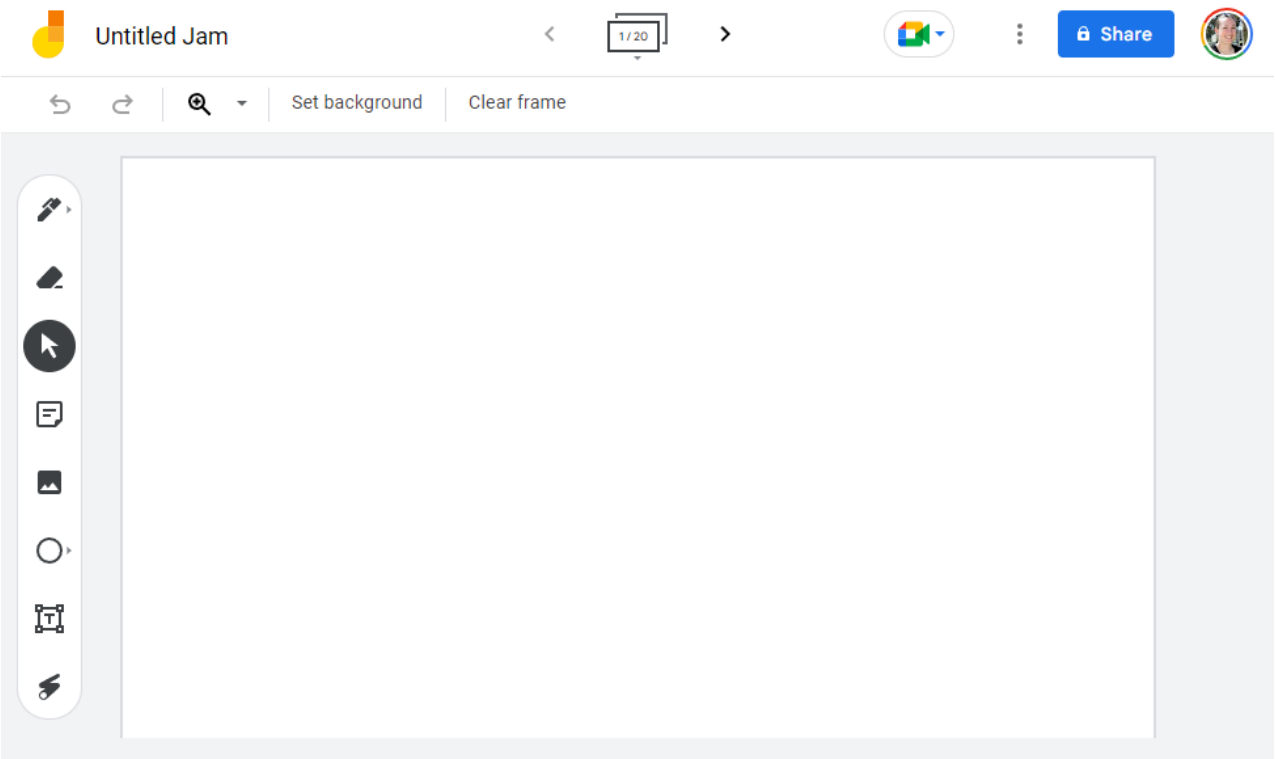
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Access it online or download it at https://edtechbooks.org/onlinetools/instagram.

Jamboard

Collaboration | Social Constructivism | Constructionism

Jamboard is a Google tool that allows users to creatively organize, format, and present information through text, images, shapes, and drawings. As of 2020, there are 1.8 billion global active Google accounts, all of which have access to Jamboard (Petrov, 2021). Jamboard falls under the category of virtual whiteboards – allowing users to write, draw, and erase like a traditional whiteboard, but also it features added digital functions (e.g., importing from Google Search, Google Drive, or Google Photos). Users can collaborate on the same Jamboard slide from separate devices, making this a community-centered tool. Up to 50 separate Google accounts can be added as collaborators on a single jam. A link to the jam can also be made public, which allows anyone with Internet access to view or edit it. Jamboard can enhance classroom participation by allowing ***students to visually portray their learning and thinking****. This also helps teachers gain knowledge on what their students are comprehending in real-time. It is a* ***great tool for collaboration*** *in in-person, online, synchronous, and asynchronous settings.*



Screenshot of the Google Jamboard interface

Tool Snapshot

Price	Free with a Google Account
Learning	Social Constructivism & Constructionism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★☆☆☆
Class Size	Unlimited viewers (but 50 editors at one time)
Login	Login required to create a jam, but not required to add to an existing, publicly shared jam.
ISTE*S	Creative Communicator & Knowledge Constructor & Global Collaborator
COPPA/ FERPA	Yes

Ease of Use

We rated Jamboard 4 stars for ease of use because it only takes a couple of minutes to learn how to use the features of the tool and minimal instructions are required to understand how the tool works. However, there are no official FAQs or tutorial videos available on Jamboard to help facilitate student learning of the tool.

Privacy

As a part of Google's suite of tools, Jamboard earns 3 stars for privacy. When creating a Google account, a valid name, email address, username, and password are required. It is also optional to provide a phone number to recover your account if the password is lost. Upon creation of your account, Google closely tracks your searches, bookmarks, and location services, among other data. These underlying data collection practices and Google's sharing of your information with third parties make the use of Google tools for personal purposes unsafe.

However, Jamboard falls under Google Workspace for Education, a collection of Google tools that have added security measures for educational purposes. This includes built-in protections such as safeguarding user data and complete data transparency. Google Workspace for Education also complies with both FERPA and COPPA standards. Although Google is typically unreliable with data protection, Google Workspace for Education adds additional precautions to school-related data accounts for its suite of tools, which includes Jamboard.



Accessibility

Overall, Jamboard is not accessible for all users, so we rated it 2 stars. The application features TalkBack, which is a screen reader that can be used on Android devices. However, TalkBack only works for specific Google platforms, such as for Google Meet, and does not work directly with jam frames. Jamboard can be used with a computer mouse or laptop touchpad or with your fingers on a smartphone via the mobile or web app. Unfortunately, Jamboard is not user-friendly for people who can only use a keyboard or who have limited fine motor skills, since a mouse or touchpad is required for many features. Although there aren't many designated functions for accessibility, changing text size and color is possible and simple to adjust.

Class Size

Jamboard will only allow the creator to share their jam with 50 collaborators (50 separate google accounts). If the link to the jam is set to "anyone with the link can view or edit" then an unlimited number of people can join, though not more than 50 at the same time can make edits. It is also worth noting that Jamboard has a limit of 20 frames per jam.

ISTE Standards

Creative Communicator

- Students can creatively express themselves within each jam using the features that the app provides.
- Students can utilize the different tools, styles, and formats to create original works or remix digital resources into new designs.
- Students can import images with ease from a Google image search, allowing access to a global domain of images.

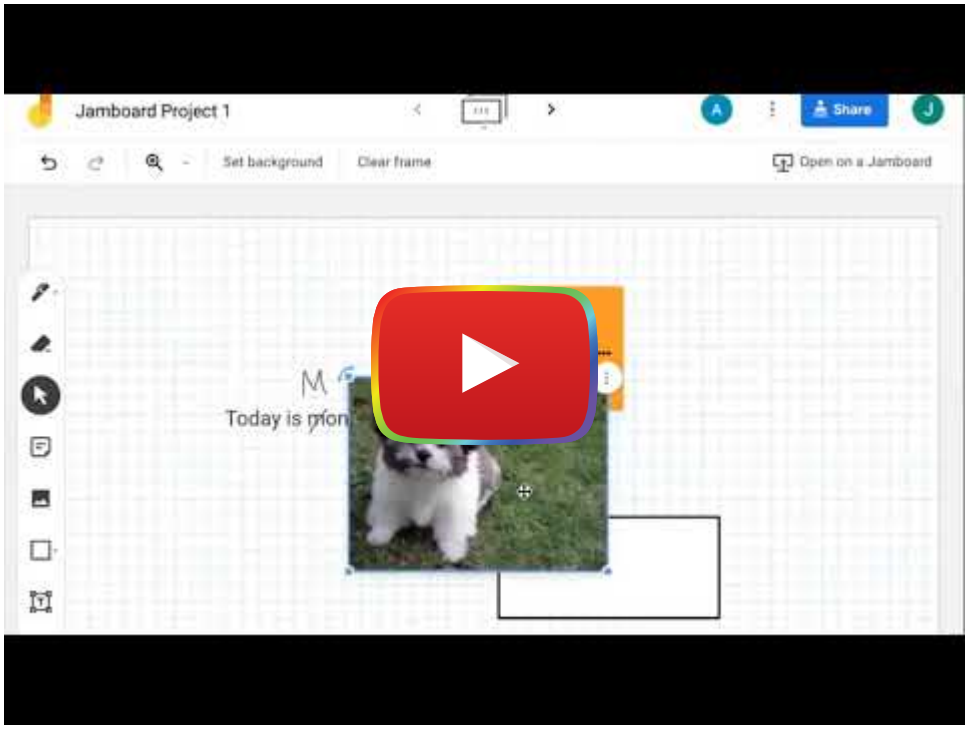
Knowledge Constructor

- Students can curate and annotate the work of others or revise their own work.
- Students can make creative displays, artifacts, or presentations to show their learning and comprehension.

Global Collaborator

- Students from around the world can collaborate on the same jam.
- Students can share their work with others and learn from the work of their peers, experts, or community members.
- Students can connect with learners from a variety of backgrounds and cultures while presenting their creations.

Jamboard In 120 seconds



Watch on YouTube

Watch on YouTube

Jamboard & the SAMR Model

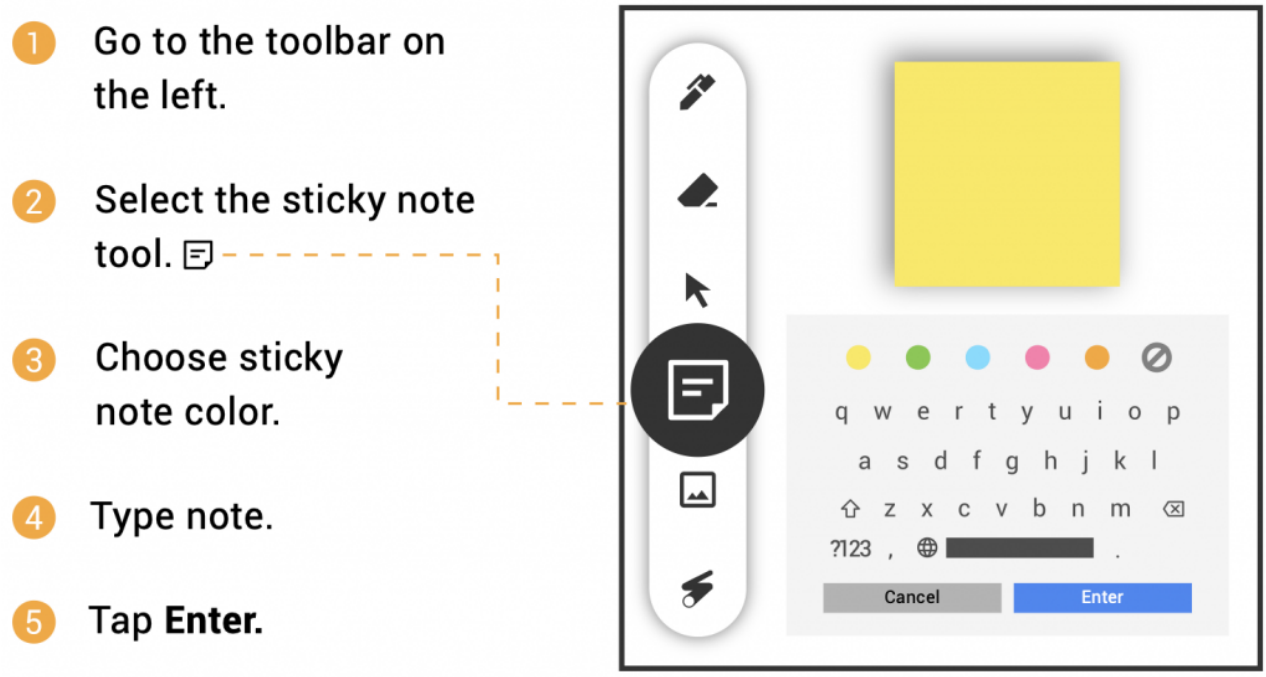
Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool. Here is an example of how **Jamboard** fits within the SAMR model:

- **Substitution:** Students use Jamboard as a traditional whiteboard while drawing and erasing digitally instead of working with pen and paper.
- **Augmentation:** Students have access to the functions of a traditional whiteboard while also having added digital functions, such as the ability to instantly add images directly from the Internet.
- **Modification:** Students can curate and design multimodal jams that save automatically and can be accessed at a later date from any device, allowing students to reflect upon their thinking and continue building their knowledge anytime from anywhere.
- **Redefinition:** Students from around the globe can view and edit other students' Jamboards while collaborating, commenting, and learning from each other.

Learning Activities

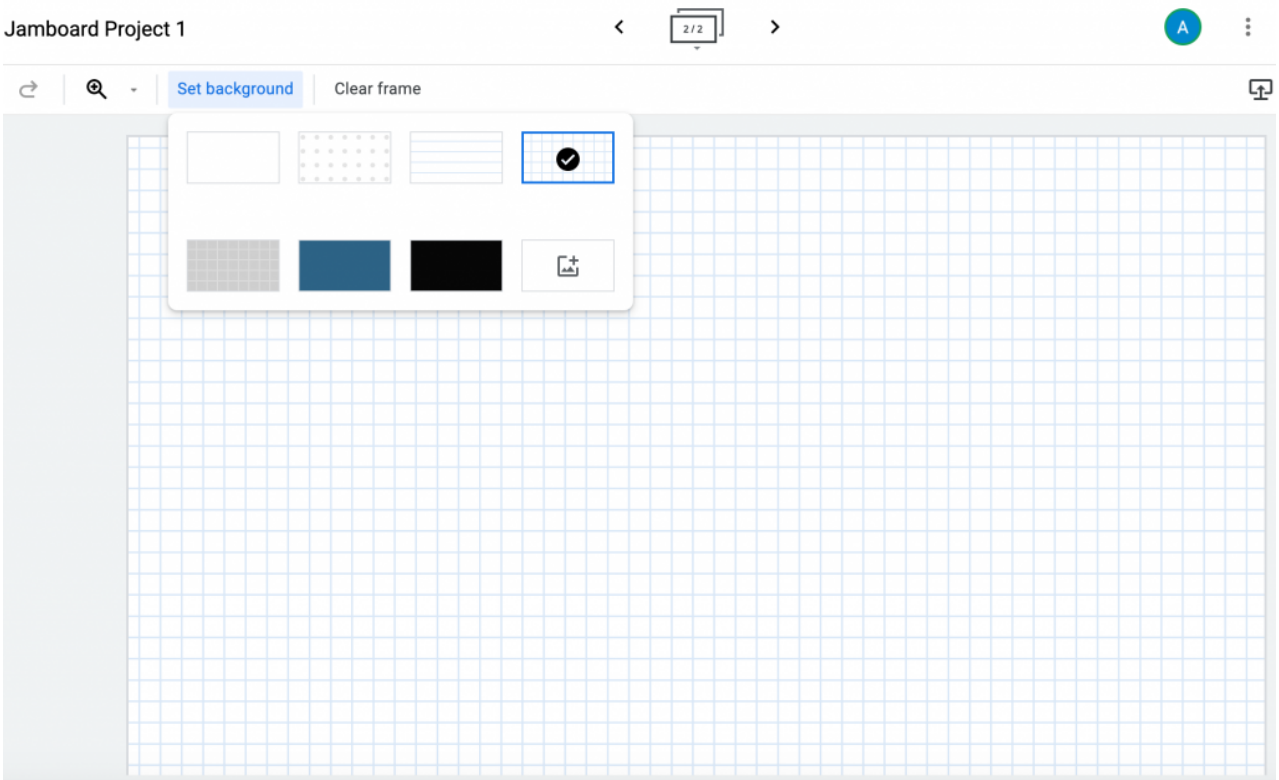
English/Language Arts

Using the sticky note feature, students can write their thoughts on a sticky note and drag it to the appropriate section of the jam. For example, if the class is reading a short story or novel together, the teacher could create three columns: text to self, text to text, and text to world. This allows the teacher and students to examine each other's ideas and reflect on them collaboratively.



Math

One feature of Jamboard is the ability to change the background to graph paper style. This digital graph paper is an excellent resource to use for math activities. Combining the graph paper with the shape tool, students have the ability to explore all sorts of perimeter and area exercises. For example, students could drag a rectangle onto the graph paper and color in the squares to calculate area. They could also use the sticky note function to label specific side lengths or sections of the shape.



Science

At the start of a science lesson, Jamboard can be used as a Driving Question Board for students. After being introduced to a phenomenon, students could write questions they have about the topic and build off of each other's questions. Additionally, as the lesson progresses, students could return to the Jamboard to write answers to their questions and see what they have learned.

History

Students can use Jamboard to gather information about historical events and create a timeline on or across frames. Students can work together to include a variety of images and text boxes that highlight information about specific historical events on each frame in order to create a complete timeline of events that can be shared with the class.

Art

Students can express their individuality in Jamboard. They can use their creativity when designing the board, including managing the settings for which tools they want to draw with (pen, marker, highlighter, brush), choosing which colors to include on the jam (black, blue, green, white, orange, or red), and adding unique details, such as text, images, sticky notes, and shapes. This is art!

Resources

- 12 Ways to "Jam" with Your Students using Google Jamboards
- Google Jamboard Review
- What Is Google Jamboard (and Do I Need the Hardware to Use It)?
- Jamboard Help Center
- Jamboard Rating
- How to Use Jamboard for Remote Teaching
- Become A Jamboard Pro!
- Teaching with Jamboard – Shake Up Learning Blog

How to Use Jamboard

Follow these steps to get started:

- Go to jamboard.google.com.
- **Sign In** through an existing Google account or **Create an Account** to start using Google.
- Once you are on your account homepage, you will either see a blank board, or you might see jams that others have previously shared with you.
- **Create** your own Jam.
  - Click on the **rainbow plus sign** in the bottom right corner of the page for a **"New Jam"**.
  - You can make up to **20 frames** using the **arrows at the top** of the screen.
  - Similar to Google Docs/Presentation, you can share your jam with others by clicking the blue **"Share"** button in the top right corner.
  - There are multiple **tools** you can use to design your jam.
    - Pen, marker, highlighter, or brush in black, blue, green, white, orange, or red.
    - Eraser.
      - There is also a "clear frame" option above the board.
    - Arrow to select and move the items around.
    - Sticky note with either no color, yellow, green, blue, pink, or orange.
      - Each sticky note can only include about 170-180 characters.
    - Add an image through an upload, URL, camera, Google image search, Google Drive, or Google Photos.
    - Experiment with shapes: circle, square, triangle, diamond, curved square, semi-circle, rectangle, and arrow.
    - Make your own text box.
    - Use a laser pointer (which doesn't permanently change the board) to showcase specific parts of the board.
    - Select 'Set Background' to change the base of the jam, including graph paper, composition paper, or an image.
- **Organize** the flow of your Jamboard **homepage**.
  - You can view boards in 3 different ways.
    - Owned by anyone.
    - Owned by me.
    - Not owned by me.
  - Sort through the boards.
    - Last opened by me.
    - Last modified by me.
    - Last modified.
    - Title.
  - Choose between grid view and row view.
  - You can use the search tool at the top of the page to look for specific jams.
- **Learn more** about Jamboard.
  - In the top left corner next to **"Google Jamboard"** there are three horizontal lines for the **main menu**.
    - About Jamboard.
    - Jamboard Help.
    - Terms of Service.
    - Privacy Policy.
    - Send feedback to Google.

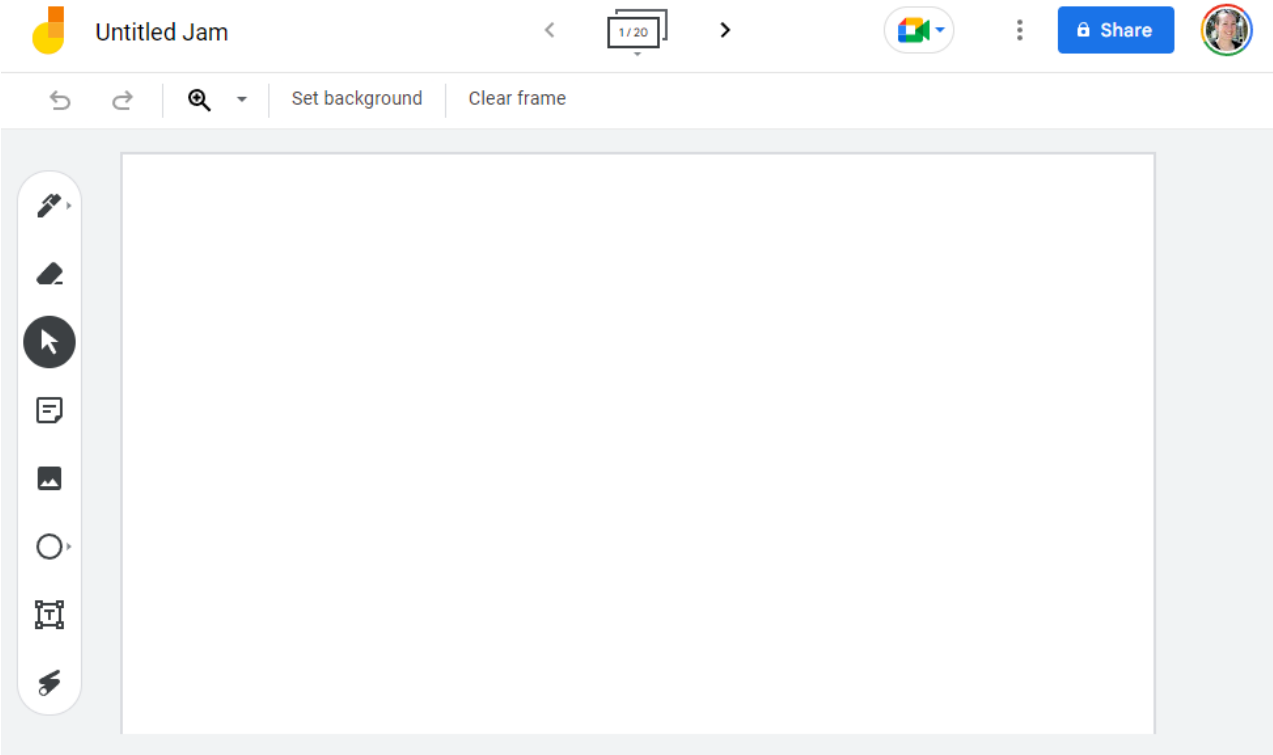
Research

Sanphan, C., & Suksakulchai, S. (2006). Interactive virtual whiteboard for collaboration learning. EDU-COM 2006 International Conference. Engagement and Empowerment: New Opportunities for Growth in Higher Education, Edith Cowan University, Perth Western Australia, 22-24 November 2006. https://ro.ecu.edu.au/ceducom/66/

Sweeney, E. M., Beger, A. W., & Reid, L. (2021). Google Jamboard for virtual anatomy education. *Clinical Teacher*, *18*(4), 341-347.

Authors

This page was created by Jessica Shay, Ally Danielson, and Sarah Cataldo.



Screenshot of the Google Jamboard interface

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Lino

Connectivism | Crisis Communication

Lino is a web-based "sticky note" service that offers bulletin boards, called "canvases," on which people can post stickies. You can customize your canvas, choosing colors and backgrounds; pick and choose your sticky notes colors; even upload files and pictures on your canvas. You can create as many canvases as you want, and have your students interact within the canvases, even start discussions using the stickies.



Watch on YouTube

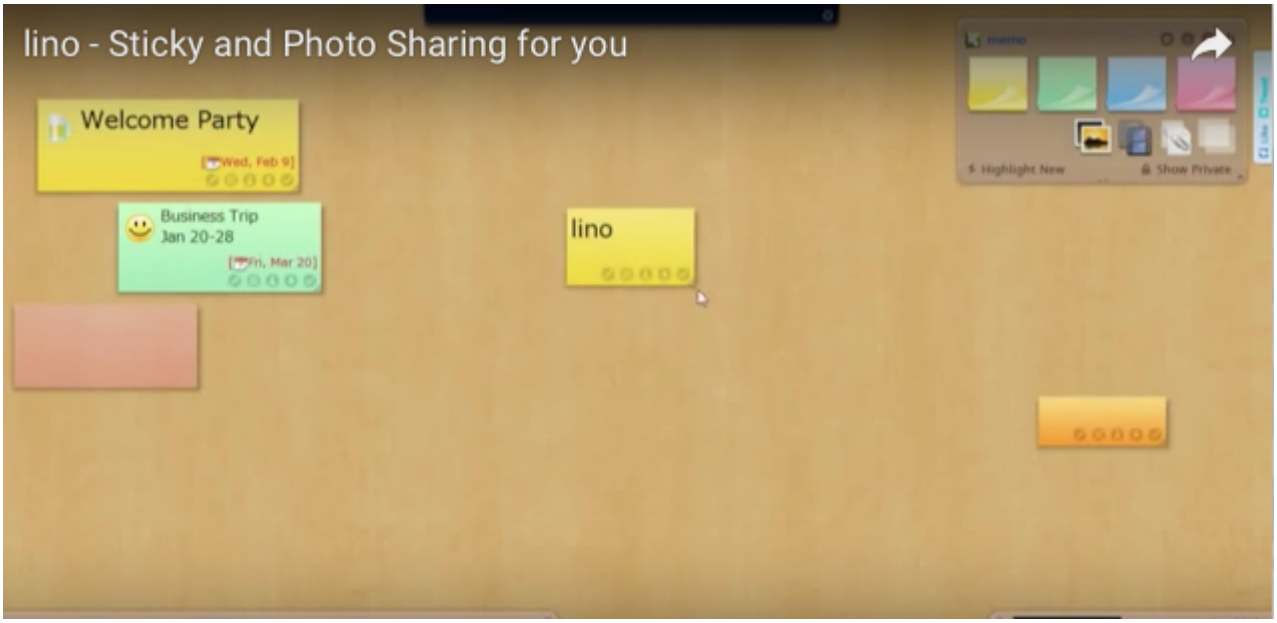
Tool Snapshot

Price	Free (basic); Premium $29.99/year
Learning	Connectivism
Ease of Use	★★★★★

Privacy	★★★☆☆
Accessibility	★★★☆☆
Class Size	Unlimited
ISTE*S	Empowered Learner, Digital Citizen, Knowledge Constructor, Creative Communicator, Global Collaborator
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

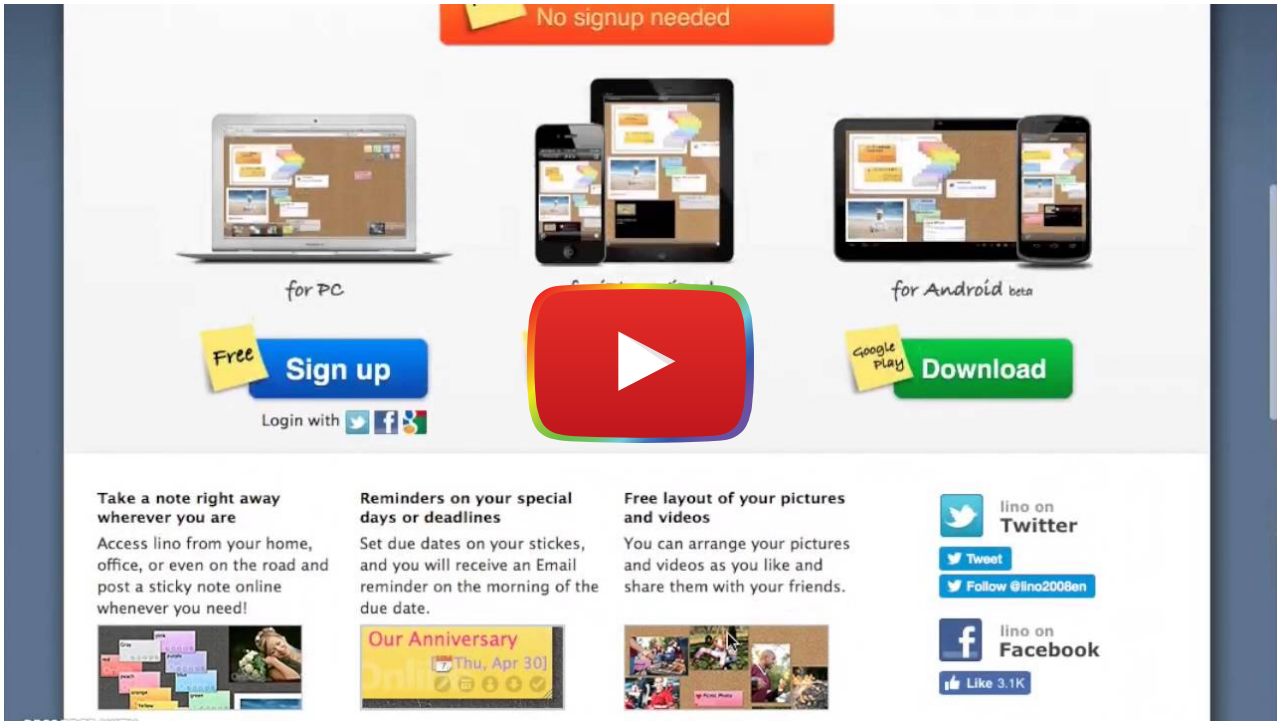
Lino Overview

One can either be a registered user or a guest (i.e., a non-registered user). Both kinds of users can post comments on the canvas. Canvases have three levels of privacy: “Public” (publicly accessible), “Friends” (limitedly accessible), and “Private” (non-accessible except by its creator). You can use Lino on your computer and on your Android and iOS devices as well. You create your account using an OpenID, from either your Yahoo, Facebook or Twitter credentials for instance.



Lino is great for displaying and constructing knowledge, brainstorming and mind mapping activities. Students can submit comments and respond to each other. For instance, the teacher posts the following question on the canvas: “What classroom rules do we need to create a positive classroom atmosphere?” Students can have a sticky each and respond on each other’s canvases. You could have study guide questions or create vocabulary, math, flashcards.

Lino Overview Video



Watch on YouTube

Lino Review Video Transcript

Lino & the SAMR Model

- **Substitution:** Students write digital post-it notes on Lino rather than on physical post-it notes.
- **Augmentation:** Students can access the virtual Lino board anytime – in or out of school – for review.
- **Modification:** Students can create multimodal virtual bulletin boards that can be revised and reorganized any time.
- **Redefinition:** Students located at a distance can creatively collaborate with each other in order to achieve the same learning goal.

Learning Activities

Lino is a great tool for interactive brainstorming activities and for backchanneling for any subject. Here are a few examples:

English

- You can use it for interactive storytelling where students need to continue a storyline one sticky at a time.
- Composition, book discussions.
- Brainstorming class rules with students.
- Brainstorming final projects.
- Mind mapping.

Languages

- Collaborative activities where students can create comprehensible output.
- Scaffolding activities related to conjugation, grammar and vocabulary.

Maths/Sciences

- Visually representing scientific processes.
- Citizen science-have students from around the world sharing data about a selected topic.
- Cellular study: you can create jigsaws related to cells composition.
- Posting videos showing a scientific timeline.

Resources

- Lino FAQ
- How to Use Lino in the Classroom
- Using Lino in the Classroom (by Elda Romero, English Teacher)
- Using Lino for Sticky Notes for Colorful Class Discussions
- Teachers First

How to Use Lino

1. Go to http://en.linoit.com.
2. Either Click “Sign Up” for free, or use your Facebook, Twitter or Facebook credentials.
3. You will be given a new canvas.
4. Add stickies by clicking on the right corner frame.
5. Add pictures if needed .
6. You can upload files only if you are a registered user!
7. Make sure to tick the “privacy box” under each sticky.

Research

Tsumura, H., & De Gagne, J. C. (2022). The Virtual Bulletin Board: A Strategy for Creating an Inclusive Learning Environment. *The Journal of Continuing Education in Nursing*, *53*(4), 155-156.



This content is provided to you freely by EdTech Books.

Access it online or download it at https://edtechbooks.org/onlinetools/lino.

Microsoft Teams

Video | Behaviorism | Crisis Communication | Social Learning

*Microsoft Teams is a communication platform developed by Microsoft that offers **video chat, text chat, file sharing**, and more. Teams is available for download on Windows, Mac, iOS, and Android. It is a useful tool for "face-to-face" communication without requiring in-person meetings, and boasts a number of integrations through **Microsoft AppSource**, allowing for the use of other applications in remote lesson planning. This community-centered tool makes it much easier for an instructor to **manage their classroom**, while also allowing for deeper learning through **in-depth digital cooperation.** Though designed for remote use, Teams' collaborative features are usable within **in-person or mixed** settings as well, allowing students to have consistent access to the same work and resources no matter where they might be. Teachers can use Microsoft Teams to set up a classroom "team" where they can engage in online meetings with their students, teach lessons, facilitate class activities, post assignments, create quizzes, grade students' work, and provide feedback. Students can use the video conferencing tool to collaboratively work with peers to complete all the class activities, assignments, and quizzes.*



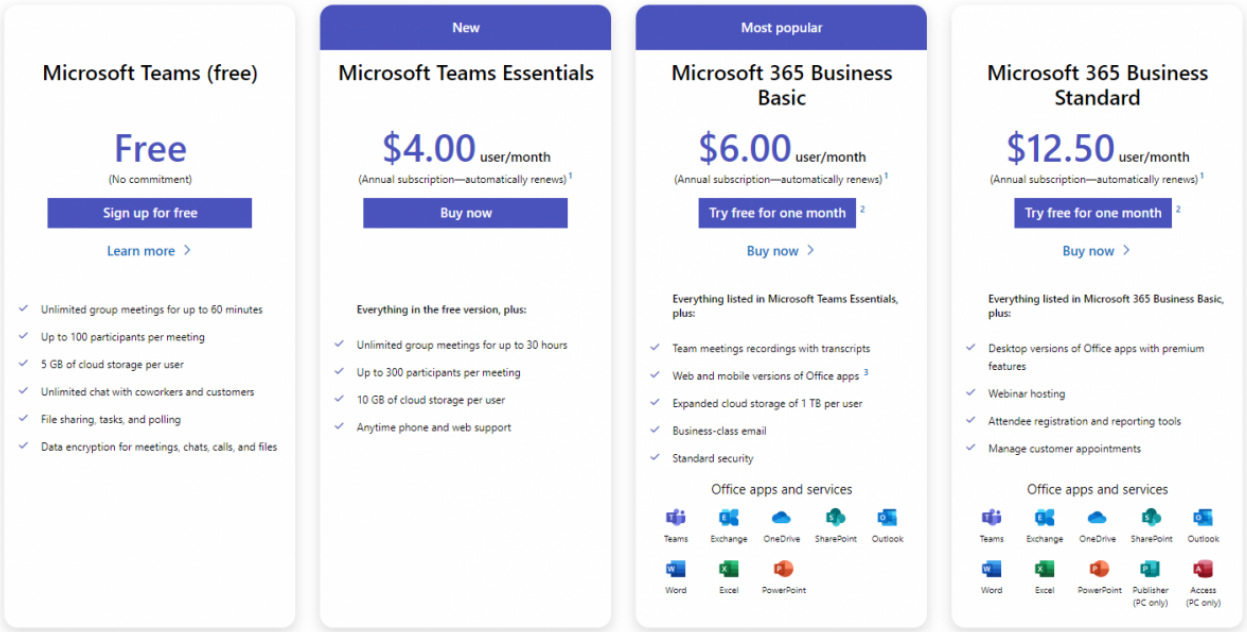
Watch on YouTube

Tool Snapshot

Price	Free for educators and students at an accredited academic institution.
Type of learning	Behaviorism & Social Learning
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★★☆
Class Size	Up to 300 students
Login Required	Yes
ISTE Standards for Students	Knowledge Constructor, Creative Communicator, Global Collaborator
COPPA/FERPA Compliant	Microsoft Teams complies with these standards

Price

Microsoft Teams is a Microsoft product that is free to educators and students at schools with a Microsoft 365 subscription. Other plans for students and educators are not free if they do not have access to a school subscription plan. Direct purchase price ranges between $2.50 and $8 per user per month, depending on the type of user.



A Chart of Microsoft Teams' varying price plans, taken from the Teams webpage.

Type of Learning

Behaviorism: Teachers can create activities or quizzes in Microsoft Teams using many apps connected with Microsoft Teams, such as Quizlet, Skooler, Edpuzzle, and MindMup, that provide students with immediate positive and negative reinforcement. For example, teachers can provide students with interactive online quizzes that allow students to do the quiz and receive immediate feedback regarding their answers. Students can learn from their mistakes and have the chance to do the exam again.

Social Learning: Teachers can create class "teams" within Microsoft Teams, which allow students to interact with their peers socially. Students can work collaboratively with their classmates through Microsoft Teams, learn from each other, engage in group activities, share their thoughts and experiences, and provide feedback to each other. These types of activities allow students to collaborate in real-time with their peers and assist them in improving their social learning.

Ease of Use

Educators and students need to watch tutorial videos and follow the instructional tips to use the Microsoft Teams smoothly. Also, new users can use the downloadable guides to learn how to use Microsoft Teams and benefit from the tool's features. Microsoft Teams also supplies a webpage with answers to users' commonly asked questions and the information they may need to know about operating the tool effectively.

Privacy

Microsoft Teams is a Microsoft product and is, therefore, included under Microsoft's Privacy Policy. Microsoft provides a specific privacy statement for young people and additional protection for student personal data. Microsoft does not sell, use, or share student personal data for advertising. However, they may collect information about a student for educational or school purposes or as a parent or guardian authorizes. Also, Microsoft products comply with Children's Online Privacy Protection Rule (COPPA) and Family Educational Rights and Privacy Act (FERPA) standards. As defined under FERPA, Microsoft is designated as a 'school official' with 'legitimate educational interests' in customer data. When the school is an accredited academic institution and is signed up for Office 365 for Education, teachers will be able to access Microsoft Teams. Schools can manage Microsoft Teams account security and privacy settings. Teachers should work with their school or district IT team to make sure their and their students' Microsoft Teams data is protected.

Accessibility

The Microsoft Teams website is fairly accessible. It lacks headings and specific locations for screen readers to jump to but is still easy to navigate with a screen reader nonetheless, and website elements contain alt text. The application features a number of keyboard shortcuts in order to access its features, though these can be difficult to memorize due to the sheer number of them. The Teams application also features live closed captions for English, language translation in chat, and a number of other features such as eye or voice control (on Windows 10 and iOS Android, respectively). Microsoft Teams is accessible to all individuals with and without disabilities worldwide, regardless of their necessities.

Class Size

Microsoft Teams allows users to have an unlimited number of team members to collaborate in teams depending on the team type. However, in Microsoft Teams for Education, the team type is a class team that allows educators to meet for free with up to 300 students.

Login

Login is required by all potential users via the email address or a Microsoft account. Users must also connect an active phone number to their account in order to access the application. Educators and students at schools with a Microsoft 365 subscription can sign up for Microsoft Teams for free.

ISTE Standards

- **Empowered Learner**
  - Students can utilize Teams to build online connections and networks and can customize the application to best suit their unique learning needs. Multiple-choice tests can be set up to return grades immediately, while other quizzes require manual grading from the instructor.
- **Digital Citizen**
  - Students learn how to engage in positive, ethical, and productive online behavior with the use of Teams as a remote communications medium.
- **Global Collaborator**
  - Students using Teams as a collaborative technology platform are given the opportunity to work in groups with others and share their unique viewpoints.

Microsoft Teams in 120 seconds video



Watch on YouTube

Transcript

Microsoft Teams & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool. Microsoft Teams allows educators to download and integrate all Office 365 apps, such as OneNote, Whiteboard-chat, Forms, Math (Preview), and other apps. Also, some other outside tools and apps can be downloaded and connected with the Microsoft Teams, such as Quizlet, Skooler, Edpuzzle, MindMup, and other tools that can be found on the "Apps" page and be added to the user's "My Teams" section.

Here is an example of how **Microsoft Teams** might fit within the SAMR model:

- **Substitution:**
    - Teachers can use the Microsoft whiteboard connected with Microsoft Teams to create, design, and teach lessons instead of a traditional class whiteboard.
    - Teachers can provide students with electronic resources, handouts, assignments, and quizzes rather than print them out.
    - Students can use Microsoft Teams to engage in an online discussion, class activity, or group study in breakout rooms instead of being in multiple groups in the same traditional class.
    - Students can do and complete all the class activities, assignments, and quizzes online using the Microsoft teams' platform.
    - Teachers and students can incorporate interactive multimedia, videos, and graphics into the lesson presentation to improve the teaching strategy and provide a more in-depth understanding of the content.
    - Teachers can produce videos about their lessons and activities for students by recording themselves in the videoconferencing tool to practice anytime in or outside of class to prepare for a collaborative discussion in class.
- **Augmentation:**

- Teachers can use the Insights app connected with Microsoft teams to track and analyze students' academic progress and engagement in-class activities on assignments, activities, or projects and provide feedback on the level of understanding of learning.
- Teachers, parents, and students are able to see the history of all assignments, the upcoming assigned duties, and the students' progress and improvements.
- Students can save their work in the cloud, which allows them to keep working on their assignments or projects outside of class time over the following days or weeks, and edit them any time before submitting them to the teachers.
- Students can receive additional online one-on-one instructions from teachers to enhance their learning skills and experience.

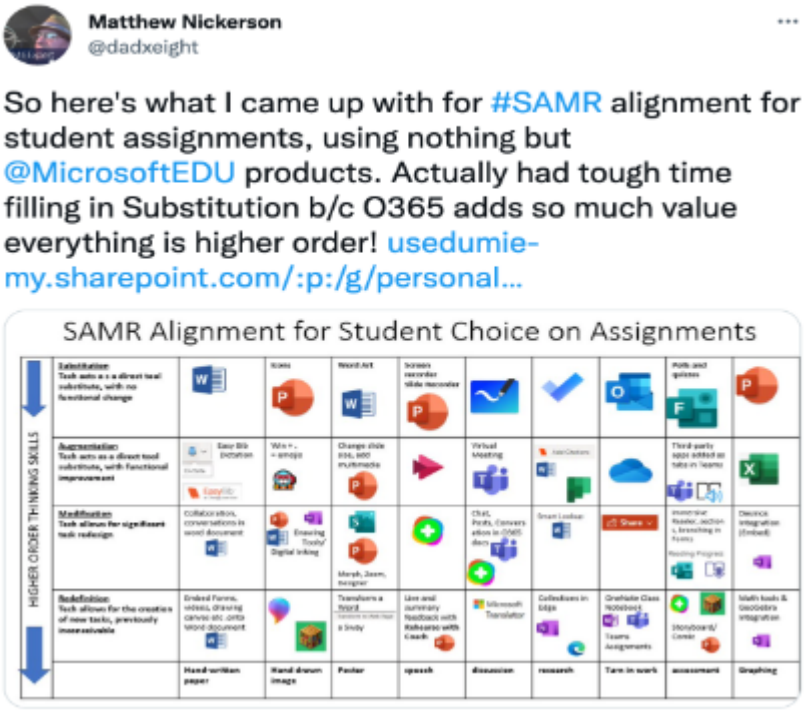
- **Modification:**

  - Teachers can use OneNote connected with Microsoft Teams outside of classroom time to observe students' work, monitor their progress, and provide additional support to some students to improve their skills related to specific content.
  - Students can use the apps connected with Microsoft Teams, such as MindMup and Math (Preview), to express their creativity collaboratively in various ways, such as developing mind maps, drawing pictures, working on complex mathematical equations, and developing shared projects.
  - Students can upload assignments and projects for their teachers and classmates to review and provide feedback to make some modifications. This allows teachers to use their class time to teach students effectively and not spend too much time reviewing student's work and providing feedback.

- **Redefinition:**

  - Teachers can use Microsoft Teams to invite guest speaker from anywhere around the world to enrich their students' learning.
  - Teachers can create teams to communicate directly with students' parents and have an online parent community meeting to share comments, get feedback, and respond to other related questions regarding the students.
  - Students can create their own teams in Microsoft Teams based on their assigned groups to work on their group projects. They can create a video by recording themselves about specific content to gain a more in-depth understanding of their work and acquire creativity and cooperation skills.

Technology is often used to replace other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students enhance their skills and knowledge of technology), we encourage you to consider how you might use Microsoft Teams to modify or redefine learning.



Tweet Link

Learning Activities

Math

Teachers can use the Math Solver or Math (Preview) apps connected with Microsoft Teams to teach math to students. Teachers and students can discuss math topics, understand mathematical concepts, practice math problems, and share their solutions for specific math problems. Also, teachers can create math videos by recording themselves in the videoconferencing tool to guide students through the problem-solving process and allow them to access this online video when doing their homework.

Science

Teachers can design science experiment diagrams representing some science content and link the theory with the practice to improve the students' understanding. Also, teachers can create a blank diagram and ask students to collaborate in filling in information related to the lesson topic. Also, teachers and students can use tools connected with Microsoft Teams such as Mindomo, MindManager, Conceptboard, and MindMup to create mind maps and concept maps to visualize relationships between science concepts and provide a structure for discussions.

English/Language Arts

Students can use translation features provided by Microsoft Teams to enhance their English skills. Students can use the translation and read-back features to translate prompts, questions, and assignments into their first language and complete their assignments and projects. Microsoft Teams assisted English language learners during remote learning.

Reading

Teachers can use the Reading Progress tool in Microsoft Teams to provide reading fluency practice opportunities, differentiate reading instruction, and utilize repeated reading strategies to improve students' reading comprehension skills and build confidence. Teachers can have additional time to listen to students reading passages, analyze students' performance, and identify problems to differentiate effective reading instruction.

Social-Emotional Learning

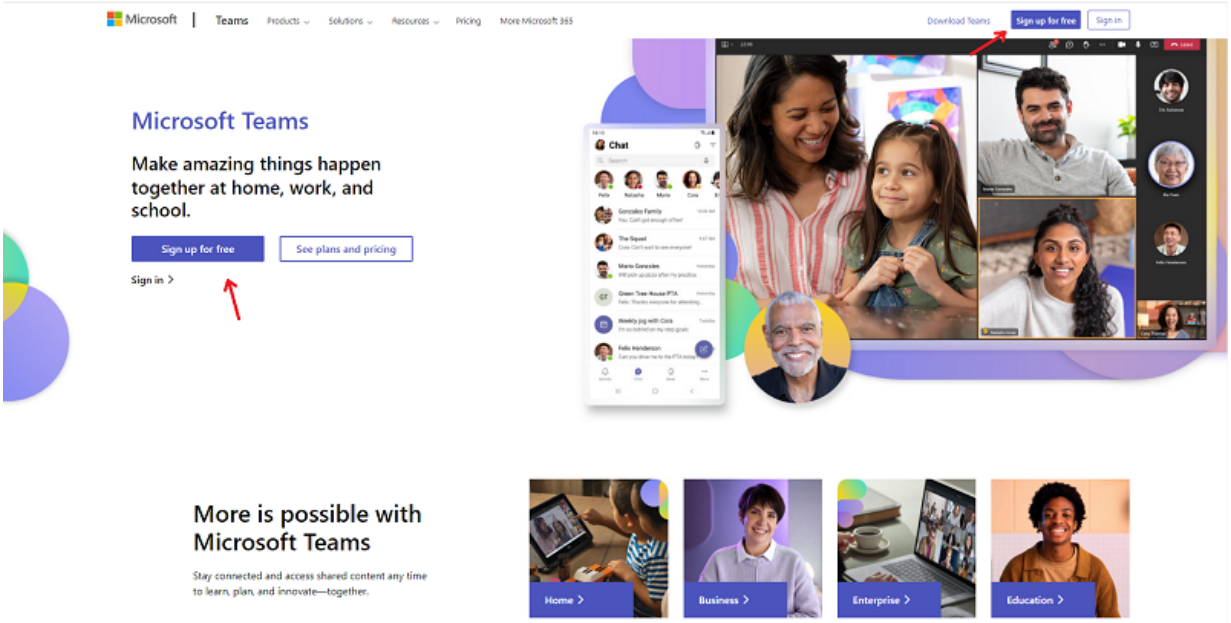
Students can use Microsoft Teams' Feelings Monster and Reflect check-ins tools to recognize, name, and share their feelings and emotions. These tools assist students in developing self-awareness, enhancing relationship skills, building emotional vocabulary, and expressing themselves clearly. Teachers can understand their students' social-emotional skills to provide them with a supportive classroom and a meaningful educational environment.

Resources

- Microsoft Teams Quick Start
- What is Microsoft Teams?
- What is Microsoft Teams for Education?
- Welcome to Microsoft Teams Free (classic)
- Download the printable Microsoft Teams Quick Guide
- Get started in your class team
- Microsoft Teams for Education Essentials
- Creating, attending, and managing meetings in Teams
- Remote teaching and learning in Office 365 Education
- Remote learning with Office 365 for students
- Overview video of how Microsoft Teams works
- Creating, attending and running meetings while using Teams

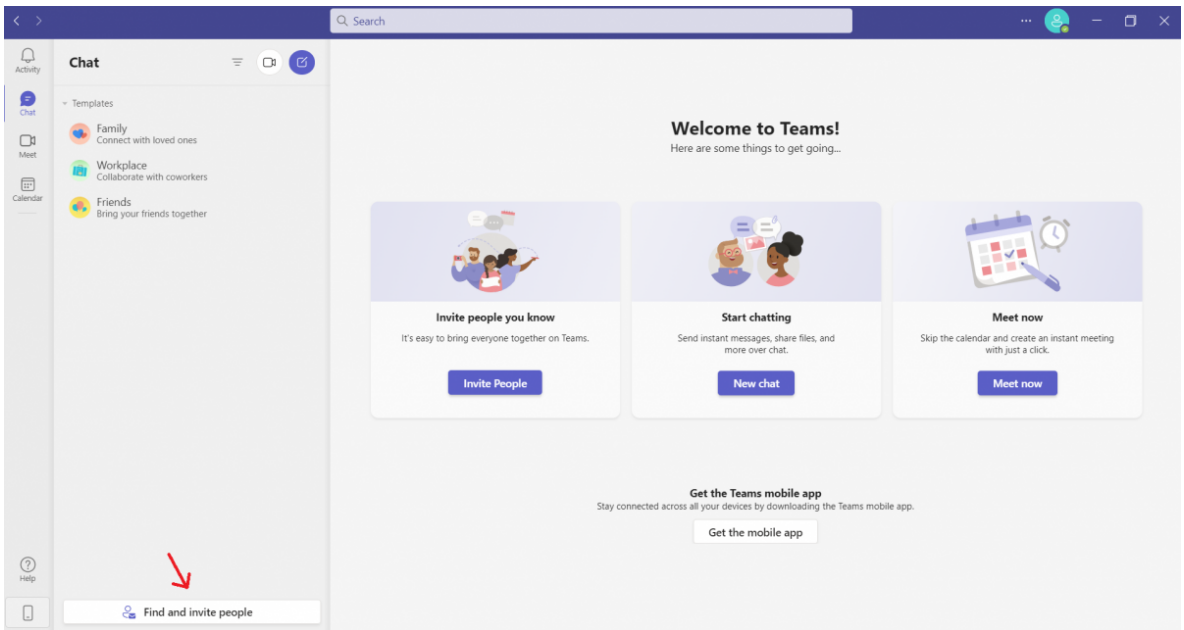
How to Use Microsoft Teams

1. Go to the Microsoft Teams site.
2. Click “Sign up for free” and register for an account, or log in with an existing Microsoft account.



An image of the Microsoft Teams web page, with red arrows pointing at the two “Sign up for Free” buttons.

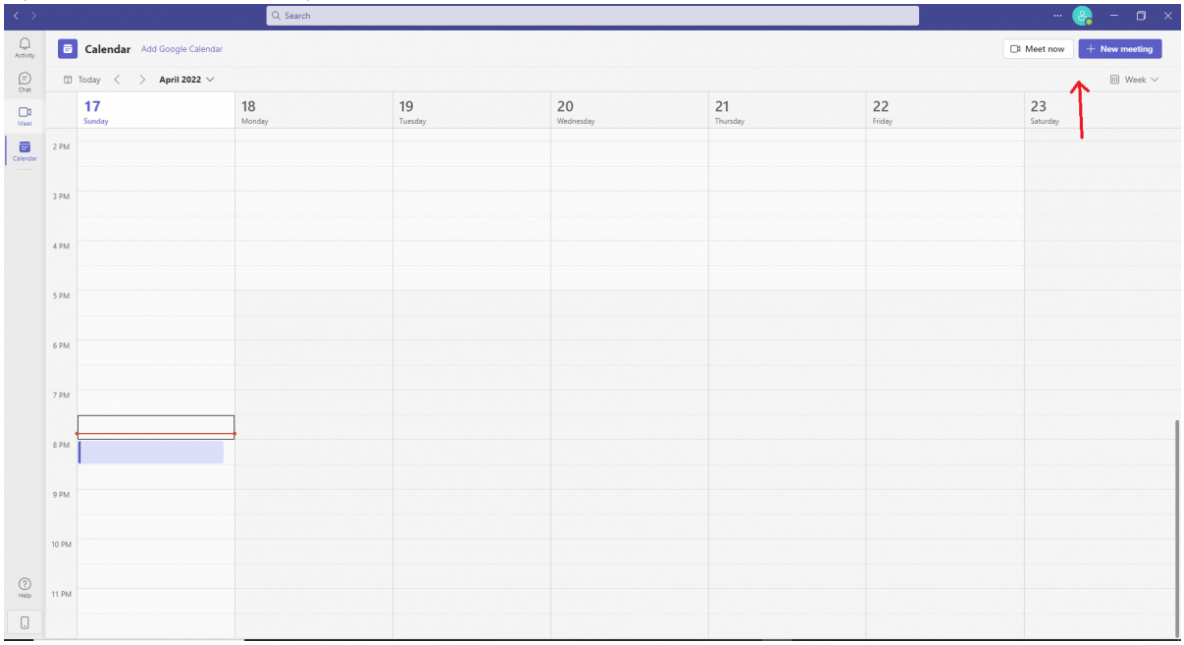
3. Click “Download the Windows app,” or “Use the web app instead” if you would prefer not to download the client.
4. In the app, click “Find and invite people” to connect with others.
    a. Click “Share an invite link” to get a shareable link that can be used to invite others to connect with you on Microsoft Teams.
    b. Click “Sync mobile device contacts” to automatically connect with people on your mobile contacts list that also use Microsoft Teams.



The Microsoft Teams client features a number of buttons that pertain to different functions. A red arrow points towards the "Find and Invite people” button at the bottom left of the client.

5. In the app, click “Calendar” to set up meetings.

a. Click “Meet now” at the top right corner of the application to start a meeting immediately.
b. Click “New meeting” to schedule a meeting in advance.
c. In both cases, send out the invite link to others so that they can join.
d. If joining a meeting hosted by someone else, ask for their invite link.



An image of the “Calendar” page of the Microsoft Teams interface. A red arrow points to the top right corner of the interface, where two buttons labeled “Meet Now” and “New Meeting” can be seen.

Research

Buchal, R., & Songsore, E. (2019). Using Microsoft Teams to support collaborative knowledge building in the context of sustainability assessment. *Proceedings of the Canadian Engineering Education Association (CEEA)*. https://www.researchgate.net/publication/338715552_USING_MICROSOFT_TEAMS_TO_SUPPORT_COLLABORATIVE_KNOWLEDGE_BUILDING_IN_THE_CONTEXT_OF_SUSTAINABILITY_ASSESSMENT

Almodaires, A. A., Almutairi, F. M., & Almsaud, T. E. (2021). Pre-Service Teachers' Perceptions of the Effectiveness of Microsoft Teams for Remote Learning. *International Education Studies*, *14*(9), 108-121. https://files.eric.ed.gov/fulltext/EJ1311376.pdf

Therón, R., García-Holgado, A., & Marcos-Pablos, S. An experience with Microsoft Teams to improve the interaction with the students. In *2021 XI International Conference on Virtual Campus (JICV)* (pp. 1-3). IEEE. https://www.researchgate.net/publication/356152764_An_experience_with_Microsoft_Teams_to_improve_the_interaction_with_the_students

Authors

This page was created by Sultan Bin Tuwaym and Michael Lee.



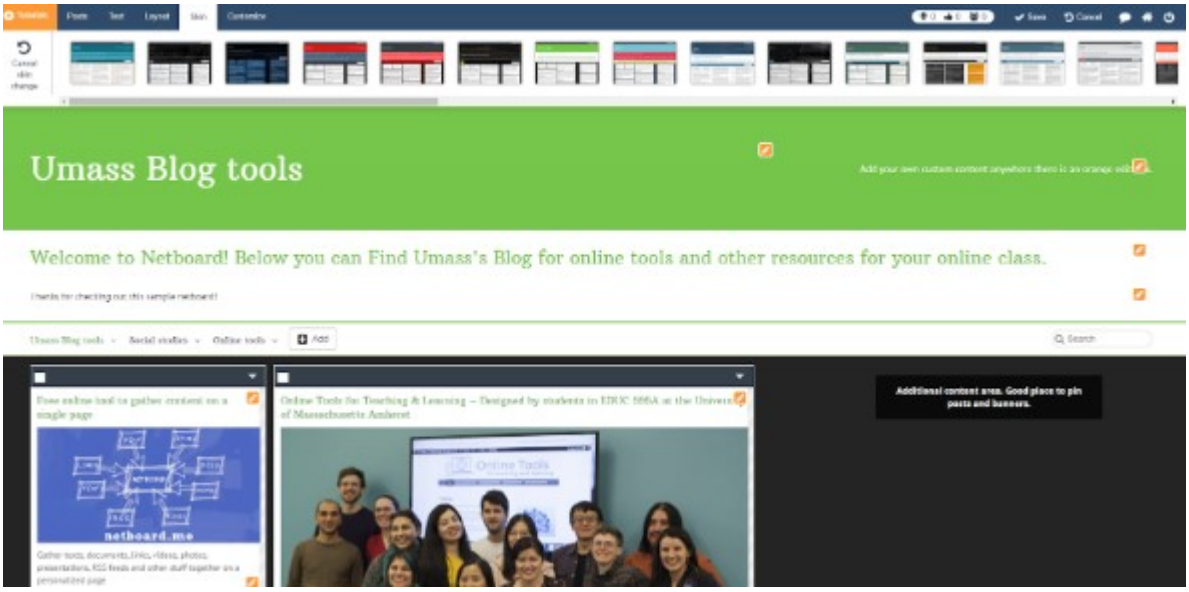
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Access it online or download it at https://edtechbooks.org/onlinetools/microsoftteam.

Netboard.me

Connectivism | Social Constructivism | Organization

*Netboard.me is a customizable, **digital curation tool** that allows you to collect and organize information in a virtual space, similar to Padlet. Netboard.me can be used to "create web pages with texts, links, documents, videos, photos, presentations, RSS feeds and other content" (Netboard.me, 2020, para. 1). In the settings, users can change the design, colors, text sizes, permissions, and other features on a virtual "netboard." Netboard.me can also be used like a blog to create posts with user created text and images. Users can interact with likes and comments on netboards.*

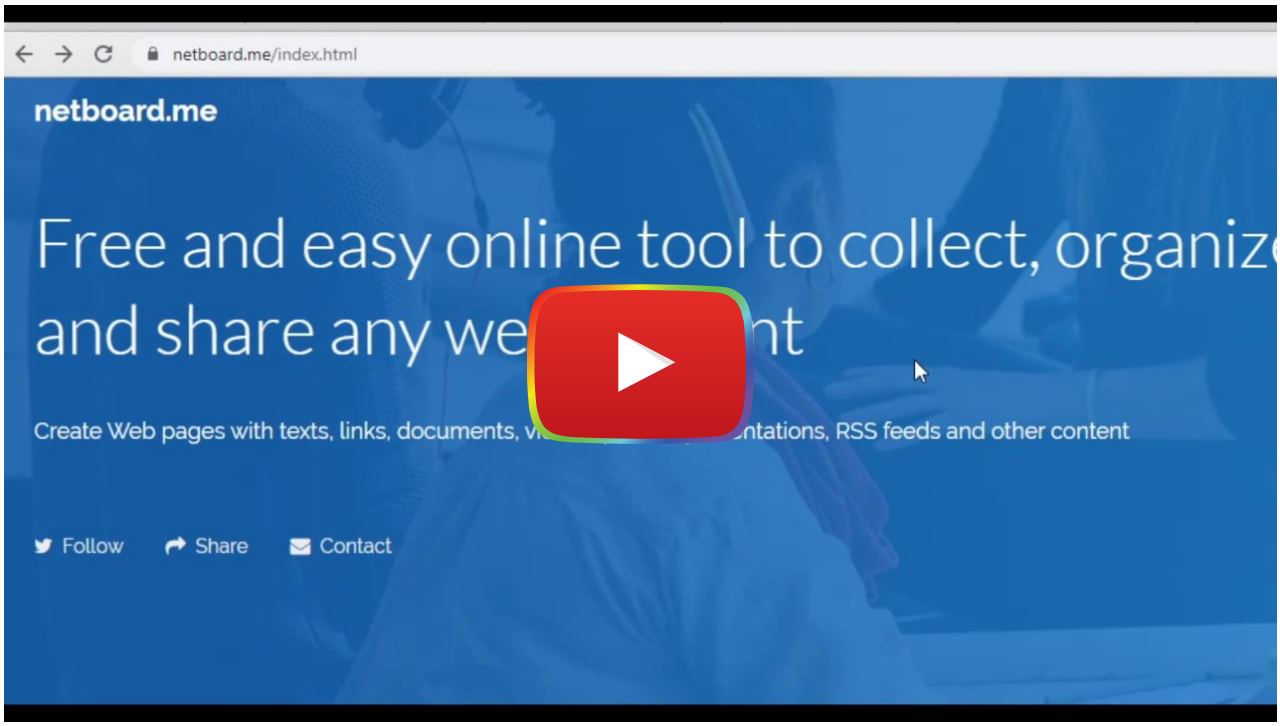


Tool Snapshot

Price	Free
Learning	Social Constructivism, Connectivism
Ease of Use	★★★★☆
Privacy	★★★★☆

Accessibility	★★★☆☆
Class Size	Unlimited
Login	Yes
ISTE*S	Creative Communicator, Global Collaborator
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

Netboard.me Overview Video



Watch on YouTube

Watch on YouTube

Netboard.me & the SAMR model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool. Here is are some examples of how **Netboard.me** might fit within the SAMR model:

- **Substitution:** Students create a list of their favorite online resources on a netboard instead of pencil and paper.
- **Augmentation:** Students create a netboard to curate and organize class materials in a digital space.
- **Modification:** Students use Netboard.me to create a multimodal digital portfolio of their work.
- **Redefinition:** Students share their multimodal virtual bulletin boards with people around the world and solicit feedback.

Learning Activities

Math

Students split up into groups and create a netboard. Students seek out resources, articles, games, or tools related to the current content being learned in class and post their findings on the group netboard. In their groups, students review and discuss each post on the netboard and select the most useful and engaging ones to share on a class netboard.

Science

As a teacher, you can create a netboard that has videos and descriptions of different science experiments. Have students discuss and vote on which science experiment they want to do in class. As students engage in the in-class experiment, they can take pictures, videos, and notes to add to the netboard to document their learning.

English/Language Arts

Students can curate videos, images, and sound bytes that captivate their interest onto a personal netboard and then use that as inspiration to write stories and poetry.

Digital Portfolio

Students can create an academic netboard that they use throughout the year so they have a virtual catalog of all their work. Encourage them to look back on it and to share it with their family and friends or even college admissions officers.

Resources

- Netboard's help page
- Organize web content with Netboard.me
- Netboard.me Youtube channel

How to Use Netboard.me (Text)

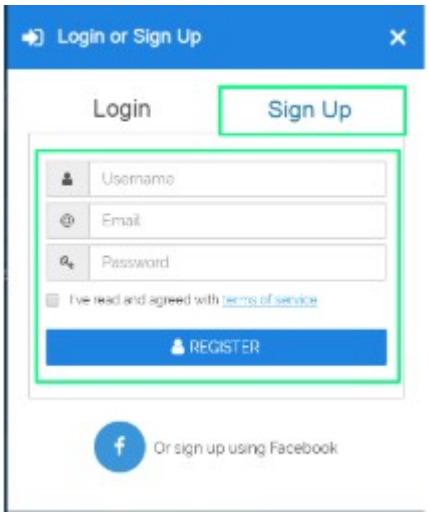
1. Go to Netboard.me.
2. Click "Login or Sign up."
3. Create an account by pressing "sign up" once you get to this page.
4. Once logged in press "Create new netboard."
5. Once you name your netboard and choose private or www. access, click "Edit" in the top right of the page to begin editing and adding content to the netboard.
6. In the top left you can add any link to the netboard. At this point you can watch tutorials or learn Netboard.me as you go by navigating through the menus and interacting with all the different options available to figure out what ever feature does.
7. Create pages, change the layout, add links, user created text, pictures, invite people, and send the link of your netboard to people.

How to Use Netboard.me (Visual)

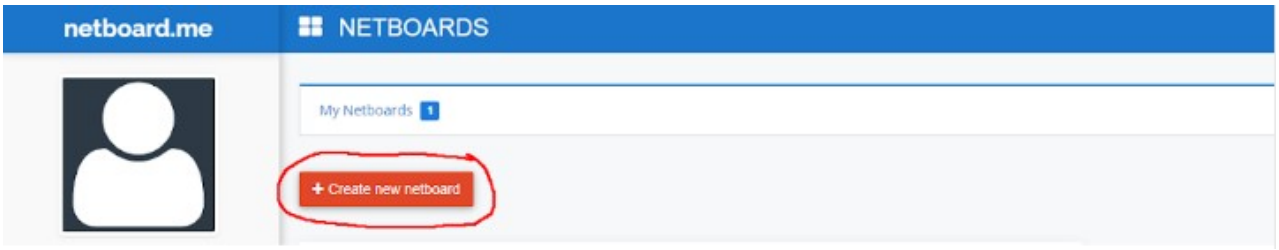
1. Log in and sign up at the top right of the screen.



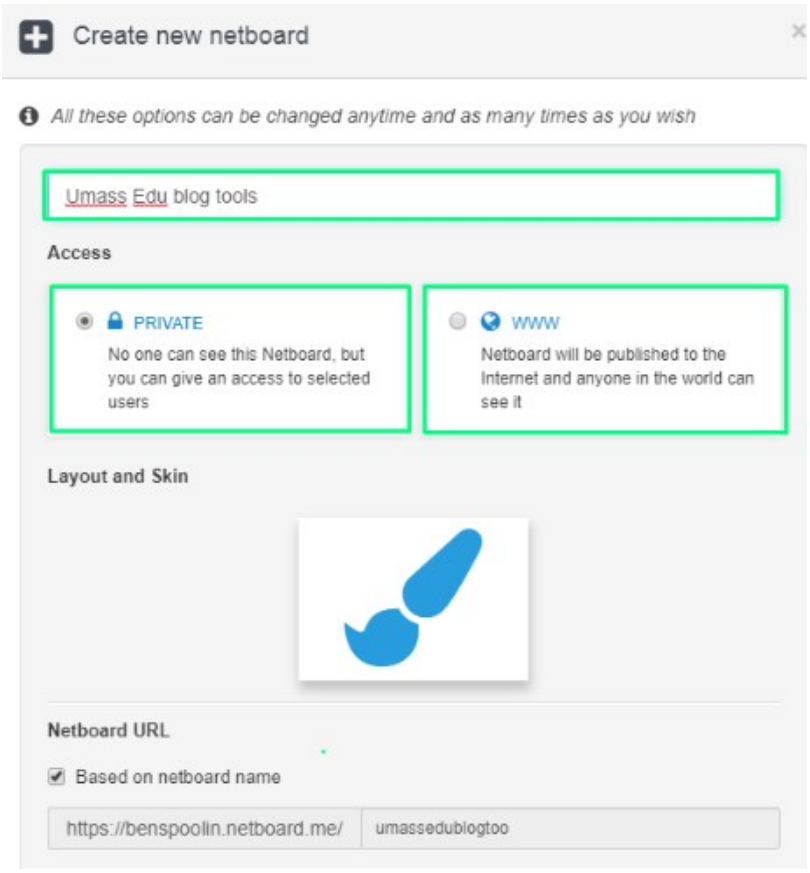
2. Select sign up to create a new account and enter your account details.



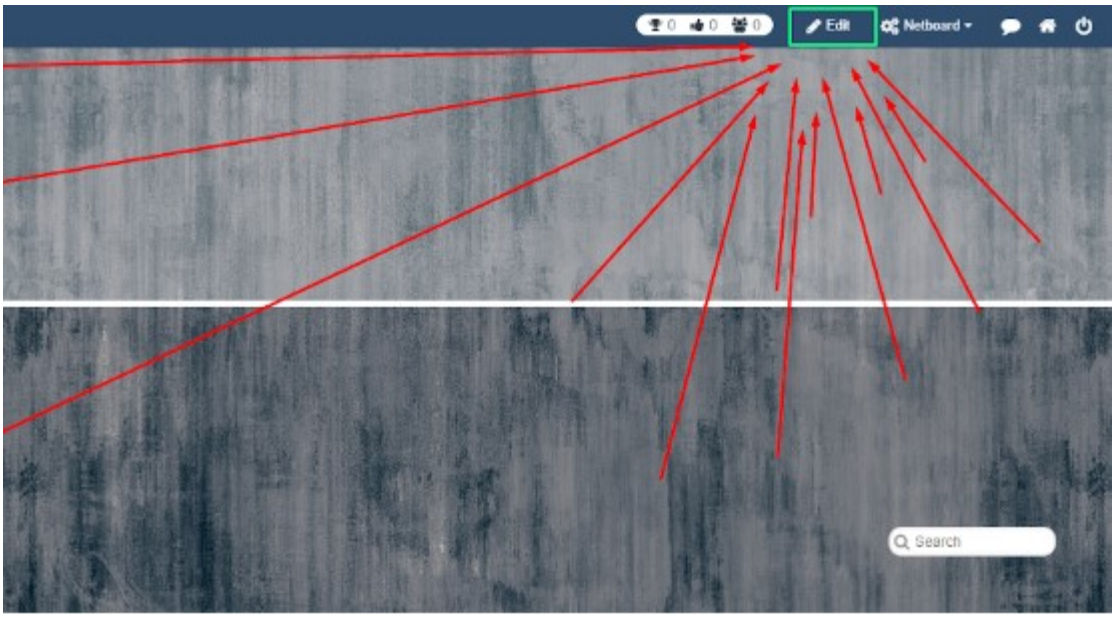
3. Once the account is made you will see “Create new netboard” Click on this to start your own netboard.



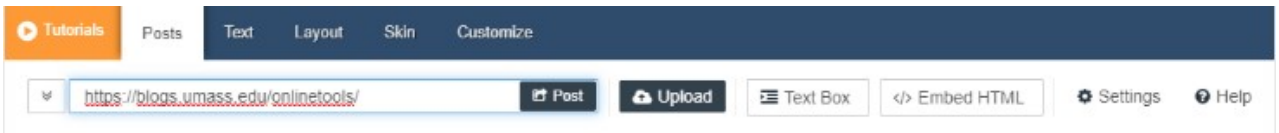
4. Name your netboard and choose the privacy settings. These can be changed at any time to change your website to private or public.



5. A new, empty netboard will appear. In the top left, press “edit” to begin building and changing your own netboard.



6. Start adding content to the netboard by pasting links into the top left box. It will create a post for the link that you can interact with.



7. Interact with what Netboard has to offer in the different menus. Click around and learn to figure out how you could use Netboard in your class.

Research

Beltrán-Martín, I. (2019). Using Padlet for collaborative learning. *5th International Conference on Higher Education Advances (HEAd19)*. doi: 10.4995/head19.2019.9188 Rashid, A. A., Yunus, M. M., & Wahi, W. (2019) Using Padlet for Collaborative Writing among ESL learners. *Creative Education, 10,610-620.* https://doi.org/10.4236/ce.2019.103044



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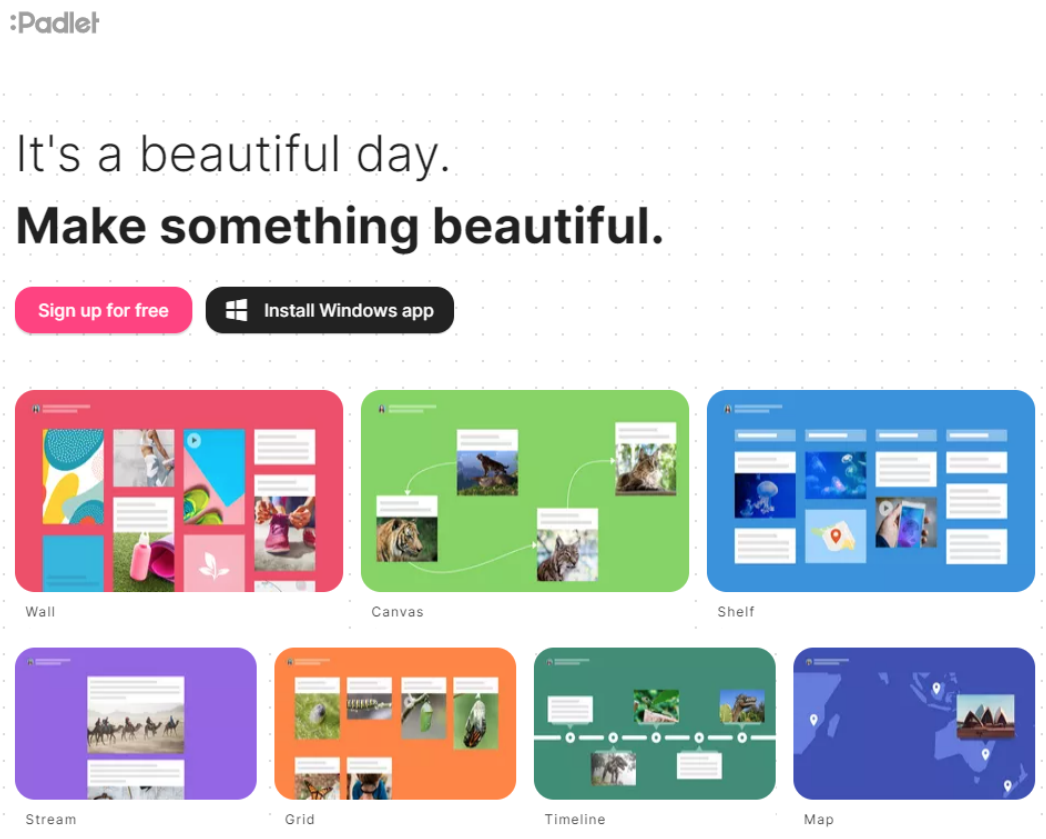
Access it online or download it at https://edtechbooks.org/onlinetools/netboard-me.

Padlet

Connectivism | Collaboration | Social Constructivism

Padlet is a community-centered virtual bulletin board in which collaborators can simultaneously create and organize posts of any content type, whether it be text, documents, images, videos, audio, or links.

Padlet is a great tool to use for collaborative group projects, as it eliminates the need to schedule time in advance for the group members to meet face-to-face. Students are able to work freely on their group assignments at their own convenience while still observing every change or contribution made by group members as soon as they are made without scheduling conflicts and the constraints produced from limiting project work to specified times.



Screenshot of the Padlet homepage

Tool Snapshot

Price	Free (limited); Upgraded memberships available
Learning	Social constructivism, Connectivism
Ease of Use	★★★★☆
Privacy	★★☆☆☆
Accessibility	★★★☆☆
Class Size	Unlimited
ISTE*S	Knowledge Constructor, Creative Communicator, Global Collaborator

Padlet Tutorial for Teachers by New EdTech Classroom



Watch on YouTube

Padlet & the SAMR Model

- **Substitution:** Students create their own Padlet with text-based posts (rather than putting Post-it notes on a class bulletin board).
- **Augmentation:** Students continue to work on the Padlet outside of class over the next few weeks.
- **Modification:** The students then give one another's posts feedback directly on the padlet.
- **Redefinition:** Students can collaboratively curate multimodal collections with peers and the broader global community.

Learning Activities

History

Create a timeline to illustrate related events in a particular period, perhaps a war or governmental change. Create a timeline narrating the key events throughout the life of an important historical figure.

Government / Politics

Design a diagram depicting the organization, powers, and history of each branch of the U.S. government.

Geography

Build a collage covering the different regions of a particular country including pictures and descriptions of local wildlife, terrain, climate, etc...

Design an interactive map using the Padlet map feature.

Literature

Create a book report covering important events and characters, along with descriptions and their relationships to one another.

Social Studies

Curate a collection of historical artifacts and primary source materials for a specific event, era, or person.

Biology

Present a certain region's food chain with images and labels of the animal species.

Resources

- Educational Ways to Use Padlet
- 32 Interesting Ways to Use Padlet in the Classroom
- How to Use Padlet in the Classroom
- Educational World: Five Ways to Use Padlet in Class
- Padlet Teaching Examples
- Teacher's Guide to Using Padlet in Class
- Padlet Tutorial for Teachers
- Padlet's Many Uses for the Classroom
- Teacher Tutorial for Setting Up Padlet
- How to Use Padlet in the Classroom
- 20 Useful Ways to Use Padlet in Class

How to Use Padlet

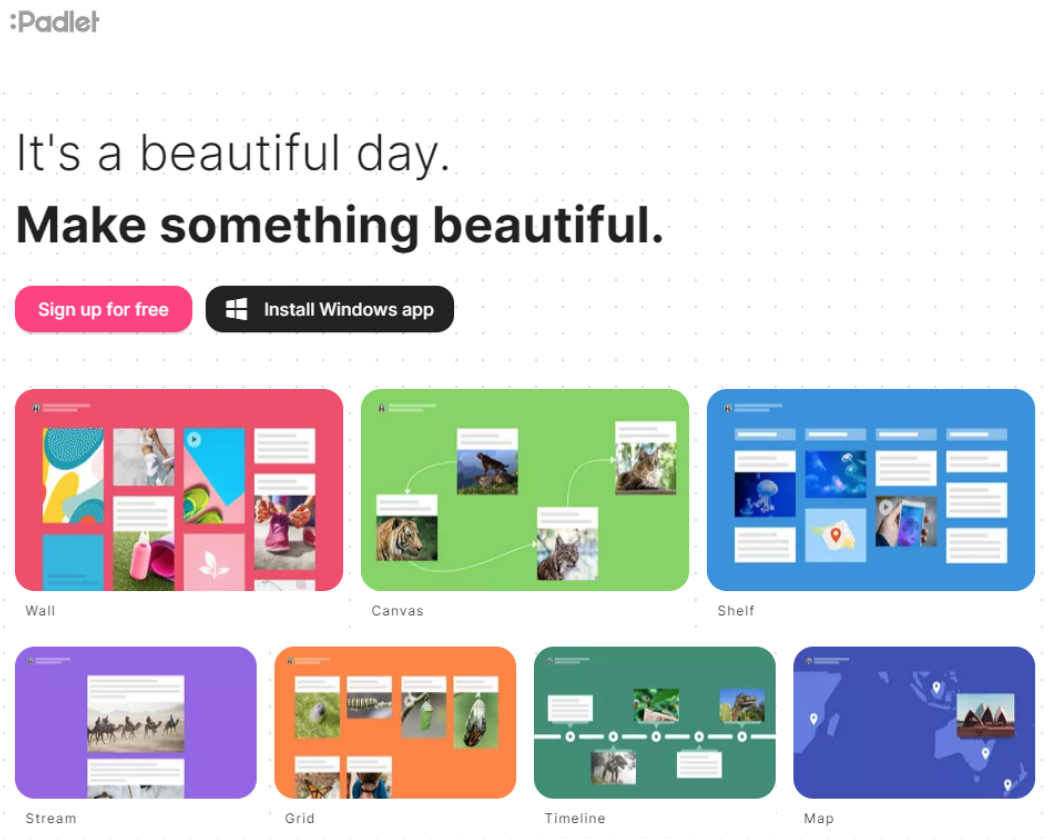
1. Go to www.padlet.com.
2. Click “Sign up” and register if you would like to have your own account.
3. Click “Create a Padlet”.
4. Choose the design options of you padlet including your title, description, layout, wallpaper, icon etc. and click “Next” after you have chosen everything to your liking.
5. Select your padlet’s privacy setting and the privileges that other users with access will have on your padlet. Click “Next” once you are finished.
6. Now click “Start posting” and you are ready to begin. Click the “+” button or double click anywhere on the padlet to begin posting. You can also drag and drop files onto the padlet or paste from the clipboard.
7. You can hit the “Padlet” icon in the top left of the screen if you wish to return to the homepage or change padlets if you are signed into an account.

Research

Deni, A. R. M., & Zainal, Z. I. (2018, October). Padlet as an educational tool: Pedagogical considerations and lessons learnt. In *Proceedings of the 10th International Conference on Education Technology and Computers* (pp. 156-162).

Dewitt, D., Alias, N., & Siraj, S. (2015). Collaborative learning: Interactive debates using Padlet in a higher education institution.

Fuchs, B. (2014). The writing is on the wall: using Padlet for whole-class engagement. *Loex Quarterly*, *40*(4), 7.



Screenshot of the Padlet homepage



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Remind

Behaviorism | Crisis Communication

Remind is a real-time "text" messaging tool that allows users to communicate with groups (e.g., entire classes or student organizations) or individual people. Remind has more than 20 million users and is employed in more than 70% of public schools (Remind, 2018). Users can write text messages up to 140 characters. For teachers, this means being able to send out messages that students and parents can't miss. For students and parents, this makes it easier to stay on top of assignments, deadlines, updates, and events going on in school. If you are looking to ***enhance communication in your school or community*** *Remind could be a beneficial tool to try out.*



Remind is built for schools.

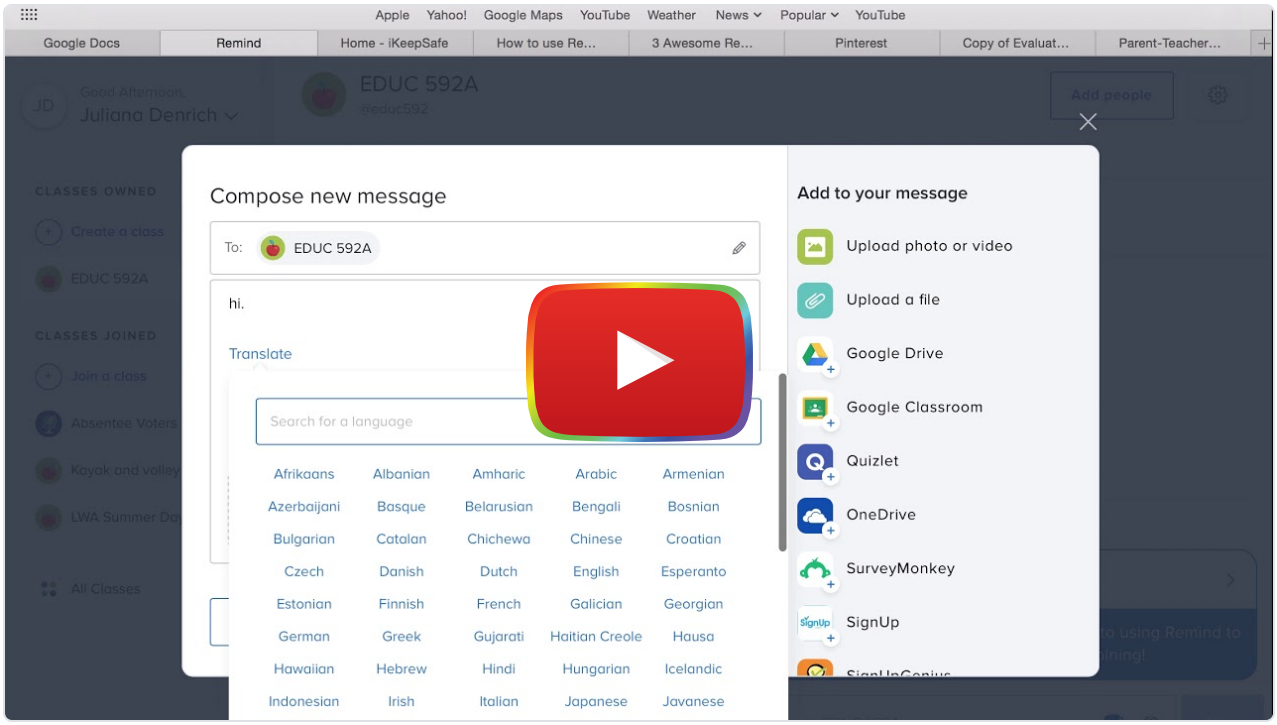
iKeepSafe has certified Remind's practices for the protection and privacy of student information.

Tool Snapshot

Price	Free for classrooms
Learning	Behaviorism
Ease of Use	★★★★★
Privacy	★★★★★
Accessibility	★★★★☆
Class Size	Unlimited
Login	No

ISTE*S	Global Collaborator
COPPA/ FERPA	Yes

Remind Overview Video



Watch on YouTube

Remind & the SAMR Model

Dr. Ruben Puentedura's SAMR model exemplifies the integration of technology into teaching. This model is an effort to prove more meaningful uses of technology in the classroom rather than using "tech for tech's sake." As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Remind might fit within the SAMR model:

- **Substitution:** Teachers use a Remind messages to engage students in a poll instead of engaging in a "show of hands."
- **Augmentation:** Teachers use remind to communicate with their students outside of the classroom.
- **Modification:** Students, Parents and Teachers can communicate in real time, faster than ever before.
- **Redefinition:** Users can instantly translate messages to a wide variety of languages.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Remind to modify or redefine learning.

Learning Activities

Math

Text message the link to a math website site for homework.

Science

Send students the directions to an at-home science experiment for homework.

English/Language Arts

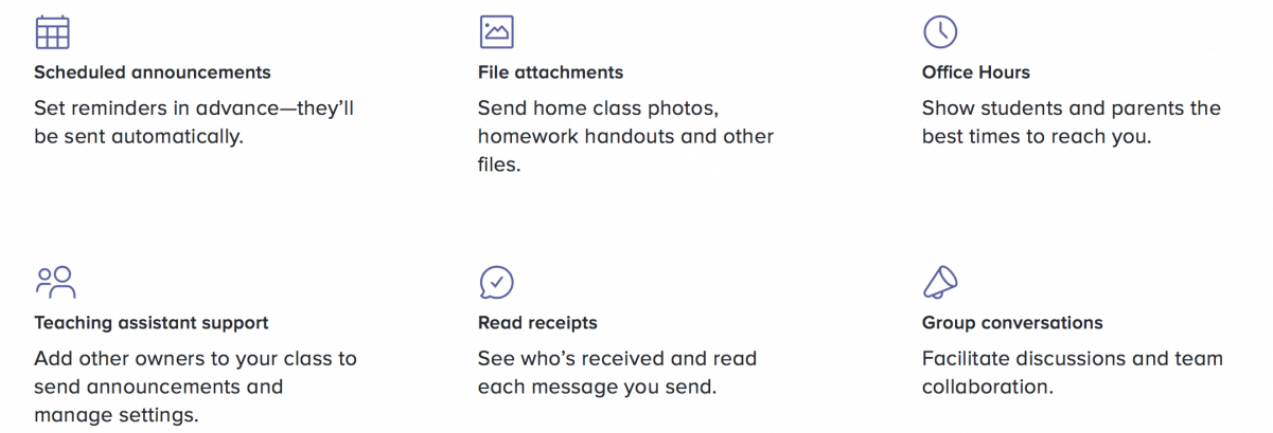
Send out the first sentence of a story and ask students to complete it. Give students the character traits of a character in their book and ask them to describe them using different words. Ask parents to read the next chapter of a book with students for homework.

Backchanneling

Send students reminders for the next deadline. Ask students for feedback. Remind students they require a parents physical signature.

Parent – Teacher Community

Keep parents in the loop on class progress. Send pictures to parents of their students on their class trip. Ask Parents for approval on school trips and fundraisers.



Remind features

Resources

- How to use remind
- The Remind App: Pro's & Con's
- 3 ways to join a class on Remind
- 50 ways to use Remind
- 3 Awesome Reasons You Should Be Using Remind in Your College classroom
- How to use Remind in Elementary, Middle and High School
- 10 Ways to Use Remind
- Schoolwide benefits from using Remind
- Remind: creating and monetizing an edtech platform
- Text Messaging: A Proven Strategy for parental engagement

How to Use Remind

1. Go to www.remind.com
2. Click “Sign Up” and register for an account
3. Pick student, teacher, parent, or administrator
    1. If you are a student enter the class number given to you by a teacher or create a new classroom.
        1. Click on your name in the upper left-hand corner to the click account
        2. Add your grade level(optional)
        3. Add your parent (optional)
        4. Edit other account settings listed
    2. If you are a teacher create a class name and add your school’s name(optional)
        1. Click on your name in the upper left-hand corner to the click account
        2. Edit your signature(optional)
        3. Add office hours (optional)
        4. Edit other account settings listed
    3. If you are a parent give your phone number and then enter your class code or create a new classroom
        1. Click on your name in the upper left-hand corner to the click account
        2. Add your child and or school
        3. Edit other account settings listed
    4. If you are an administrator add the name of your school or district and your role
        1. Click on your name in the upper left-hand corner to the click account
        2. Add your school
        3. Edit other account settings listed
4. If you have not already joined or created a class do so by clicking the plus signs under “classes owned” or “classes joined” in the sidebar on the left side of the page.
    1. Once your class is created add people by clicking “add people” in the upper right side of the page
    2. Click “message everyone in … to send a text
    3. Write a text in 140 characters or less. Drag and Drop media into this box as well
    4. Where it says “To:” choose who you are messaging. This can be everyone in the class, just teachers, just students, just parents, just admin or a combination of these.
    5. Click send when you are finished with your message OR schedule for it to be sent at a later time.

Research

Nisbet, K., & Opp, A. (2017). Effects of the Remind app on parent-teacher communication at a mixed-income middle school. Retrieved from Sophia, the St. Catherine University repository website: https://sophia.stkate.edu/maed/227

Dyer, T. D., Aroz, J., & Larson, E. (2017). Now you see me: Using Remind to achieve proximity online.



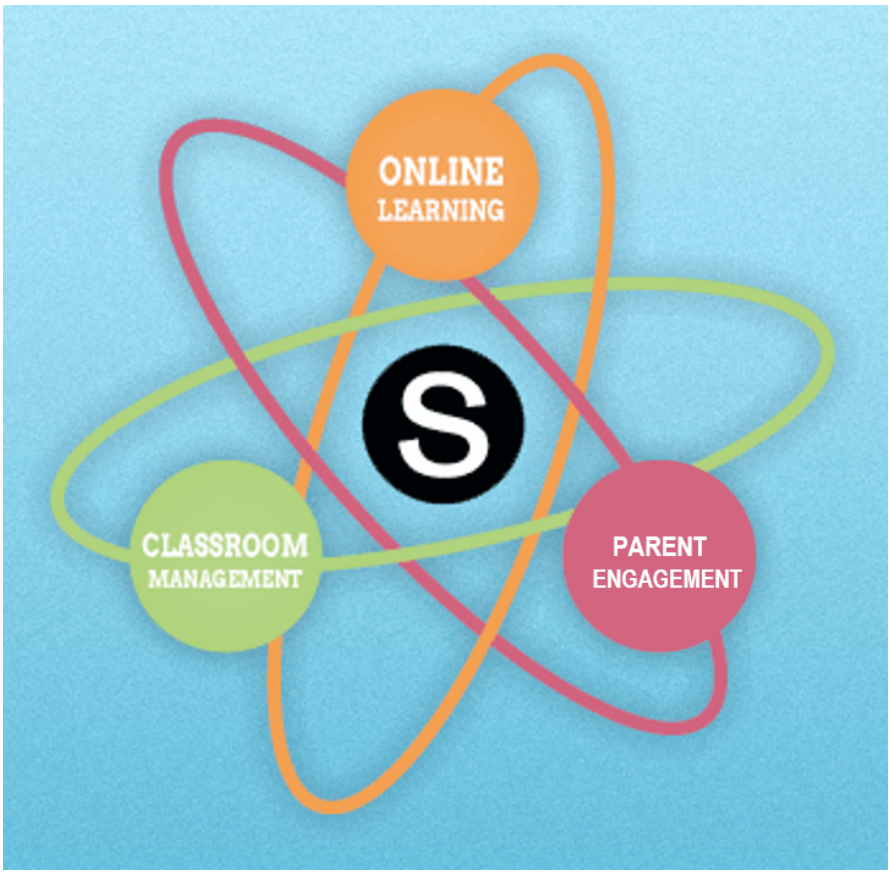
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Access it online or download it at https://edtechbooks.org/onlinetools/remind.

Schoology

Connectivism | Learning Management Systems | Social Constructivism | Behaviorism

Schoology is an online learning management system (LMS) that allows educators to organize curriculum, create lesson plans, and provide student assessment. The LMS platform allows for peer collaboration and engagement through public or private discussion forums and cross-application



Tool Snapshot

Price	Free; Enterprise option for districts

Learning	Behaviorism, Social constructivism, Connectivism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★★★☆ (see Schoology Voluntary Product Accessibility Template (VPAT))
Class Size	Unlimited
ISTE*S	Empowered Learner, Global Collaborator
COPPA/ FERPA	COPPA – Kids Privacy Assured by PRIVO: COPPA Safe Harbor Certification; FERPA – Unclear

Schoology Overview

Schoology was founded in 2007 by Jeremy Friedman, Ryan Hwang, and Tim Trinidad while they were undergraduates at the University of St. Louis. The LMS focuses on three main components for educational engagement: 1) online curriculum and lesson planning, 2) classroom management through attendance and grading, and 3) parent and student engagement via access portals and discussion forums. With a robust set of features and the inclusion of its own professional learning network, Schoology provides a powerful platform for teachers to both manage their classrooms and connect with other educators around the world.

Schoology Overview Video



Watch on YouTube

*** View Schoology Video Transcript ***

Schoology & the SAMR Model

Substitution

- Resources and handouts are available online rather than printed out.
- Students upload assignments electronically.
- Students complete quizzes on an the online platform.

Augmentation

- Students have a linear history of all assignments and resources.
- Parents have the ability to see student assignments and track student progress.

Modification

- Students converse in discussion groups to analyze assignments.
- Students receive quiz grades immediately and can redo quizzes at home or on their mobile device.

Redefinition

- Students create their own Schoology groups based on their specific interests and moderate their own online communities.

Learning Strategies

Assessment

- Provide students real-time formative assessment feedback.
- Analyze question-by-question data to see which topics/questions need extra coverage across entire classes.
- Create groups for peer review and collaboration.

Engagement

- Parents can be provided an access code to check on student progress.
- Provide updates on assignments, notifications and a discussion/resource forum through groups.

Management

- Create courses, schedule assignments, and apply rubrics to projects.
- Take attendance to chart student participation.
- Assign certain individual students curriculum tailored to their differentiated needs.

Resources

- Schoology Interoperability and App Integration (Schoology)
- Microsoft Office Mix and Schoology (Microsoft)
- Schoology SIS Integration for Enterprise Edition (Schoology)
- Voicethread Accessibility and Universal Design with Schoology (Voicethread)
- Schoology vs Edmodo vs Google Classroom (My E-Learning World)
- Schoology and Google (Youtube Video)

New to Schoology? Learn the Basics for Online Learning (by Schoology)



Watch on YouTube

Research

Ardi, P. (2017). Promoting learner autonomy through Schoology m-learning platform in an EAP class at an Indonesian university. *Teaching English with Technology*, *17*(2), 55-76.

Biswas, S. (2013). Schoology-supported classroom management: A curriculum review. *Northwest journal of teacher education*, *11*(2), 12.

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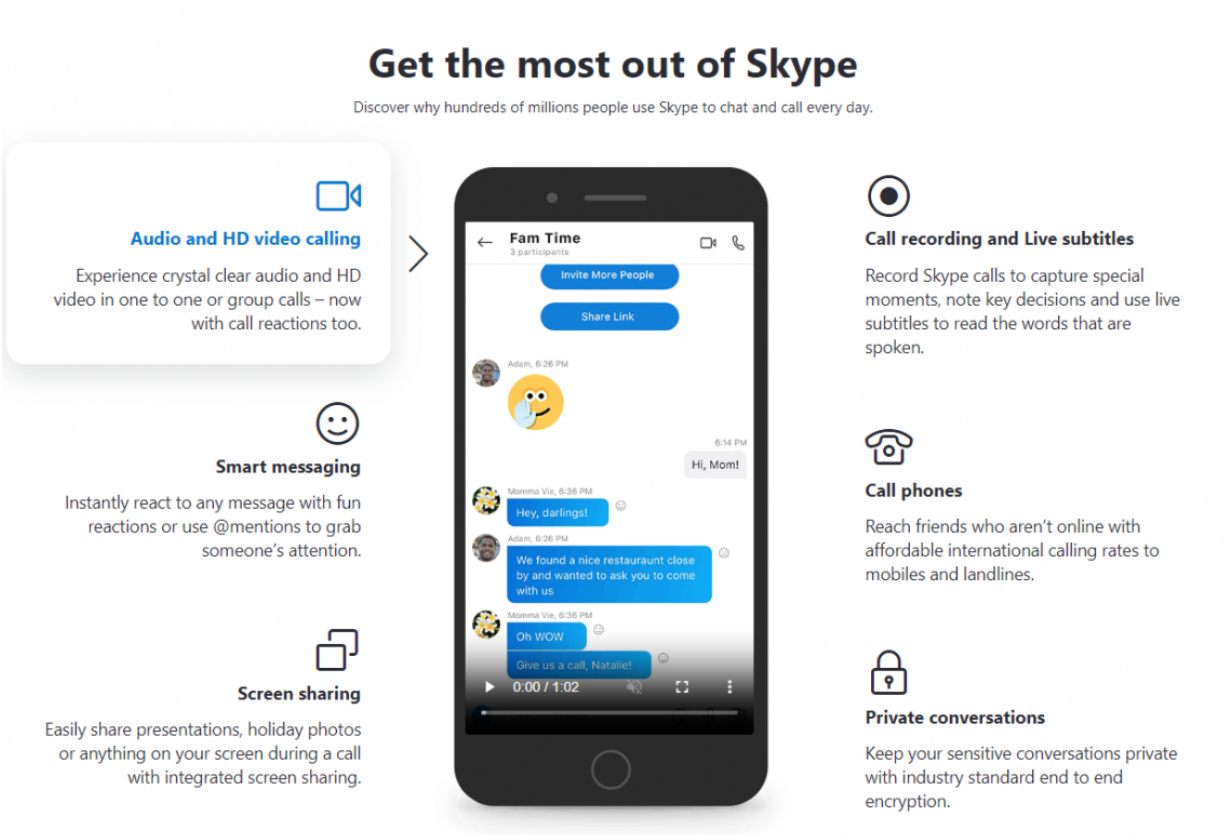
Access it online or download it at https://edtechbooks.org/onlinetools/schoology.

Skype

Connectivism | Video | Social Constructivism | Crisis Communication

Skype is a free web-based communication tool which allows people to video conference, make calls, and instant message. Skype has more than 300 million active users all around the world (see 24 Amazing Facts about Skype).

Skype provides a variety of educational opportunities for classrooms. Students can connect with other students, increase their knowledge, and interact with other cultures. They can use Skype to share projects, polish their language skills, exchange information about particular books with students who read the same books or present their dissertation to their committee. Skype also provides students and teachers with the opportunity to participate in virtual tours of historical places, communicate with authors and researchers, and engage in conversations with classrooms around the world. Skype provides a simple platform for student development and growth.



Tool Snapshot

Price	Free (basic); Paid international calls
Learning	Social constructivism, Connectivism
Ease of Use	★★★★★
Privacy	★★★★☆
Accessibility	★★★★☆
Class Size	Up to 50 people on one Skype call
ISTE*S	Knowledge Constructor, Creative Communicator, Global Collaborator
COPPA/FERPA	Yes, FERPA

Price

Skype is technically a “free” community-based software. However, if you want to get a phone number with the country code in which you live, you have to pay a little amount of money.

Ease of Use

Skype main page is very simple and does not comprise a lot of information. Skype has a seamless help page. They split the necessity information into the categories such as getting started, calling, video, account and payments, messaging, and everything else. It means you don’t have to think too much or spend a long time to get an assist. If you don’t know which category includes your question, you can use search icon and text keyword to find an answer. Furthermore, you can join the conversation and note previous discussion pertain to the topic.



Designers

Skype was created by Janus Friis (Denmark) and Niklas Zennstrom (Sweden) in 2003. Then, Microsoft bought Skype, paying $8.5 billion.

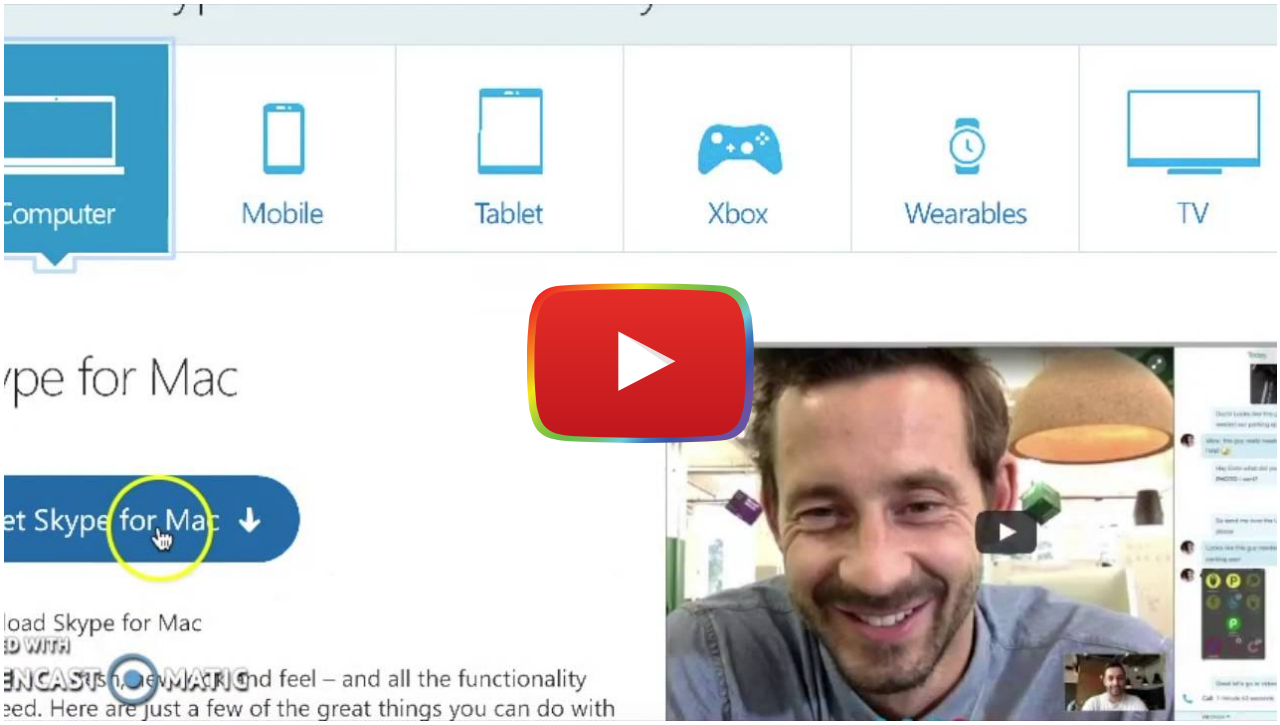
Accessibility

Skype offers voiceover, narrated screen reader, high-contrast settings, magnifier, and speech recognition to convert speech to texts to support people with hearing or seeing disabilities.

Privacy

Skype uses cookies to get some personal information about users. It benefits from the cookies to improve itself, recognize people's preferences, and tailor Skype web content for individuals. You can disable cookies if you do not want Skype to use your information. Furthermore, you can change your privacy settings by clicking Skype> Preferences> Privacy.

Skype Overview Video



[Watch on YouTube]

View the Skype Video Transcript

Skype & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Skype might fit within the SAMR model:

- **Substitution:** Students use a Skype to meet, communicate, and interact with other students online (instead of engaging in a face-to-face discussion).
- **Augmentation:** Students can communicate in multimodal ways with Skype.
- **Modification:** Students can join video conferencing, share their screens, and communicate with other students who live in the U.S or abroad and save their videos for future use.
- **Redefinition:** Subject matter experts, faculties, and famous people all around the world can be invited to join a class discussion and share their expertise.

Learning Activities

Mystery Skype provides entertaining social learning experiences for students. Particularly, Geography, Language Arts, Science, and Math teachers can use it effectively. Mystery Skype allows students to recognize cultural awareness, speak with second language learners, and learn knowledge related to geographical features of the place. Remember, teachers should get permission students to show themselves on camera.

Math

Many tutors use Skype to teach Math as online. They teach students who struggle to understand abstract concepts in Math as an individual or in the group.

Science

There are many opportunities to use Skype for STEM. Students can follow along with scientists as they build a new rocket or walk on a glacier in Iceland.

English/Language Arts

Skype allows both educators and students to connect with one another on a global level. Learners can find a chance to speak the foreign language with native speakers. In addition, students can meet authors and lecturers on Skype to get more information about writing and reading their own language.

Other

Interviews, after school help, virtual field trips, bringing busy parents into the classroom.Resources (see 50 Awesome Ways to Use Skype in the Classroom)

Resources

- 5 Creative ways Use Skype in Classroom
- How Are You Connecting Your Students with the World? Skype in the Classroom
- 12 Top Tips: How to Teach on Skype
- A window on the world: Using Skype in the classroom
- 6 Creative Ways to Use Skype in the Classroom
- The complete Guide to the Use of Skype in Education
- Cool Ways to Use Skype in the Classroom
- Skype in the Elementary Classroom!

How to Use Skype

1. Go to www.skype.com
2. Click “Download Skype” and get Skype for Windows or Skype for Mobile.
3. Click “Sign Up” and register for account
4. Setup your profile page
    1. Click on the silhouette icon in the top right corner
    2. Click on “My account.”
    3. Click on the silhouette icon and select “edit profile”
    4. Add a photo and/or short bio
5. Search people’s either username or e-mail address to add them to your contact list
    1. Go to “Contacts”
    2. Select add “Contacts” or click directly in the search text box
    3. Type the “Contact name” or “Skype username”
    4. Click on “search Skype”
    5. After find right contact, click on “Add to Contacts”
6. Make a free call
    1. Click the “Use Skype Online” button in the center of the page
    2. Go to your account and Click the “Contacts” next “ Search Skype” to find people you want to call
    3. Click the name you found and make a voice or video call or message

Research

Hidayati, A. N., Ramalia, T., & Abdullah, F. (2021). Leveraging Skype-based webinars as an English language learning platform. *Al-Ishlah: Jurnal Pendidikan*, *13*(1), 10-20.

Mustafa, E. N. E. (2018). The impact of YouTube, Skype and WhatsApp in improving EFL learners’ speaking skill. *International Journal of Contemporary Applied Researches*, *5*(5), 18-31.

Rock, M. L., Schoenfeld, N., Zigmond, N., Gable, R. A., Gregg, M., Ploessl, D. M., & Salter, A. (2013). Can You Skype Me Now? Developing Teachers’ Classroom Management Practices through Virtual Coaching. *Beyond Behavior*, *22*(3), 15-23.



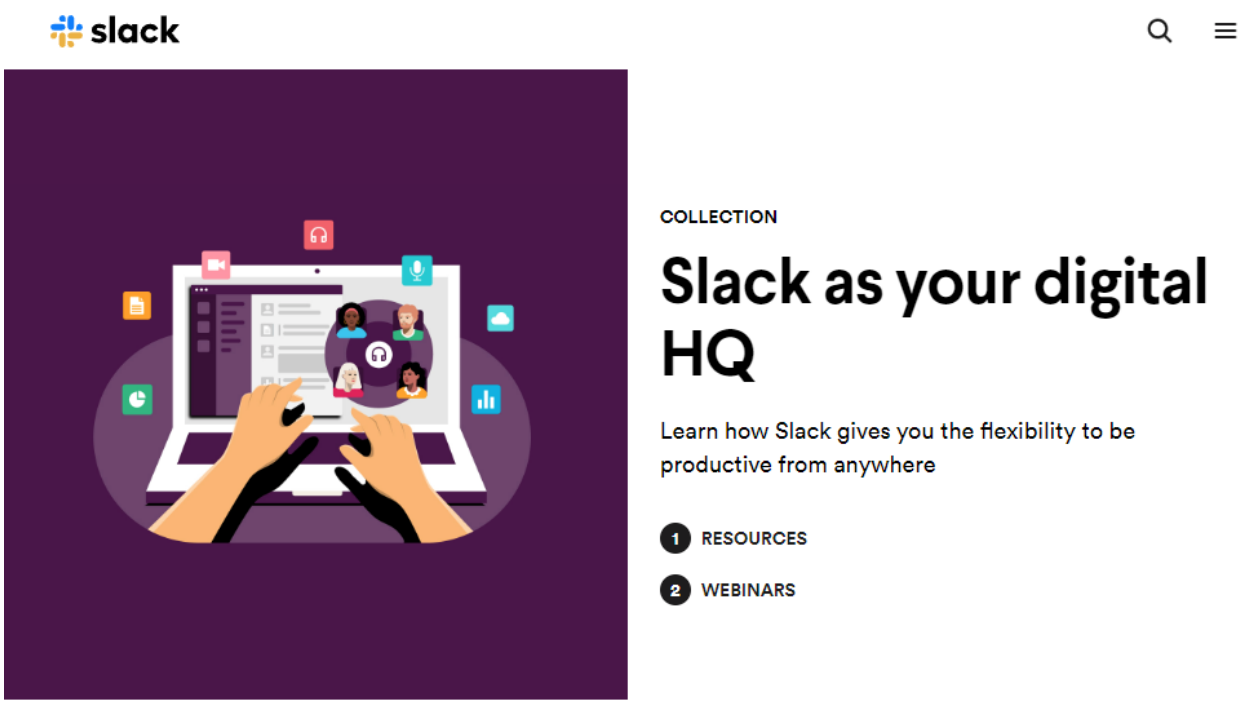
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Slack

Connectivism | Project Management | Collaboration | Social Constructivism | Crisis Communication

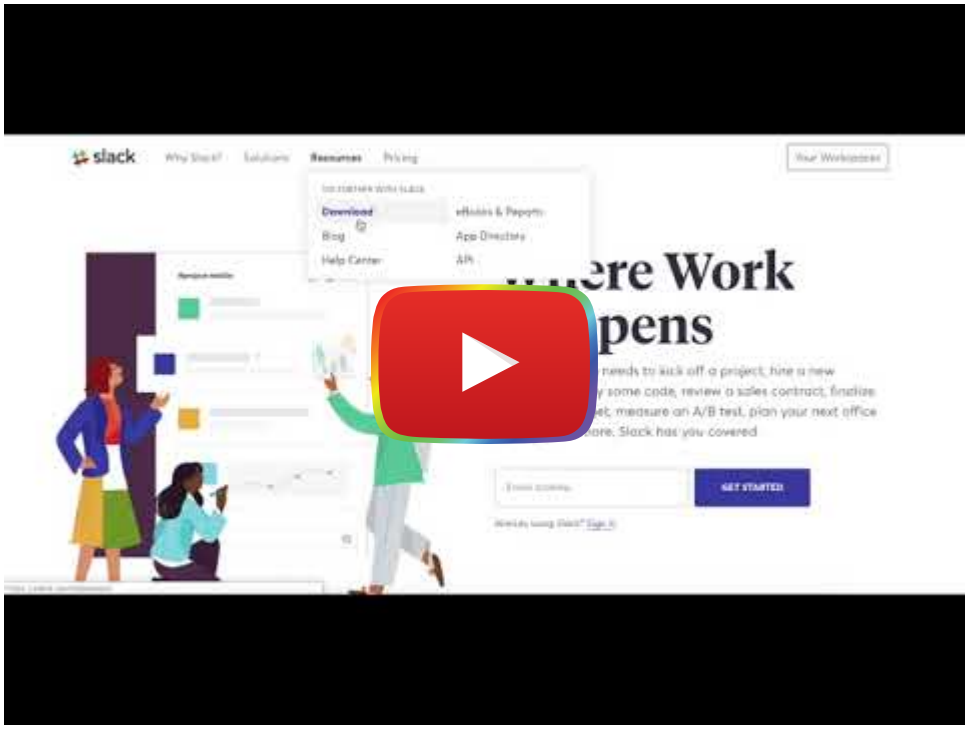
*Slack is a **communication** and **task management** tool. Users can create specialized messaging groups, or "channels," according to different projects, teams, and organizations. What makes it different from other communication tools is that it is specifically created for work and collaboration. Files that are up to 1GB can be sent and searched within a channel, which makes file management easy. Slack also allows users to integrate over 1,500 apps and services into the chat, so that they can work without having to switch tabs and accounts. Functions like video chatting and screen sharing make it ideal for teamwork. Bringing Slack into the classroom can increase communication and **collaboration**, **facilitate project management**, and allow students to learn how to use a tool that is popular in many workplaces today.*



Tool Snapshot

Price	Basic version: Free; $6-13/month for advanced features
Learning	Connectivism, Social Constructivism
Ease of Use	★★★☆☆
Privacy	★★☆☆☆
Accessibility	★★★☆☆
Class Size	Unlimited
Login	Yes
ISTE*S	Empowered Learner, Creative Communicator, Global Collaborator
COPPA/ FERPA	COPPA is irrelevant, because of the age restriction. FERPA is mentioned in the Terms of Service.

Slack Overview Video



Watch on YouTube

Slack & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

- **Substitution:** Instructors and students use Slack as a text messaging tool rather than having an in-class discussion.
- **Augmentation:** Instructors and students can ask questions, respond to comments, and communicate outside of class time using Slack.
- **Modification:** Students use Slack channels to manage group projects in a single workspace (e.g., sharing files, providing feedback, engaging in live video chats, sending text messages).
- **Redefinition:** Students can integrate more than 1,500 apps (e.g., Google Apps) into their Slack channels for improved efficiency in project management and communication.

Learning Activities

Empowered Learner

- Students can create personal threads to track their learning progress
- Students conduct a self-evaluation of any individual/group project by reviewing the record in a personal thread or a group project channel

Creative Communicator

- Students create a channel that is dedicated to a group project, communicate, and manage the process of the project within the channel
- Students can submit different formats of homework to demonstrate their learning outcomes by integrating external apps/services

Global Collaborator

- Students can invite experts/professionals from around the world as well as community members to join their channels
- Students can participate in discussions on related topics by entering public channels created by the instructor or other users

How to Use Slack

Follow these steps to get started on Slack:

1. Go to slack.com and create an account using your email address.
2. Follow the instruction to set up your account.
3. If you already have an account, enter your workspace from the 'sign in' button.
4. Create or enter a channel for group messaging.
5. Start or enter direct messages for one-to-one conversations.
6. Invite teammates by sending them emails from Slack.
7. Send files or messages from the bar at the bottom.
8. React or respond to a message.

Read Slack's tutorial on how to get started to for more instructions on the basics or watch this Youtube playlist created by Slack to see instructions in action.

Resources

- Slack's tutorial on how to get started
- A tour of Slack App
- Tips on using Slack to make teamwork more productive and pleasant
- Using Slack in the Classroom by a University Professor
- Using Slack in a High School Class

Research

Phillips, A. L., Edwards, S., Parmesar, K., Soltan, M., & Guckian, J. (2021). Slack as a virtual undergraduate dermatology community: a pilot study. *Clinical and Experimental Dermatology*, *46*(6), 1028-1037.

Tuhkala, A., & Kärkkäinen, T. (2018). Using Slack for computer-mediated communication to support higher education students' peer interactions during Master's thesis seminar. *Education and Information Technologies*, *23*(6), 2379-2397.



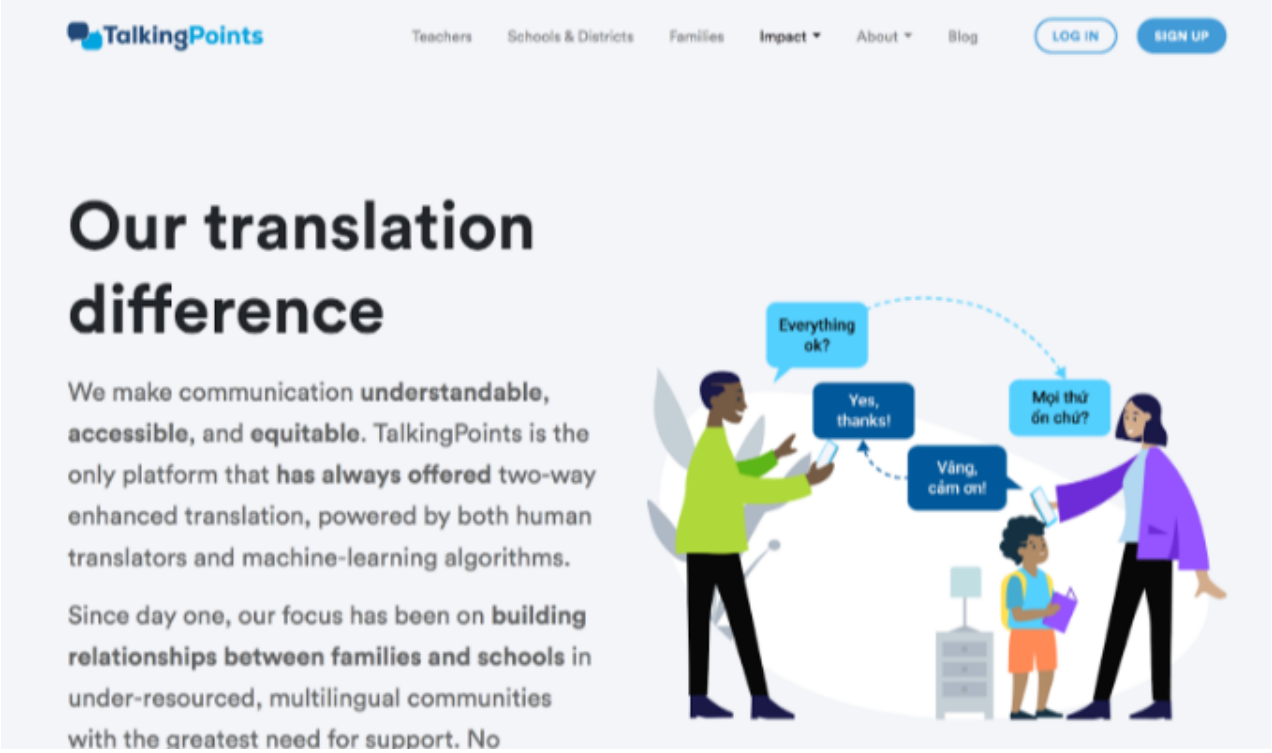
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Access it online or download it at https://edtechbooks.org/onlinetools/slack.

TalkingPoints

Crisis Communication | Language | Social Learning

*TalkingPoints is a messenger tool that allows teachers to **connect** and **communicate** with parents and families across **any language**. Teachers can communicate with parents via text messaging (via a phone or internet-connected device) in their native language (About us, 2021). TalkingPoints is used by more than 50,000 schools across the U.S. and **translates into more than 100 different languages**. By using this digital platform, teachers can communicate with any parent, family member, or guardian of a student with ease. For example, a teacher can send a message in English saying "Hi how are you" to a parent whose native language is Spanish. The parent will then receive that message translated into Spanish "¿Hola! Cómo estás?" and can also reply in Spanish. They may say something like "Estoy bien. ¿Cómo estás?". Lastly, the teacher will receive the response translated into English "I am fine. how are you?" This can help **eliminate barriers** including time and language to encourage **family engagement** in supporting **student success** (Edwards, 2021). This is especially important because "family engagement is two times as effective in predicting a student's success than the family's socioeconomic status" (Taking Points, 2021, para. 5). If you are struggling to inform families about student progress or to get families to engage in conversation due to language barriers, you may consider using TalkingPoints.*



TalkingPoints website

Tool Snapshot

Price	Free for individual teacher and parent accounts. Schools and districts can request a quote.
Learning	Social Learning
Ease of Use	★★☆☆☆
Privacy	★★★★★
Accessibility	★★★☆☆
Class Size	Limitations based on pricing plans.
Login	Yes
ISTE*S	None
COPPA/FERPA Compliant	Yes

Price

TalkingPoints is free for individual teacher and parent accounts, however, if a school or district would like to integrate TalkingPoints throughout the entire school or district, they would need to get a quote. As of now, TalkingPoints for high-need schools and districts is free through the end of the 2023 school year if schools and districts sign up before April 30th. For more information on TalkingPoints for schools and districts, visit the pricing plan page.

Type of Learning

We believe that the social learning theory is most closely aligned with the way TalkingPoints is designed because this theory highlights the importance of learning from one another. TalkingPoints is designed to keep families engaged in their student's learning and to help families support student success. As children spend most of their time outside of school, their families have a big impact and influence on their learning. Similar to the key ideas of the social learning theory, students learn from their families through observation, imitation, conversations, and modeling.

Ease of Use

We gave the tool two stars for ease of use because you are unable to use TalkingPoints unless you are a teacher or a parent with an account and class code. This can make it difficult for people who are interested in learning how to use the tool if they are not a teacher or parents with a class code. However, there are step-by-step instructions and links to video tutorials provided on the website for teachers and parents to view in order to learn how to use the tool. However, these features are somewhat hard to find, as the website has a cluttered layout.

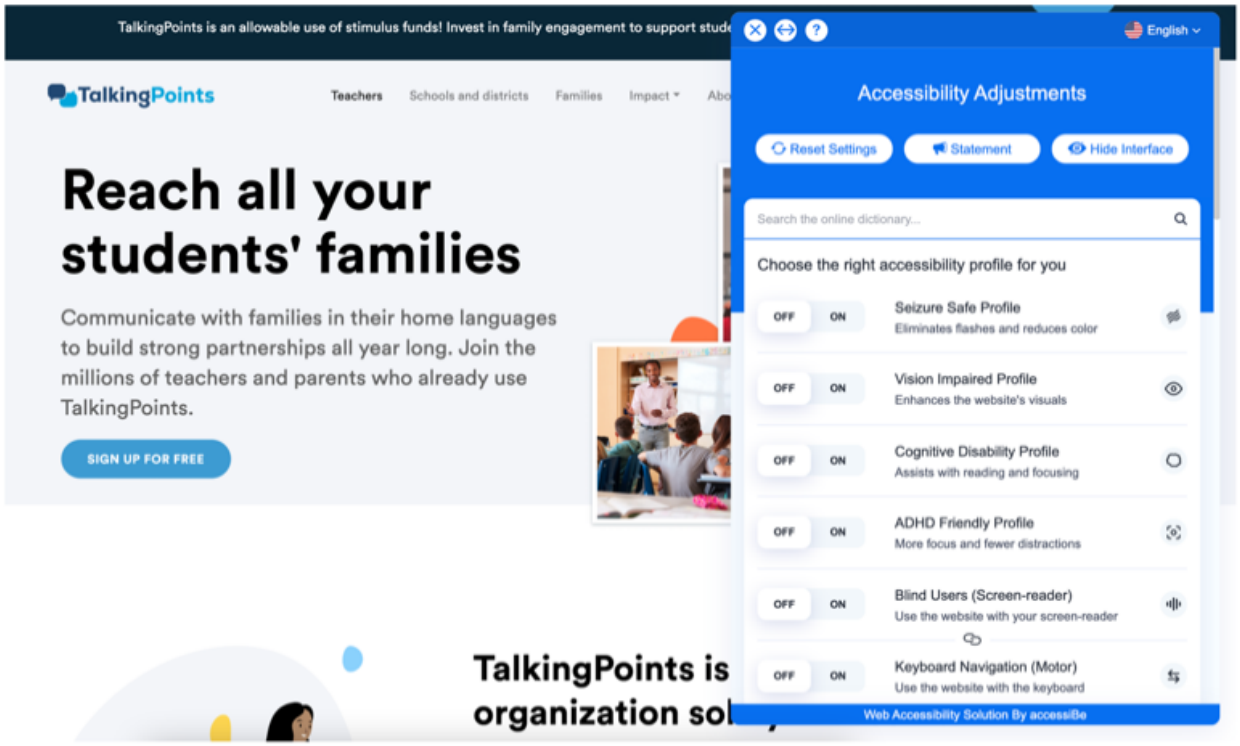
Privacy

We gave the tool five stars for privacy based on the extensive privacy policy detailed on their website. The privacy policy clearly states that a user's data will never be shared with third parties and that a user's data is not used for any type or form of advertising. TalkingPoints also guarantees that a user's data will be deleted per a user's request and provides a link that the user can use to request that their data be deleted. The data that is provided by the user is completely owned by the user, as stated in the privacy policy, and users will be notified if there are any changes in the TalkingPoints

privacy policy. In addition, TalkingPoints is compliant with both FERPA and COPPA. They meet the legislative requirements for COPPA, and help schools comply with FERPA regulations.

Accessibility

We gave the tool 3 stars for accessibility because TalkingPoints does not have a specific accessibility statement on their website, although they do have some new accessible features and some that are coming in the future. AccessiBe is a plugin that is installed on the TalkingPoints website, teacher web app, and school and district products, that allow users to adjust settings to support individuals with disabilities, such as blindness and ADHD. In addition, the tool allows users to choose various font sizes and has a speech-to-text function that allows the spoken text to be translated into over 100 different languages. Additionally, TalkingPoints has a text-to-speech function so users can listen to the messages that are being sent and received. Both speech-to-text and text-to-speech are so important and helpful for users with limited literacy. TalkingPoints also alerts educators with a "Readability Flag" when a message they are writing to a user is written above the reading level of a 5th-grader, and also helps the educator make the message simpler to assure that the user will be able to fully understand the message. Although TalkingPoints has these great accessibility features, there are a few things that could be added for optimal accessibility such as being able to use the tool without the use of one's hands. We researched the accessibility statement in order to find details about how accessible TalkingPoints is for its users.



Class Size

For free individual teacher accounts, there is a limit of 200 students and five classes, which limits class size. However, for school and district accounts that are based on a quote price system, there is no limit on the number of students or class sizes (Edwards, 2021).

Login

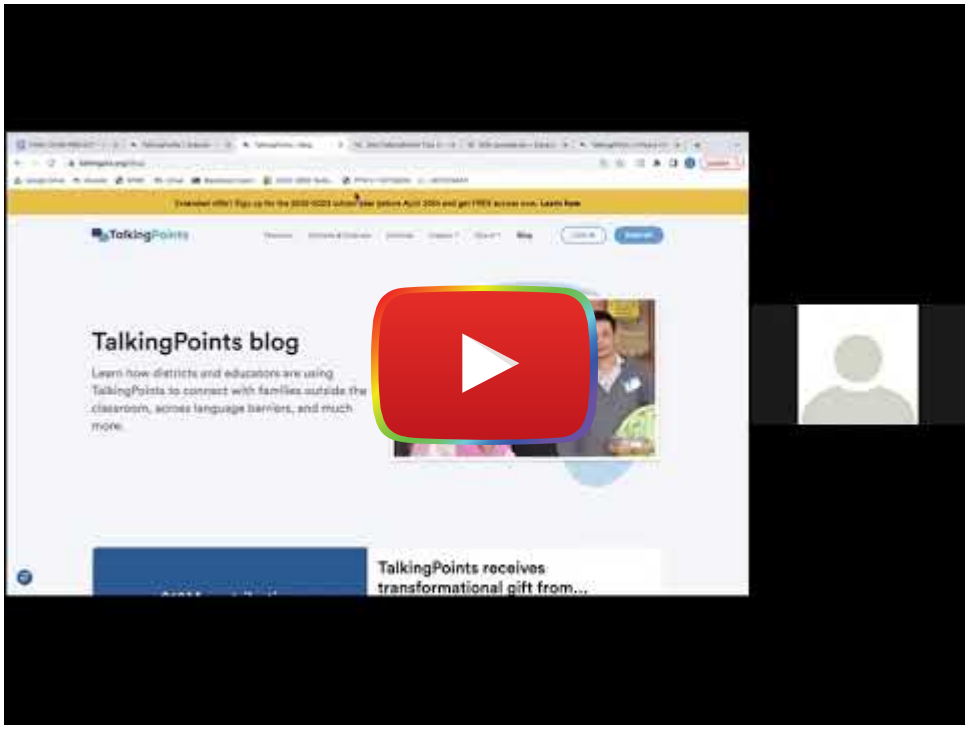
TalkingPoints requires teachers, schools, and districts to register for an account using the web app or mobile app. A name, email address, password, or a Google account is needed to register. However, if you choose to sign up with a Google account, you will need to provide additional information about the grade you teach and what type of teacher you

are. Parents are also required to register for an account using the web or mobile app and are asked to provide their language, phone number, and email address (optional). Parents are then able to join using a 6-digit class code which is provided by the teacher to join their class. Once parents register for an account, they can either opt to receive SMS texts or download the TalkingPoints for Parents mobile app, where they will have to log in to use the tool. Once teachers are registered for an account, they are also required to log in using the web or mobile teacher app.

ISTE Standards

We believe that TalkingPoints does not closely align with any of the ISTE standards. Because this tool is made specifically for parents, and not students, it does not meet any of the ISTE standards for students.

TalkingPoints Overview Video



Watch on YouTube

Transcript

TalkingPoints & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a detailed framework to help teachers integrate technology into the classroom in more meaningful and productive ways. As a result, we encourage teachers to use this model to facilitate the effective use of technology in the classroom.

Here is an example of how TalkingPoints might fit within the SAMR model:

- **Substitution:** Teachers use TalkingPoints to message parents about student progress, rather than email or phone-based text messages.
- **Augmentation:** Teachers can send multimodal messages that parents can access on a phone or website. Using the website means that messages won't take up cell data on parents' phones.
- **Modification:** Teachers can have their messages checked for readability so they're easy to understand for parents.
- **Redefinition:** Teachers and parents can communicate with one another in their language through the translation of over 100 different languages, overcoming language barriers that may have otherwise been a problem.

TalkingPoints is not just a substitute for text messaging. While substitution does have benefits, this tool provides newly accessible technology that supports student success by building connections between schools, teachers, and families that may have otherwise been avoided due to language barriers.

Learning Activities

Math

Text the link to different math resources; videos, websites, or virtual manipulatives to parents to try out with their kids outside of school.

Science

Send parents the directions to an at-home science experiment that their child was assigned, so they may help their child if desired.

English/Language Arts

Send parents a virtual copy of a book or a passage from a book that was assigned in class to students, and ask parents to read a chapter of the book aloud with their child.

Backchanneling

Send parents reminders for their children's upcoming assignments and class events.

Parent-Teacher Community

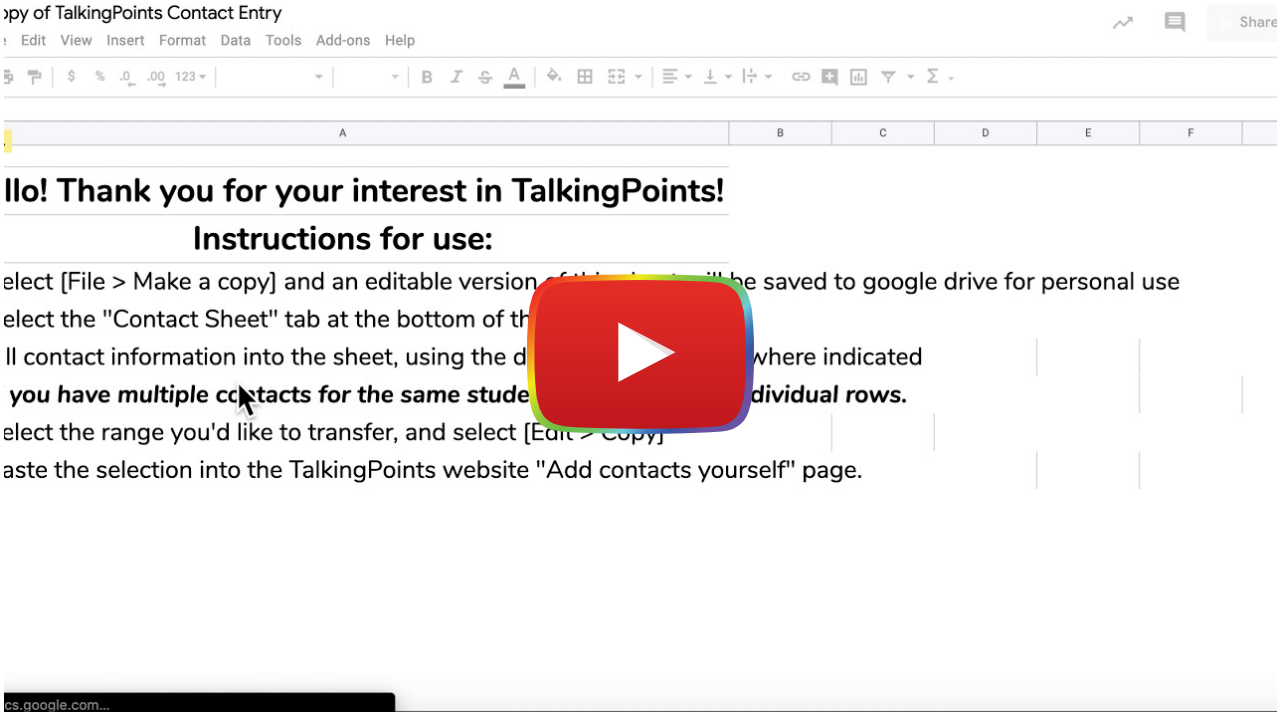
Message parents about their children's progress in school. Send pictures of students on a school field trip or during a school event.

Resources

- TalkingPoints receives transformational gift from MacKenzie Scott to advance meaningful, equitable, family engagement for students
- Building connections between schools and families will boost student achievement
- Translation App Engages Families in Student Learning
- How TalkingPoints is helping teachers and parents stay connected to enhance student success and well-being
- How I Use Apps to Improve Family Engagement
- TalkingPoints for Parent App Tutorial
- TalkingPoints Getting Started Guide
- Elevating Family Voices in the Classroom
- https://twitter.com/MusicMrBrox/status/1514055946472939526?s=20
- Family Engagement in Action: TalkingPoints

How to Use TalkingPoints

Below is a step-by-step tutorial by TalkingPoints that shows teachers how to both set up and use TalkingPoints. The video provides accurate closed captions.



Watch on YouTube

Research

Crook, A., Cannonier, C., & Simmons, C. (2018, April 13). *There's an app for that: The impact of reminder apps on student learning and anxiety*. Taylor & Francis. Retrieved April 22, 2022, from https://www.tandfonline.com/doi/abs/10.1080/08832323.2018.1441120

Dyer, T. D., Aroz, J., & Larson, E. (2017, March 29). *Now you see me: Using reminds to achieve proximity online*. Digital Commons@Georgia Southern. Retrieved April 22, 2022, from https://digitalcommons.georgiasouthern.edu/sotlcommons/SoTL/2017/58/

McCoy, K. (2016, March 21). *What is remind & why should I care? the advantages of utilizing a one-directional text message application to support student learning in Academia*. What is Remind & Why Should I Care? The Advantages of Utilizing a One-directional Text Message Application to Support Student Learning in Academia - Learning & Technology Library (LearnTechLib). Retrieved April 22, 2022, from https://www.learntechlib.org/p/171645/

Nisbet, K., & Opp, A. (n.d.). *Effects of the remind app on parent-teacher communication at a mixed-income middle school*. SOPHIA. Retrieved April 22, 2022, from https://sophia.stkate.edu/maed/227/

Authors

This page was created by Jillian Reilly and Sarah Pingeton.



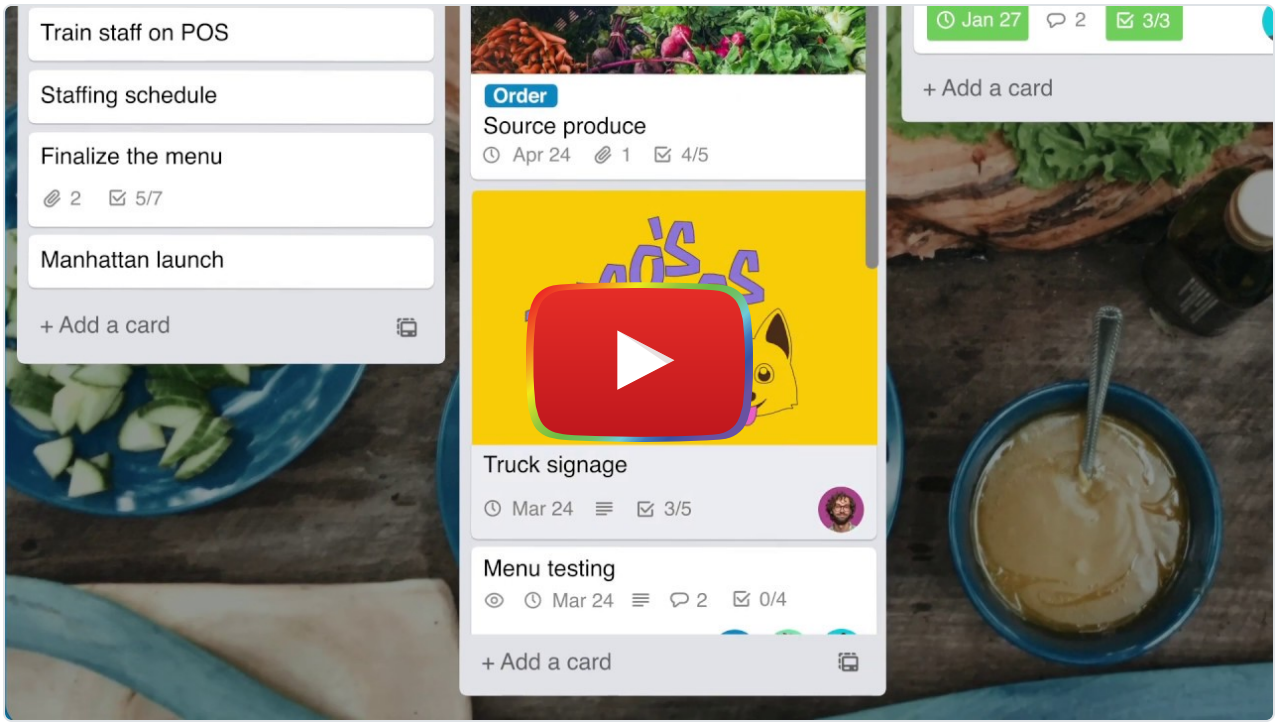
This content is provided to you freely by EdTech Books.

Access it online or download it at https://edtechbooks.org/onlinetools/talkingpoints.

Trello

Connectivism | Collaboration | Social Constructivism

Trello is a visual collaboration platform that gives teams perspective on projects. Trello can be used to organize, collaborate, communicate and coordinate on projects and assignments. Trello is great for a variety of work, educational, and personal uses, from school bulletin boards, lesson planning, collaborative student research projects and task management to planning and organizing your next vacation with your family. The best part is Trello's collaboration-ability – boards can be viewed, edited, and managed by multiple members so classrooms, teams, or families can keep track of everything and everyone in a really intuitive and visually appealing way!



Watch on YouTube

Tool Snapshot

Price	Free (basic); Upgraded Plans
Learning	Social constructivism, Connectivism

Ease of Use	★★☆☆☆
Privacy	★★☆☆☆
Accessibility	★★☆☆☆
Class Size	Unlimited
ISTE*S	Knowledge Constructor, Empowered Learner, Global Collaborator

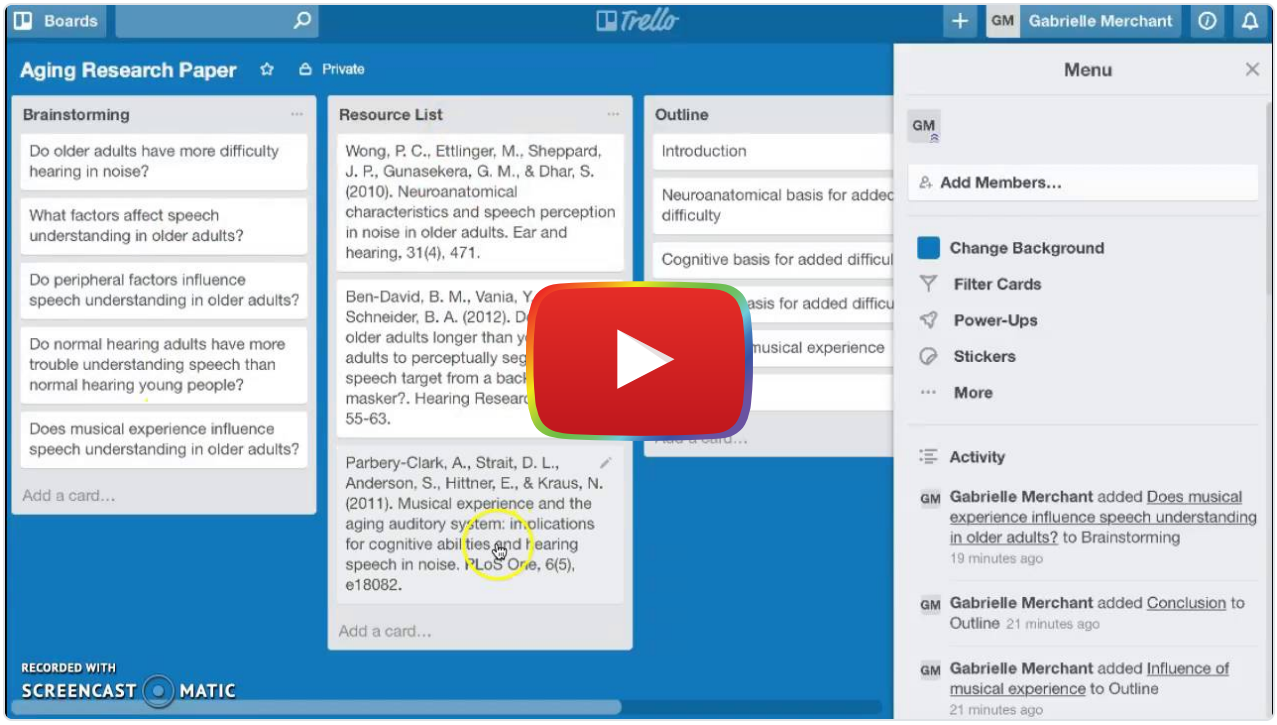
Trello Features

There are more than 12 million active users on Trello, and there is at least one employee in 70% of the largest companies in the U.S. currently using Trello. Trello users create boards, lists, and cards. Boards can be shared by an unlimited number of team members or collaborator. Each board is a single web page which displays lists for that board laid out horizontally on the page. Cards are the items which make up a given list, and cards can be dragged and dropped onto other lists or reordered within lists. Each individual card can be comprised of a variety of things, including images, attachments/documents, deadlines, and notes.

Educational Use of Trello

While Trello may seem like a great tool to keep your own life organized, it has a ton of applicability in the classroom that might surprise you! Trello is a great tool for project-based learning. Students can use Trello to take control of a project and outline the steps needed to bring it to completion. They can split up tasks and plan what they need to meet goals. They can move cards around as needed, or as pieces are completed, and you can track their progress in real time as they go! You can even go in and set deadlines for individual components, which may help those procrastinators in your classroom. It is a great tool for synchronous or asynchronous communication, active learning, cooperative learning, and conducting research.

Trello Overview Video



Watch on YouTube

Trello Video Transcript

Trello & the SAMR Model

- **Substitution:** Students collaboratively use Trello to list the steps to complete a project (as opposed to writing it down on paper).
- **Augmentation:** A large group of students can organize and plan an individual project simultaneously and remotely, including assigning responsibilities to individual members.
- **Modification:** Students can add multimedia to all stages of their project, set deadlines for themselves and others, and track all group members progress in real-time and remotely. Teachers can also track progress and set deadlines to help avoid procrastination.
- **Redefinition:** Both students and teachers can see the activity in each card to follow who in the group contributed in what ways and at what times. Students can critically analyze this log of activity at the end to determine what could have improved their process or made their process more efficient.

Learning Activities

Elementary School (Grades K-5): Have a Trello board or list for each student. List student goals on the Trello board each week, and make each student responsible for adding a card outlining how they achieved that goal, or what they need to achieve that goal. For example, if you are working on a cooking project with your student, the goal may be to follow and implement a cooking recipe. Students may need to use their knowledge of fractions to achieve that goal, or work on their fractions more if they struggled. This would be included on their card for that week. Have parents subscribe to their students' board to track their progress.

Middle School (Grades 6-8): Have a group of students brainstorm a question, then work through a Trello board template of steps defined by the teacher to answer that question. This project based learning model could walk students through brainstorming a question, doing research on that question, outlining the key facts from that research,

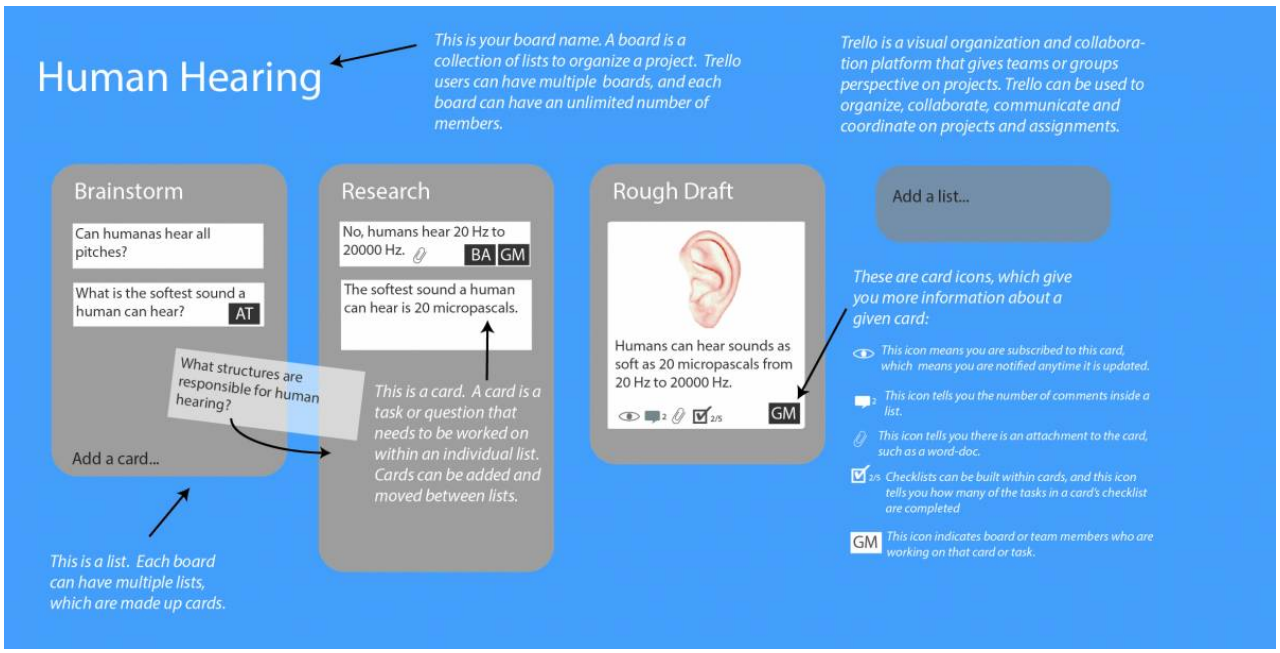
and drafting sections of a paper, creating a youtube video, ora presentation about what their question. Require each student to add a certain number of cards to each list through the process.

High School (Grades 9-12): Have each student create a Trello board listing the standards that they will learn in that class year. The rest of their board will have lists with topics such as what they 1) are currently learning, 1) are studying to be assessed, 3) have been assessed, and 4) have mastered. For example, a high-school algebra course may include standards such as “Order of Operations”, “Understanding Inequalities”, “Scientific Notation”, and “Squares and Square Roots”. Have students be responsible for moving cards of standards through this process as they go, and adding documentation to those cards as they progress through each phase.

Higher Education: Have each student create a Trello board to organize their process in writing a research term paper. Assign each student two peers who will be viewing and editing members of the students board, who will assess and analyze the students’ process through the Trello activity log and provide feedback and suggestions.

Resources

- Trello Getting Started Guide – Official Guide from Trello
- Trello Help – Official Trello Help Guide
- Trello for Education – Trello-sponsored blog posts on using Trello for Education
- No Slacking Off! How Savvy Teachers Are Turning to Trello and Slack – Article from EdSurge
- With Project Management App Trello, It’s All in the Cards – Year-long (+) Review by Ted Curran including utility in the classroom
- “Trello” | EdTech Tuesday – YouTube Video from Lesson Planet (5 minutes 51 seconds)



How to Use Trello

Trello users create boards, lists, and cards. Boards can be shared by an unlimited number of team members or collaborators. Each board is a single web page which displays lists for that board laid out horizontally on the page. Cards are the items which make up a given list, and cards can be dragged and dropped onto other lists or reordered within lists. Each individual card can be comprised of a variety of things, including images, attachments/documents, deadlines, and notes.

1. Go to www.trello.com
2. Click “Sign Up” and register for an account.
3. If you want to use your board collaboratively, first select “Create a team” and create a team name and description (e.g. 10th grade Science).
4. Click on “Create a new board…” to create your first board.
    1. Give your board a title.
        1. For example, if you are going to have your class research Human Hearing, that is the title you might give your board.
    2. Select what team, if any, this board will belong to (e.g. 10th Grade Science).
5. Once you are in your board, create your first list by clicking on “Add a list…”
    1. Boards are made up of multiple lists to organize a project.
    2. For your Human Hearing project, you might start with a list called “Brainstorming”.
    3. You can add additional lists here as well, like “Research” or “Rough Draft”
    4. Lists are comprised of several cards, which can be tasks or component of that list.
6. Within your list, click “Add a card” to add your first card.
    1. Give your card a title, and click “Add”
        1. For example, under the “Brainstorming” list, you might add a card that says “What is the softest sound a human can hear?”
7. Click on your card to add information to it. You can:
    1. Edit the description of the card.
    2. Add a comment to the card.
    3. Add specific members of your team to the card.
    4. Add checklist items within that card.
    5. Add a due date for that card.
    6. Add an attachment, like a document or an image.
        1. If you add an image, it will appear directly on the card in your list on your board.

Research

Kaur, A. (2018). App Review: Trello. *Journal of Hospital Librarianship, 18*(1), 95-101.

Minchew, T. (2015). Who's on first?: License team workflow tracking with Trello. *Serials Review*, *41*(3), 165-172.



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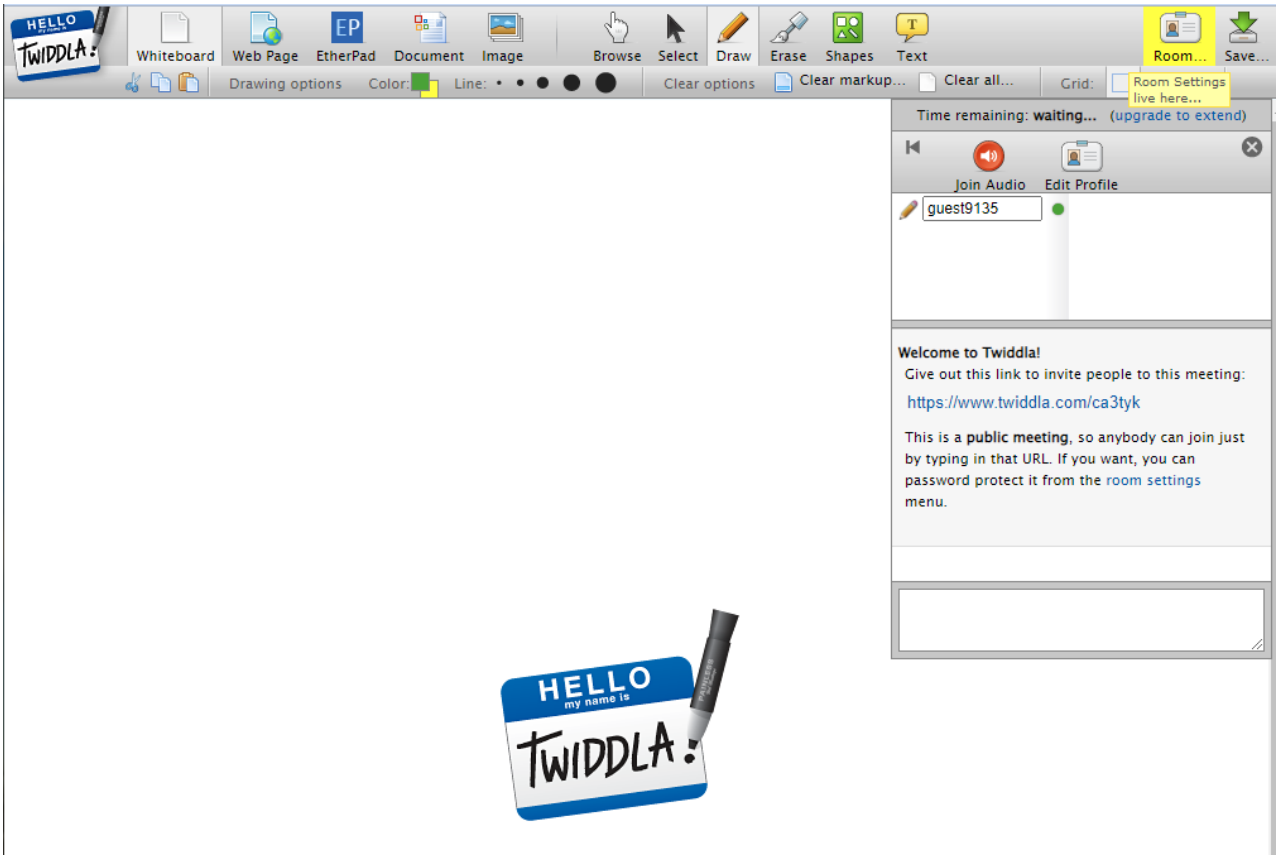
Twiddla

Connectivism | Collaboration | Social Constructivism

Twiddla is an online platform that bills itself as one of the easiest online collaborative tools in existence. And, by many measures, Twiddla does meet its goal of maintaining a simple user interface. Twiddla was launched in 2007. A blog is maintained on the website, with updates to the tool.

Some of the noteworthy features of Twiddla include:

- *Users can collaborate and make changes to images, text, drawings, and even math equations.*
- *No special software or plug in installation required.*
- *Works on both PC and MAC computers.*
- *The EtherPad function gives all users complete access to the whiteboard, with no limitations.*
- *Text-based chat and voice functions are enabled for additional forms of communication.*
- *To save work as a PDF or media file, click on the Save button on the top right corner of the screen (this last function is only available to registered users).*



Twiddla interface

Tool Snapshot

Price	Free limited; Pro, Team, Business, and Enterprise Plans
Learning	Connectivism, Social constructivism
Ease of Use	★★★★☆
Privacy	★★☆☆☆
Accessibility	★★★★☆
Class Size	10 participants for free account
ISTE*S	Creative Communicator, Global Collaborator

Usability

Twiddla allows users to collaborate in real-time on a virtual whiteboard. Users can choose to upload images, text, websites, or drawings. No plug-ins or special downloads are required to activate Twiddla. One need not be a registered user to start or join a collaborative Twiddla meeting. Real-time chat and voice functions are made available across all free and paid user tiers. Unlike some of its peers in the community-centered online tool universe, Twiddla does not

require users or collaborators to register. Those users who need assistance, however, cannot access live help in real time. Users must e-mail the help desk and wait for a resolution.

Workflow: The learning curve in mastering Twiddla is not steep. Clickable icons, graphical displays, and embedded windows are intuitive and visually appealing. A significant plus is Twiddla's ability to allow users to incorporate symbols used in mathematical computations.

Price

Twiddla adopted a subscription model. For those who choose to sign up, users can choose a tier based on their identity (e.g., casual users who needs to communicate with clients; freelancers/consultants; small teams; people in suits; the big time people). While on the surface, user categories seem to cater to business types, Twiddla's blog emphasizes its utility in the classroom.

ISTE Standards

Twiddla meets the ISTE standard for global collaboration, given the limitless number of users who can participate in multiple formats: text, voice, and drawing.

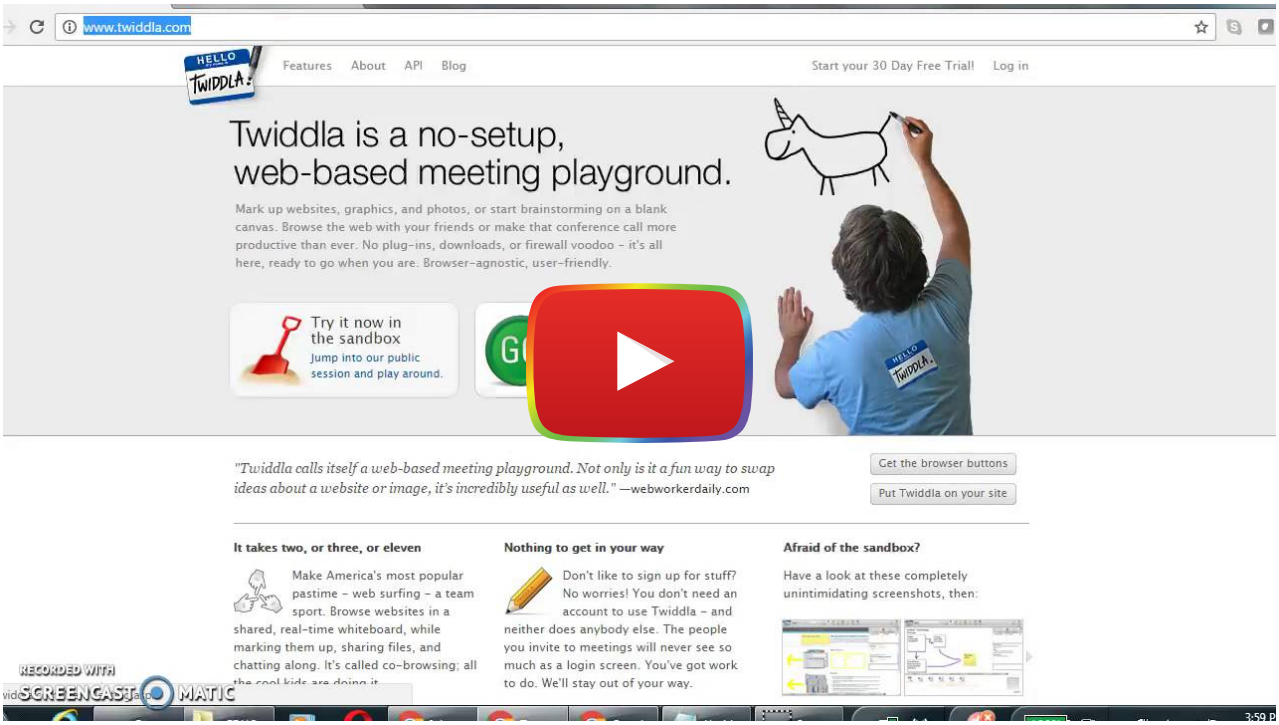
Privacy

Twiddla is owned by Expat Software, a firm that employs four workers (including the CEO). Only an e-mail address is provided for contact. There is no phone number or mailing address listed in either Twiddla's or Expat Software's website. It is unclear how long uploaded content is maintained on Twiddla's servers. Twiddla states that it will not share uploaded content with third parties. However, Twiddla also discloses that those terms may change if it is bought by another firm. Several years ago, Google had expressed interest in Twiddla, but later decided against the purchase. Twiddla's terms of service states that the owners are not responsible for the content uploaded to their servers. There is no mention of COPPA or SOPIPA laws, which is intended to protect websites from collecting information from users 13 years old and younger without consent from a parent or guardian.

Equity

Twiddla has the potential to increase tech equity among students. Students who live in rural areas, with limited access to tutors or peers who share similar extracurricular interests (e.g., Math Club), can benefit greatly. Twiddla enables rural students to have access to real-time collaboration, mentoring, tutoring, and problem-solving.

Twiddla Overview Video



Watch on YouTube

Twiddla & the SAMR Model

- **Substitution:** Twiddla eliminates the need for students to draw the stages of mitosis, for example, on paper. Instead, students can draw and make quick revisions using Twiddla.
- **Augmentation:** Twiddla allows for real-time collaboration without users having to physically meet in person.
- **Modification:** Collaboration via screen sharing is enhanced by the inclusion of real-time text chatting and voice-to-voice communication. In addition, collaboration is not limited by geography. Twiddla enables users anywhere to join in and participate.
- **Redefinition:** Twiddla's multimodal abilities allow for seamless collaboration both synchronously and asynchronously.

Learning Activities

Math

Participate in a math challenge with student teams at different sites; a panel of judges can evaluate all work posted to the Twiddla whiteboard and assign points accordingly. Twiddla has the advantage of having many math symbols and geometric graphing options available.

Foreign Languages/English as a Second Language (ESL)

Students learning a new language can annotate text collaboratively, highlighting verb forms, tenses, modifiers, etc.

Visual Arts and Communication

Students can jointly critique a visual display or advertisement. Principles of visual communication can be assessed, with students marking up images to show evidence of eye gaze, graphic misrepresentations, etc.

Journalism

The EtherPad function within Twiddla allows all users to write, edit, and revise text-based documents in real time. (Note: If EtherPad is not enabled, the Twiddla host needs to designate which users could have full access to the whiteboard.) Journalism students can watch a live streamed event and using EtherPad can collaboratively write a news story.

Resources

- TeachersFirst: Twiddla
- Tutor Coach
- Free Tech for Teachers
- Learn.org: Twiddla Revealed
- Move Over PiratePad–I Just Found Twiddla!
- Twiddla: Smarter than the Average Whiteboard
- Twiddla Screen Shot 1
- Twiddla Screen Shot 2

How to Use Twiddla

1. Type www.twiddla.com in your web browser
2. Users can elect to create a free account (or not).
3. Those users who do not wish to create an account still has access to all of Twiddla's basic tier options (Free and paid tiers can be viewed at http://www.twiddla.com/pricing.aspx
4. On the home page, find the green button marked "Go" and click on it.
5. A whiteboard is launched within the browser.
6. The Twiddla host can now upload images, documents, etc.
7. A unique URL is also provided on the right hand of the screen. This URL can be shared with all collaborators to join in real time.
8. To enable EtherPad (which allows all users to have full control of the whiteboard), click on the icon labeled EtherPad.
9. To enable voice to voice communication among users, click on the red icon labeled Audio. Speak into the computer's microphone to ensure others can hear.
10. To begin real time text-based chat with all users, type inside the dialogue box that appears on the right side of the screen.
11. To save a snapshot of the whiteboard or a transcript of the chat, click on the "Save" icon which appears on the upper right hand corner of the whiteboard. Only registered users are permitted to save their work as a PDF file or on Twiddla's cloud.

Research

Reguera, E. A. M., & Lopez, M. (2021). Using a digital whiteboard for student engagement in distance education. *Computers & Electrical Engineering*, *93*.

Santarosa, L. M. C., Conforto, D., & Machado, R. P. (2012). Whiteboard: Synchronism, collaboration and accessibility on Web 2.0. *Computers in Education (SIIE) International Symposium*, 1-6.



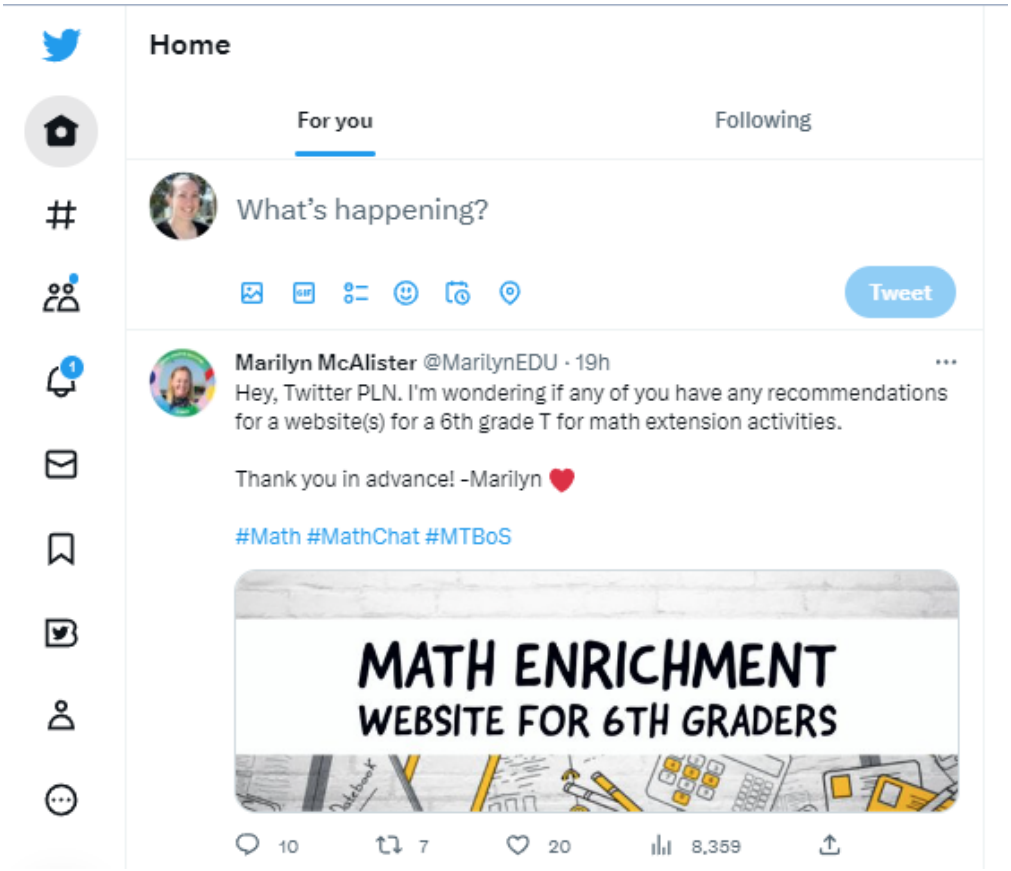
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Twitter

Social Media | Connectivism | Crisis Communication | Social Learning

Twitter is a social networking tool that allows users to connect with people and explore topics of interest (#hashtags). There are more than 229 million daily active users on Twitter (source). Twitter users can read and write short messages (up to 280 characters) that are organized by hashtags (e.g., #education). While you might think that Twitter is just for celebrities and people who want to share photos of their lunch, it is actually one of the most popular professional learning tools for K-12 teachers. If you are struggling to get students to engage in conversations or to get full class participation, you might consider giving Twitter a try. It is a great tool for backchanneling, synchronous or asynchronous communication, and even conducting research.



Twitter user interface

Tool Snapshot

Price	Free with ads
Learning	Social constructivism, Connectivism
Ease of Use	★★★☆☆
Privacy	★☆☆☆☆
Accessibility	★★★★☆
Class Size	Unlimited
ISTE*S	Knowledge Constructor, Creative Communicator, Global Collaborator

Impact On Student Learning

Twitter functions characteristically as a social network linking effective tools including learner-based, assessment-centered as well as knowledge-based online tools for instructors and students without constraint of time and space. This is a great community-based tool to promote students' learning, and thus improve their academic competency multiculturally, multilingually, entertainingly, educationally, effectively, and efficiently.

Price

Free of charge for users, but there are sponsored advertisements.

Designer

CEO: Jack Dorsey (see Twitter leadership team)

Privacy

What data is collected? Twitter Privacy Policy. "What you share on Twitter may be viewed all around the world instantly. You are what you Tweet!"

Twitter requires age screening for preventing kids from inappropriate exposure within advertisement. Age screening on Twitter

How is data used? "We collect and use your information below to provide, understand, and improve our Services." https://twitter.com/privacy?lang=en

What do the terms of service/ privacy policy say? Twitter Terms of Service

Power and Bias

How's the tool biased? Twitter connects everyone across the countries anytime, but a small amount of users' posting comments, information, video and photos are frequently found inappropriate in terms of violation of the twitter rules. Users can report inappropriate behavior on Twitter, see How to report violations.

"My children, again, discipline me not to go on Twitter because apparently people say bad things about me on Twitter. But things like Twitter offer us the opportunity only to encounter views consistent with our own, 24 hours a day," Comey explained at a Center for Strategic and International Studies event Wednesday." FBI's Comey: Twitter fuels 'monster of a bias'

What type of power structure does the tool encourage? The Twitter Rules: “We believe that everyone should have the power to create and share ideas and information instantly, without barriers. In order to protect the experience and safety of people who use Twitter, there are some limitations on the type of content and behavior that we allow. All users must adhere to the policies set forth in the Twitter Rules. Failure to do so may result in the temporary locking and/or permanent suspension of account(s).”

How’s diversity portrayed? Deemed as a community-based tool, Twitter incorporates diversity of globalized users.

“Twitter is a global social broadcast network that enables people and organizations to publicly share brief messages instantly around the world. The service can be accessed on the web at twitter.com, on a wide variety of mobile devices and via text messaging. Available in more than 35 languages, Twitter has hundreds of millions of active users.”
Encourage Twitter literacy

What type of language is used? Twitter allows users to change language settings. Twitter is available in more than 35 languages.

Usability

Twitter is a community-based tool for social networking like Facebook, it takes time for users to learn how to navigate Twitter and become experts in Tweeting, Retweeting, using hashtags, and following people or information.
Tweeting The Twitter glossary

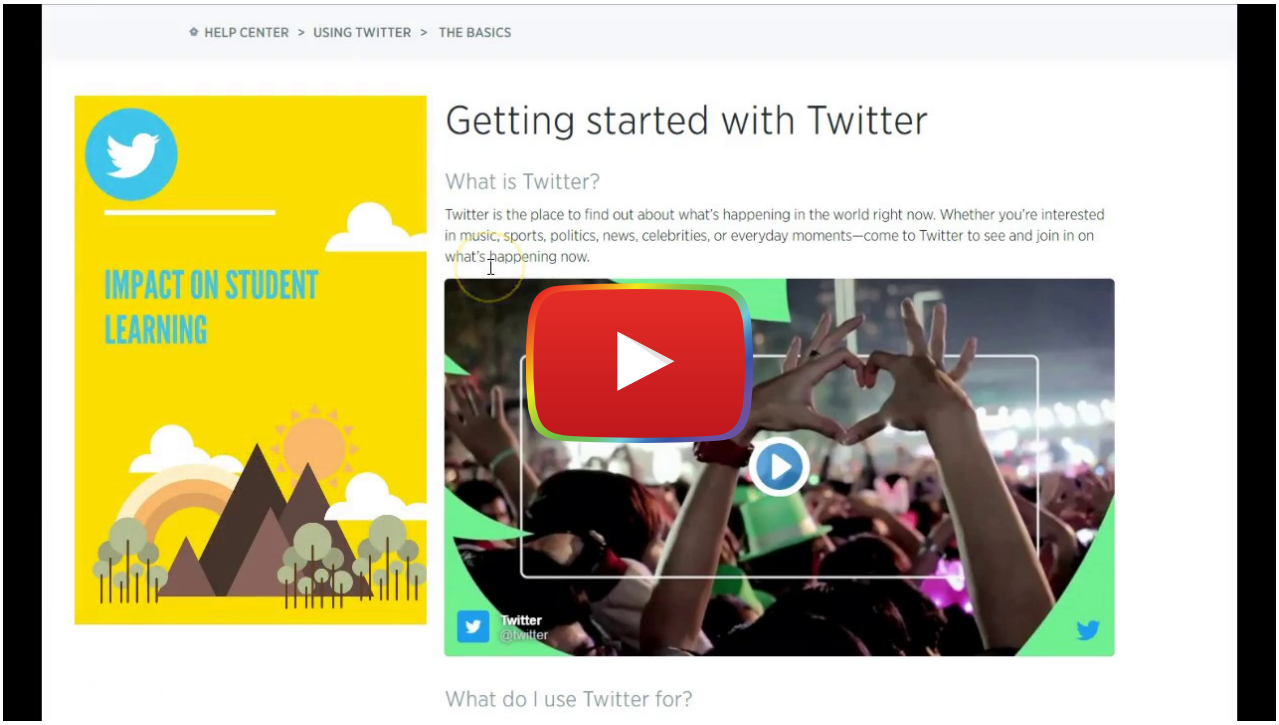
Access: Twitter can be access on iOS and Android devices, including iPhone, iPad, iPod Touch, Mac and desktop computers.

- Signing up with Twitter
- Getting started with Twitter for Android
- Twitter for Mac
- Getting started with Twitter for iPhone or iPad

Workflow: Twitter allows users to download their archive.

- Downloading your Twitter archive
- Posting photos or GIFs on Twitter

Twitter Overview Video



Watch on YouTube

Twitter & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

- **Substitution:** Students use a Twitter hashtag to engage in a discussion (instead of engaging in a face-to-face discussion).
- **Augmentation:** All students engage in the discussion over an extended period (e.g., 1-2 weeks).
- **Modification:** Students critically analyze the archive of the discussion.
- **Redefinition:** Subject matter experts are invited to join the discussion and share their expertise.

Learning Activities

Math

Students learn about improper fractions as mixed numbers and use Twitter hashtags (e.g.,#6thgrademath, #improperfractions, #mixednumbers) to connect with subject matter experts and host a public twitter chat about the topic.

Science

Science instructor conducts group discussion regarding climate change in the 5th grade classroom using hashtag #greenhouseeffect,#extremeweather, #mothernature, #PlanetCrisis, #ClimateAction and #endangeredspecies on Twitter chat before group discussion. Students can learn from science experts on Twitter regarding focused topic by means of shared comments and feedback, and bring information engaging in group discussion afterward.

English/Language Arts

Teachers guide students to create picture books from Storybird, and then share their products on Twitter, using hashtags #storybird, #picturebooks, #Englishreading, #Englishwriting, and #comments4kids, inviting the public to give

comments and offer their thoughts. Students revise their picture books based on the feedback they receive.

Astronomy

Instructor conducts astronomy class for students exploring Mars using Twitter hashtags. For example, students type #MARS, #Marslanding, #NASA, #Curiosityrover and #Astronomy for Twitter chat.

Sports

PE teacher provides students with information about baseball, basketball, and history of NBA, as well as MLB, before peer discussion. Students examine relevant Twitter hashtags, including #MLB, #NBA, #mlbhalloffame, #nbahalloffame, #chicagocubs, #nbabraves, #nbaplayoff, and #mlbstars, to expand their knowledge of these topics . They learn how become a baseball or basketball expert by giving and receiving comments through Twitter chat. Students use collected information to engage in peer discussion about why baseball and basketball bring joyfulness to American life.

Resources

- Twitter Blogs
- 10 Amazing Ways for Teachers and Tutors to Use Twitter in Education
- Guide to Using Twitter in Your Teaching Practice
- Tchat.io (tool for Twitter chats)
- Twitter for Teachers
- The Teacher's Guide to Twitter
- The Complete Guide to Twitter for Education
- Twitter Chats 101: A Step-by-Step Guide To Hosting or Joining a Twitter Chat
- 50 Ways to Use Twitter in the Classroom
- Twitter: Bringing the World into Your Classroom
- Tweeting History: A Digital Literacy Lesson
- How Twitter Can Be Used as a Powerful Educational Tool
- How to Use Twitter for Teaching and Learning
- Teaching With Twitter
- Using Twitter in university research, teaching and impact activities
- 10 Rockstar Teachers on Twitter
- Using Twitter in Academic Teaching
- Teaching with Twitter: The Twitter Essay and Twitter Fishbowl
- Teaching with Twitter: 5 Resources for Getting Started
- Can Twitter Open Up a New Space for Learning, Teaching and Thinking?
- Twitter for Teachers-YouTube
- 7 Things I Learned from Teaching with Twitter
- Twitter and Teaching: to Tweet or not to Tweet?
- Twitter for Teachers: @TeachingLC Lets Educators Share their Successes
- Teacher invites Twitter into the classroom
- Twitter for Teachers: Building your Network
- Studying Twitter as a Teaching Tool: Drexel University
- Using Social Media in Social Work Education

How to Use Twitter

1. Go to www.twitter.com
2. Click “Sign Up” and register for an account
3. Return to Twitter and login
4. Setup your profile page
5. Click on the egg icon in the top right corner (next to the “Tweet” button)
6. Click on “Edit profile”
7. Add a photo and/or short bio
8. Research hashtags (#) to find people to follow
9. Use an Internet Search Engine to identify hashtags (e.g., “Top 3 hashtags for science education”)
10. Return to Twitter and type one of the hashtags into the search engine
11. Browse tweets
12. Follow 3-4 individuals who you find fascinating
13. Write a tweet
14. Click the “Tweet” button in the top right corner
15. Add text (less than 140 characters)
16. Include a hashtag related to your tweet to reach a broader audience

Research

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YoTeach

Connectivism | Collaboration | Social Constructivism

YoTeach! is a community-based tool that supports backchanneling, synchronous and asynchronous learning, collaboration, and real-time multimodal discussions within a virtual setting. With YoTeach!, teachers are able to create a free administrative account which allows them to create private and searchable chat rooms for students. Creating an administrative account gives educators the ability to monitor discussions, mute students, control room access, delete posts, and use all the interactive features the tool offers. A password is required for teachers to use these monitoring attributes. Students who use YoTeach do not need an account to participate in discussions, they just obtain the link to the chat room. YoTeach also includes an ***interactive whiteboard feature*** *where students and administrators can engage in* ***multimodal learning****. YoTeach! is a great tool for backchanneling, synchronous and asynchronous learning, and collaboration!*



Watch on YouTube

Tool Snapshot

Price	Free
Type of learning	Social constructivism & Connectivism
Ease of Use	★★★☆☆
Privacy	★★☆☆☆
Accessibility	★★☆☆☆
Class Size	Unlimited
Login Required	Yes for administrators. No for students.
ISTE*S	Creative Communicator & Global Collaborator
COPPA/FERPA Compliant	COPPA: Yes. FERPA: No FERPA policy found. Check with your school IT administrator.

Price

YoTeach! is completely free for teachers and students to access all the interactive tools. For educators, you can create a room and turn on administrative features. Because this tool is university-designed by the Pedagogic and Active Learning Mobile Solutions (PALMS) Project at the Hong Kong Polytechnic University, the tool is free. This project is funded by the Hong Kong University Grants Committee (UGC) of the Hong Kong Special Administrative Region. It is likely that this tool makes money from affiliate marketing, using CPC (cost per click) or CPA (cost per acquisition. YoTeach!'s terms and conditions include the following under its collection of information section:

"We may also collect data about our Fourier Transform app, such as actions or movements within the app, data and time, response times, download errors, length of visits to certain pages, and interaction information such as scrolling, clicks, and mouse-overs."

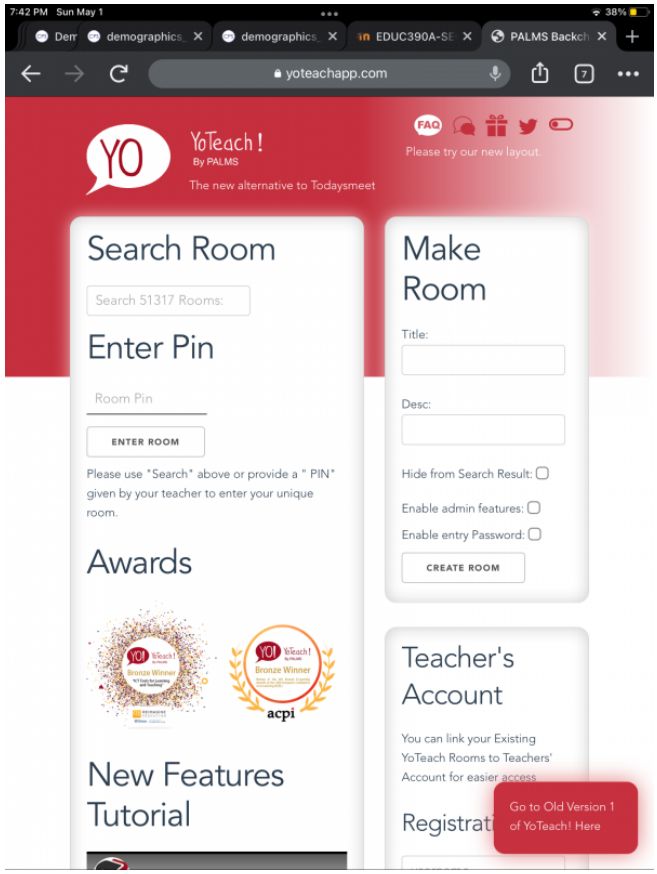
Type of Learning

Social Constructivist learning is characterized by collaborative learning. YoTeach! supports incorporates students into discussion-based learning while allowing students to work together using digital discussion-based practices.

Connectivist learning emphasizes the importance of learning as part of a network. YoTeach! allows students to use a backchanneling chat to connect and network with others.

Ease of Use

I rated YoTeach! 3 stars for ease of use. YoTeach! has a clean interface without any pop-up advertisements, which reduces the risk of students accessing other websites and becoming distracted.



Screenshot of the YoTeach homepage

However, when returning from space board collaborative activities and polls it can be difficult to return to the main chat page without leaving the room entirely. When using the space board feature it opens a new window, but it can be hard to return to the main chat room due to the x-out/cancel button being difficult to locate. Additionally, when the chat becomes too crowded with an overflow of responses, it can be hard to find specific chats or figure out where in the chat you were reading from beforehand. This may cause students who struggle with fast-paced activities to become overwhelmed and overstimulated. Of course, once you and your students become more familiar with this tool interface, it will be easier to use.

Privacy

I gave YoTeach! 2 stars for their privacy policy. There is no direct link to their privacy policy. When clicking on the FAQ, it takes you to another website called PALMS and their privacy policy link is broken. When users create their account and/or set up a new chat room for the first time, they must agree to YoTeach's terms and conditions, which have some details about data collection. In the Data Collection section, it states:

> *"We automatically collect certain information when you visit, use our application, or navigate our site (https://yoteachapp.com/). This information does not reveal your specific identity (like your name or contact information) but may include device and usage information, such as browser and device characteristics, operating system, device name, country, location, and information about how and when you use our application and other technical information."*

Additionally, when you agree to YoTeach!'s terms and conditions, you agree to their terms and use a disclaimer, application disclaimer, copyright policies, acceptable use policy, user representation policy, user registration policy, data collection policy, and end-user license agreement.

YoTeach! is COPPA compliant.

Accessibility

After running YoTeach! through the WAVE, online accessibility checker, I found there were no color contrasting issues. However, there are two errors due to YoTeach!'s lack of heading structure and page regions. Additionally, WAVE caught an error in language misusage and incorrectness. We looked intensely for an accessibility policy, but could not find one. YoTeach! does have a voice enabler that reads messages aloud in order. Voice control and screen readers are compatible with this tool. YoTeach! has zoom-in options but does have an option to add alt text to images.

Class Size

There are no limitations for class sizes or the number of members in a chat room at one time.

Login

Educators have the option to create an administrative account to turn on or off different chat room settings and control the chat room. Students do not need to have a login to use YoTeach!, they just need the chat room name or pin. Once students access YoTeach!, they are asked for their preferred name and put directly into the chat room.

ISTE Standards

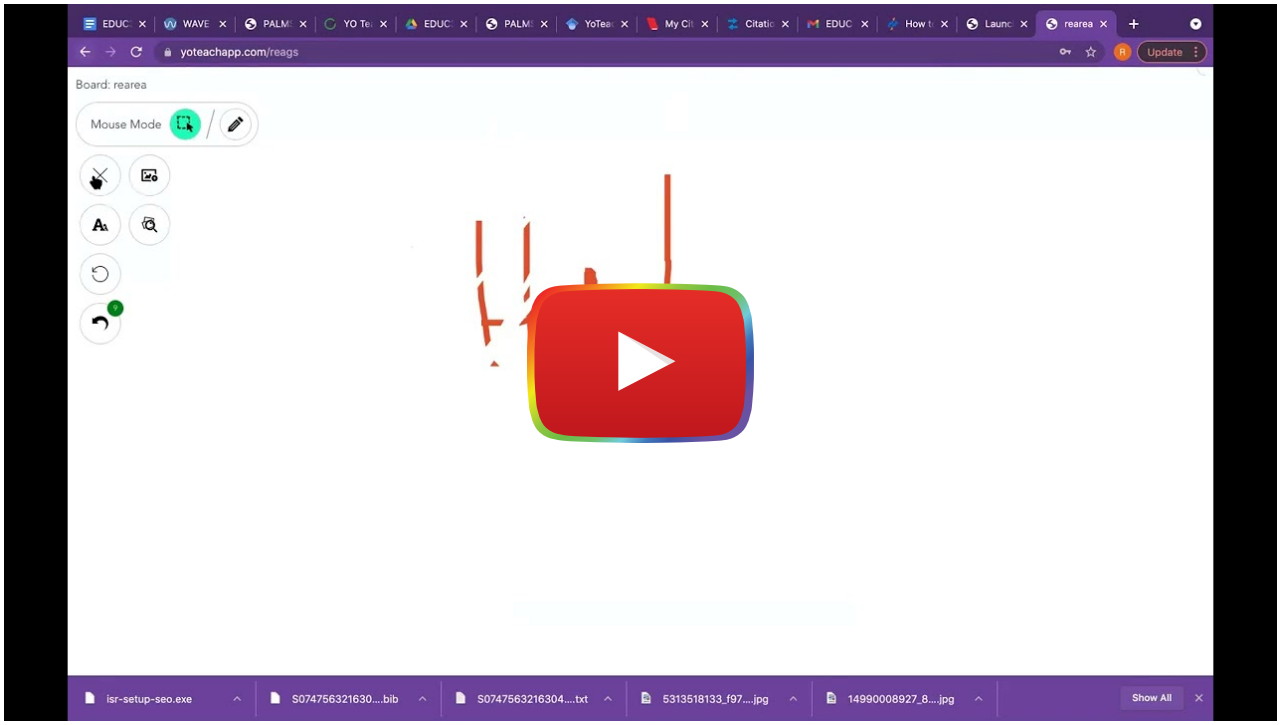
Creative Communicator:

YoTeach! allows students to demonstrate their understanding in creative and non-conventional ways. YoTeach! allows students to engage in an interactive whiteboard feature. This allows students to communicate their knowledge within a collaborative and creative space. The space board feature demonstrates student understanding through images, text, and drawing.

Global Collaborators:

YoTeach! allows students to engage in collaborative activities with individuals far outside of their classroom. Educators who use YoTeach! can connect with other educators and classes that use the app, meaning the global collaboration possibilities of this tool are endless. YoTeach! rooms are not limited to any number of users, so students have unlimited opportunities to connect with diverse perspectives, thinking, and learning. Integrating outside collaboration in digital learning helps students expand their understanding of the world around them.

YoTeach in 120 Seconds Video



Watch on YouTube

YoTeach Video Transcript

YoTeach & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how **YoTeach!** might fit within the SAMR model:

- **Substitution:** Students reply to a poll on YoTeach! rather than raising hands and taking a vote in person.
- **Augmentation:** Students can use YoTeach!'s voice enabler to sound out words and listen to the text posted by classmates in a chat room.
- **Modification:** Students can collaboratively draw different aspects of a story on YoTeach!'s space board feature and then discuss the plot of the story by analyzing their peers' drawings.
- **Redefinition:** Students can create an illustration of their home environment on the YoTeach whiteboard and share it with students and educators who have lived in diverse places across the globe!

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use YoTeach! to modify or redefine learning.

Learning Activities

Math

Visualizing area multiplication activity: In pairs, have students pick a simple, one-digit multiplication problem (i.e., 3*6). Each pair will write a word problem and draw/select an image of a real-world scenario that reflects their multiplication problem. Each set of pairs will post their multiplication problem and their visual display, which will help all students

visualize the multiplication problems as real-world scenarios. Student pairs will select three problems (other than their own) to solve, submit their answers, and discuss the variety of solutions and thinking.

Division problem virtual tour activity: Create several rooms that have separate but related division word problems. Allow each student to travel from room to room and solve each division word problem. Additionally, have students draw a picture that corresponds to each problem. Then, hold a class discussion: "How do some of our drawings look different from others? Why is this group visualizing 10 ÷ 4 in this way, and another group is visualizing it differently?"

Science

Creative response science trivia activity: Have students participate in creative response science trivia! Create 10 science questions that are related to the content your class is learning. Students can choose from YoTeach!'s creative features: drawing, selecting images, selecting videos, math equations, and polls to answer each question. Make sure each question can be answered using different explanations and tools! Save the chat room so students can use it as a study guide or reference sheet.

English/Language Arts

Story structure-activity: Start by writing two sentences that begin a fictional story. Students will take turns writing two sentences each to continue the story, where each student has full creative control to write the story how they want to at their turn. Students will type their pieces into a chat, so it creates a flowing chat-like chronological story. Preface before beginning and introduce the five aspects of a story structure: characters, setting, plot, conflict, and resolution. The goal is to have students work together to create a fictional story that follows the narrative structure. This activity allows students to become familiar with narrative aspects of stories, improve their collaborative and typing skills, and creates a low-stakes environment for students to engage digitally.

Group work projects in rooms activity: You can create the number of rooms that corresponds with how many student pairs/groups of 3 there are in your class. Allow students to work together to create projects involving different genres of writing. Each room can be used as a resource page with links to articles, videos, and visuals regarding diverse genres of writing. Using the chat rooms as a means of informative assessment allows you to track students' project progress and collaborative abilities. Using different rooms for group projects on YoTeach! gives students separate informal digital spaces to connect and think as a group in a shared environment.

Other

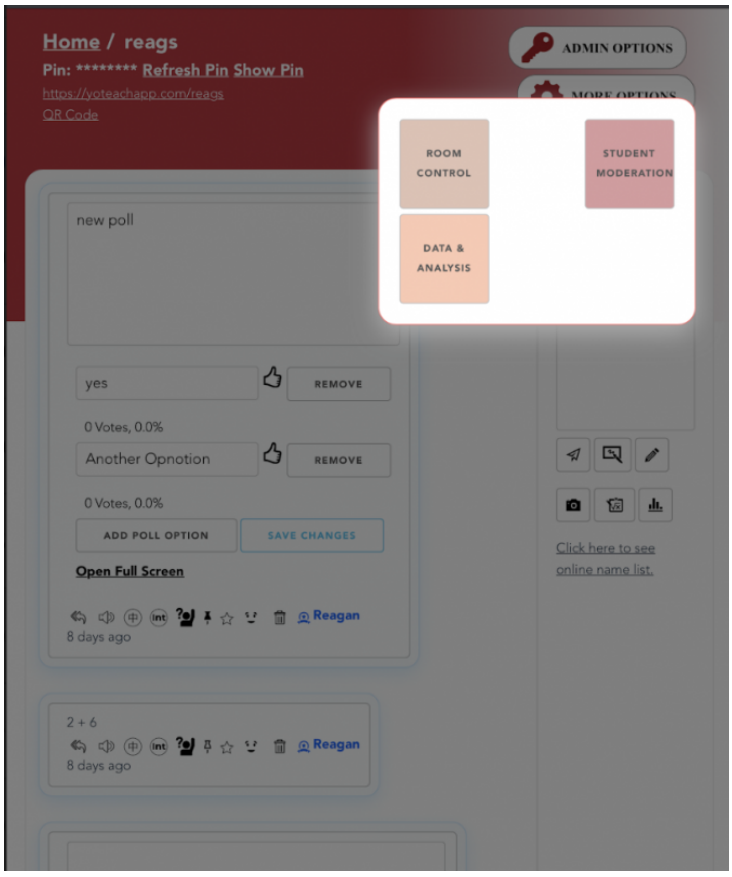
- Backchanneling.
- Online class community.

Resources

- YoTeach! new features
- How To Use YoTeach! To Create a Classroom Backchannel
- YoTeach! Review for Teachers
- YoTeach! On Twitter
- 10 Useful Ways To Use YoTeach!
- YoTeach! - TeachersFirst Review
- TechBytes - YoTeach!
- How To Use SpaceBoard on YoTeach?
- Yo! Teach (Backchannel Tool): NCSC Faculty Hub
- VirtualGiff.com: Back channeling with YoTeach!

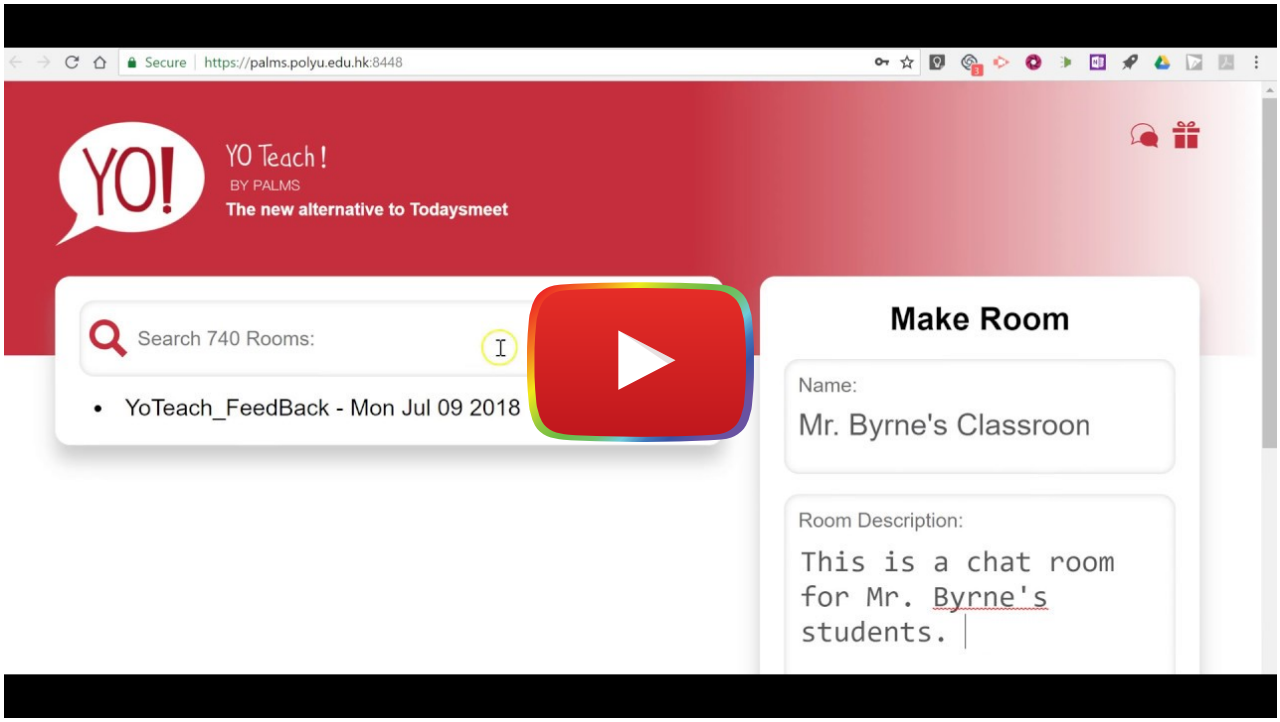
How to Use YoTeach

1. **Go to https://yoteach.com/.**
2. **To make a new room**: fill out the information under the *Make Room* heading.
    a. Create a room title.
    b. Create a room description.
    c. Choose to hide your room from search results.
    d. Choose to enable/disable administrator features and entry password features.
3. **To search for a room:**
    a. Enter your desired room title under the *Search Room* heading, OR
    b. Enter the room pin under the *Enter Pin* heading.
4. **To create a Teacher's Account:** fill out the information under the *Teacher's Account* heading;
    a. Create a room title.
    b. Create a password.
    c. Enter your email.
    d. Agree to the Terms and Conditions.
    e. OR click "switch to log-in" if you are a returning administrative user.
5. **Navigate your room:**
    a. If using the administrative option; you can name and launch your space board, where you can draw, send images, type, and create math problems and polls.
    b. Administrators can also view class lists and have access to room control, student moderation, and data analysis features.



Screenshot of administrator controls on YoTeach

How to Use Yo Teach! to Create a Classroom Backchannel by Richard Byrne



Watch on YouTube

Research

McGrath, L., Bresciani, S., & Eppler, M. J. (2016). "We Walk the Line: Icons Provisional Appearances on Virtual Whiteboards Trigger Elaborative Dialogue and Creativity." *Computers in Human Behavior*, 63 (October 2016).

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Graham, K. (2020). TechMatters: Wading Into the Backchannel with YoTeach. *LOEX Quarterly*, *47*(3), 3.

Author

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Zoom

Video | Virtual Classrooms | Behaviorism | Cognitivism | Crisis Communication | Social Learning

*Zoom is a **community-centered** video conferencing tool that allows users to **connect** with other users in any location around the world. This tool became very popular and widely used during the start of the COVID-19 Pandemic when teachers transitioned to **emergency remote teaching**. Zoom makes it very simple to connect with others virtually. Teachers can send Zoom meeting link invitations to any of their students. In addition, teachers can take advantage of the many features that Zoom provides, such as **screen sharing**, **breakout rooms**, private and whole class **chat messages**, virtual **whiteboards**, **polls**, and much more. All of these features allow students to interact, communicate, and collaborate seamlessly with one another, making **virtual classrooms** more attainable. Another positive aspect of Zoom is that due to its versatility, teachers can invite scientists, authors, explorers, and other professionals directly into Zoom to have conversations with students, widening their perspectives. Zoom is a great platform for teachers and students to connect and collaborate virtually.*



Watch on YouTube

Tool Snapshot

Price	**Zoom Meetings: Free** - personal meetings (40 mins max per meeting). **$149.90/year/license** - small teams. **$199.90/year/license**- small businesses. **$240/year/license**- large enterprises. Add-ons: **$1200/year** - audio conferencing. **$600/year** - large meetings. **$480/year** - cloud storage. **$24.90/year** - whiteboard. **Additional Add-ons for Zoom webinars, phones, rooms, and Zoom United**
Learning	Behaviorism, Cognitivism, Social Learning
Ease of Use	★★★☆☆
Privacy	★★☆☆☆
Accessibility	★★★★☆
Class Size	**Zoom Meetings: Personal meetings/small teams** - 100 participants **Small businesses** - 300 participants **Large enterprises** - 500 participants ****Additional participants allowed for larger add-ons****
Login Required	Login not required to join a meeting but is required to host a meeting.
ISTE*S	Digital Citizen, Creative Communicator, Global Collaborator
COPPA/FERPA Compliant	Yes

Price

Zoom has many pricing plans which make it easy for anyone to purchase a plan that fits their needs! Whether it is an entire school system, business, or an individual teacher or student, Zoom has multiple plans and add-ons to choose from. For typical Zoom meetings, the plans range from free to $240 a year per license. There are also some packages containing additional features (e.g., more storage) that are available for purchase that can enhance a user's Zoom experience. Zoom also offers higher capacity plans specifically for large corporations, where pricing plans can go up to

as much as $84,400 a year, with the capacity to host 10,000 participants in a webinar. In the context of education, most teachers will utilize typical Zoom meeting plans or the pricing plan that their school system provides.

Type of Learning

Zoom allows for behaviorism as teachers can create polls through Zoom. When students get the correct answer, they will receive positive reinforcement, allowing them to learn through modifying and reinforcing actions. Zoom also allows for cognitivism as students can create mind maps with each other through virtual whiteboards, building neural connections. Lastly, it allows for social learning as Zoom allows students to learn from each other. Students can be put into breakout groups very easily or even have whole-class discussions, where they can widen their perspectives.

Ease of Use

I gave Zoom a three-star rating when it came to ease of use as it can take up to 15 minutes to learn how to use the tool's basic functions. Zoom's website provides many clear and concise video tutorials, which I would recommend exploring if you are a first-time user since not all of the controls and features are intuitive. To learn how to join or host a meeting, it will just take practice and a few minutes of watching a tutorial to understand how to use these features, such as joining a meeting and sending email invitations. In addition, the microphone and video controls are pretty straightforward for a first-time user. However, to take advantage of additional features like breakout rooms, whiteboards, polls, and more, it will take a little bit longer to become familiar with those features as there are so many options available, which can be difficult to navigate at first. Watching tutorials is the best way to get familiar with Zoom, but in general, using the basic functions of the application is pretty doable and easy to comprehend with practice.

Privacy

I decided to give Zoom a two-star rating for its privacy policy. Their privacy policy is very detailed, easy to follow, and explains exactly where user data is shared. However, there are some concerning parts that teachers should look out for when using Zoom. Some personal data is collected, such as user names, billing information, phone numbers, email addresses, device information, contacts, and more. This data is shared with vendors, third-party companies, marketing partners, and resellers for a variety of reasons. Zoom explains that this data is utilized to enhance Zoom products through product research, marketing, security, communication, and in some circumstances, for legal purposes. It is important to note that Zoom is FERPA and COPPA compliant and has detailed specifications and guides for each act.

Accessibility

Zoom provides many accessibility features for users. However, it deserves a four-star rating as it falls short in terms of being accessible for individuals who are deaf or hard of hearing and do not speak English. As of right now, Zoom only has live transcriptions available in English. However, individuals with other disabilities can use Zoom to its fullest potential. Zoom's accessibility guide is also extensive and provides the various features the application has to offer. Some of the most notable features I found were the ability to have live transcription with closed captions (where text size can be changed, but is limited to English, as previously mentioned), multi-spotlight (which is important for ASL interpreters), the ability to rearrange gallery size, and the ability to create keyboard shortcuts, so it can be used without a mouse. Also, Zoom is accessible for people using screen readers, which makes it a very accessible app overall.

Class Size

When using the free Zoom meeting plan, there is a limit of 100 participants. To increase Zoom capacity, additional payment plans will be required.

Login

If you are invited to join someone else's meeting, you are not required to log in to an account. However, to host your meeting, you are required to make an account either through your Apple, Google, or Facebook account or by using your

email address. It is important to note that some users may only be able to access or host meetings within their specific domain (which can be common with school-created accounts).

ISTE Standards

Through Zoom, students can be digital citizens as they can learn more about their rights when using digital tools. They also can learn how to work safely and ethically through these digital interconnected applications, so they protect their privacy. Students are also able to be creative communicators as Zoom allows for students to discuss ideas and share perspectives through various tools like breakout rooms and group whiteboards. Lastly, students can be global collaborators as they can connect with others all over the world, therefore enriching their learning.

Top Zoom Features Video



Watch on YouTube

Transcript

Zoom & the SAMR Model

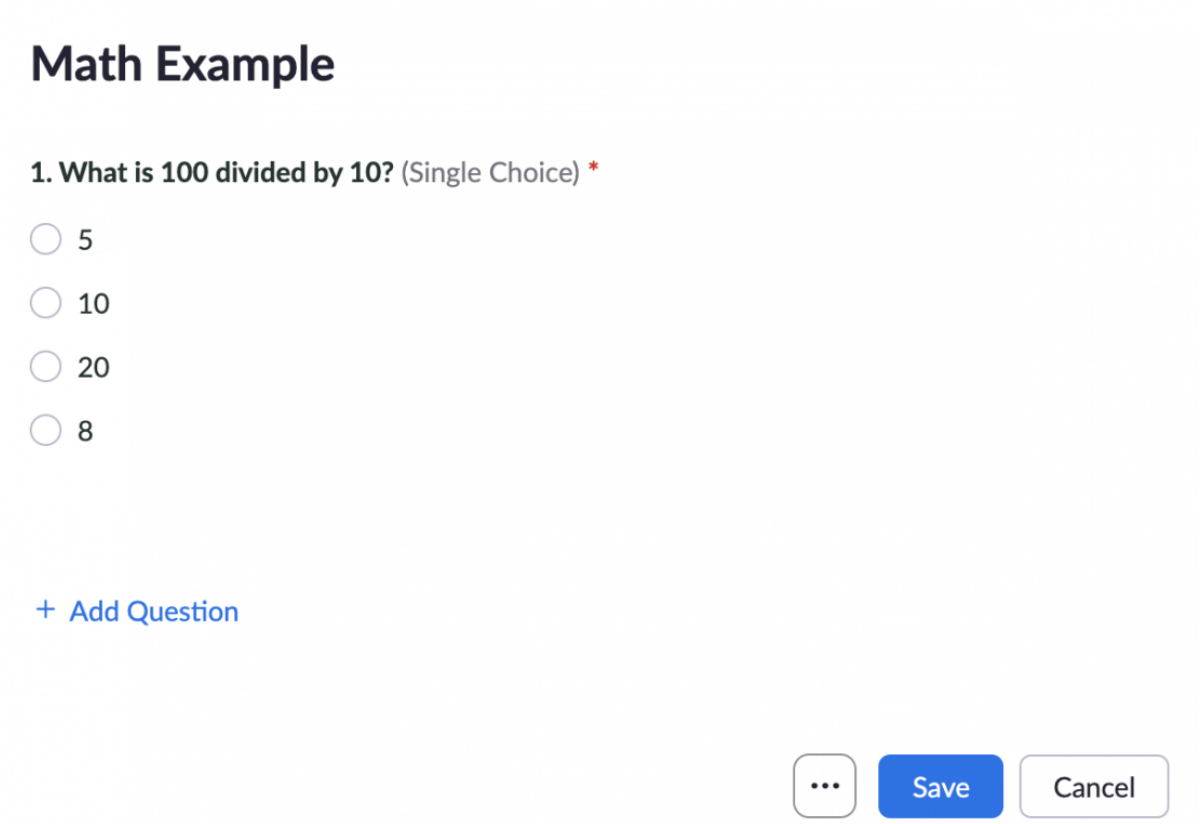
Here is an example of how Zoom might fit within the SAMR model:

- **Substitution:** Students have a verbal group discussion through a Zoom meeting rather than in-person.
- **Augmentation:** Students use breakout rooms that were organized by the teacher to have a distraction-free small group discussions.
- **Modification:** Students use the virtual group whiteboard feature to collaboratively make a mind map in real-time that is quick and easy to save and create. Whiteboards can be easily downloaded onto your computer.
- **Redefinition:** Students participate in a Zoom meeting with people from other parts of the world, allowing students the opportunity to discover new perspectives.

Learning Activities

Math

Use the polling feature to create multiple-choice questions to test students on their math skills. Utilize Zoom's guide for creating polls.



Example Zoom poll

Physical Education

By using the gallery view feature, have students participate in virtual workouts together! Ensure each student has enough space around them and use this list for inspiration for which videos to show. Students will be able to see their classmates doing the workout with them, which will motivate them!

Geography

Take students on a virtual field trip to different places all around the world! Use the Zoom screen sharing feature to show videos or virtual tours that make your students feel like they are traveling to a new place. Virtual field trips allow students to experience something new and get a change of scenery.

Science

Using virtual whiteboards, have students make a mind map together illustrating a specific scientific topic. Students can annotate the whiteboard of the host who shares their screen, which allows everyone to see added ideas. These mind maps will allow students to visually connect topics and learn from each other.

Foreign Language

Using breakout rooms, have students participate in one on one conversations with each other in any given language. It will allow them to practice their verbal skills in a distraction-free environment, as they do not have to hear other students. Also, teachers can stop by each breakout room and answer questions if they come up.

Resources

How to Use Zoom Application

- An Educator's Guide to Using Zoom in the Classroom
- How to Use Zoom- Basics (video)

Zoom Tips for Educators

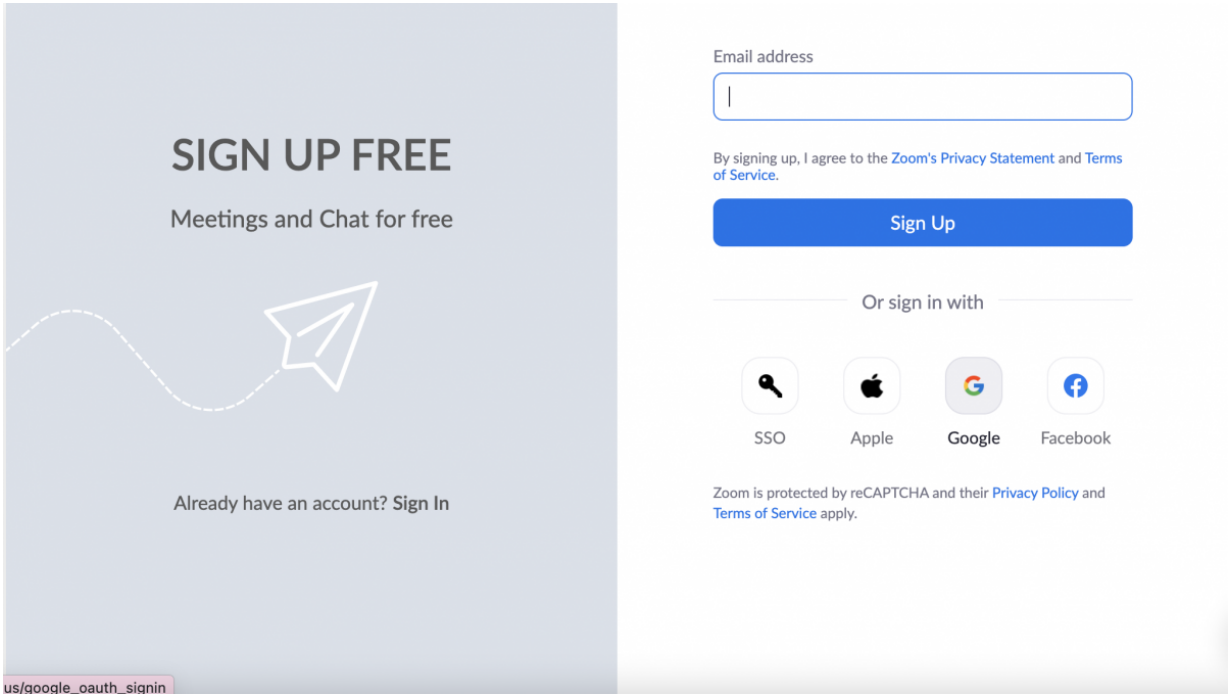
- Zoom Activities to Use with Distance Learning
- Zoom for Educators: How to Set Up Virtual Classrooms for Distance Learning
- How are teachers using Zoom? Is it safe for students? Learn more about this popular distance learning tool.
- Pedagogical Considerations for Teaching with Zoom

Effects of Zoom on Learning

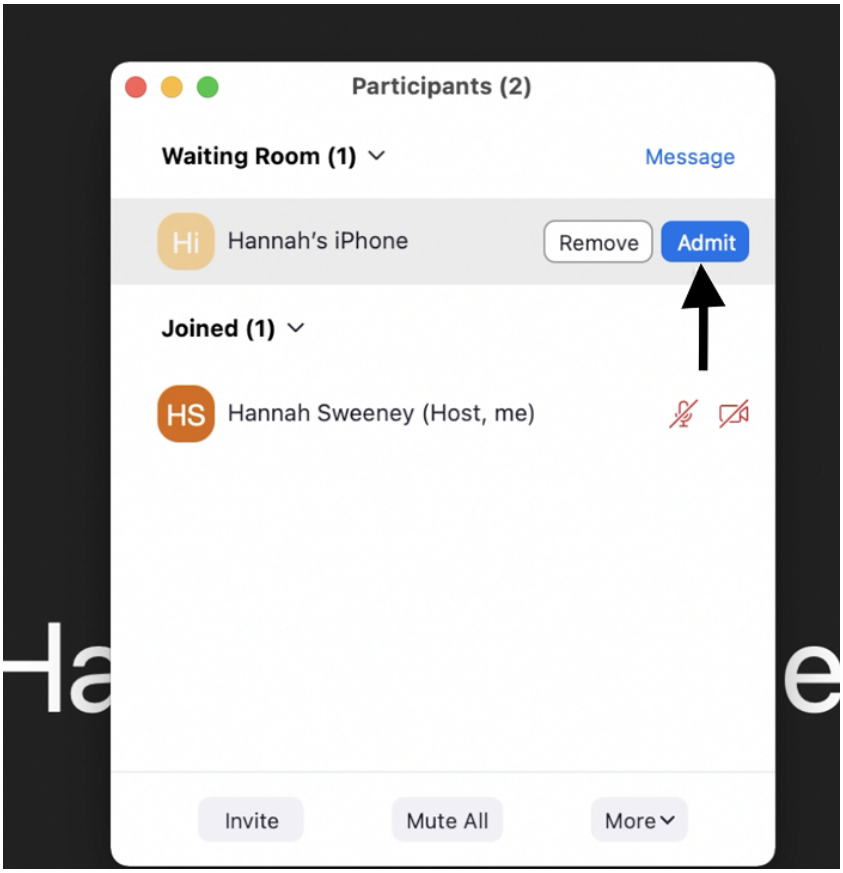
- Teaching With Zoom: A Year of Lessons Learned
- How to Build Stronger Relationships with Colleagues in the Zoom Era
- Here's how Zoom is helping create the new world of hybrid work
- How to Combat Zoom Fatigue

How to Use Zoom

1. Go to https://zoom.us/download or to your mobile device's app store (Apple App Store or Google Play App Store to download the app.
2. Click "Sign Up" and register for an account either through email, Apple, Google, or Facebook.



3. Activate your account through the verification email.
4. Register by adding your name and choosing a secure password.
5. Check off the box if you are signing up on behalf of a school, and specify the age of your students.
6. Use the tabs on the top of your screen to either schedule, join or host a Zoom meeting.
    a. To schedule a meeting, name your meeting, when you wish your meeting to take place, come up with a secure password and click save.
        i. To share a meeting invitation, hit "copy invitation" and send invitation via either email or text for participants to join.
    b. To join a meeting, type in the meeting ID or personal link name sent by the person who is hosting the meeting.
    c. To host a meeting immediately, click whether you want your video on or off.
        i. Once the meeting begins, click the meeting tab at the top of your screen and hit invite. You can either copy the invitation or send it through email directly.
7. If the waiting room is enabled (which can be turned on in your Zoom settings), ensure that you allow participants to come in.



8. If you wish to record your meeting, hit the record button at the bottom of the screen.
9. Control your meeting with the use of the mute button, video button, chat feature, whiteboards screen sharing option, and use of breakout rooms. Also note that you can make co-hosts, who can have the same amount of control as the regular host. Hosts can mute participants.

Research

Ohnigian, S., Richards, J. B., Monette, D. L., & Roberts, D. H. (2021, June 28). *Optimizing remote learning: Leveraging Zoom to develop and implement successful education sessions*. Retrieved April 23, 2022, from https://journals.sagepub.com/doi/full/10.1177/23821205211020760

Serhan, D. (2020, August 18). *Transitioning from face-to-face to remote learning: Students' attitudes and perceptions of using Zoom during COVID-19 pandemic*. Retrieved April 23, 2022, from https://ijtes.net/index.php/ijtes/article/view/148/pdf

Stefanile, A. (2020, June 10). *The transition from classroom to Zoom and how it has changed education*. Retrieved April 23, 2022, from https://rajpub.com/index.php/jssr/article/view/8789/8050

Author

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Knowledge Tools

Online Courses/Lessons

- Code.org - Computer coding tool
- Coursera – Massive open online courses
- Duolingo - language learning tool
- ELLLO English Listening Lesson Library Online – Lessons for learning English
- Khan Academy – Educational modules
- Learn a Language – Lessons to learn various languages
- What's Up With Culture – Modules to teach about new cultures
- Tinkercad Learning Center – 3D modeling

Data Exploration

- Data Basic.io – Data analysis
- Google Trends – Data exploration tool using Google search data
- Google Arts & Culture – Apply big data to art exploration
- Knight Labs Online Storytelling Tools – Data storytelling with timelines, visuals, and stories
- Wolfram Alpha – Data-based search engine

Games & Simulations

- ABC Ya! – Educational games for preK-5th grade students
- Mangahigh – Educational math games
- Minecraft Education Edition – Content-based exploration of Minecraft virtual worlds
- Prodigy - Math learning tool

Mind Mapping Tools

- Coggle - mindmapping tool
- Mindmeiser – Mind maps and graphic organizers
- Mindmup – Mind maps and graphic organizers

Science Tools

- LabXchange - Online science classroom
- PhET Simulations – Science simulations

Social Studies/Media Literacy Tools

- AllSides - Media literacy tool.
- DocsTeach - educational tool by the National Archives.
- iCivics – Interactive games centered around U.S. government and the rights and responsibilities of U.S. citizens
- Newsela – News articles for students
- The Library of Congress Labs - Interactive platform for exploring the Library of Congress resources
- The Smithsonian Learning Lab – Interactive tool for exploring artifacts from the Smithsonian's 19 museums, 9 research centers, and zoo

Study Tools

- MES English – Online language resources
- Quizlet – Flashcard study materials
- StudyStack – Flashcard study materials
- YouTube Playlist – Multimedia curation

Timeline Creators

- Tiki-Toki – Interactive timelines
- Timeline – Timeline design via readwritethink

Other

- Microsoft Immersive Reader – Interactive reading comprehension and learning tool
- GoNoodle - Video-based brain breaks
- VidReader – Creates transcripts for YouTube videos

Knowledge Tools A-Z

ABCYa!

ABCYa! is a website that has an array of educational games and activities for pre-k to 5th grade students. It was created for teachers by Alan Tortolani, a teacher who was trying to find quality educa...

AllSides

AllSides is a knowledge-centered tool that aims to expose media bias in news articles on trending topics (e.g., in 2022, trending topics included COVID-19, 2022 Elections,&nbs...

Code.org

Code.org is a computer science-driven educational tool, centered around teaching students of all ages how to code. Through a multitude of online lesson videos with people like Bill Gates and Steph Cur...

Coggle

Coggle is an online mind mapping tool that can be utilized in any grade level or subject. Users have the creative freedom to work individually, or with others, to make visually appealing and well-orga...

Coursera

Coursera is recognized as one of the largest providers of MOOCs (Massive Open Online Courses). It has established partnerships with 140 universities in offering more than 1,500 courses across a ...

Data Basic.io

DataBasic.io is a suite of easy-to-use web tools for beginners to explore different sets of data. It is a project from the Engagement Lab at Emerson College and the MIT Center for Civic Media. ...

DocsTeach

DocsTeach is an educational website created by the National Archives education division to promote learning with and about the Archive's collection of documents (including text, videos, and photo...

Duolingo

Duolingo is a knowledge-centered tool that will help teachers, their students, or just about anybody, learn another language. This tool offers an effective, easy, and free way to practice another lang...

ELLLO English Listening Lesson Library Online

ELLLO is an online collection of free listening, reading, and vocabulary practices for English language learning. You do not need an account to access the resources....

GoNoodle

GoNoodle is a website where educators can use videos and other activities to get kids moving. It is a knowledge-centered tool that allows kids to set routines, explore holiday events, and engage ...

Google Arts and Culture

Google Arts and Culture is a curated vault of great artworks from more than 2,000 museums and archives. It has 360-degree panoramas of historic landmarks, 3D models, augmented reality tools that let y...

Google Trends

Google Trends is an online data exploration tool that features real time search data from Google. Users can explore people's search interests and find additional data like the most relevant arti...

iCivics

iCivics is a free educational website that provides educators with lesson plans, resources, and interactive games centered around the topics of the structure and functions of the U.S. government and t...

Khan Academy

Khan Academy is an educational organization that creates short educational videos for a variety of topics. Khan Academy also has educational materials, including practice problems and exercises, ...

Knight Lab Online Storytelling Tools

The Northwestern University Knight Lab features a collection of projects that "help make information meaningful and

LabXchange

LabXchange is an online science classroom where students and educators can communicate about a variety of topics through discussion forums as well as the

promote quality journalism, storytelling and content on the internet" (K...

direct messaging feature. Primarily designed f...

The Library of Congress Labs

The Library of Congress Labs is a website by the United States Library of Congress, which has the purpose of taking the contents of the Library of Congress and making them available and easy to naviga...

Mangahigh

MANGAHIGH.com is a game-based learning site in which students play math games as a fun way to learn new concepts and apply knowledge. Games cover certain learning topics and are sorted by ability and ...

Microsoft Immersive Reader

Microsoft Immersive Reader is an interactive reading comprehension and learning tool. This tool makes text more accessible to learners of all ages and abilities. Using Microsoft Immersive Reader, you ...

Mindmeister

MindMeister is an online collaborative, knowledge-based mind mapping tool that students can use to understand and make connections between concepts, ideas, and information. Mind maps help users collec...

MindMup

MindMup is an online mind mapping service that integrates with Google Drive. It redefines mind mapping by allowing users to create mind maps online, "store them in the cloud and access from...

Minecraft Education Edition

Minecraft Education Edition is a version of the popular world-building block-placing video game: Minecraft. The Education Edition offers a variety of academically-focused learning plans, ranging from ...

Newsela

Newsela is an instructional content tool that allows teachers to find articles with appropriate reading levels for their students. Newsela articles also feature questions and writing prompts that alig...

PhET Simulations

PhET simulations are interactive simulations of science and math concepts created by the University of Colorado Boulder. Students are able to run these simulations, manipulating different aspect...

Prodigy

Prodigy is an assessment- and knowledge-centered tool that provides an enjoyable way for students to learn and practice math. Prodigy is beneficial for teachers because it allows them to see their stu...

StudyStack

StudyStack is an online tool to help you and your students memorize information through playful activities such as flashcards and games. You can use pre-existing games or create your own "stack&...

The Smithsonian Learning Lab

The Smithsonian Learning Lab is a collaborative web-based learning platform

Tiki-Toki

Tiki-Toki is web-based software for creating interactive timelines that can be

that features videos, audio files, texts, and historical artifacts from the Smithsonian's 19 museums, 9 research cente...

shared on the Internet. Tiki-Toki can be used in any browser and the basic account is free to sign up, which allows you t...



Timeline

Timeline is an digital tool from readwritethink that allows users to create their own timeline with relative ease. It allows students to demonstrate what they have learned by designing a multimodal ti...



TinkerCAD Learning Center

TinkerCAD is a web-based 3D modeling program that is intuitive enough for elementary school students and advanced enough for college students. TinkerCAD can be used to create 3D models to send to 3D p...



Wakelet

Wakelet is a digital curation tool that allows users to collect and organize multimodal content, including websites, articles, videos, Twitter threads, text, and images. Wakelet is a great tool for st...



What's Up With Culture

What's Up With Culture is a free online tutorial primarily for study abroad students. It is meant to orient learners to key concepts of intercultural communication and adjustment....

Wolfram Alpha

Wolfram|Alpha is an online tool that strives to make all knowledge computable and accessible (About Wolfram, 2020). This tool can provide the answer to numerous questions, such as "how many calo...



YouTube Playlist

YouTube Playlist is a free tool that allows you to collect and organize videos around specific topics or interests. You can create playlists with any videos on Youtube, including your own. This i...



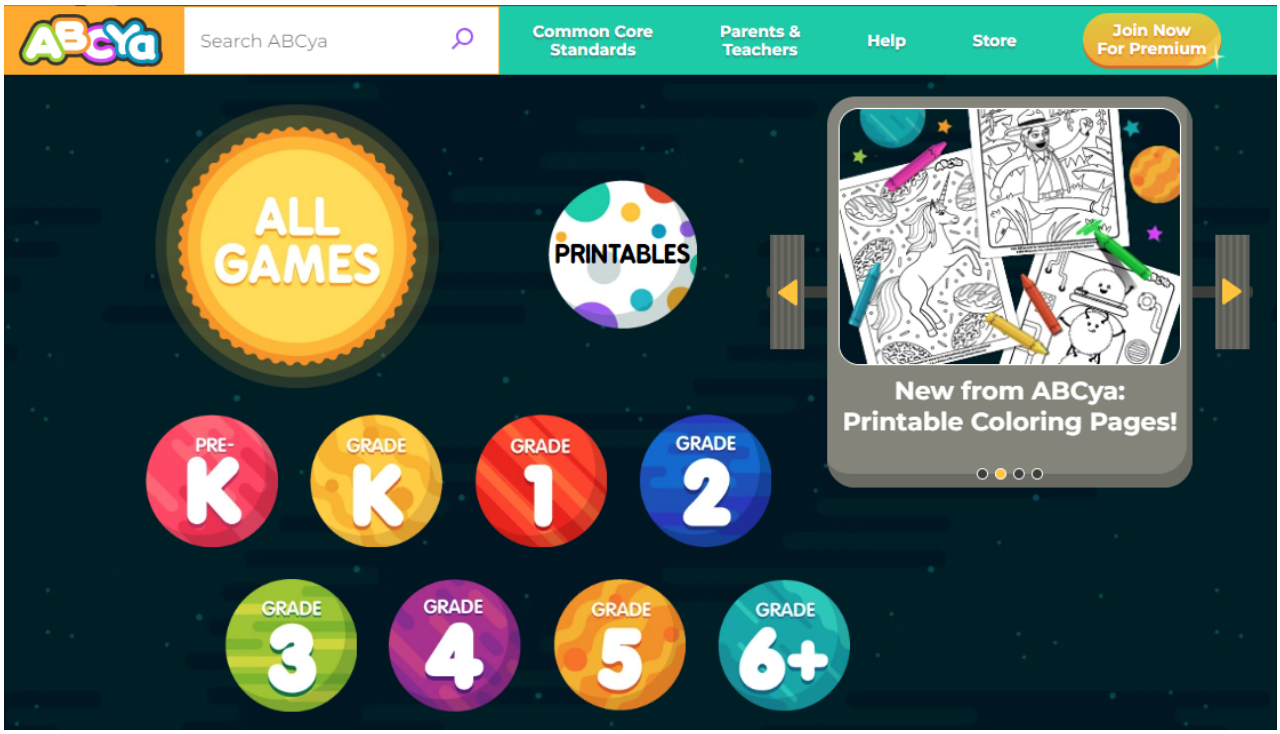
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Access it online or download it at https://edtechbooks.org/onlinetools/knowledge-centered-tools.

ABCYa!

Behaviorism | Games

ABCYa! is a website that has an array of educational games and activities for pre-k to 5th grade students. It was created for teachers by Alan Tortolani, a teacher who was trying to find quality educational online games for his students. ABCYa! has hundreds of games (organized by grade and subject) to choose from. ABCYa! also offers game templates so if you want to students to solve a word search puzzle with your own vocabulary or high frequency words you may do so! Games can be played with a keyboard or mouse. Students can draw, spell, or write depending on the game they play. ABCYa! is great for beginning readers. ABCYa! only has an English version but it does provide a couple of games in Spanish. Students and teachers can use this website for free but in order to keep it free of cost there are ads on the pages.



Tool Snapshot

Price	Free with ads; premium accounts available

Learning	Behaviorism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★☆☆☆
Access	★★★★☆
Class Size	Unlimited, but individual player games
ISTE*S	Empowered Learner, Digital Citizen, Knowledge Constructor
Power and Bias	★★★★☆
Impact on Student Learning	★★★★☆
COPPA/FERPA	COPPA Compliant

Price

Free with ads. Subscription required to remove ads (see pricing plans). Subscription needed for mobile devices. ABCya! provides 6 free mobile games each week.

Privacy

Site can be used by students without having to provide any personal information. However, the website states that "We, and third-party service providers, may automatically collect IP address and similar device identifiers from Platform visitors - but only for analytical and other internal-operations purposes" (Privacy Policy, 2022, para. 2).

Personally identifiable information is collected from adults when subscribing to paid account.

Accessibility

This website is accessible to young students who are still learning to read. There is no mention on the website about accessibility features for students with disabilities. Hearing impaired students may struggle with some games that have instructions given orally, but a lot of the games have written instructions as well. Hand mobility is also needed to control the keyboard and mouse.

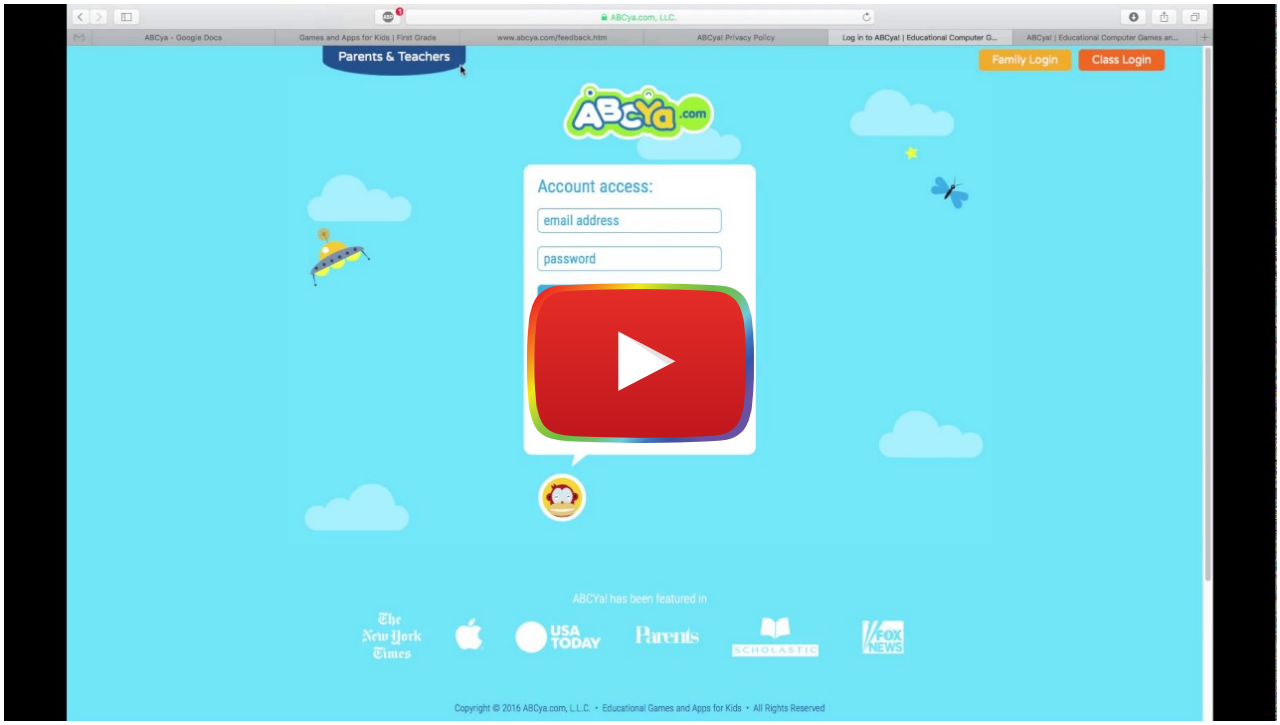
Usability

Site supports the current releases of Safari, Chrome, Firefox and Edge web browsers as well as Internet Explorer version 9 and up. Most PC games require version 12 of the free Adobe Flash Player. Can be accessed with PC, tablet or mobile phone.

ISTE Standards

Students can take an active role in choosing which games to play. Students also learn how to use online tools in a responsible way through the use of this site.

ABC Ya! Overview Video



Watch on YouTube

ABCYa! video Transcript

ABCYa! & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how *ABCYa!* might fit within the SAMR model:

- **Substitution:** Students use ABCYa! to show what they know through the use of fun math and literacy games instead of pencil and paper quizzes.
- **Augmentation:** Students demonstrate understanding of math concepts by playing math games that require the solving math problems.
- **Modification:** Students can play games that are appropriate for their skill and knowledge level. The games allow for differentiation through the access of different tasks with similar objectives.
- **Redefinition:** Given the limited functionality of this tool, redefinition is not possible.

Learning Activities

Math (Preschool)

"Connect the Dots" Students are asked to connect the dots by counting by ones up to 10, 20, 30,…

Math (Fifth Grade)

"Feed Me Fractions" Students add fractions by picking 2 sets of fraction cards that add to 1. Standards: 4.NF.B.3.a, 4.NF.B.3.b, 4.NF.B.3.c

English Language Arts (First Grade)

"Alphabetical Order" Students click and drag alphabet blocks to put them back in ABC order. Standards: RF.K.1 , RF.K.1.d , RF.K.2 , RF.K.2.d, RF.K.3.a, SL.K.2, SL.K.6. L.K.1. RF.1.1, L.1.1

English Language Arts (Fourth Grade)

"Antonyms, Synonyms, and Homonyms" Students match words that are either antonyms, synonyms or homonyms.

Resources

- ABCYa! is certified by the kidSAFE Seal Program
- ABCya! | Educational Computer Games and Apps for Kids
- ABCya.com Reviews | edshelf
- Video tutorial on How To Use ABCya.com

How to Use *ABCYa!*

1. Open your browser
2. In the address box type ABCya.com
3. Once you're on their page you have different options:



Screenshot of homepage ABCya.com

   - Parents and Teachers Page-Follow this link to learn more about ABCya.com
   - Family Log In- Log In through here if you have a paid family subscription
   - Class Log In-Log In through here if you have a paid class subscription
   - Links to various grade levels
4. To use the free website, simply click on the grade level of your choice.



Screenshot First Grade homepage ABCya.com

Screenshot First Grade homepage ABCya.com

5. Once you are directed to the grade level that you chose, you can choose between:

- Letters- English Language Arts games
- Numbers- Math games
- Holiday- Social Studies related games
- Strategy- Problem solving games
- Skills-Mixed knowledge based skills

6. Click on the subject of interest. ex. Holidays
7. Once you click on a subject, you will be taken to a screen with tiles offering different games
8. Choose a game ex. "Halloween Word Search"
9. Once there you will be directed to the game page with the game's title, grade level standards, and a play button.
10. Click on the play button and depending on grade level you can listen for instructions, read instructions, or just, START the GAME!



Screenshot Halloween Word Search game from ABCya.com

11. You can always click on the BACK



button to go back to more games, or to the Home



Button to go back to their Home Main Page.

12. Have Fun!

Research

Derya, C. A. N. (2020). Supporting learning trajectories for the development of number concept: Digital games. *Journal of Theoretical Educational Science*, *13*(4), 663-684.

Emond, J. A., Fleming-Milici, F., McCarthy, J., Ribakove, S., Chester, J., Golin, J., ... & Polacsek, M. (2021). Unhealthy food marketing on commercial educational websites: remote learning and gaps in regulation. *American journal of preventive medicine*, *60*(4), 587-591.

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AllSides

Constructivism Media

AllSides is a knowledge-centered tool that aims to expose media bias in news articles on trending topics (e.g., in 2022, trending topics included COVID-19, 2022 Elections, Economy and Jobs, and Russia-Ukraine Conflict). AllSides rates media bias from a left, center, and right point of view. It encourages individuals to critically examine media and make it easier to see how left-, center-, and right-leaning media outlets use text and images in different ways to inform and persuade the public. ***It is a great tool for promoting constructivism in and outside of the classroom*** *for students (and the general public). AllSides provides a media bias chart that can be useful for a variety of media literacy activities and critical analysis in classrooms. AllSides is a great tool for promoting critical thinking, better judgment, knowledge, and educative dialogues.*



Watch on YouTube

Tool Snapshot

Price	Free; Sustaining Membership (ranges from $49-$199 per year)
Learning	Constructivism
Ease of Use	★★★★☆
Privacy	★☆☆☆☆
Accessibility	★★★☆☆
Class Size	Unlimited
Login Required	No
ISTE*S	Knowledge Constructor
COPPA/FERPA Compliant	AllSidesl is not designed for minors and therefore AllSides doesn't abide by COPPA

Price

AllSides offers free membership to the general public. However, if you desire a membership, then the price will depend on the contribution level you decide to donate to AllSides. These price ranges typically range from $49.00 to $199.00.

Type of Learning

AllSides offers a constructivist approach to learning by encouraging students to enhance their knowledge about different topics by actively reading, interpreting, and making their own judgments based on different politically leaning news articles.

Ease of Use

AllSides earned a rating of four stars for ease of use, because of how manageable it is to choose articles and access different sites. When learning about AllSides and how to navigate its system can be overwhelming and confusing, because of the number of advertisements and articles presented on its main page. However, it takes about five minutes to learn how to navigate the tool and access different resources within the tool. AllSides offers a FAQ that is focused on answering the questions and/or concerns that arise when using the site. Featuring a space in which individuals can express their concerns and/or questions makes their experience much more enjoyable. AllSides provides a brief overview video explaining how its website it's organized.

Privacy

AllSides was given a rating of one star for its privacy since it has failed to protect its guests, and children using the website, and it is not COPPA/FERPA compliant. AllSides states throughout their privacy policy that they are collecting personal information from their users. It does not matter if you are signed in with your member account or signed as a guest. The online tool fails to protect the privacy of its younger users. It does not provide the best wording on its children policy, therefore leaving it up to parents to approve whether they want their information to be given away to third parties and AllSides. They are not complying with the regulations of COPPA that are stated on their website. For more information about their privacy and children's protection, it can be useful to visit "Privacy Protections for Children

Using the Internet". AllSides does have a section for California residents in which it has all the information for California Privacy Notice.

Accessibility

AllSides earned a three-star rating after testing, researching, and using the online accessibility checker for tools and apps. AllSides does not offer an accessibility statement on its website. Some of the images on their website were missing alt text or had descriptions that were difficult to read or followed along. When I conducted the no-mouse challenge, I was able to navigate the site with my keyboard with ease. Overall, Allsides has the potential for great improvement by fixing broken links, and alt text images, and adding an accessibility statement.

Class Size

The class size for AllSides is unlimited since any student can access the site on their device.

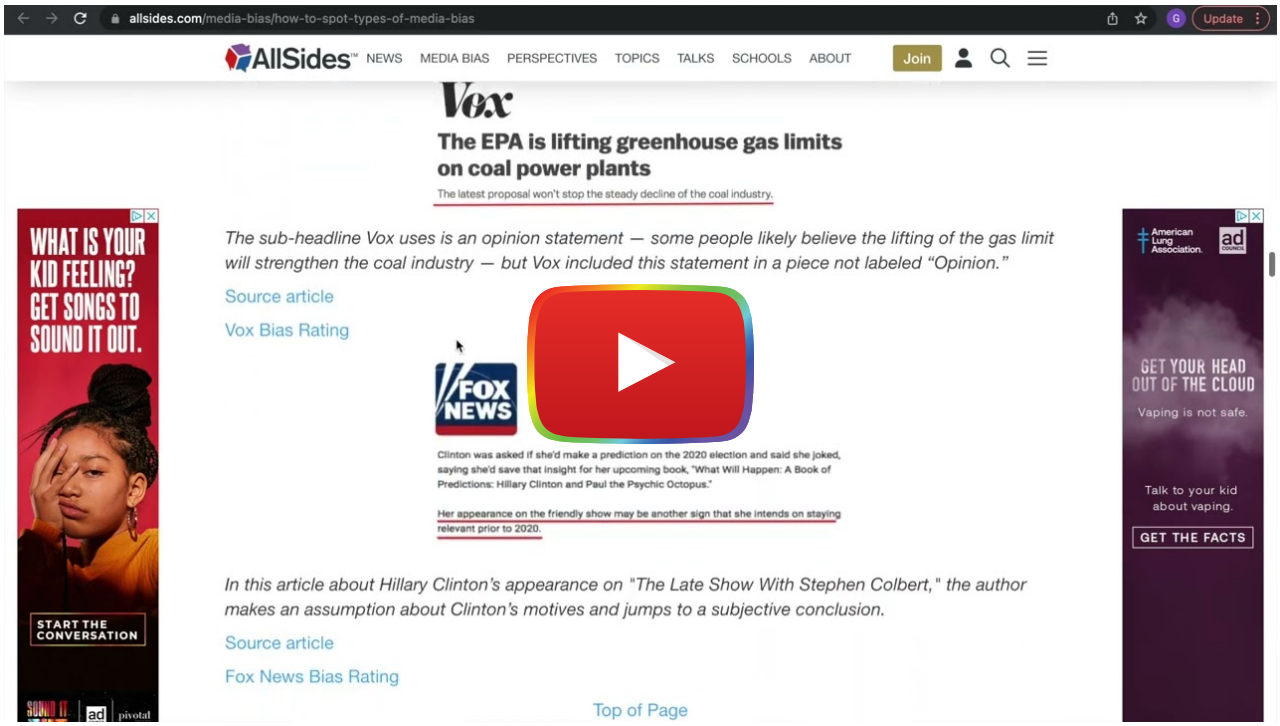
Login

AllSides does not require a login to use the site. If you have a membership - paid or free membership - then you would have to login with your email/username and password.

ISTE Standards

Knowledge Constructor is one of the main ISTE Standards for Students that AllSides aligns with. Students can construct knowledge about different topics and then use this knowledge to make their own judgments and develop their own perspectives on a variety of subjects.

AllSides Online Tool Video



Watch on YouTube

AllSides Online Tool Video Transcript

AllSides & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

- **Substitution:** Students can search for climate change news by using AllSides instead of media, such as newspapers, television, and/or radios.
- **Augmentation:** Students can find climate change articles with left-, center-, and right-leaning perspectives with ease, all within the same site.
- **Modification:** Students use the AllSides Media Bias Chart to evaluate the perspective and bias in user-generated content about climate change on Youtube.
- **Redefinition:** AllSides serves a similar function as other media outlets such as newspaper and television news, with some added functionality like the ability to see left-, center-, and right-learning articles about the same topic all together on the same page. However, given the limited nature of the site, it does not seem that it can redefine teaching and learning.

AllSides Learning Activities

English

Students can compare and contrast the similarities in bias that are presented in real-life media and novels that have been read and discussed in class.

Science

Students will use AllSides to analyze the ways in which the issue of climate change is approached from a left, center, and right perspective.

Social Studies

- Evaluate how media such as newspapers, social media, television, and other sources portrayed men and women leaders differently. Reflect on historical events that had a significant impact on how these two groups might be presented differently to the general public. At least three articles should be gathered from AllSides.
- Analyze the effects of media bias in society and history.

Other

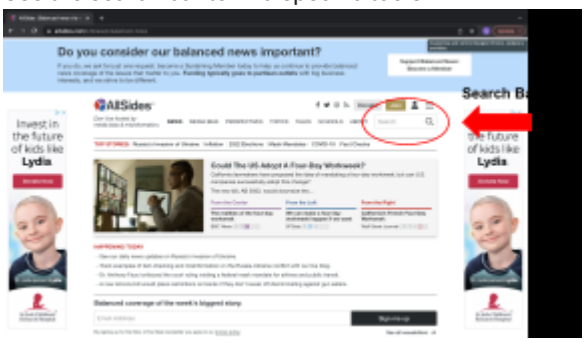
- Engage students in dialogues and discussions with left, center, and right perspectives from specific topics and articles from AllSides.
- Create informational videos about a specific issue using articles from AllSides.

Resources

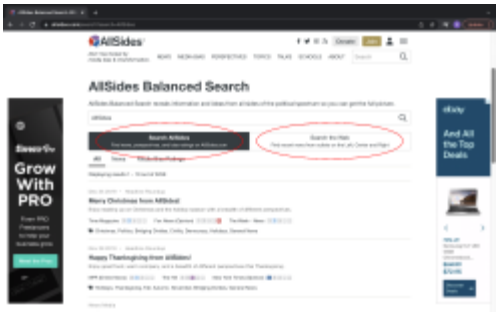
- Ten Great Activities: Teaching with the Newspaper
- The real 'fake news: how to spot misinformation and disinformation online
- How Does "Fake" News Become News (Video)
- Red Blue Translator | AllSides
- Lesson Plan: Detecting and decoding bias in media
- Teaching Media Literacy: Its Importance and 10 Engaging Activities
- How to choose your news- Damon Brown (Video)
- How false news can spread- Noah Tavlin (Video)
- Media Bias Chart 8.0
- Fact-checking resources - Fake News

How to Use AllSides

1. Go to www.allsides.com.
2. Use the search bar to find specific tools.



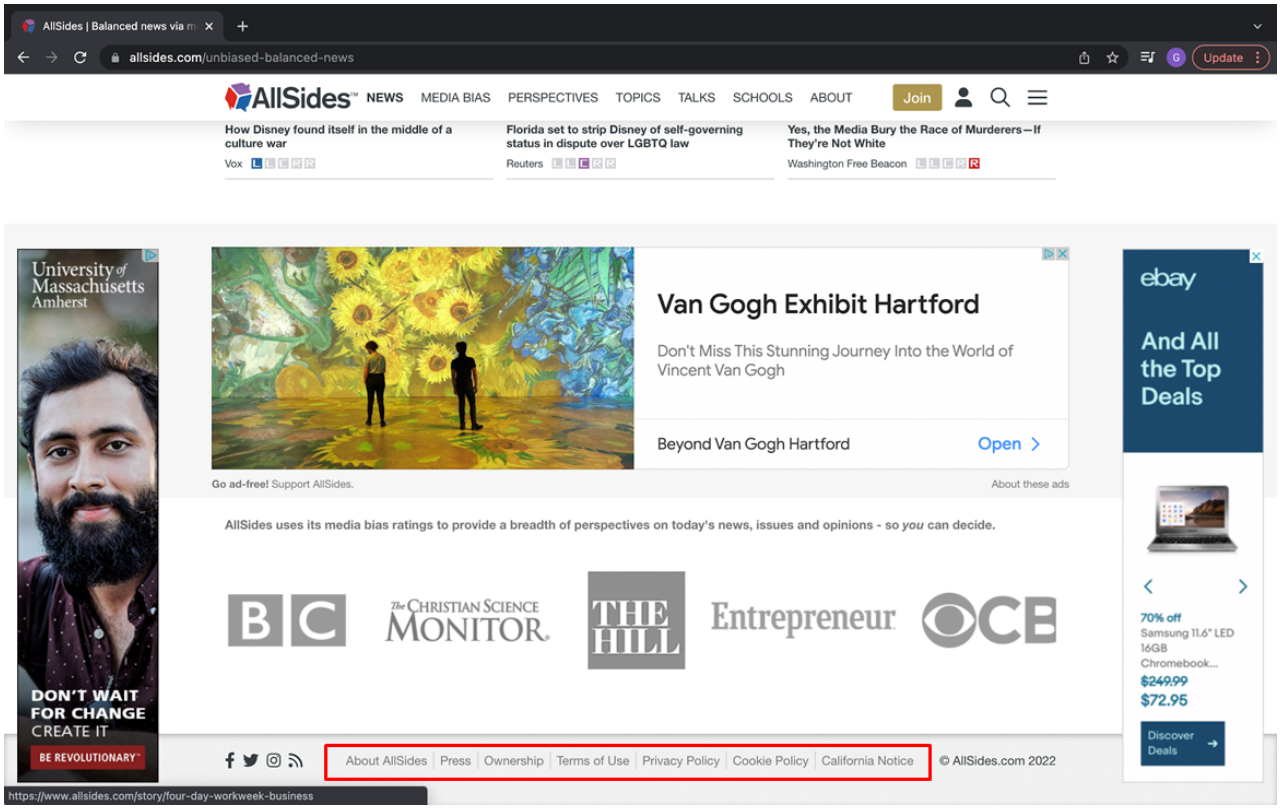
3. Once a topic has been entered, it will bring you to a page in which you can select AllSides or web news articles. Once you have selected where you want the news source to come from, select the article most appropriate for your goal.



4. Scroll down to find a variety of articles from a left, center, or right perspective.
    a. Each article will have a small box indicating its perspective and level.
5. Use the three lines on the top right to access different resources. The lines contain categories with subdivisions to make it easier to look for your needs



6. Scroll down to the bottom of the webpage to access:
    a. Terms of Use
    b. Privacy Policy
    c. Cookie Policy
    d. California Notice



Research

Aggarwal, S., Sinha, T., Kukreti, Y., & Shikhar, S. (2020). Media bias detection and bias short-term Impact assessment. *Array*, *6*, 100025. https://doi.org/10.1016/j.array.2020.100025

Gearhart, S., Moe, A., & Zhang, B. (2020). Hostile media bias on social media: Testing the effect of user comments on perceptions of news bias and credibility. *Human Behavior and Emerging Technologies*, *2*(2), 140–148. https://doi.org/10.1002/hbe2.185

Author

This page was created by Gabriela Rodriguez Lopez.

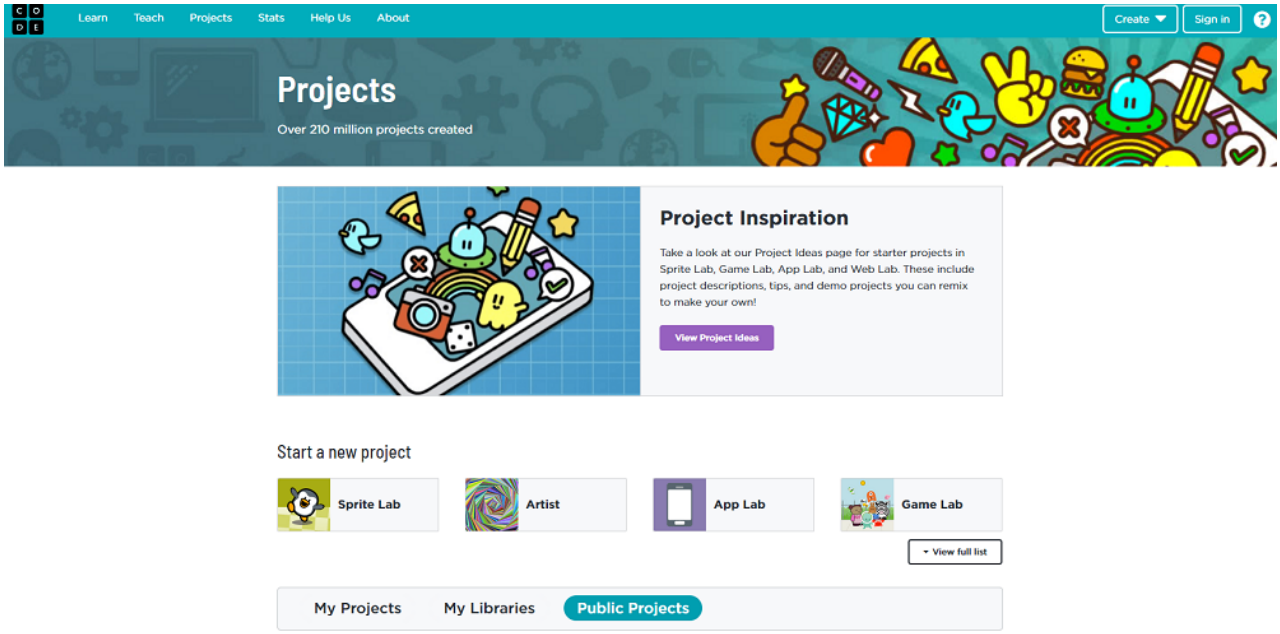
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Code.org

Coding | Behaviorism | Cognitivism | Computer Science | Constructionism

Code.org is a computer science-driven educational tool, centered around teaching students of all ages how to code. Through a multitude of online lesson videos with people like Bill Gates and Steph Curry along with multiple plug-and-play coding spaces, students can get real hands-on experience with what they are learning, Code.org represents a true learner-centered experience as its videos and activities ***keep students more engaged in their learning by creating a more personalized experience****. As of April 2022, according to Code.org "over 50 million students" have used the site in some way, and out of this population, 50% are students from underrepresented ethnic and racial groups and 45% are female. Code.org has been giving millions of children and educators the tools they need to become more successful in the world of computer science.*



Code.org project page screenshot

Tool Snapshot

Price	Free
Learning	Behaviorism, Cognitivism, Constructionism

Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★★★
Class Size	Unlimited
Login Required	No
ISTE*S	Creative Communicator
COPPA/FERPA Compliant	No FERPA/COPPA policy found. Check with your school IT administrator.

Price

Code.org is funded by many foundations and organizations, which allow it and all of its courses and videos to be accessed by all students and teachers for free.

Type of Learning

Code.org embodies a couple of learning theories, one being behaviorism. By offering different activities like the “Sprite Lab,” and “Artist” students can get immediate feedback on their work. The videos and tutorials on the site are part of the reason why Code.org also can be described as a tool with cognitivism-designed features. In conjunction with those two theories, Code.org is a clear representation of constructionism as it is a place where students can create and build different projects and scenes.

Ease of Use

I gave Code.org a four out of five stars for ease of use. For new coders, the tool removes the hard part of memorizing and writing the physical code. It allows the user to use block-based coding (similar to Scratch) that is more intuitive and visually appealing. With the help of useful tutorial videos, all the different games and tools provided by Code.org can be understood at a basic level. Each activity has optional quests to help guide the user while they use the tool. In short, Code.org has put a lot of emphasis on creating a well-designed tool to teach the intricacies of computer science in an easy-to-learn and interactive way.

Privacy

Overall the data collection done by Code.org is very ethical and well-outlined. An account is not mandatory for one-time use of the tool but to save progress and set up a class within Code.org, an account with a username and password will be needed. This information is not stored and is simply used for login purposes. A lot of Code.org’s data is similar to that of their login data, which is not stored in a way that can be retrieved. They use a “one-way hash” (which is a system used to allow data to be sent one way, but cannot be reversed) to prevent, for example, sending emails to students or storing their emails. On top of that students have to meet an age requirement to upload any custom artwork, audio files, or other media. Code.org claims to go above and beyond in terms of COPPA requirements, but is not mandated to, and is not officially certified. Similar to COPPA, respect to FERPA Code.org says they protect student information, but are not certified in any respect to FERPA. These notes can also be found on code.org’s privacy policy page

Accessibility

Code.org had very strong policies and features designed to improve accessibility on their site. All lessons offered by Code.org are designed for use with Microsoft Immersive Reader allowing more people to use the tool as a whole. A lot

of the instruction videos on Code.org allow for closed captions in a multitude of different languages as well. Most of the activities have an in-house Text-to-Speech feature built-in to allow for instructions and options to be read aloud. Code.org also teams up with other providers to help provide the best experience possible for most students. Code.org's big Hour of Code event complies with WCAG 2.0 Level A, which lists out a bunch of accessibility requirements website designers should include in their products.

Class Size

Code.org classes can be created in an unlimited size.

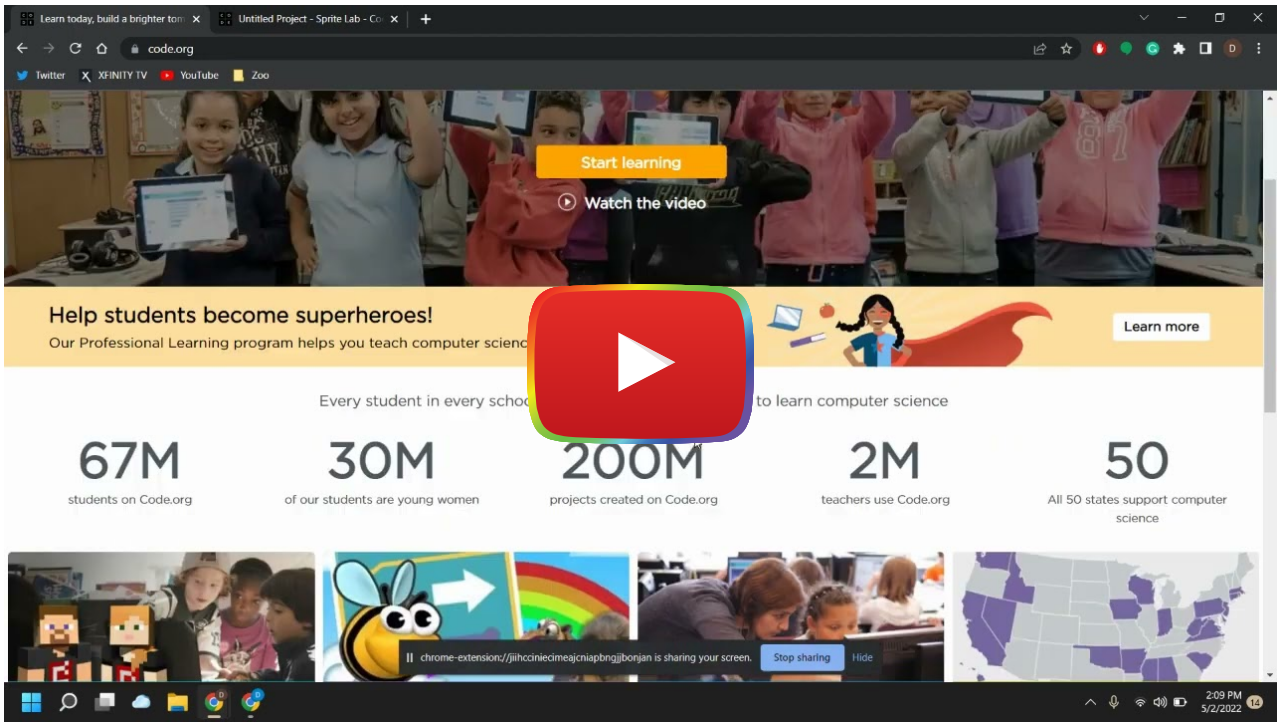
Login

Students aren't required to create a login to test out using the tool. Without a log in users can still use code.org just not to its full extent. If they wish to save their progress, share their project, or upload their pictures and audio they will have to make an account. The teacher can make an account first and give their students an invite code. From there they will not have to enter an email or anything else and will be able to use Code.org to its full potential. Classes can easily be set up with pre-existing Google Classroom rosters as well, allowing for easy integration.

ISTE Standards

Though I think Code.org has aspects that can fall under all of the ISTE Standards in one way or another, there is one that is very apparent in its design. In this environment, students get to create

Code.org in 90 Seconds Video



Watch on YouTube

Code.org & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how **Code.org** might fit within the SAMR model:

- **Substitution:** Students should practice using Code.org's built-in block-based coding system over normal terminal/script writing. This makes it easier for students to understand exactly what they are doing.
- **Augmentation:** Instead of a presentation, students will design a short scene with images they provide (must be creative commons images) on a topic of their choice.
- **Modification:** Students will participate in Hour of Code, and share their creations with other users around the world.
- **Redefinition:** As a class, create individual scenes in a short film that will combine all students' work. Have students work in groups of 2 or 3, and coordinate it in a way that the groups know who will have the scene before and after them so they can all work together and try to make a continuous movie while all students work.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Code.org to modify or redefine learning.

Learning Activities

Math

- Create a calculator that can take in two numbers and either add, subtract, multiply, or divide the answers.

Geography

- Create an app with Code.org's "Build an Informational App on Thunkable" to create a state matching quiz.

Science

- Take part in "Outbreak Simulator" hosted by Code.org to learn about the virus spreading and how to write a simulation to represent them.



Outbreak Simulator Screenshot

- Use the scene creator to make an oceanic scene showing the food pyramid in the ocean.

Computer Science/Game Design

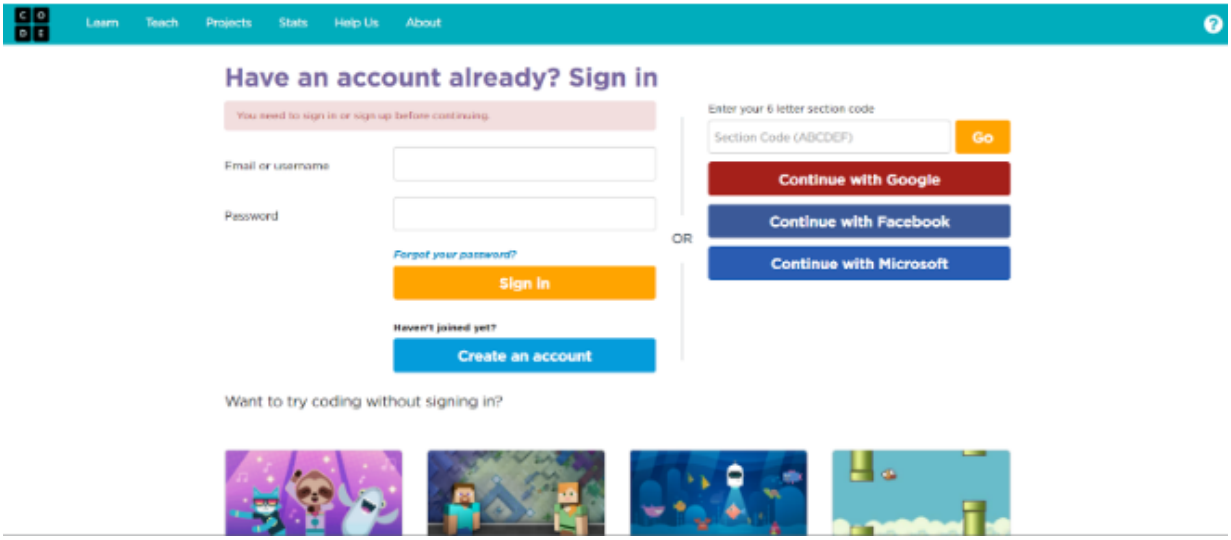
- Create an interactive game with multiple levels and a win/loss status

Resources

- Getting started on Code.org
- This New Jersey educator says Code.org Professional Learning changed her teaching career
- Hour of Code
- Code.org Computer Science Professional Learning
- How to Use Code.org: Games & Resources
- Review of Code.org for Middle School Computer Science
- Drawing patterns in code.org
- Common Sense Education - Code.org
- How Much Can You Learn in Code.org's 'Hour of Code'?
- Code.org Courses

How to Use Code.org

1. Go to www.code.org.
2. Create an account or use a section code if you have one.



Screen shot on Code.org Login Page

3. Click the box with three horizontal lines in the upper right corner and click "Learn."
4. Click the right age group you want to choose an activity from.
5. Scroll through the activities and videos and find one you like.
6. Once you have found a lesson plan, boot it up and follow the instructions given.
    a. If at any point you get confused, there should be a place to get help, and back on the learn page, there might be a video tutorial. Most learning activities have videos further explaining what needs to be done.
7. After you are satisfied with your work you can save it if you want to work on it later or share it with someone else.
    a. To share it with someone else, with the project open you can press the share button where you can copy the link to the project on your computer, or send it directly to your cell phone device.
8. Then you can log off, but remember your log in if you made one, or else you won't get your project back.

Research

Pelánek, R., & Effenberger, T. (2020). Design and analysis of microworlds and puzzles for block-based programming. Computer Science Education, 1-39.

Zhu, K., Ma, X., Wong, G. K. W., & Huen, J. M. H. (2016, June). How different input and output modalities support coding as a problem-solving process for children. In Proceedings of The 15th International Conference on Interaction Design and Children (pp. 238-245).

Author

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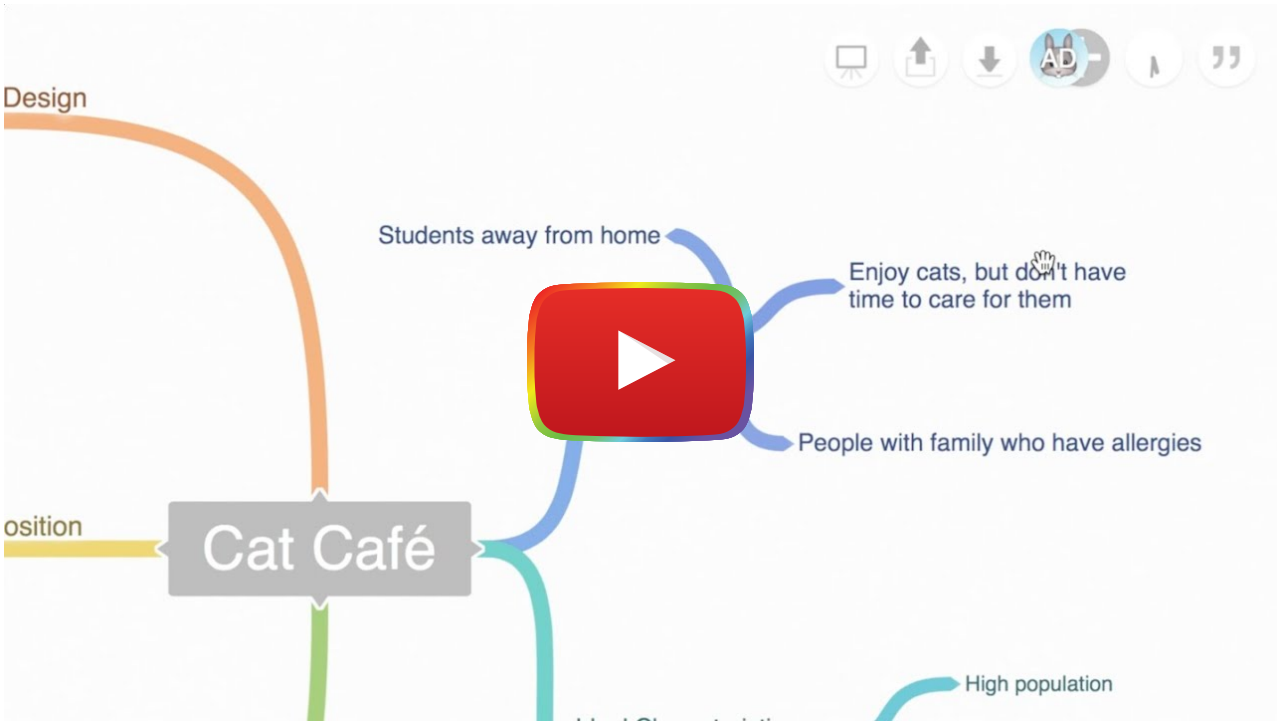
Access it online or download it at https://edtechbooks.org/onlinetools/code.

Coggle

Creativity | Cognitivism | Constructivism | Constructionism

Coggle is an online mind mapping tool that can be utilized in any grade level or subject. ***Users have the creative freedom to work individually, or with others, to make visually appealing and well-organized mind maps****. This can be done with the variety of different shapes, colors, sizes, and formats offered, as well as with the unlimited image upload feature. The many functions made available through Coggle make it a community-, knowledge-, and learner-centered tool. Users can work with multiple people on one diagram, allowing them to learn with, and from one another; users apply their current knowledge to effectively create and organize cohesive mind maps; and lastly, users can construct their diagrams in a way that will best fit their needs, and therefore empower their learning.*

Coggle can be a beneficial tool for teachers to promote critical thinking about the course material*. Coggle allows its users to be creative with the diagrams they assemble and personalize them to best suit the user's needs and preferred method of organization. This can encourage students to be more engaged in learning new material, and the process of creating a mind map requires in-depth thinking and planning of concepts, which would naturally inspire critical thinking and a greater understanding of the material.*



Watch on YouTube

Tool Snapshot

Price	Coggle starter: Free limited version; Coggle Awesome: $5/month; Coggle Organization: $8/ Month
Learning	Cognitivism, Constructionism, Social Constructivism
Ease of Use	★★★☆☆
Privacy	★★★★☆
Accessibility	★★★☆☆
Class Size	Unlimited
Login Required	Yes
ISTE*S	Global Collaborator, Innovative Designer, Creative Communicator
COPPA/FERPA Compliant	No FERPA/COPPA policy found. Check with your school IT administrator.

Price

Coggle has three different types of plans for its users. The starter plan is free, the Awesome plan is $5/month, and the Organization plan is $8/month. Each plan allows for additional features, such as more creative freedom when making diagrams (Awesome), and user and data management (Organizer).

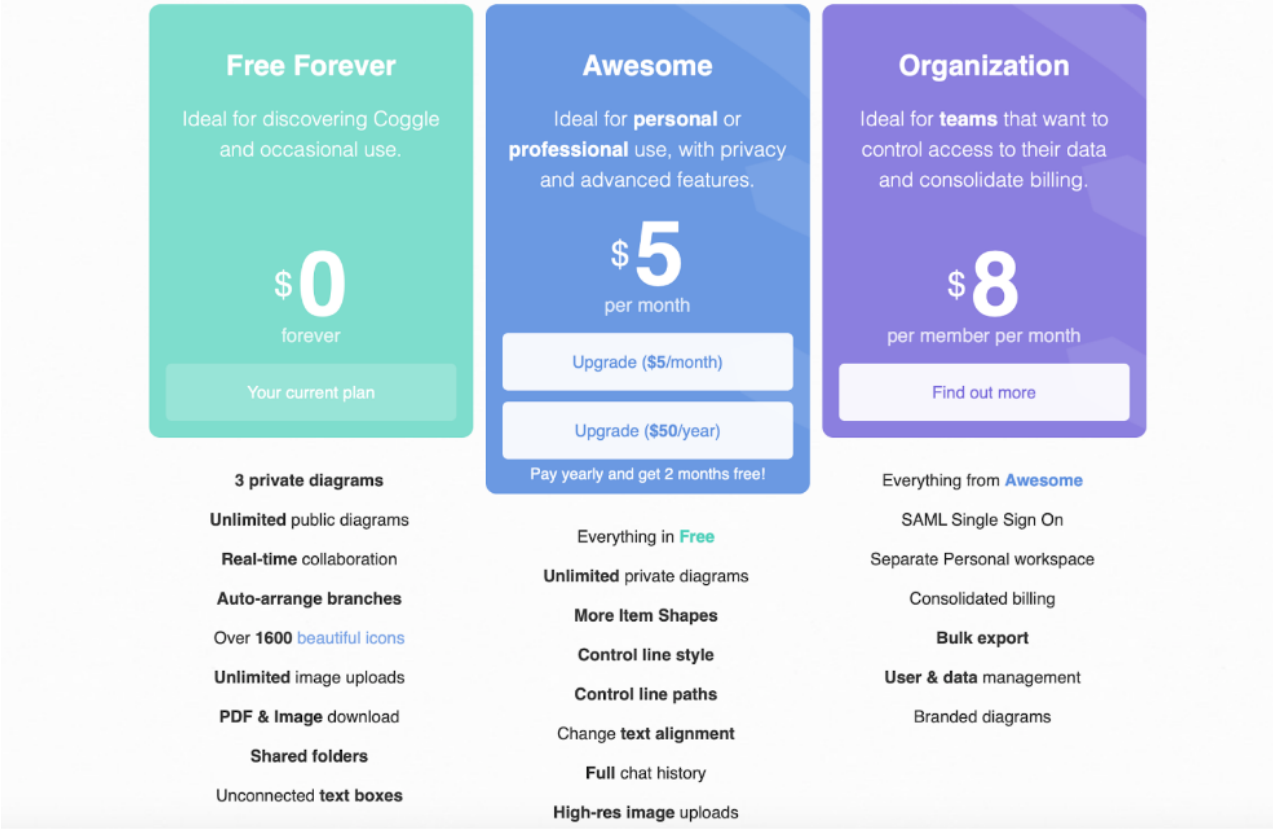


Image of the three different plans Coggle offers; “Free Forever”, “Awesome”, and “Organization”, as well as what they include.

Type of Learning

Cognitivism

Students who use Coggle are learning new information through cognitive processes by organizing and assigning meaning to each concept.

Constructionism

Students learn by building mind maps and diagrams on topics they are introduced to, allowing them to process new ideas as they work on their creations.

Social Constructivism

Students can work collaboratively with their peers on mind maps in real-time, enabling them to share their knowledge, and learn with, and from one another.

Ease of Use

We gave Coggle 3 stars for ease of use because the user interface is clear to navigate, and there are multiple instructional videos on the site (Video Tutorial Introduction, Keyboard Shortcuts). When using different features, a pop-up box with an explanation of each button appears when your mouse hovers over it, this makes it easy to create mind maps, even if you have never used Coggle before.

Privacy

We gave Coggle’s privacy policy 4 out of 5 stars because it is clear about what happens to its users' data, however, there isn’t any information about whether it is COPPA and FERPA compliant. The privacy policy states that none of its users'

data is shared with or sold to third-party sites without consent, however, a third-party site is required to create an account and login. It is stated in the policy that the only information they take is your name, email address, avatar, gender, and preferred language, all of which are permanently deleted once closing your account. Mind maps made privately with Coggle can not be accessed by anyone other than the creator, although this is not entirely true for people with the “Organization” plan. The privacy policy says that any diagrams made through the Organization plan are visible to Organization administrators, “even if you do not invite them.” For example, teachers should be aware that if you are on the organization plan, the school may or may not have access to your student's work without their permission (Coggle, privacy policy, 2022).

Accessibility

Coggle does have an accessibility statement that states the application includes hotkeys, a screen reader, and color changes for users with disabilities. There are still several limitations. According to Coggle, “text does not wrap onto the screen, but may scroll off the edge for large diagrams … The visual structure of Coggle diagrams may not be well represented by screen readers, and while the PDF exports of diagrams include text in an accessible format, the visual structure of the diagram in the PDF file will be ignored by screen readers, which will normally read the diagram from top to bottom” (Coggle, accessibility policy, 2022, para. 4-6).

Class

There is no limitation on the number of students who can work on mind maps at once, as long as they have their own devices, users are allowed to add people to their mind maps by sending out an email invitation, however, the shareable links are only available for paid plans.

Login

Educators and students need to log in to use Coggle, which can only be done with a third-party account such as Apple, Microsoft, or Google.

ISTE Standards

Innovative Designer

Students use this online tool to plan and design their mind maps using the provided colors, shapes, and formats.

Creative Communicator

Students can creatively present their visual representations of the content they learn in class.

Global Collaborator

Students can work with their peers in real-time to create mind maps on new material and concepts learned in class.

Coggle Overview Video



Watch on YouTube

Video Transcripts

Coggle & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how **Coggle** might fit within the SAMR model:

- **Substitution:** Students can create mind maps in Coggle rather than on a whiteboard in class.
- **Augmentation:** Students can add videos, images, and links to their mind maps and even access the public diagrams to use as a template for their creation.
- **Modification:** Students can create mind maps about course material, and can revisit them, make edits, and add new information they learn later on.
- **Redefinition:** Students can work on projects, in real-time, with people outside of their community to expand their learning network.

Learning Activities

Math

Younger students who are starting to learn geometry can use the Shapes in the Coggle template to create a diagram with the names of different shapes and how they are classified. As a way to practice this, they can identify shapes they see in their own lives and edit their diagram over seven days.

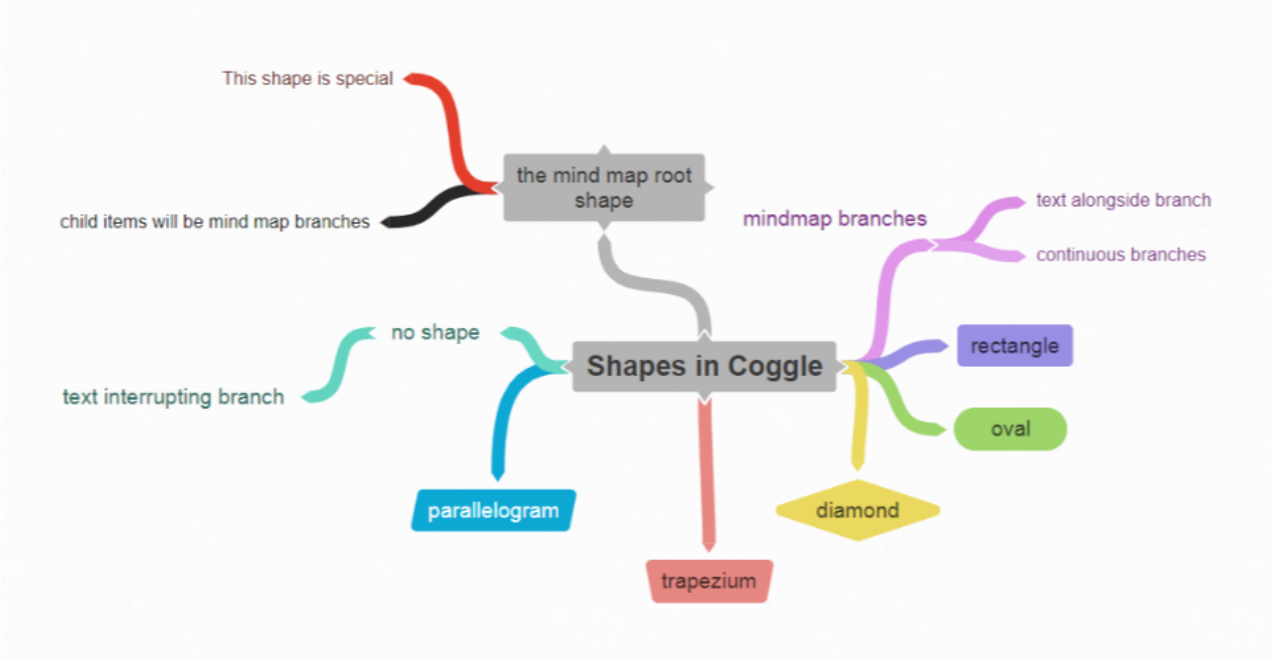


Image of a public diagram on Coggle of the different shapes that can be included in mind maps.

Science

To explain a challenging concept, students could create a diagram that goes into depth on the key components of that concept. For example, in biology, a mind map that lays out you learn the structure and function of cells, which involves many components that can be difficult to understand and remember. Using a mind map that incorporates images can help students to visualize each step and how they relate to one another.

English

Students can use Coggle to create a diagram as an outline for an essay. Creating a mind map can be an effective way of categorizing thoughts, themes, and main points in a cohesive and visually appealing way.

History

Students can use Coggle to create a timeline of important historical events, as a way to remember when they occurred, as well as their significance in world history. Image of a public diagram on Coggle of a timeline of Roman historical events.



Image of a public diagram on Coggle of a timeline of Roman historical events.

Foreign Language

Coggle can easily change the language of the user interface, so students can create mind maps in the foreign language they are learning in school to memorize the meaning of words and phrases.

Resources

- Coggle Software Review for 2022
- Coggle Introduction
- eTools: Using Coggle in the Classroom
- Collaborative Idea Generation and Organization Using Coggle
- Bloggle
- How to use Coggle Teachers
- Coggle Tutorial: Do More with Coggles
- 5 Mind Map Apps to Capture and Share Your Ideas
- Coggle Keyboard Shortcut
- Coggle Brainstorming - How To Use Coggle.it Mind Maps

How to Use Coggle

1. Go to https://coggle.it.
2. Click “Sign Up Now” to create an account using your existing Google, Microsoft, or Apple account.
    a. If you do not already have one of these accounts you must create one to get started.
3. From the pop-up window that asks to select which category best describes you as a user, hover over the “Education” option, then select “Teacher”.
4. To start using the free version of the tool, click on the green button on the top left-hand side that says “Create Diagram.”

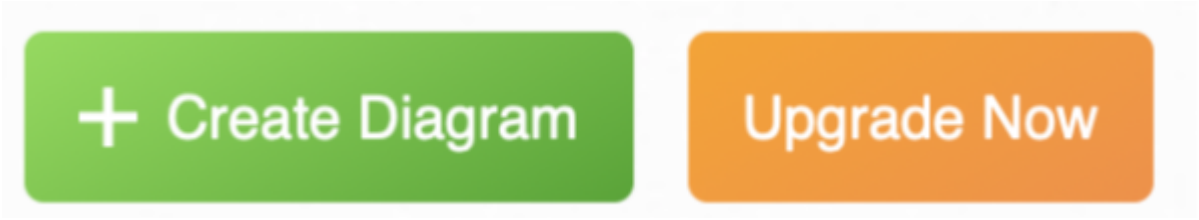


Image of the “Create Diagram” and “Upgrade Now” buttons displayed on the home page of Coggle.

    a. To invite other people to collaborate on your Coggle, click the gray add symbol (+) in the upper right-hand corner.
    b. To chat with the people you are collaborating with, click the gray quotation symbol (“) in the upper right-hand corner, and a chat box will appear on the right side.
5. Once you have started making diagrams, you can access them easily from the sidebar on the left side of the home screen.
    a. Under “Created By You” you can find all the diagrams you have made.
    b. Under the “Shared With Me” you can find all the diagrams people have allowed you access to work on.
    c. Under “Gallery” you can find popular diagrams and use them as templates when creating your own.
    d. There is also a “Create Folder” button so you can organize your diagrams into categories.

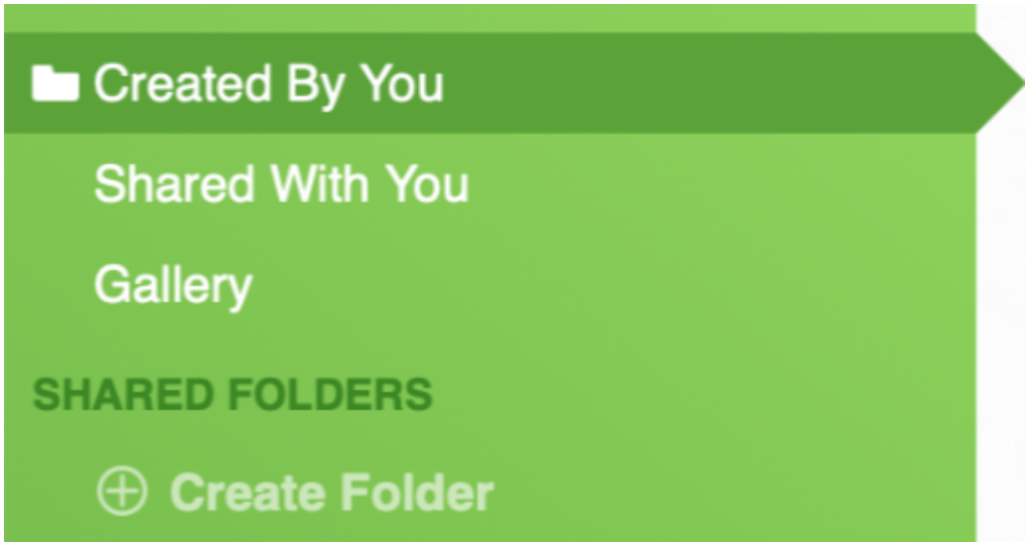


Image of sidebar displayed on the homepage of Coggle.

6. To upgrade to either the “Awesome” subscription or the “Organization” subscription, click the orange button on the top left-hand side that says “Upgrade Now”.

Research

Arulchelvan, P., Veramuthu, P., Singh, P. K. P., & Yunus, M. M. (2019). iGen Digital Learners: Let's Collaborate via Coggle. Creative Education, 10, 178-189. https://doi.org/10.4236/ce.2019.101014

Debbag, M., Cukurbasi, B., & Fidan, M. (2021). Use of digital mind maps in technology education: A pilot study with pre-service science teachers. *Informatics in Education, 20*(1), 47-68. https://files.eric.ed.gov/fulltext/EJ1289388.pdf

Authors

This page was created by Anna Hellyar & Tom Yuan.



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Coursera

Connectivism | Online Courses | Constructivism

Coursera is recognized as one of the largest providers of MOOCs (Massive Open Online Courses). It has established partnerships with 140 universities in offering more than 1,500 courses across a range of subjects: engineering, medicine, computer science, social sciences, foreign languages, and the humanities. All courses are offered for free. Students can enroll in courses and choose to either deeply engage or selectively delve into course content, without repercussions in terms of grades or other forms of evaluation. Students can take courses – either for credit (or no credit) – in an attempt to bolster their understanding on a multitude of subjects. In this manner, Coursera serves as a supplemental knowledge-building tool for students. There is an option to pay for a certificate of completion, ranging from $29-$99.



Watch on YouTube

Tool Snapshot

Price	**Free**

Learning	Cognitive Constructivism, Connectivism
Ease of Use	★★★★★
Privacy	★★☆☆☆
Accessibility	★★★☆☆
Class Size	Unlimited
ISTE*S	Empowered Learner, Global Collaborator

Background

Coursera began in 2011 as a for-profit venture by two Stanford University computer scientists. Coursera was launched after the successful pilot of an artificial intelligence course offered at Stanford, with students from over 190 countries taking the course. In its first year of operation, Coursera enrolled 680,000 students in courses offered by Princeton, Stanford, University of Michigan, and the University of Pennsylvania.

Usability

Coursera is accessible on any web browser. In addition, there are mobile app versions of Coursera available for smartphones and tablets running Apple, Android, and Windows operating systems. Some courses require the use of a flash plug-in. To access the full course (lectures, videos, and supplemental materials), learners need to be registered users. For students who live in areas with unpredictable or limited internet bandwidth, there is an option to download lecture videos and other course materials for viewing offline. The majority of courses are offered in English. Increasingly, more courses are offered in other languages, including Chinese, French, Russian, Spanish, Portuguese, Turkish, Ukrainian, German, Arabic, Italian, Japanese, Hebrew, and Italian. Technical support is offered via a learner help center and through peer-led help forums. There is no dedicated help desk or phone number for technical issues.

Workflow: The time investment needed to become proficient in navigating Coursera is minimal. Menus, visual displays, and icons are easy to access and intuitive. Students enrolled in more than one course can easily jump from one course to the next, based on individual preferences. All courses contain pre-recorded lectures and other materials freely available for download. These materials can include lecture notes, quizzes, presentation slides, exams, readings, links to other content not available on Coursera, and access to discussion forums. The discussion forums allow students to post questions and to engage in scholarly dialogue with peers and course faculty. Students can progress through the course at their own pace. If students wish to earn college credit or a certificate of completion, then students must adhere to set dates as designated by the course faculty.

ISTE Standards

The Empowered Learner ISTE standard is met as evidenced by Coursera's freedom in allowing students to set their own learning goals in terms of course selection and engagement. The Global Collaborator standard is met, as students are expected to interact with peers who hail from more than 190 countries in course discussion forums.

Price

All courses are offered at no cost. However, students who wish to earn a certificate of completion must pay fees that range per course.

Accessibility

Coursera makes numerous accommodations for learners with special needs. For students who have hearing difficulties, transcripts and subtitles are made available. A significant portion of Coursera's content can be accessed by screen reading software. Those students with learning disabilities can save their work multiple times as drafts before submitting the final version. In addition, students can complete quizzes and exams multiple times without penalty.

Privacy

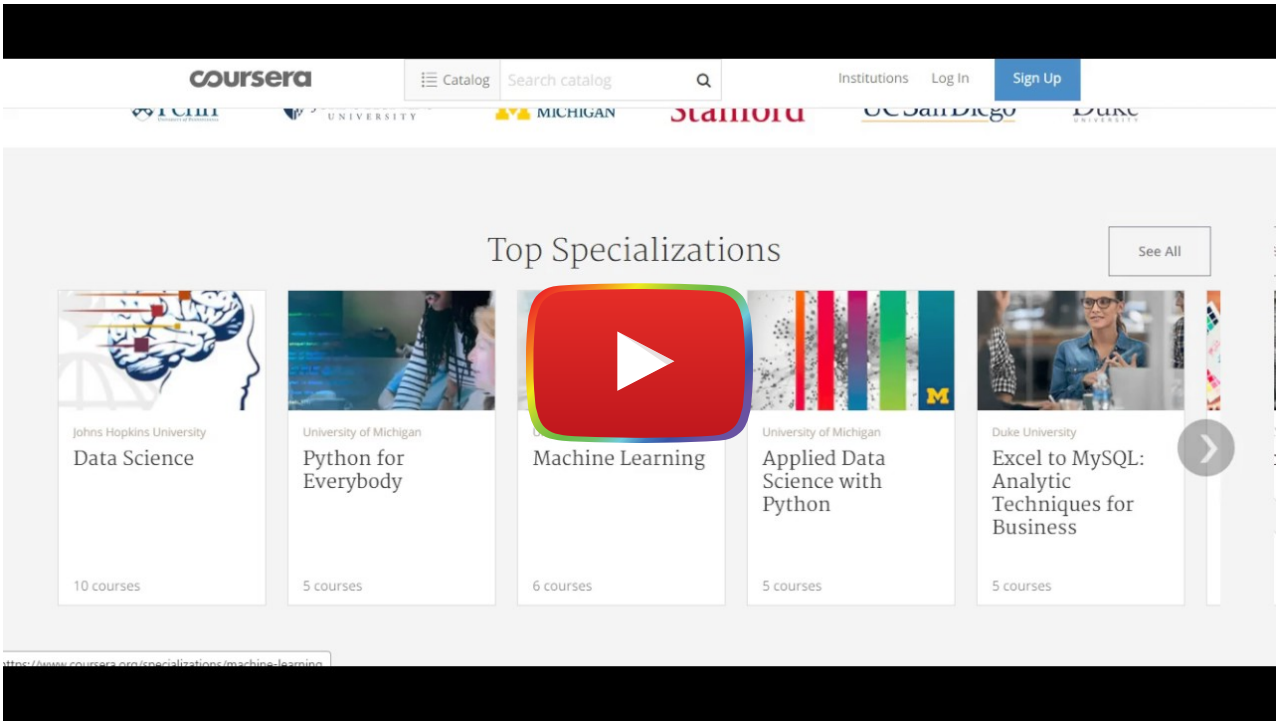
Coursera's privacy policy is detailed, explaining the types of non-personal and personally identifiable data that is collected. Coursera tracks activity on the site and monitors which pages are most frequently (and least frequently) visited. Cookies and web beacons are also running in the background, collecting data. Coursera does permit students to restrict cookie access only when students initiate such restrictions within their browsers' settings. Names, e-mail addresses, responses to surveys, and credit card information are some examples of personally identifiable information that Coursera logs and assesses. One of the purposes of collecting such information from users is to allow Coursera to tailor their marketing. For students in Europe, Coursera has adopted the Privacy Shield Framework set forth by the European Union. This framework limits the amount of personally identifiable information Coursera can collect.

Terms of Use: The terms of use stipulate that students must be at least 13 years old to register and participate in courses. Students must abide by copyright laws of the United States. As such, students cannot sell or profit from course materials, and can never claim course material as their own. By virtue of becoming a registered user, students provide assent to research studies directed by Coursera or any of its university partners. All students agree to hold Coursera and their partners free from any liability that may result in participating in a course. Students are forbidden from sharing their passwords with others, or contact peers or faculty with spam, viruses, malware, worms, etc.

Equity

Coursera allows students anywhere in the world to experience a large, self-paced educational opportunity with world-class faculty. Coursera's model of providing certificates of completion can make a university education accessible to populations who may live in remote areas or in parts of the world that have limited resources (e.g., war-torn regions).

Coursera Overview Video



Watch on YouTube

Coursera and the SAMR Model

- **Substitution:** Learners can complete courses online with Coursera, at their own pace. Learners can choose to complete a course, or not, without penalty.
- **Augmentation:** Coursera allows learners to build upon content being taught at their home institutions, without any commitment or anxiety pertaining to final grade evaluations.
- **Modification:** Learners can engage with peers that hail from a great variety of countries, including learners from parts of the world that have traditionally had low participation in online courses.
- **Redefinition:** Learners who may not be able to afford or gain admission into some of the most prestigious universities in the world can now have access to scholar-educators who work in those universities. Such access enriches the learning environment by ensuring that students receive course content that is relevant and rigorous.

Learning Activities

Neuroscience

A nurse practitioner is contemplating changing her clinical practice from rheumatology to neurology. She decides to complete a Duke University course on neurophysiology to determine if she can bridge her current clinical expertise to the content taught in the course.

Emotional Intelligence

College-bound high school students who are balancing numerous demands to be top students, athletes, and emerging leaders can benefit from an award-winning course on happiness, taught jointly at the Indian School of Business and the University of Texas at Austin. While the course was designed by business professors, it will have meaning and utility for all types of students. The course syllabus promises students that happiness can be achieved by completing the course, which will also help them address the following questions: "Why aren't the smart-and-the-successful as happy as they could, or should, be? What are the "7 Deadly Happiness Sins" that even the smart and the successful commit? What

are the “7 Habits of the Highly Happy” and how can you implement them in your life?” The student completes the course and finds it transformational. His mood improves, and he is able to regain her sense of purpose.

Organizational Leadership

A service organization recently experienced upheaval and turmoil among the ranks of executive leadership. A group of mid-career employees are looking to find ways to lead the organization through a time of chaos and conflict. The employees are interested in developing new leadership skills that can help the organization transition successfully in this new realm. The employees discover a course offered by Case Western University on appreciative inquiry, which can assist them in developing competencies in building organization-wide strengths, rather than dwelling on weaknesses.

How to Use Coursera

1. Type www.coursera.org in your web browser
2. The site requires all users to create a free account.
3. Complete the free account online form.
4. Coursera will send new users an e-mail to verify the account. Click on the verification link provided in the e-mail.
5. After signing in with account credentials, the user home page provides a series of steps on how to search and enroll in a course.
6. Courses are organized according to discipline. Alternatively, users can search the site using keywords of interest.
7. Select the course that is of interest. Browse the course page, peruse the syllabus, read the instructor’s biography. Click on the green enroll button.

Resources

- Four Ways to Evaluate MOOCS (Massive Online Open Courses)
- Why we need to change the way we evaluate MOOCs
- Evaluation of Massive Open Online Courses (MOOCs) From the Learner’s Perspective
- MOOCs and Pedagogy: Teacher-Centered, Student-Centered, and Hybrids (Part 1)
- Learning with MOOCs

Research

Deng, H., Shao, Y., Tang, Y., & Qin, Z. (2014, October). How Micro Lecture Videos Trigger the Motivation of Learners of Coursera: A Comparative Study Based on ARCS Mode. In *Educational Innovation through Technology (EITT), 2014 International Conference of* (pp. 117-122). IEEE.

Khalil, H., & Ebner, M. (2014). MOOCs completion rates and possible methods to improve retention: A literature review. *World Conference on Educational Multimedia, Hypermedia and Telecommunications*, 1, 1305-1313.

Severance, C. (2012). Teaching the world: Daphne koller and coursera. *Computer*, *45*(8), 8-9.

Young, J. R. (2012). Inside the Coursera contract: How an upstart company might profit from free courses. *The Chronicle of Higher Education*, *19*(07), 2012.



This content is provided to you freely by EdTech Books.

Access it online or download it at https://edtechbooks.org/onlinetools/coursera.

Data Basic.io

Data Science | Cognitive Constructivism

DataBasic.io is a suite of easy-to-use web tools for beginners to explore different sets of data. It is a project from the Engagement Lab at Emerson College and the MIT Center for Civic Media.

DataBasic features multiple tools to help you understand textual and tabular (tables) data, including WordCounter, samediff, WTFcsv, and ConnectTheDots. The tools were tested in classrooms and workshops to make sure they worked well and were easily understandable. Users can visualize the resulted information in a variety of useful formats that facilitate better understanding of the concepts (e.g., color-differentiated tables with graphic cues that can increase retention).

- *Data Basic Word Counter: Word Counter tells you the most used words and phrases in a document. It helps you quantitatively summarize your text so you can investigate how words are used. It creates a basic word cloud, but also does word counts, in several new interesting ways by breaking its analysis into a few different pieces—A word cloud, Top Words, Bigrams, and Trigrams.*
- *WTF CSV: WTF CSV gives you a quick overview of a CSV file you upload. It's designed for the data newbie who has no idea what to do with a spreadsheet. It helps a user peek behind all those columns and rows through some simple analysis by giving you the frequencies of each attribute (column) in a table, presenting it as a histogram or bar chart or word cloud depending which visualisation is most appropriate. It also provides a "What do I do next?" set of questions that can help prod the beginner.*
- *Same Diff: SameDiff lets you compare two documents to see how they are similar and different. It helps you see differences and similarities in the words used in each file so you can learn about quantitative analysis of text. SameDiff compares one corpus (a collection of written text) of text to another corpus of text to show you similarities and differences. It uses a cosine similarity algorithm (based on the number of times words are used in each) to rate whether the documents are really similar or totally different.*
- *Connect the Dots: Connect the Dots shows you how your data is connected by analyzing it as a network.*



Watch on Vimeo

Tool Snapshot

Price	Free
Learning	Cognitive Constructivism
Ease of Use	★★★★☆
Privacy	★★★★★
Accessibility	★★★★★
Class Size	Unlimited
ISTE*S	Knowledge Constructor & Computational Thinker

Type of learning: Students learn to analyze and construct meaning from data.

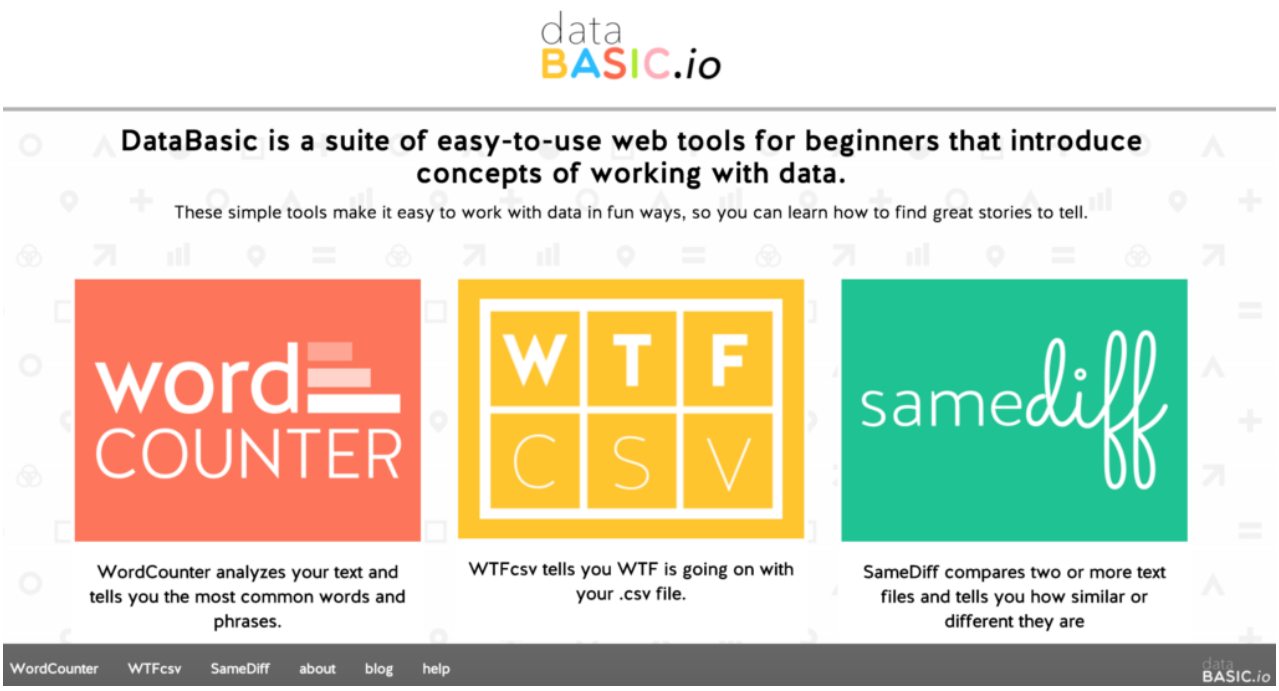
Privacy: The Data Basic website stores information uploaded for only the amount of time it takes users to analyze the data, then it is deleted. The aggregate results shown (metadata) are kept for 60 days, and then get deleted.

Ease of Use: Tool has simple and easy-to-use interface.

Accessibility: Data Basic supports screen readers.

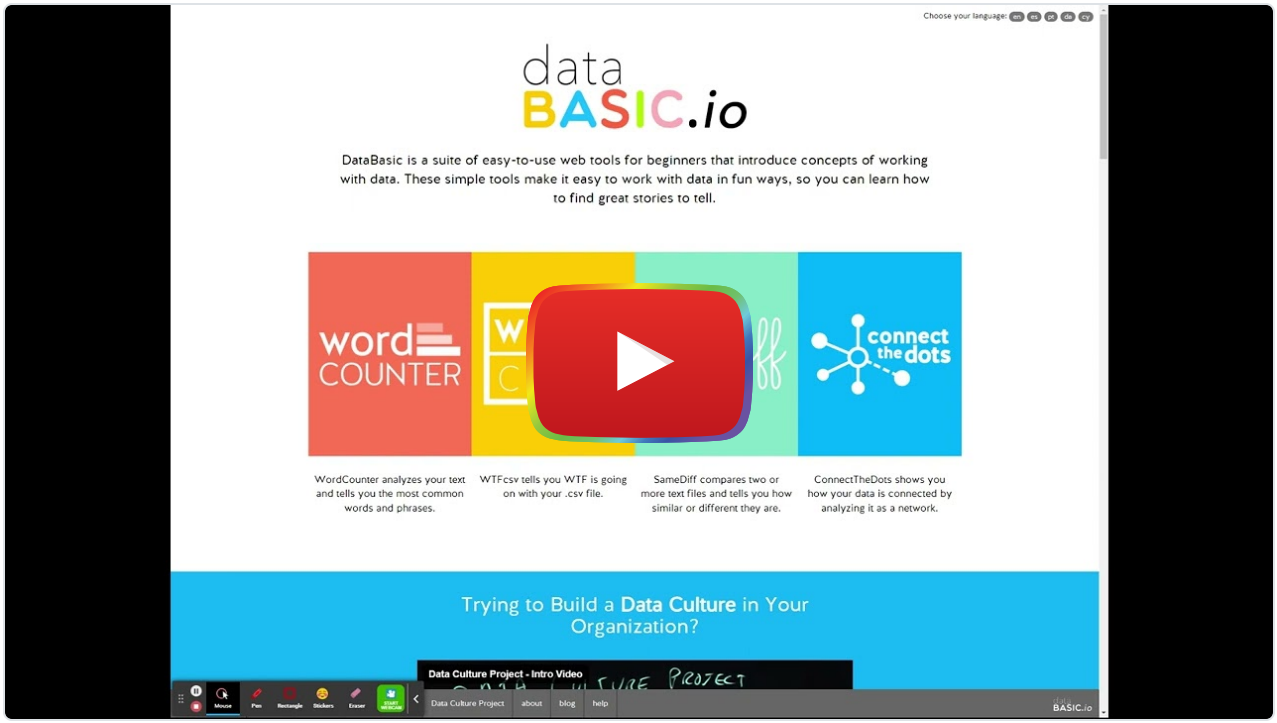
Power and Bias: Website is available for English, Spanish, and Portuguese speakers.

ISTE Standards for Students: Hands-on approaches to analyzing data. Students construct their knowledge through collecting data and trying to find stories and information within it.



Main page of the website databasic.io

DataBasic.io Overview Video



Watch on YouTube

Data Basic & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Data Basic might fit within the SAMR model:

- **Substitution:** Students upload a dataset to WTFcsv to get a series of visual charts rather than designing their own charts on paper in class.
- **Augmentation:** Word Counter instantly generates word clouds and bi-/trigrams of most popular words in a text, which provides students with a new way to analyze textual data.
- **Modification:** Using Samediff, students can instantly compare and contrast two different text documents.
- **Redefinition:** Students can make hypotheses about textual data and get immediate results to confirm or reject their hypotheses.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Twitter to modify or redefine learning.

Learning Activities

WordCounter Activity Guide: Use **WordCounter** to analyze a musician's lyrics and sketch a story with their words. Sketching a data story helps participants build their data literacy by finding and drawing a story about what words show up in famous musicians' lyrics.

WTFcsv Activity Guide: Use **WTFcsv** to identify some questions to ask your spreadsheet. This hands-on activity helps participants build their data literacy while looking at some fun datasets and brainstorming questions you can ask about them.

SameDiff Activity Guide: Write Your Own Song Use **SameDiff** to analyze the lyrical styles of two musicians and invent a duet for them.

Lesson Ideas Using WordCounter

Personal Narratives

Write, or copy and paste, a personal narrative into WordCounter. Students will be able to see common themes from the visuals that are produced from the Data Basic WordCounter's word clouds, Top Words, Bigrams, and Trigrams. These word clouds make great displays for a classroom bulletin board.

Current Affairs Analysis

Copy and paste a news story into Data Basic WordCounter. Ask students to guess what the story was about and generate a headline based on the results.

Student Profiles

Have all students in your class write a few positive adjectives about each of their classmates anonymously. Compile all the papers, input the adjectives for each student into WordCounter, and generate a student profile word cloud to give back to the student.

Collaborative Group Work

For the solar system, student teams could each be responsible for creating Word Clouds to describe one of the eight planets or in a Math class student teams could be responsible for creating a visual representation listing all the types of

quadrilaterals.

Lesson Ideas Using SameDiff

Compare and Contrast: Compare and contrast the documents of two or more students' writing, famous speeches, song lyrics, news reports, or book reviews.

How to Use DataBasic

- Go to databasic.io
- Click one of the three tools: Word Counter, WTFcsv or SameDiff
- Word Counter: You can use any sample from drop down menu, paste a url, paste a text or upload your own file. Hit Count button to get started .
- WTFcsv : You can use an existing sample file from the drop down menu or upload your own file. Hit Analyze button to continue exploring.
- **SameDiff :** You can use an existing sample file from the drop down menu or upload your own files/speeches. Hit **Compare** button to continue exploring. You can go back and forth between each of data basic tool by clicking on the menu at the bottom.

Research

D'Ignazio, C., & Bhargava, R. (2016). DataBasic: Design principles, tools and activities for data literacy learners. *The Journal of Community Informatics*, *12*(3).

D'Ignazio, C. (2017). Creative data literacy: Bridging the gap between the data-haves and data-have nots. *Information Design Journal*, *23*(1), 6-18.



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Access it online or download it at https://edtechbooks.org/onlinetools/data-basic-io.

DocsTeach

Creativity | Constructivism | Multimedia

DocsTeach *is an educational website created by the National Archives education division to promote learning with and about the Archive's collection of documents (including text, videos, and photographs). It is a knowledge-centered website that allows users to explore all the available* ***primary sources*** *from the National Archives and share activities with students and peers. Educators can use pre-created activities or* ***create their own activities****. There are 253 activities (1,872 if you are a member) and* ***12,529 primary sources available*** *for teachers and students.*

Students can also perform their own research on documents and then select and download which ones are most relevant for their research. This research tool can promote ***critical thinking*** *by allowing students to analyze primary sources and* ***act like historians.***

The website also provides free professional development webinars for elementary and secondary educators. All the features on this website are free of charge.

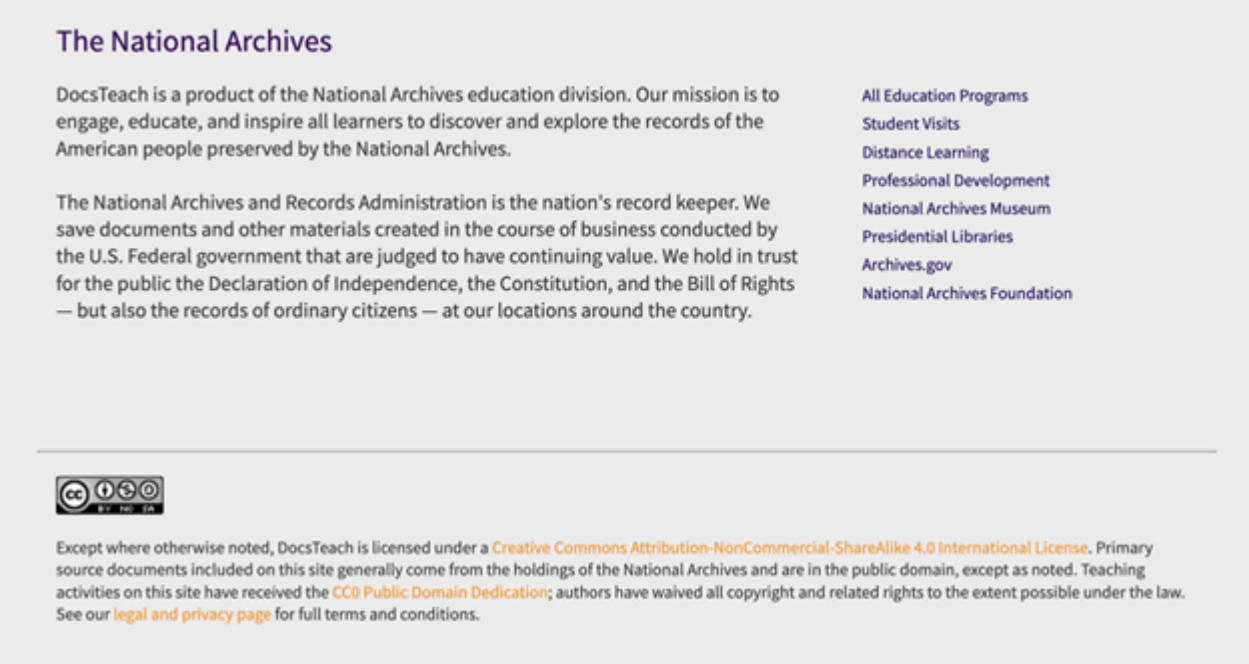


Tool Snapshot

Price	Free
Learning	Constructivism
Ease of use	★★★★★
Privacy	★★★★☆
Accessibility	★★★☆☆
Class Size	Unlimited
Login	No login needed for viewing primary sources and some activities; Login needed to use/create activities.
ISTE*S	Empowered Learner & Knowledge Constructor.
COPPA/FERPA Compliant	No FERPA/COPPA policy found. Check with your school IT administrator.

Price

This website belongs to the National Archives, and it is government-funded. Therefore, all the features on this website are free of charge and are under a Creative Commons license. Educators and learners can search, view, and analyze all the documents without paying for them since most of the documents are public domain. Moreover, the professional development webinars are also free.



Screenshot of the DocTeach website showing the Creative Commons license.

Type of Learning

Constructivism: Learners can use the tool to analyze primary sources and create their own interpretation of the information. Also, they can use the search tools to find documents that they find relevant for their learning process.

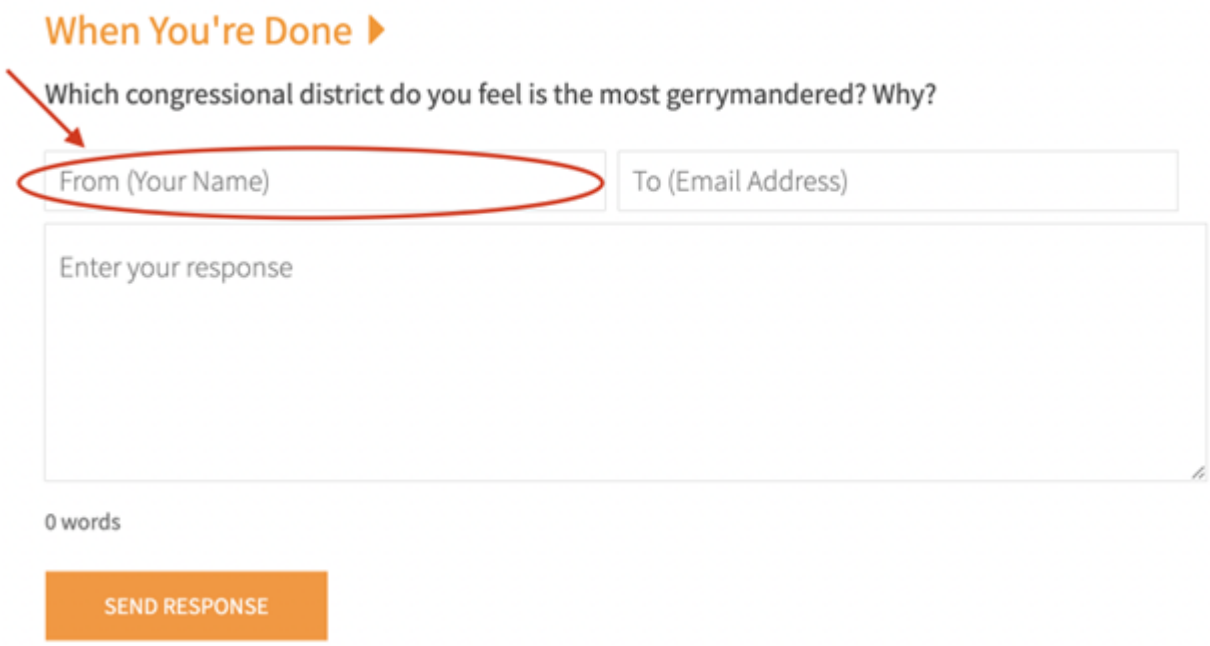
Ease of Use

I gave 5 stars to this website because it is very easy to use. The search tools for documents and activities are clear and uncomplicated. Users do not need a login to search and share activities with others nor do they need to log in to work on an activity as well.

Privacy

I gave 4 stars to this website because it does not collect personally identifiable information other than what is submitted when registering for an account (e.g., email, name) from its users according to its privacy policy. It is also possible to search, analyze and share documents without any login. If the educator wants to save shared activities or access more activities, they can log in with their name, email, and password. However, the website does not sell or share its users' information with third parties.

There is no information regarding whether the tool is COPPA/FERPA compliant. However, it does not collect any data from students. Furthermore, students do not have to identify themselves; it is possible to use a pseudonym given by the teacher when submitting their answers.



Screenshot of the DocsTeach website. Note that students are not required to fill in personal information.

Accessibility

I gave 3 stars for the accessibility (DocsTeach's accessibility statement is a section in the website's privacy policy) of this website because the voice control works very well with the tools available and the site can be navigated without a mouse. However, I found the navigation throughout the website very confusing without a mouse. Moreover, documents do not seem to have alt text or a way to describe what's in the document to a screen reader.

Class Size

Since the user is the one sharing the activities through a link, there is no limit to how many people can access the assignments simultaneously. Therefore, there are no limitations on the size of the class.

Login

A login is not required to access the website's features. Teachers can use this tool without logging in by sharing a link to the activities with their students. However, if educators want to save previous assignments or create their own, they need to log in with their name, email, and password. Students do not need to log in to use the website; they'll receive a link to the activities and, after they are done, their answers go directly to the teacher's email.

ISTE Standards

Empowered Learner: Students can choose how they will learn by selecting the documents they will analyze and sharing them with other students.

Knowledge Constructor: Students can use this tool to research and curate primary sources related to a given subject and select the documents that are more relevant to their own learning experience.

DocsTeach Overview



Watch on YouTube

Transcript

DocsTeach & the SAMR Model

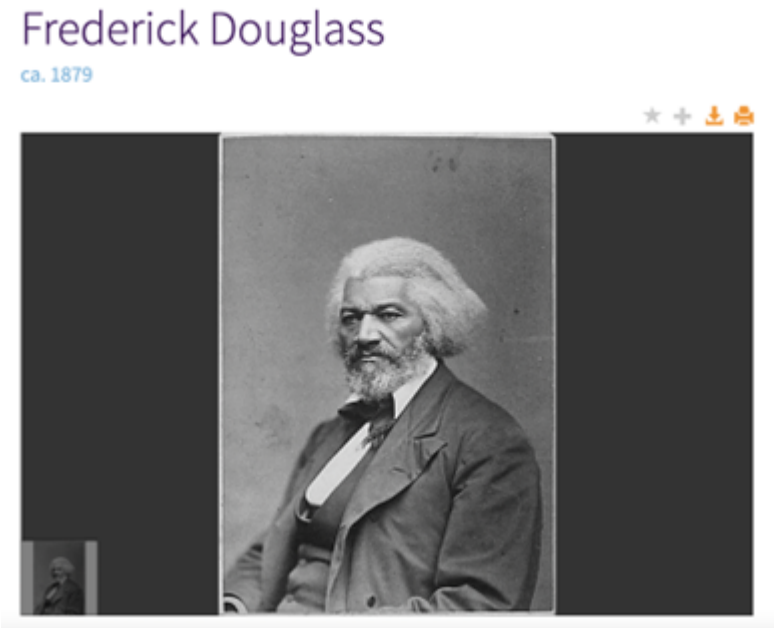
Here is an example of how **DocsTeach** might fit within the SAMR model:

- **Substitution:** Students analyze a digital document shared by the teacher and send their answers to the educator's email. Unlike analyzing a primary source from a textbook, students can explore thousands of documents on the website and learn independently.
- **Augmentation:** Students can quickly and easily search for primary sources related to a given topic and select the most relevant ones for their research.
- **Modification:** Students can work on activities that support critical and higher-order thinking and complete them at school or home, anytime and anywhere.
- **Redefinition:** Students from all around the globe can research and analyze primary sources from the National Archives without the financial burden of visiting this institution in Washington, DC.

Learning Activities

History

There are 12,529 primary sources available to be analyzed by students. For example, when learning about Abolitionism, students can research letters and biographies of abolitionists, anti-slavery petitions, court documents, laws, etc... Also, it is possible to filter the search so that students can access specific types of documents. For instance, they can research videos related to the historical period they are studying.



Screenshot of the DocsTeach showing Frederick Douglass's photography.

United States Government and Politics

Students can analyze different primary sources related to the U.S. government's three branches and organize them according to each branch's responsibilities.

Sociology

Students can research primary sources related to social and political groups, such as the Civil Rights movement or the LGBTQ+ movement. For example, it is possible to analyze laws, videos, photographs, letters, etc..., which would help learners understand the goals, tactics, and obstacles people had to overcome to obtain civil rights.

Mathematics

Students can analyze the Journal of Charles Mason and Jeremiah Dixon to identify how the authors utilized mathematics in it.



Screenshot of the DocsTeach website showing the Journal of Charles Mason and Jeremiah Dixon

Science

Students can research scientific patent documents to analyze original innovations. For example, learners can study Eli Whitney's Cotton Gin Patent Drawing to understand the science behind it.



Screenshot of the DocsTeach website showing Eli Whitney's Cotton Gin Patent Drawing.

Language

Students can read documents such as the Constitution or the Bill of Rights to analyze the language used at the time. They can also rewrite the laws using their own words.

Resources

- Getting Started with DocsTeach: Finding and Sharing Activities.
- Getting Started with DocsTeac: Creating Your Own Activity.
- DocsTeach for Virtual Learning: How to Analyze Primary Sources Online with DocsTeach.
- DocsTeach for Virtual Learning: How to Pair and Share DocsTeach Activity Sets.
- 15 New Primary Source Activities from DocsTeach
- Education Week: Eight Ways to Teach With Primary Sources
- DocsTeach An Online Tool for Teaching with National Archives Documents
- DocsTeach Twitter account
- DocsTeach: Resources Related to Native Communities at the National Archives.
- Late-19th-Century Business Maps of San Francisco's Chinatown, Used to Determine Immigration Status

How to Use DocsTeach

Users can use DocsTeach in three ways: Explore, Discover, and Create. Here are the steps to use each one of them:

- Go to https://www.docsteach.org/.

1. **Explore:**
    a. Click "Explore" to research the National Archive's documents.
    b. Use the searching tool to find an activity related to a primary source.
    c. Use filters to refine your search (Historical Era and Document Type).
    d. Select the files that you want to explore.
    e. Read and analyze the documents.
    f. It is also possible to download documents.
2. **Discover:**
    1. Click "Discover" to research pre-created activities.
    2. Use the searching tool to find a pre-created activity.
    3. Use filters to refine your search (Historical Era, Thinking Skill, Activity Type, or Grade Level).
    4. Select the files that you want to explore.
    5. Read and analyze the activity.
    6. Click on "Start Activity."
    7. Send the activity's link to students.
    8. They will work through the activity answering questions.
    9. When they finish the activity, they can click on "When You're Done."
    10. Students fill out the spaces with their names (or pseudonyms), the teacher's email, and answers;
    11. The teacher will receive an email with a link to the student's activity.
    Obs.: If you register on the website, you can access more documents.

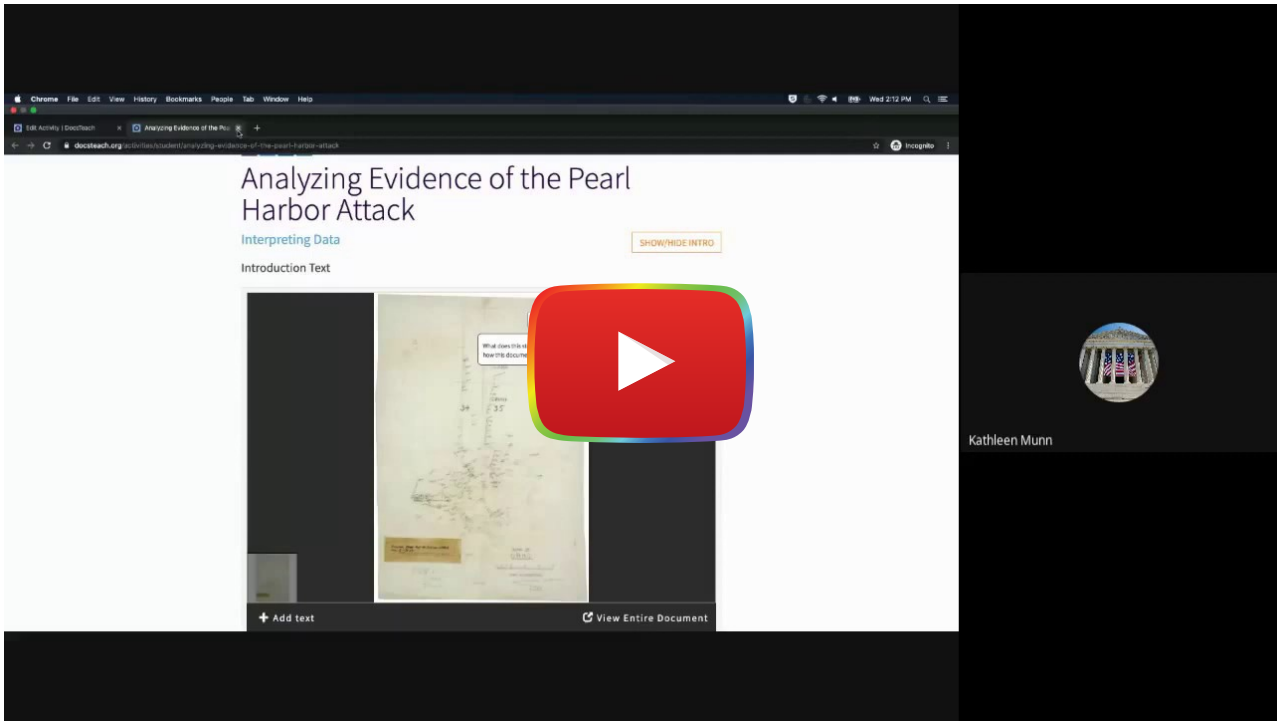


Screenshot of the DocsTeach showing the activity's summary contenting creation, historical era, thinking skill, Bloom's Taxonomy, and grade level.

3. **Create:**

a. Click "Create" to create your activities.
b. Register on the website.
c. Activate your account through your email account.
d. Click on the link on the email DocsTeach sent you.
e. Log in.
f. Go to "Menu," click on "Home," and click on "Create."
g. Click on "Create a New Activity."
h. Choose activity type.
i. Choose the activity's title for students and teachers.
j. Click on "Save."
k. Go to 'Menu", click on "Home."
l. Select "Explore."
m. Use the searching tool to find a primary source related to your activity.
n. Use filters to refine your search (Historical Era and Document Type).
o. Select the files that you want to explore.
p. Read and analyze the documents.
q. In the right upper corner of the document, click on the "+" icon.
r. Select the activity that you previously created and click on "Add."
s. On the main menu, click on "My Account" and then on "My Activities."
t. Select the activity and click on "Edit and Manage Activity."
u. You can add elements by clicking on "Add Elements" and then on "Add activity Element."
v. Create the activity that students will have to work on by clicking on the tab "For Students."
w. Create a summary for other teachers.
x. Save and publish your activity.

Video: "Getting Started with DocsTeac: Creating Your Own Activity"



[Watch on YouTube]

Research

Braun, Jolie (2017) "Resources for Teaching with Primary Source Materials," MAC Newsletter: Vol. 45: No. 1, Article 9. Available at: Iowa State University Digital Repository

Hussey, M. (2011). Teaching with online primary sources: documents from the national archives: DocsTeach.gov from the national archives. *Teaching History: A Journal of Methods*, *36*(1), 34+. Available at: Gale Academic

Rinder, J. A.(2020). Helping Future Teachers Do History: The Effectiveness of the National Archives Docsteach Program on the Historical Thinking and Perception of History of Preservice Teachers. (Doctoral dissertation). Retrieved from "Helping Future Teachers Do History: The Effectiveness of the National " by Jeremy Alan Rinder

Author

This page was created by Ana Schantz.

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Duolingo

Social Constructivism | Virtual Classrooms | Behaviorism | Language | Social Learning

Duolingo is a knowledge-centered tool that will help teachers, their students, or just about anybody, learn another language. This tool offers an ***effective, easy, and free*** *way to practice another language. Duolingo is catered to learners of* ***all abilities****. Not only can you learn a language as a total beginner, but assessments are available to test if you have any prior knowledge, and depending on your score, you will be given questions catered to your ability. Duolingo is used in your own time, whether you have three hours or fifteen minutes, you can use this tool with ease and comfort. You can take assessments, answer your daily questions, take advantage of the books and dictionary, and totally discover a new language. Teachers and educators are sure to appreciate this website, whether they are language teachers, learners, or have bilingual students. In language classrooms, Duolingo is a fun way to increase* ***student participation and motivation****. They will be able to engage in a more intense level of content learning and have a safe environment in their classroom among their peers in regards to learning.*



Tool Snapshot

Price	Free for the classic account. $6.99/month for Duolingo Plus with a 14-day free trial (ad-free and can review your mistakes).
Learning	Social Constructivism, Behaviorism, Social Learning
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★☆☆☆☆
Class Size	Unlimited
Login	No
ISTE*S	Empowered Learner & Global Collaborator
COPPA/FERPA Compliant	Yes- COPPA. FERPA - No FERPA policy found (Check with your school IT administrator).

Price

Duolingo is free for the classic account. The classic account gives access to all lessons. To upgrade to premium costs $6.99 a month. Duolingo premium has no ads and you can make as many mistakes as you want to without having to collect "gems" or watch videos to continue. With the classic account, you will have to watch video ads to continue after using it for certain amounts of time, and with correct answers, you can earn gems to help you have faster progress.

Type of Learning

Duolingo offers many different types of learning within its digital experience.

To start, users can learn in a **social constructivist** manner.

- Duolingo is a tool that students can use together side by side to work together and learn a language. With the Duolingo classroom option, the students will be able to use the tool catered to their skill level but work together with the teachers' facilitation.

Behaviorism is another type of learning demonstrated through Duolingo.

- Duolingo has many quizzes you can take to track your progress as a way of positive reinforcement (receiving prizes, points, and gems). This tool follows a "skill and drill" pattern, where learners are answering stimulating questions and memorizing facts.

Learners can also use this tool as a way to demonstrate **social learning**.

- The teacher and the students have the ability to have conversations and complete various types of questions together on Duolingo which creates a learning environment that maximizes discussion and knowledge.

Ease of Use

Duolingo received 4 stars in regards to its ease of use. Initially, when you access their website, there are large bright-colored tabs that label everything for you. Even when new to the site, you will find that you can navigate the tool easily. You can choose to create an account in order to better save your progress, or you can just continue without an account. By taking a placement test after selecting a language, Duolingo will customize questions targeted to your skills. Duolingo allows you to select yourself as a beginner or someone with some background in the language. In addition, you can easily find their podcasts and readings. The website is colorful and fun to look at and is kid-friendly.

Privacy

We decided to give Duolingo 4 stars for their privacy policies. Their privacy policy explicitly tells you what information is used, and how they share it. If you pay for the upgraded account, Duolingo will have access to your name, email, birthday, age, and credit card information. They also record your progress using a tool called, FullStory, where they can see how you are interacting on the site and how you are doing to ensure you are having a good experience on their site. FullStory just tracks your navigation and learning on the site and none of the personal information you signed up with. Your IP address is collected through cookies, but there is an option to opt-out of all cookies when using this tool. Information is shared with third parties when necessary, legal, or permitted, just to ensure preferences and interests are being met. Google Analytics is also used to track how users navigate the website, but you can opt-out of this as well. You can request that all of your personal information is not withheld in Duolingo and is deleted. You can deny any sharing of your personal information and can delete your account at any time. When children are signing up, Duolingo states they prefer parents to log in with their email and also avoid using the child's real name to ensure their privacy. Third-party tracking is disabled for all users 16 and under. They are in alignment with COPPA to protect children using their website.

Accessibility

Duolingo received 1 star for accessibility because there seems to be a lack of acknowledgment for different types of learners. Right off the bat, the tool is unusable without a mouse. When trying to navigate without one, you could not get off the home page. Their accessibility statement seems to be lacking. However, they do note in their mission statement that they want Duolingo to be free so everyone, regardless of financial status, has an equal opportunity to learn, but there is no reference to people with disabilities. There is no voice control aspect, and it is mostly reading and clicking on your desired tab. Luckily, there is an option for the questions to be read aloud to you in the different languages you are learning, which can act as an accessibility feature. But on the rest of the website, that option is gone. Overall, despite their strive for equality, Duolingo failed to properly take all types of disabilities into account on their website, so it is not fully accessible.

Class Size

To create an account or use Duolingo, there is no price change or limit depending on the class size. Duolingo is an individual site, and you use it on your own. Teachers can use it for their classrooms, but typically students would be using their account. A newer feature has been made called Duolingo For Schools. Teachers can make a “classroom” and invite all of their students to join it by email invitation or class code. There is no limit on the number of classrooms you can make. It also allows teachers to track their students' progress and customize the curriculum. The best part is that it is 100% free!

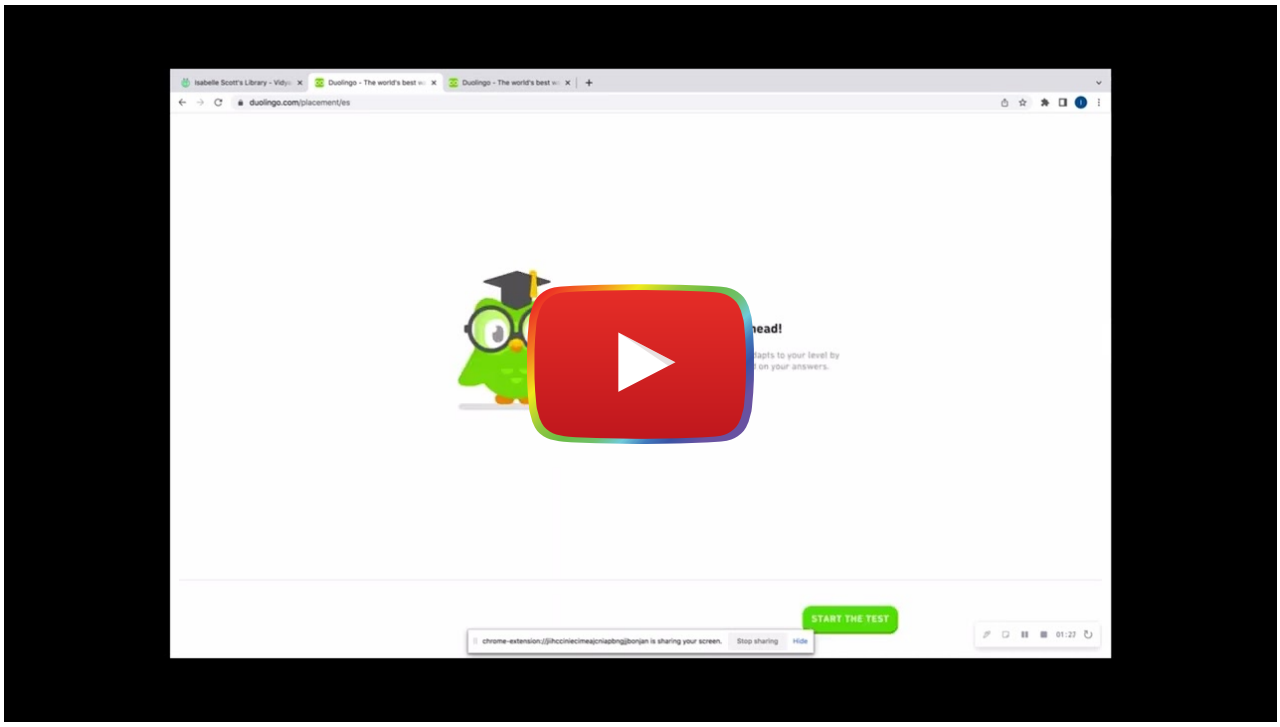
Login

Login for Duolingo is not required and you can use this tool as a guest. However, you are able to make an account in order to save your progress. When making an account, you have to provide your age (to ensure you are receiving the right experience and the privacy policy is protecting you, which follows COPPA/FERPA laws for children). It is important to note that putting your name is optional, but you must provide an email and a password. You can also sign in using Facebook or Google. Only your username is visible to other users.

ISTE Standards

Duolingo supports students in achieving ISTE standards for students, specifically the empowered learner standard. Students can achieve and choose their learning goals, allowing them to become empowered learners. They can use Duolingo 24 hours a day if they want, or just for 10 minutes. Learners are able to decide what their goal is and make it personally achievable for them. They can develop their strategies, customize their own learning experience and use this technology to receive feedback on their progress.

Duolingo in 120 Seconds Video



Watch on YouTube

Video Transcript

Duolingo & the SAMR Model

- **Substitution:** Students can use Duolingo as a way to take a quiz instead of a pencil and paper test.
- **Augmentation:** Students can learn a language through interactive, multimodal activities.
- **Modification:** Students get immediate feedback, which they can use to drive their own learning.
- **Redefinition:** Students can continue working on Duolingo to extend their learning outside of the classroom.

Learning Activities

Math

You can translate numbers 1-20 through the dictionary option within Duolingo. You can also translate the words, “addition, subtraction, multiplication, and division.” Later, write out full equations in the language you are learning, “six multiplied by four,” “three added to five.” Solve these equations!

Science

Once reaching level 2, you will have access to activities related to things like weather and stem changes. Once you reach these levels, complete the activities to learn science-related vocabulary, and write a paragraph in the language you are learning about one of the topics that most interest you.

English/Language Arts

Select a story in the language you are learning. After reading, write a paragraph in English where you summarize the main key points and takeaways.

Other

- Read the stories in other languages.
- Listen to the podcasts.
- Take advantage of the events and schedule to meet with people.

Resources

- Duolingo Help Center
- Duolingo Blog
- How to Learn a Language on Duolingo
- Duolingo for Schools: A Simple Duolingo Classroom Guide for Teachers
- 500 Days of Duolingo: What You Can (and Can't) Learn From a Language App
- Can You Become Fluent with Duolingo?
- 6 Easy Ways to Incorporate Duolingo into your Classroom
- Global Overview
- Duolingo Kids
- Resources for Teachers

How to Use Duolingo

1. Go to www.duolingo.com.
2. Click "Get Started" or "I already have an account."
3. If you already have an account, you can sign in with a username and a password, or sign in through Google or Facebook.
4. How to get started:
    a. Select which language you want to learn.
    b. Select how you learned about their website (friends, Youtube, Instagram, etc..).
    c. Select why you are learning the language (school, culture, friends, etc..).
    d. Select a daily goal; how much you want to spend on Duolingo a day (5 mins, 10 mins, 15 mins, etc...).
    e. Continue with Google or Facebook, or simply stay logged out and click "not now."
    f. Indicate your learning path whether you have a background in the language or are a total beginner.
    g. Take the placement test.
5. Following the placement test, make a profile or continue as a guest.
6. Continue to answer the questions to earn points, start learning the language, and track your progress!

Research

Vesselinov Roumen. (2012). Duolingo Effectiveness Study. *Duolingo Effectiveness Study Final Report*.

Garcia, I. (2013). Learning A Language for Free While Translating the Web. Does Duolingo Work. *International Journal of English Linguistics*, *3*.

Munday, P. (2017). Duolingo. Gamified learning through translation. *Journal of Spanish Language Teaching*, *4*.

Authors

This page was created by Jillian Dorney & Isabelle Scott.



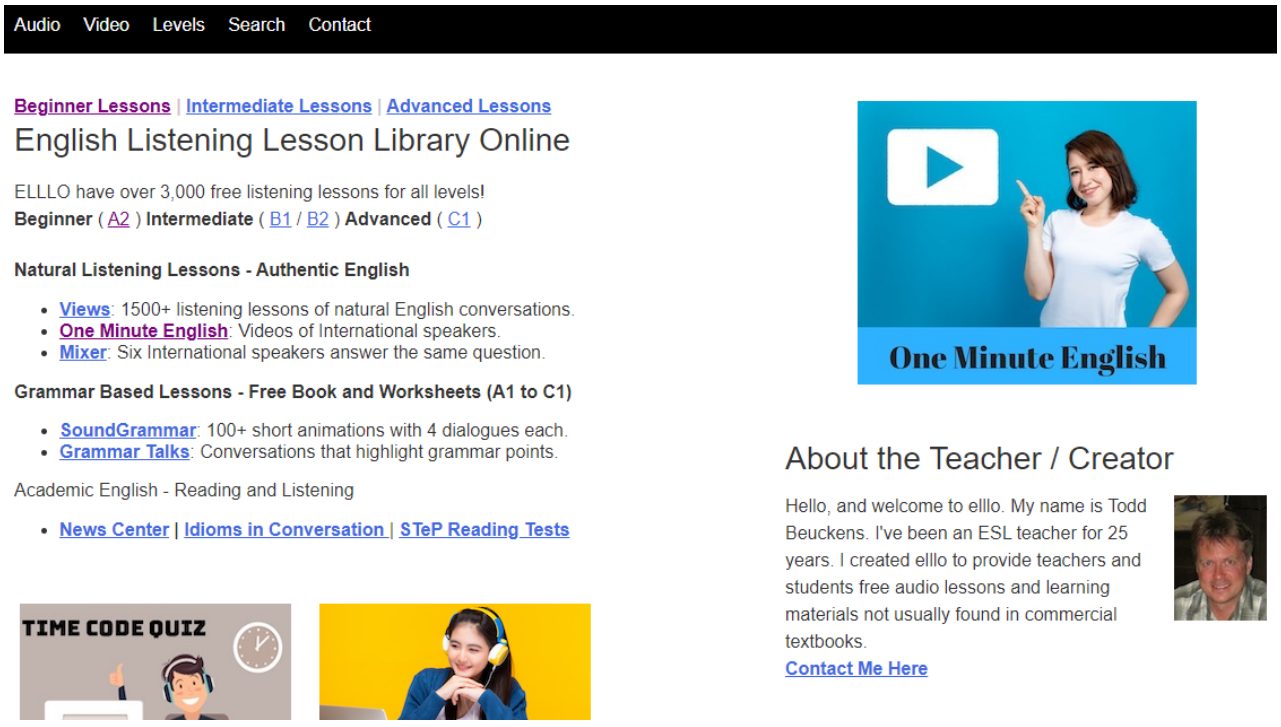
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Access it online or download it at https://edtechbooks.org/onlinetools/duolingo.

ELLLO English Listening Lesson Library Online

Behaviorism | Cognitivism | Multimedia | Language

ELLLO is an online collection of free listening, reading, and vocabulary practices for English language learning. You do not need an account to access the resources.



ELLLO homepage screenshot

Tool Snapshot

Price	**Free**
Learning	Behaviorism, Cognitivism
Ease of Use	★★★★☆
Privacy	★☆☆☆☆

Accessibility	★★★☆☆
Class Size	Any
Cost	★★★★★
ISTE*S	Empowered Learner, Knowledge Constructor, Global Collaborator

Elllo Overview

Elllo was designed in 2003 by Todd Beuckens, an English language teacher based in Japan. The site is constantly updated and maintained. On his web page, Todd asserted that "the aim of the site it to make learning English fun, effective, and free and to provide teachers and students with materials that you cannot find in traditional textbooks" (source). Find about more about Todd Beuckens on his twitter page: @elllotweet. The resources on the site are oriented to young adults and adults.

The website developer maintains a sister site that offers listening activities and games in Spanish as well http://www.spanishlistening.org.

ELLLO Overview Video



Watch on YouTube

ELLLO & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how ELLLO fits the SAMR model:

- **Substitution:** Learners can practice using the website exercises instead of worksheets.
- **Augmentation:** ELLLO offers learners a variety of accents and stories from all over the world, which enhances traditional textbook-based learning.
- **Modification:** Learners can customize their own learning plan. They can select the level they are interested in and the type of activities that can help them improve listening skills and vocabulary.
- **Redefinition:** The site does not sufficiently support redefinition on its own.

Learning Activities

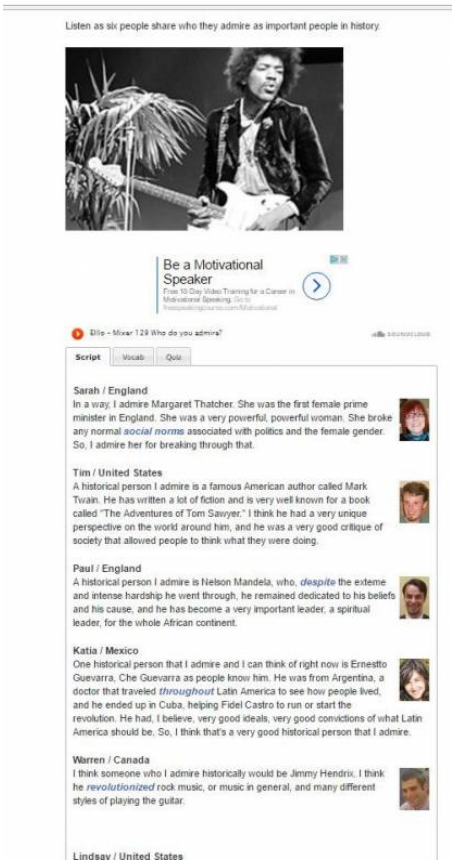
Views

This category includes natural conversations about several topics. Users can select them according to country, topic or level. There is an option for curated lists according to level. Check out this example on a conversation about Japanese Culture.



Mixer

This section collects 6 people from different countries who answer one question. You can check this example in which people from Canada, Mexico, and England share their opinions about the heroes they look up to:



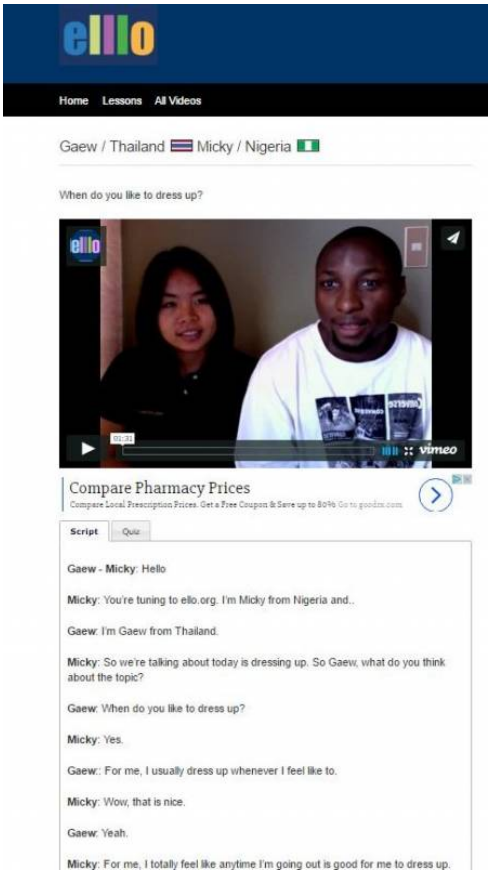
Games

Games help contextualize the conversations. Users have to listen to a piece of a conversation, read a question, and pick up the corresponding image. Check this game about aquarium animals:



Videos

Maybe one of my favorite activities is one-minute videos that feature stories from speakers from around the world. A transcript and a quiz are included, sometimes a printable worksheet is also available.



Research

Hadi, M. S., Izzah, L., & Fudiantari, S. M. (2021). The Use of ELLLO in Improving Teaching Listening to Students. *Ethical Lingua: Journal of Language Teaching and Literature*, *8*(1), 86-89.

Palangngan, S. T., Atmowardoyo, H., & Weda, S. (2016). English Listening Lesson Library Online (ELLLO) as a Supporting Media in Learning Listening. *ELT WORLDWIDE" Journal Of English Language Teaching"*, *3*(1), 51-62.

Image Sources

All images sourced from elllo.org.

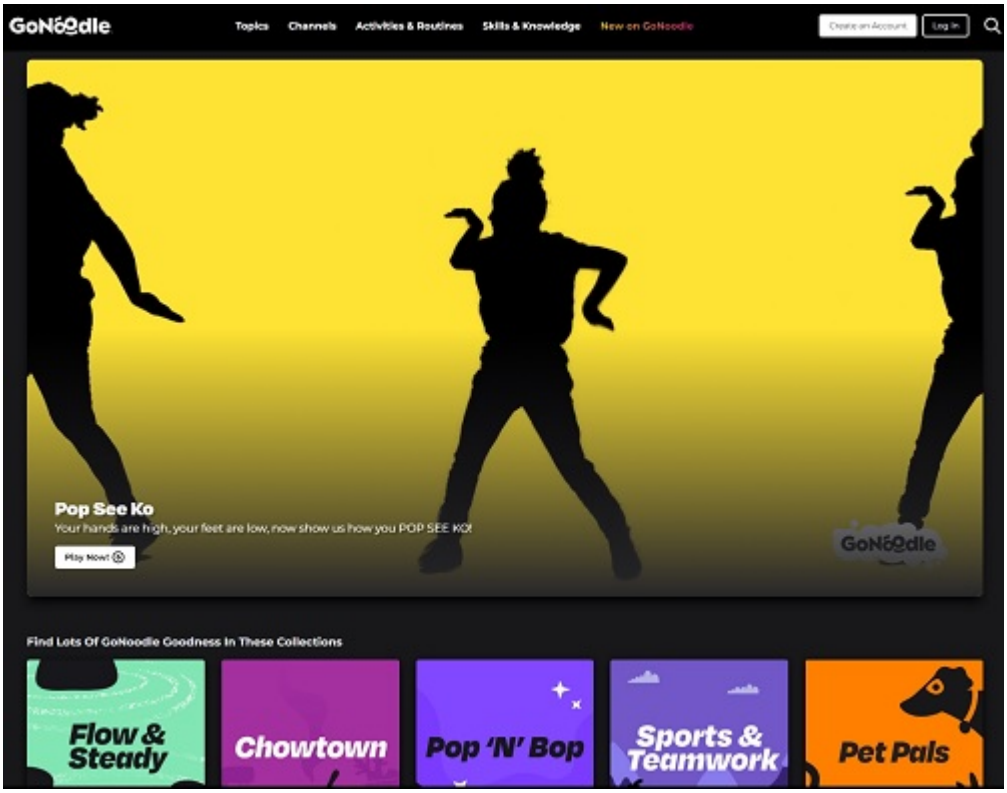
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Access it online or download it at https://edtechbooks.org/onlinetools/elllo-english-listening-lesson-library-online.

GoNoodle

Video | Behaviorism | Multimodal

GoNoodle is a website where educators can use videos and other activities to get kids moving. It is a knowledge-centered tool that allows kids to set routines, explore holiday events, and engage in different activities. It also has many different topics for kids to engage in such as food and cooking, mindfulness and meditation and outdoors and the environment. GoNoodle also offers worksheets and blog articles. There is education-specific content available, such as ***curriculum-based content****,* ***grade specific content****,* ***and*** *sensory motor skills. GoNoodle helps educators give movement breaks while supporting student learning and well-being.*



GoNoodle homepage screenshot

Tool Snapshot

Price	Free

Learning	Behaviorism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★★★☆
Class Size	Up to 100 students, can have multiple classes
Login	Educator login
ISTE*S	Does not meet any
COPPA/ FERPA	Yes

Price

GoNoodle is free to use for all.

Type of Learning

Behaviorism: Students learn different content by following along with different GoNoodle videos and self-assessing whether their movements match those on the videos.

Ease of Use

I gave the tool 4 out of 5 stars because it is relatively organized, easy to understand, and easy to navigate. All of the tabs on the menu on top are easy to access and start with a few of the more popular topics. There is also a 'see all' button to expand and show all of the video options for a particular topic. Once you click a video, it immediately starts playing. There is no buffering or requirement that you click play or start to get the video going. For educators, it organizes videos by curriculum and categories making it easy to find videos. It also allows educators to favorite videos so that they are easy to find again. Worksheets that go along with the videos are able to be easily accessed at the top of the page where the video is playing.

Privacy

I gave the tool 3 out of 5 stars because GoNoodle tracks a lot of the user's information. GoNoodle collects the following data from unregistered users: "IP address, Device ID (when accessed through Apple TV), operating system, URL of the site users came from, browser version, pages the user visited, whether a user self selects as an educator or not, search terms within our services and other "clickstream" data." (GoNoodle, 2021, para. 2)

GoNoodle collects the following information from registered adults: "Birth year (collected only for age verification purposes and discarded when registration is complete), email address, IP address, and password." (GoNoodle, 2021, para, 3)

GoNoodle collects the following information from registered educators:" first name, last name, email address, zip code, password, and school name." Once the educator account is created, GoNoodle collects "class name, grade level and a number of students in the class". "GoNoodle does not collect personal data from children unless they have parental consent. If it does collect data from children accidentally, it deletes it as quickly as it is practical." (GoNoodle, 2021, para. 4)

Accessibility

GoNoodle has an accessibility statement that states that it uses the Web Content Accessibility Guidelines (WCAG) and uses Accessible Rich Internet Applications (ARIA) specification to help support people with disabilities (GoNoodle Private Policy). GoNoodle passes through the online accessibility checker, which checks for alternative text, structural elements including navigation, main content and footers, and text. When testing GoNoodle using this checker, there were no errors and very few alerts.

Class Size

The largest class size is 100, but since this is mostly used in K12 schools this should not be a problem. You can also have more than one class.

Login

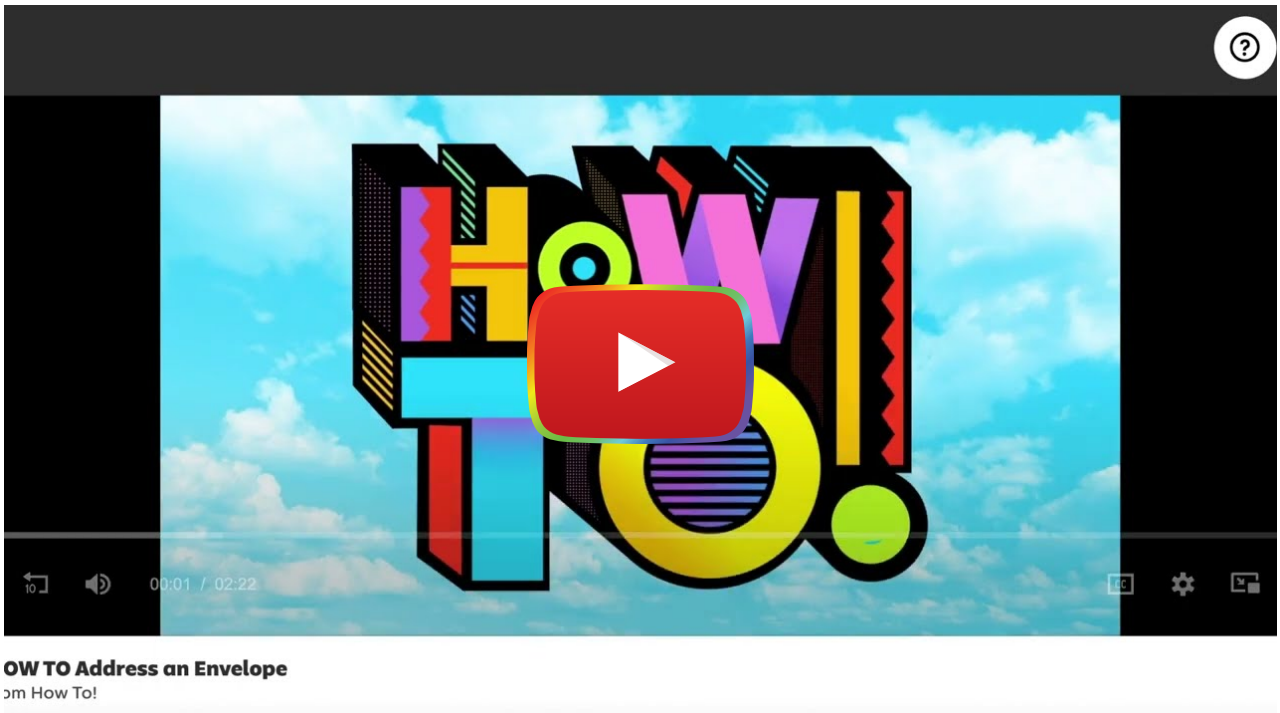
A login is not required for students.

Educators can either log in through Clever or with your email, birth year, and then zip code as well as the name of the school.

ISTE Standards

GoNoodle does not meet ISTE standards.

GoNoodle Overview Video



Watch on YouTube

Transcript

GoNoodle & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how **GoNoodle** might fit within the SAMR model:

- **Substitution:** The teacher plays a GoNoodle video rather than presenting the topic themselves.
- **Augmentation:** The teacher uses videos to provide students with multimodal content that supplements the class readings.
- **Modification:** Given the limited functionality of the tool, modification is not possible.
- **Redefinition:** Given the limited functionality of the tool, redefinition is not possible

Learning Activities

Math

There are several videos and worksheets that align with a variety of different math topics. For example, this Count to 100 video helps students count to 100 by jumping, dancing, and counting.

Science

There are several videos and worksheets that align with a variety of different science topics. For example, here's a video and worksheet for the water cycle. It allows students to sing, dance, and learn about the water cycle.

English/Language Arts

There are several videos and worksheets that go align with a variety of different ELA topics. For example a video on how to use commas. It involves singing and dancing to a catchy song to learn this skill.

Other

- Breathwork/Mindfulness (see Light as a Feather)
- Sensory and Motor Skills (see Strengthen Your Focus)
- Routines (see Indoor Recess)

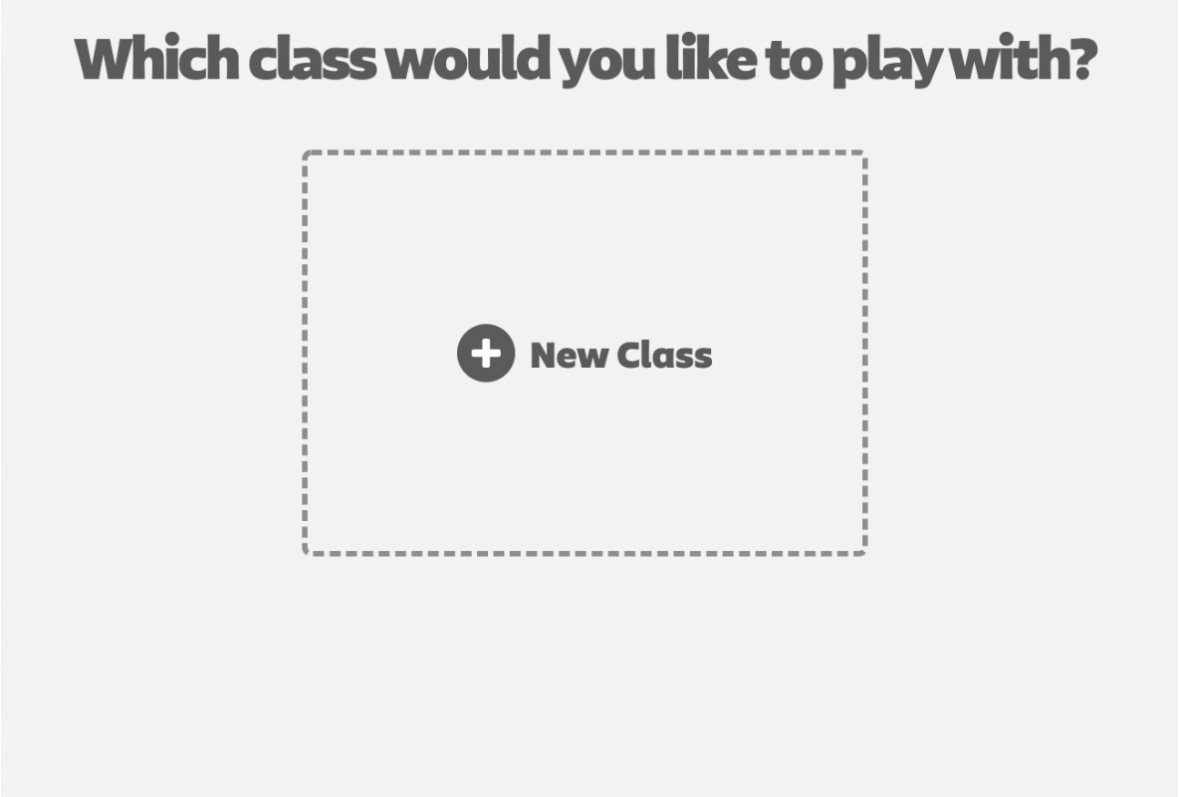
Resources

- Common Sense Review of GoNoodle
- Teachers Pay Teachers - Resources that go along with GoNoodle
- Do You GoNoOdle?? Blog
- What is GoNoodle and How Does it Work? Best Tips and Tricks for Educators
- Teachers Share Their 25 Favorite GoNoodle Videos
- GoNoodle is Creating A World Where Kids Use Technology To Unplug
- Top 10 Benefits of GoNoodle
- How to Get Started with GoNoodle (Students or Teachers)
- GoNoodle in the Classroom
- GoNoodle Turns Subscription Plus Tools Into Free Resources For Classrooms

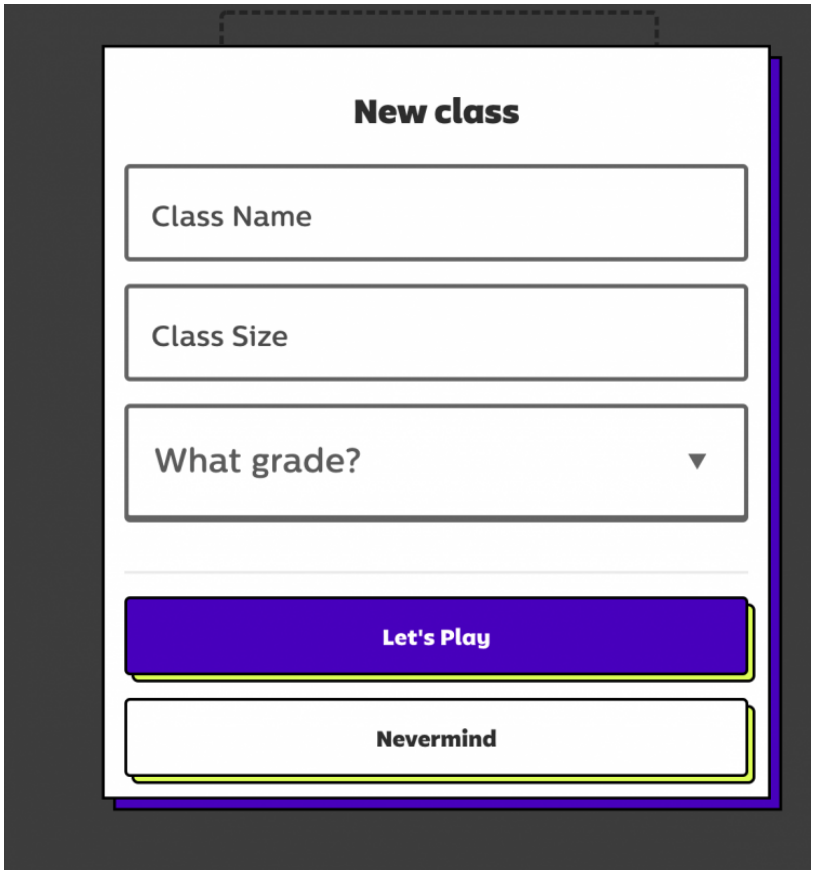
How to Use GoNoodle

1. Go to www.GoNoodle.com.
2. Click “Educator Log In” and register for an educator account.
3. Return to GoNoodle and login.
4. Setup your class page.

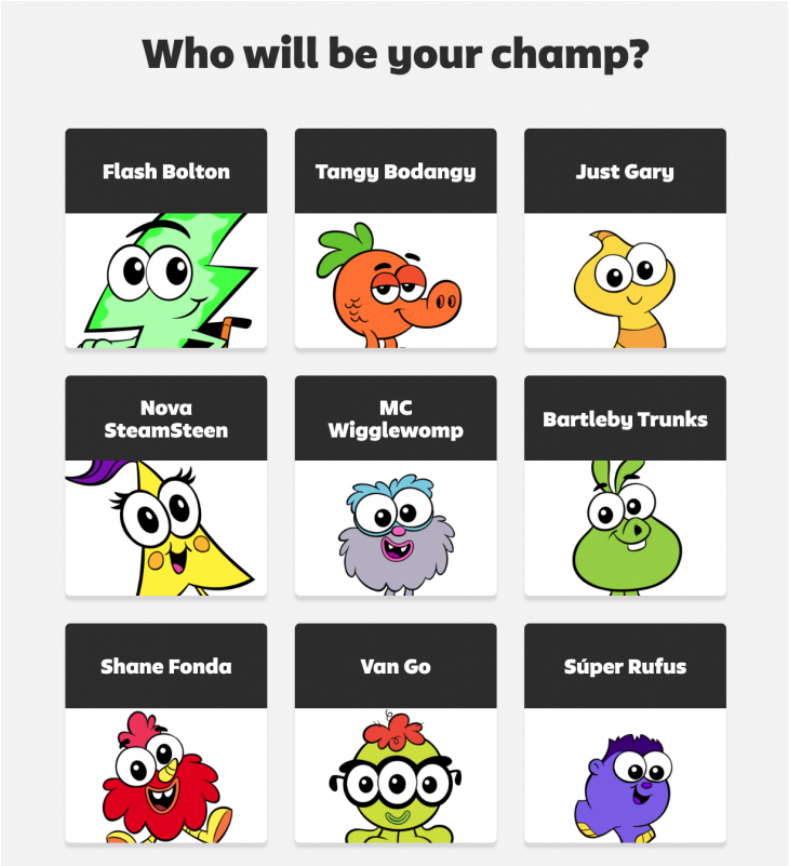
a. Click the three bars in the left top corner of the screen.
b. Click on “Change Class/Edit Class.”
c. Click on “New Class.”



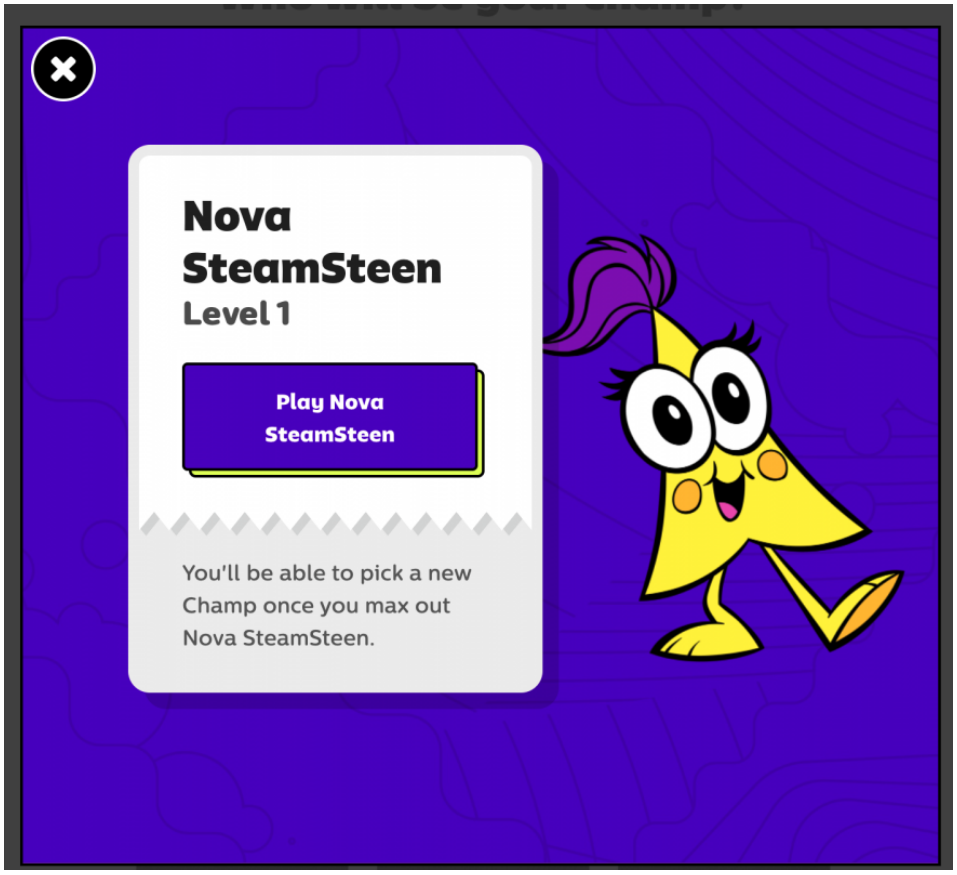
d. Enter Class Name, Class Size, and Which Grade then click “Let’s Play.



e. Pick your Champ.



f. Once selected click, Play “name of champ.”



5. How to Watch a Video
    a. Select “Categories” on the top menu bar
    b. Select which category you would like to use
    c. Select the subcategory based on the category you chose
    d. Browse videos based on those subcategories.

Research

Lotta, B. (2015). *Gonoodle movement breaks in the classroom* (Doctoral dissertation).

Duke, C. (2018). *The Impact of GoNoodle on Performance with 6 th-Grade Students in a Rural School*. Trevecca Nazarene University.

Whitney, E. A. (2016). Using GoNoodle to introduce health concepts in the K–5 classroom. *Strategies*, *29*(4), 44-48.

Author

This page was created by Olivia Dussault.



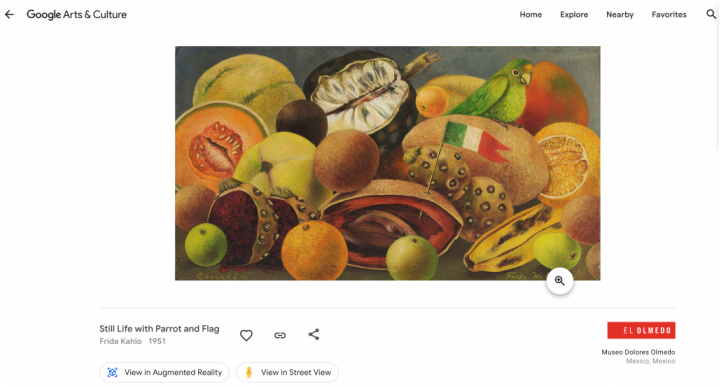
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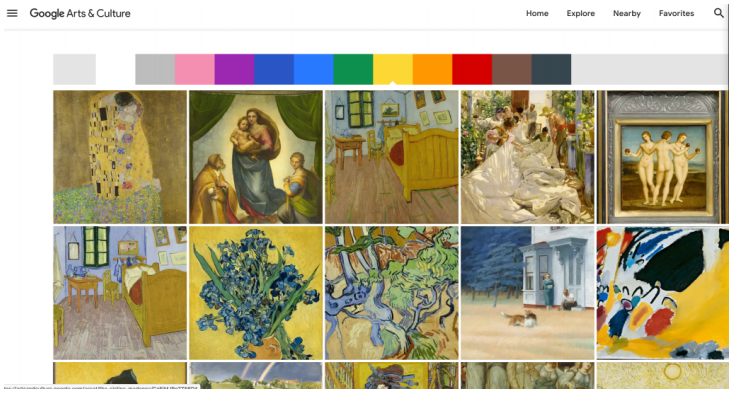
Google Arts and Culture

Connectivism | Visual Arts | Constructivism

*Google Arts and Culture is a **curated vault of great artworks from more than 2,000 museums and archives**. It has 360-degree panoramas of historic landmarks, 3D models, augmented reality tools that let you virtually try on historical headgear or walk through museums, and tools that sort art by color, theme, and any other parameter you can imagine. Users can create their own galleries and walkthroughs and take guided, zoomed-in tours of works such as Dürer's Melancholia or Frida Kahlo's Still Life with Parrot and Flag.*



*While on the surface, Google Arts and Culture seems to be a colorful, fun tool that can help teachers overcome common classroom challenges such as participation, motivation, and deeper learning connections, there are some serious problems to bear in mind when you're deciding whether or not to use this tool. These **problems include privacy, accessibility, equity, fair use, and questionable content**. Because it's a Google product, users will be giving up some privacy, especially to use some of the features, like fine art selfies. In order to use it with maximum privacy, you will have to give up both student autonomy and many of its features in favor of a curated experience on a shared account (that is, a common login from a browser in anonymous, private, or incognito mode). Also, the difference between copy-protected and copyright-free works is not always obvious, which complicates fair use. Finally, Google Arts and Culture is not always designed with an eye towards access; its visual nature means that students with visual disabilities (including colorblindness) will not get the full benefit.*



Google Arts & Culture Color Explorer

There are equity issues as well: ***Because it relies on curatorial taste, the selections are not only*** *undeniably Eurocentric****, but tend to represent those artists that*** *privileged curators* ***and collectors have deemed "worthy."*** *Picasso yes; Henry Darger, not so much. Speaking of Darger and his sometimes-disturbing work, K–12 teachers should note that* ***Google Arts and Culture has some explicit content****. However, while there are nudes, there is nothing that most people would consider "pornographic."*

In brief, Google Arts and Culture applies Big Data to art… with all the power, and all the shortcomings, that implies.

Tool Snapshot

Price	Free
Learning	Constructivism, Connectivism
Ease of Use	★★★☆☆
Privacy	★☆☆☆☆
Accessibility	★★★☆☆
Class Size	Unlimited
Login	Yes for curating; No for exploring
ISTE*S	Knowledge Constructor & Creative Communicator
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

Ease of Use

Google Arts and Culture is **very easy to use**. The application is primarily point-and-click for most features, and Google's user interface is polished. We docked a star from this category because we believed that the amount of information

initially presented is a bit overwhelming, especially for a first-time user. It would take a long time to get through all of the different kinds of content on the site.

Also, **the app tends to drain your phone battery *very* quickly**. We see this as an issue in usability because we found it difficult to use augmented reality (AR) tools to a full capacity when having to rely on a charging cable to keep a full charge on a device. In one of our tech demos, a user's laptop began overheating, causing the fans to run so hard that the device began buzzing. Thus we removed another star from the rating.

When using Google Arts and Culture, **students have the freedom to choose which features they want to explore** whether it be through augmented reality tools, 3D tours, or picture galleries. Google uses vague starting points in their "Explore" tab in order to engage the user. For example, one option for exploration is to search by "time" or by "color." Once the user clicks on these, it will arrange artworks based on which time period they are produced or what colors are used in the artwork's color palette. This simple and intuitive method of organizing data makes it easier for users to interact with the site without feeling too overwhelmed.

It should also be noted that **the algorithms are imperfect.** For instance, a search for "Grandma Moses" brings up her biography (taken from Wikipedia), but then features works by Moses Wainer Dykaar. It would be easy for students to think that the folk artist Grandma Moses was an academically-trained sculptor (she was, in fact, a self-taught painter). The lack of curation makes the site something best used by those who already know something about art, or who are guided by a teacher who knows about art. Furthermore, while some artists' works have been carefully chosen, others have not been not, and there are no filters to avoid potentially disturbing imagery. Some artwork contains nudity, acts of violence, and other imagery that may be inappropriate for younger audiences.

While many of the works are public-domain, others are not, and may not be able to be copy-and-pasted for projects. Discovering the copyright status of the works is not always obvious due to the way they are presented. As with anything you find on an Internet search, **be careful reproducing work found on Google Arts and Culture** in any format that might be considered "for-profit" or non-academic.

Privacy

Google Arts and Culture is not a part of the Google Workspace Suite, so **it is not protected by COPPA and FERPA**. It requires you to make a Google account before you can fully utilize it (though you can browse for free), and also requires you to download the smartphone app in order to gain access to many features. The smartphone version is also much more developed and in-depth than the desktop version, which encourages users to download the app—and thus grant Google access to their smartphone data. Google is notorious for acquiring a lot of their users' personal information, including the user's location and search history. This information is sold to third party sites that will use data for marketing purposes, thus profiting from users' personal information. Because of this, we give Google Arts and Culture the lowest possible privacy rating and recommend accessing Google Arts and culture through a common, teacher-owned account, and private browser.

Accessibility

Accessibility is somewhat problematic in Google Arts and Culture. While the videos and interactive games have both audio and subtitles, and features that rely on Google's other applications, such as YouTube videos, implement those sites' accessibility features, there are still some serious accessibility problems. Since this platform relies heavily on visuals, alternate text is a must for users who rely on screen readers and it is not always included on visuals, especially materials owned by third-party organizations. While many of the more popular and more recognized art installations and exhibits provide alternate text, a majority of the content on the platform does not. There are no filters or features that assist color-blind users, either.

Class Size & Collaboration

Google Arts and Culture is developed for individual use on a single platform, but has the potential for an unlimited classroom size. There are only limited collaboration tools or multiplayer options available (for instance, the jigsaw

puzzle game). However, students can be assigned to work in groups or collaboratively within the classroom setting. For instance, one student can navigate while the group discusses where to go collectively.

ISTE Standards

Knowledge Constructor: Students can curate their own galleries, connect works of art over time or from disparate artists, and write information on artworks. In short, Google Arts and Culture empowers learners to act as art historians.

Creative Communicator: Students can use art to communicate ideas, as well as communicate ideas through art. Google Arts and Culture offers numerous tools for doing so, such as creating galleries and walkthroughs, as well as tools and apps.

Google Arts and Culture Video



Watch on YouTube

Google and the SAMR Model

The SAMR model, developed by Dr. Ruben Puentedura, offers a lens for examining how technology is adopted in a classroom. We recommend using this model as an analytical tool to encourage educational innovation and transformation.

Here's how **Google Arts and Culture** fits into the SAMR model:

- **Substitution:** Students can use Google Arts and Culture instead of going on a trip to a museum or looking at books about art.
- **Augmentation:** Students can use Google Arts and Culture tools to enhance their learning. For instance, students can explore the importation of dyestuffs into Europe in the Age of Exploration by examining the increased use of certain colors during the time period.
- **Modification:** With Google Arts and Culture's database-like functions, students can use key search terms to explore historical movements, easily compile portfolios of art from a specific time period, and observe what it says about the culture and change, and especially change through time. Students can similarly compile portfolios about social class, race, and gender roles.
- **Redefinition:** Students can use Google Arts and Culture's digital features to explore art and history in ways that were not possible before digital technology, like gallery walkthroughs in different countries or using art filters in pictures and videos. Students can also do a meta-project critiquing Google Arts and Culture's representation of social class, race, disability, and gender roles.

Technology is often used as a substitute for traditional education (like a field trip to a museum). While substitution has some benefits, such as allowing students to become more comfortable with working with technology, Google Arts and Culture and other advanced tech tools has the ability to redefine how students perform educational tasks and interact with their world.

Learning Activities

Math

It is possible to compile statistics and analyze Google Arts and Culture in a data-driven way. How many works depict people of color? How many are by people of color? Does this change by time period or historical era? What do these statistics imply?

Science

Art and the history of science are closely related. Students can study ideas such as optics, perspective, anatomy, the electromagnetic spectrum, the science of color, and the development of the scientific method through artworks.

English/Language Arts

Art and writing are a natural fit. Besides having students write about art, many artworks are inspired by literature; literary movements also participate in the same zeitgeist as art movements. Students can link Delacroix to Victor Hugo, for instance, while Picasso, Miró, and Man Ray can inform a reading of Hemingway or John Dos Passos.

Other

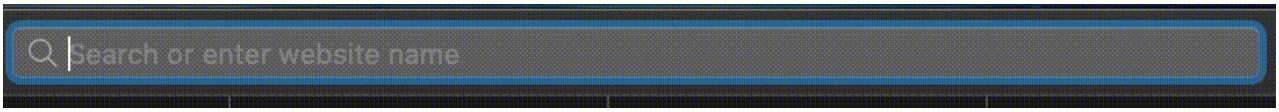
Google Arts and Culture is, of course, a natural match for history and art classes. Everything from artifacts from the ancient world to nineteenth-century ideas of race are represented and can be used to enhance lessons.

Resources

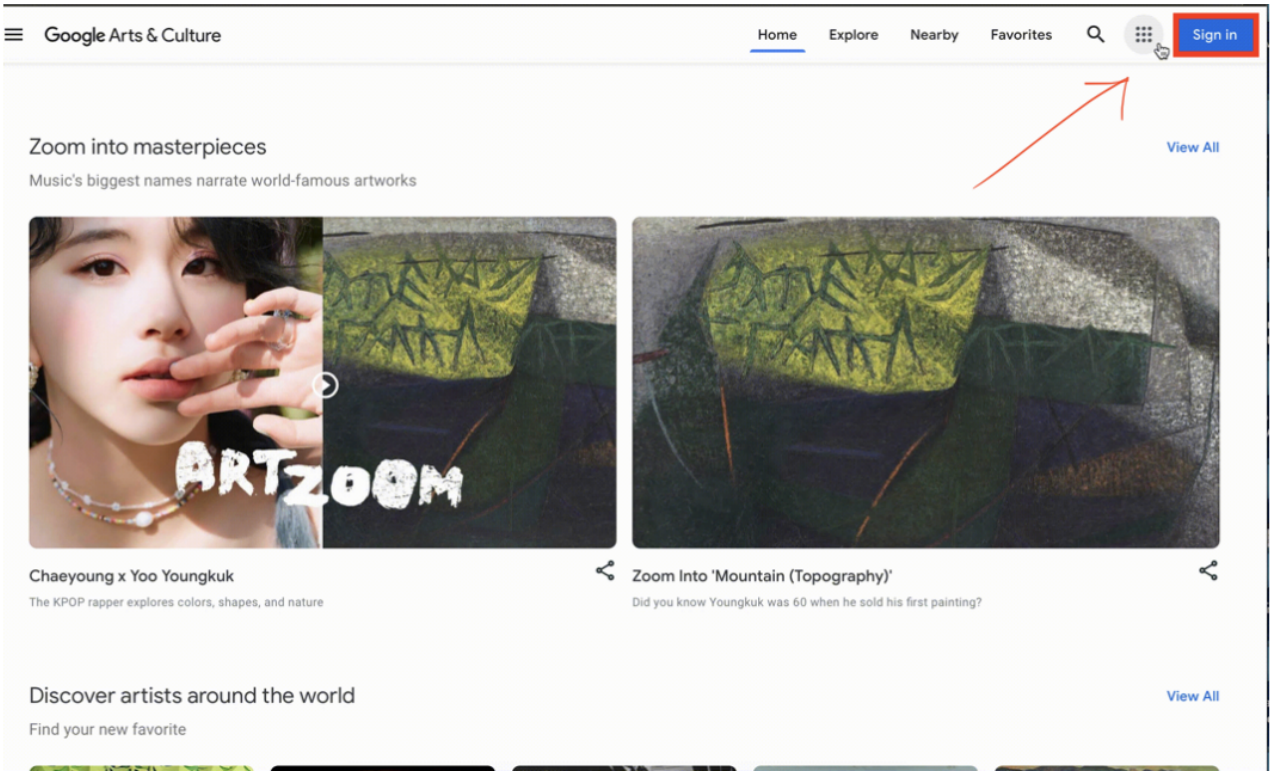
- Google Arts and Culture at St. Francis College Library
- Learn with Google Arts and Culture
- Google Arts and Culture: 3 Tips for Teachers
- Common Sense Education Review
- 15 History Lesson Ideas for Google Arts and Culture
- Applied Digital Skills with Google Arts and Culture
- EdTech Magazine on Google Arts and Culture
- An Overview of Google Arts and Culture (From an Educator's Perspective)
- Google Arts and Culture Turns 10 (Google blog)

How to Use Google Arts and Culture

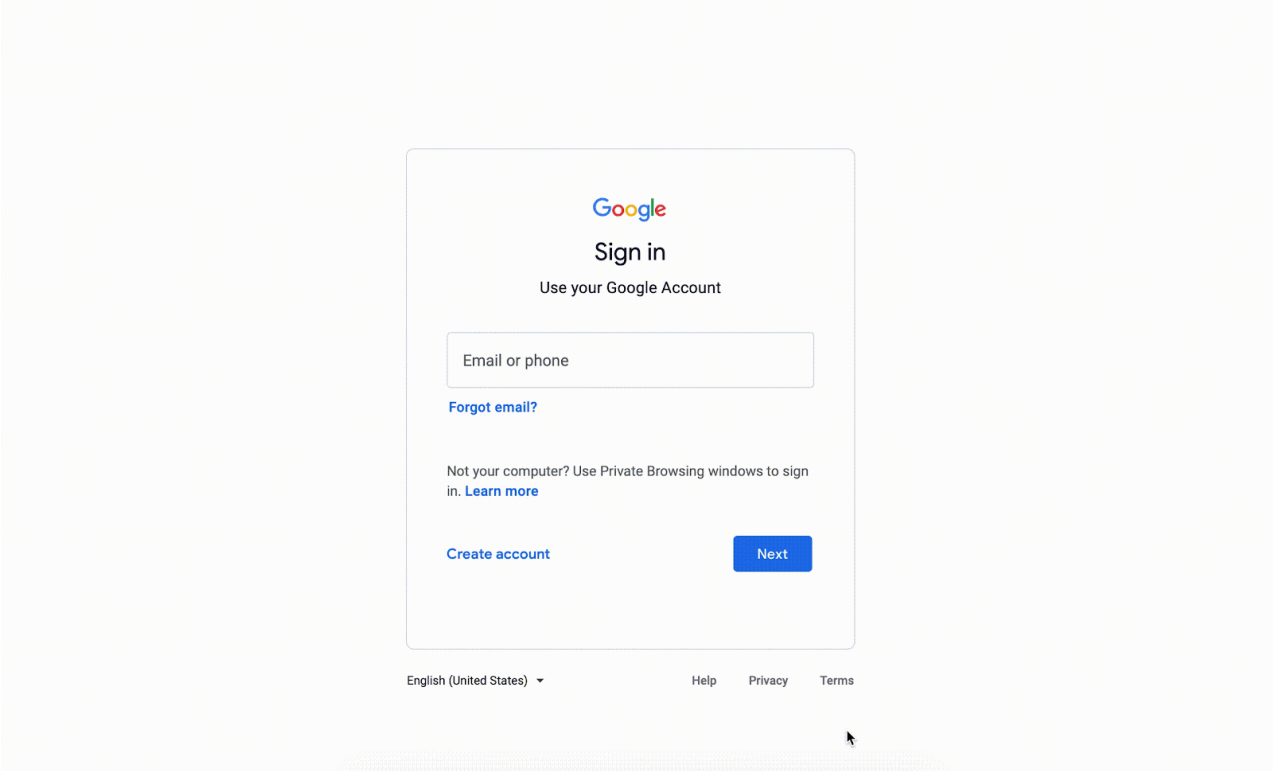
- Go to https://artsandculture.google.com/.



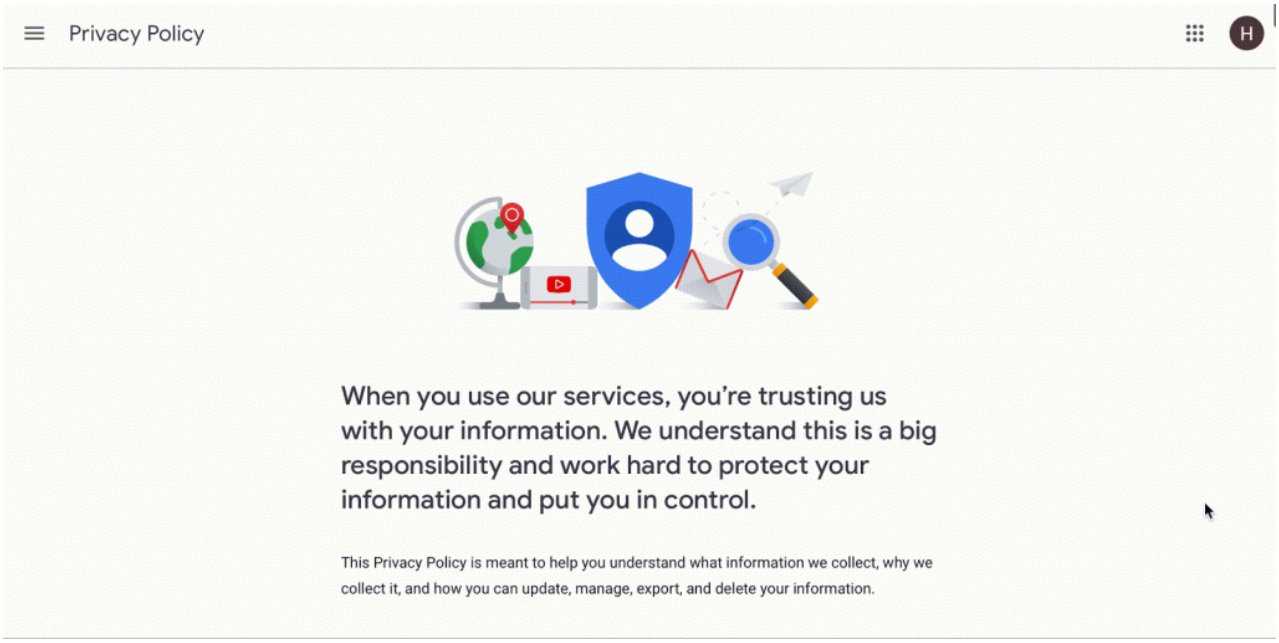
- **From the launch page, you have numerous navigation choices** — but if you want access to specific features that involve personalization like curating art galleries, you will need to create/sign in to a Google
- To Sign or Log In, click the blue button in the top right corner.



- From there, you can choose to login with your Google credentials or on the bottom-left of the field, click on the create an account link — this will redirect you to a form to make a new Google account.



- Fill out the fields indicated, read up on Google's privacy policy, accept their terms and conditions, and you are ready to go!



Research

A. L. Blackwood. Curating Inequality: The Link Between Cultural Reproduction and Race in the Visual Arts.

M.L. Bothelo, et al. Designing exhibitions at Google Cultural Institute: between pedagogical experiences and the creation of heritage diffusion products

R. Wahyuningtyas, Eliminating Boundaries in Learning Culture Through Technology: A Review of Google Arts and Culture.

M. Udell, The Museum of the Infinite Scroll: Assessing the Effectiveness of Google Arts and Culture as a Virtual Tool for Museum Accessibility

Authors

This page was created by Hunter Proulx, Ken Mondschein, and Earnest Thomas.



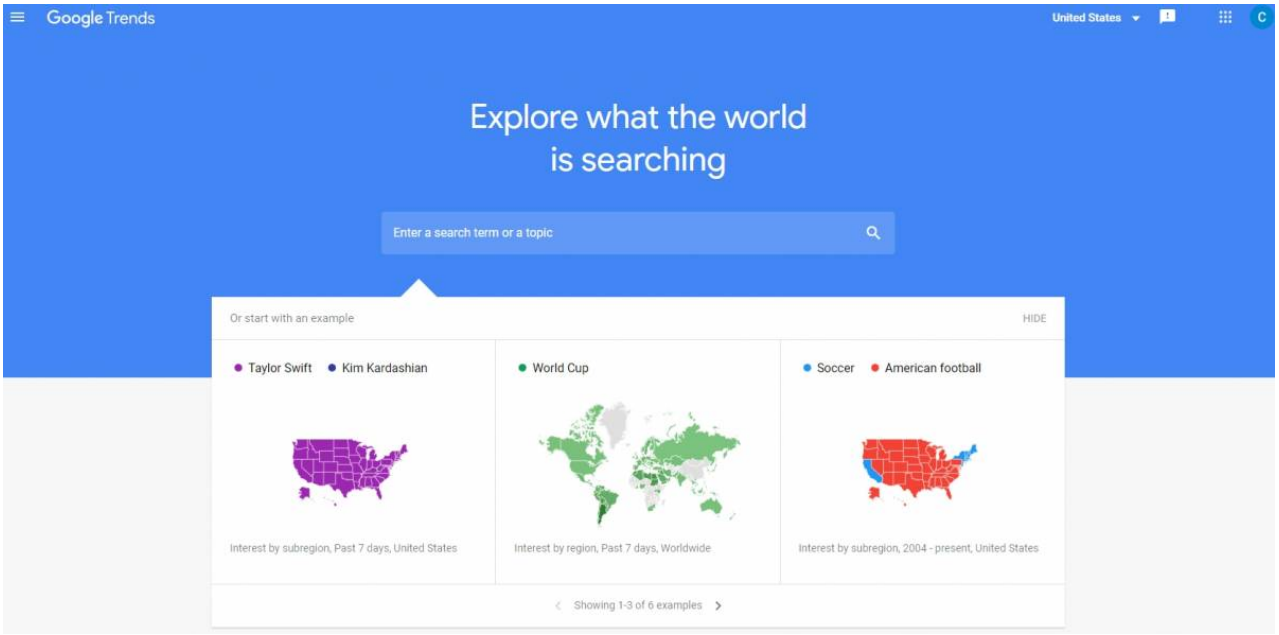
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Google Trends

Connectivism | Social Constructivism | Data Science

Google Trends is an online data exploration tool that features real time search data from Google. Users can explore people's search interests and find additional data like the most relevant articles, interest over time, interest by region, trending queries, and related topics. After you search a term, you will see a map which shows the regions where the term is most popular in the world. Users can also go back past and compare different terms from the year 2004 to the last 36 hours to understand relation between them.



Google Trends screenshot

Tool Snapshot

Price	Free
Learning	Social constructivism & Connectivism
Ease of Use	★★★★☆
Privacy	★★☆☆☆

Accessibility	★★★☆☆
Class Size	Compare up to five groups and each group has 25 terms
ISTE*S	Computational Thinker, Knowledge Constructor, Global Collaborator

Price

Google trends is a free online tool.

Ease of use

Google Trends is simple and well designed website. Help center concisely expresses how to use the website step by step. There is no FAQ section, so users may not find a quick response for their questions.

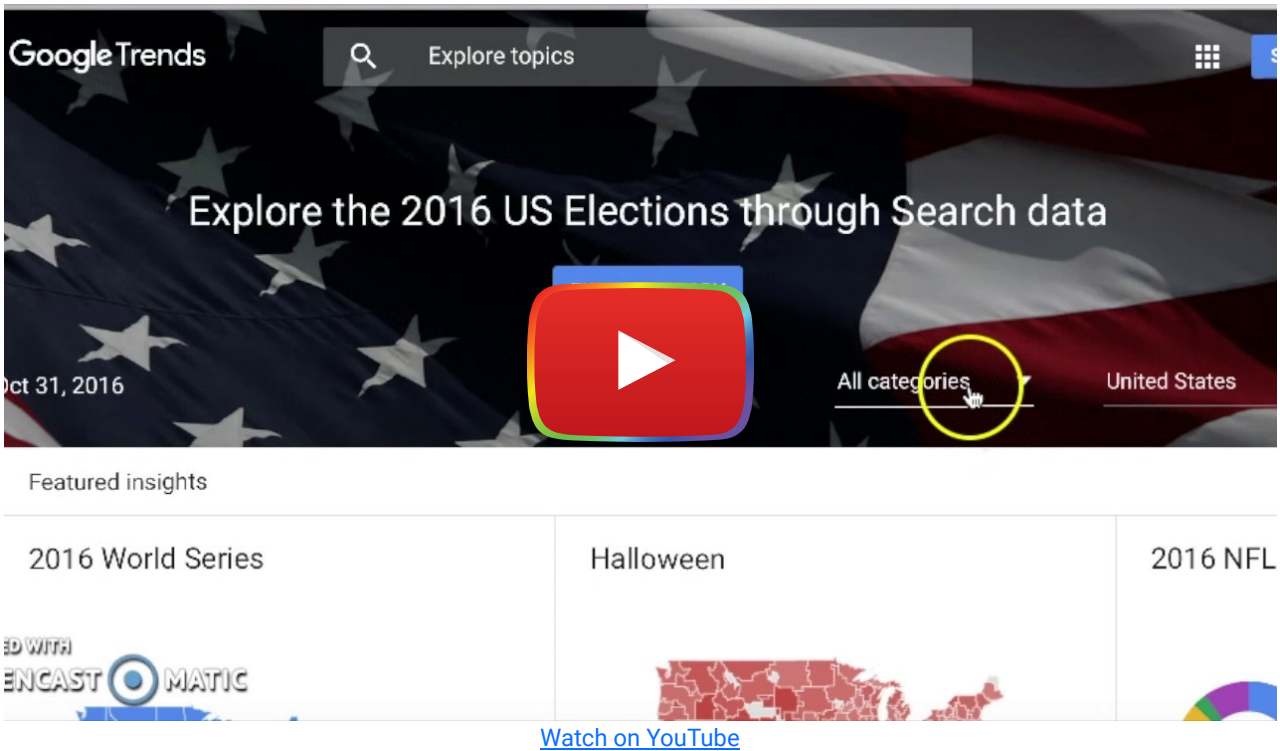
Designers

Google was founded in 1998 by Larry Page and Sergey Brin Menlo Park, California, U.S. They moved to headquarters to the Mountain View, California in 2004 and called there as “Googleplex”.

Accessibility

Google apps supports screen reader, TalkBack, full page zoom, high contrast settings, and chrome accessibility extensions to increase accessibility.

Google Trends Overview Video



Watch on YouTube

View the Google Trends Video Transcript

Google Trends & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool. Here is an example of how Skype might fit within the SAMR model:

- **Substitution:** Students use Google Trends to explore what is going on in the world instead of getting information through printed media such as magazine, book, and newspaper.
- **Augmentation:** Students can explore multimodal representations of datasets.
- **Modification:** Students can compare and contrast search engine data with ease.
- **Redefinition:** Students can explore real-time data about the public's interest in math, science, social studies, and other topics.

Learning Activities

Math

Students can analyze Google Trends graphs and charts to make informed decisions and identify patterns in the data.

Science

Students can explore trending science topics.

English/Language Arts

Students can write stories based on their interpretation of Google Trends data (e.g., comparing search results for Taylor Swift and Kim Kardashian).

Other

See 7 Ways to Use Google Trends.

Resources

- What is Google Trends data
- Google Trends
- How to Use Google Trends for SEO
- The most interesting states in America
- 10 Reasons You Should Use Google Trends
- The Google Trends Data Goldmine

How to Use Google Trends

1. Go to Google Trends
2. Click “Sign In” and at the top of right corner
3. Then click on at the bottom of “Create an account” register for an account
4. Return to “Google Trends” and sign in
5. Setup your profile page
    1. Click on the people silhouette icon in the top right corner (next to the “Tweet” button)
    2. Click on “My account”
    3. Add a photo and change the settings to which you want
6. Explore Topics to find what people have been searched recently
    1. Use an example which is given by Google Trends
    2. Click on one of the stories topics and see visual and written data
    3. Move mouse around the graphic and discover what the trends are in certain times
    4. Click on the map which is at the bottom of the page to explore interest of subregion
    5. Or click one of the “Trending queries” in the top right next to the map
7. Compare the terms
    1. Search for a term like “Facebook”
    2. Then click on the “+compare” inside the topic box
    3. Add another term like “twitter” you want to compare then see the results
    4. Remove a term from the compare lists go to terms box then click the “X”

Research

Choi, H., & Varian, H. (2012). Predicting the present with Google Trends. *Economic Record*, *88*(s1), 2-9.

Nevin, R. (2009). Supporting 21st-century learning through Google Apps. *Teacher Librarian*, *37*(2), 35.

Vaughan, L., & Romero-Frías, E. (2014). Web search volume as a predictor of academic fame: an exploration of Google Trends. *Journal of the Association for Information Science and Technology*, *65*(4), 707-720.

Mavragani, A., & Tsagarakis, K. P. (2016). YES or NO: Predicting the 2015 GReferendum results using Google Trends. *Technological Forecasting and Social Change*.

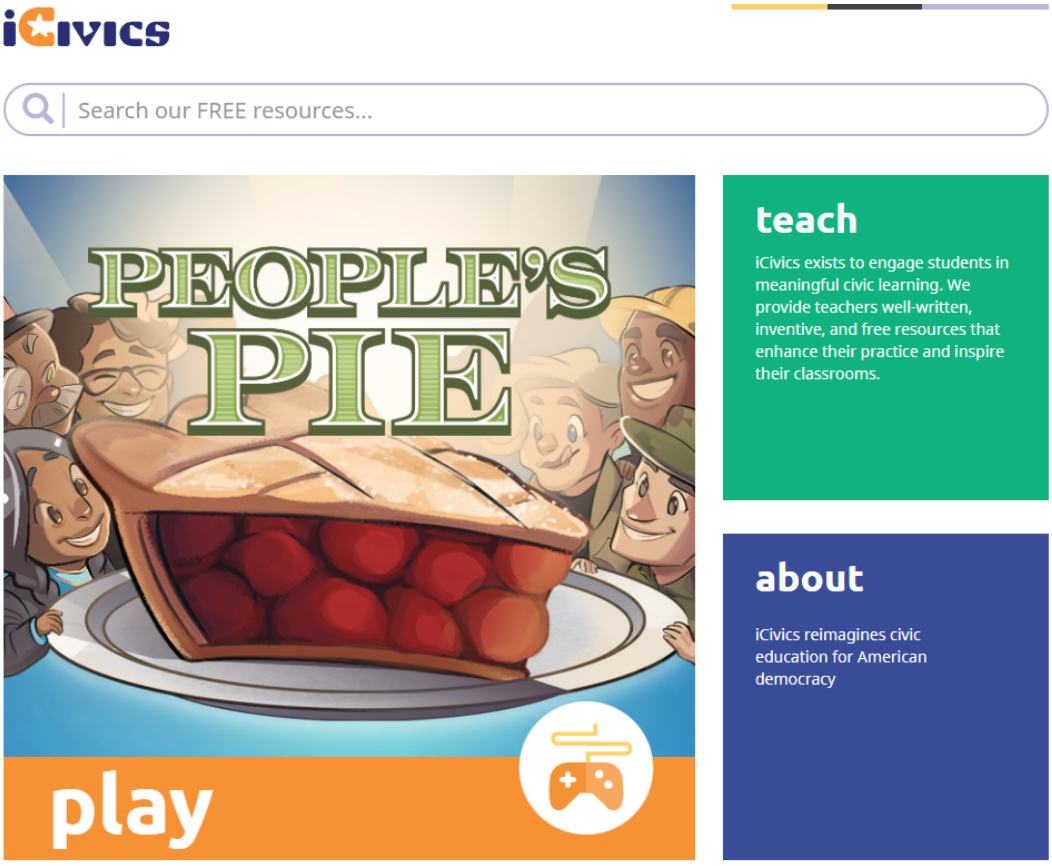
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iCivics

Behaviorism | Constructivism | Games

iCivics is a free educational website that provides educators with lesson plans, resources, and interactive games centered around the topics of the structure and functions of the U.S. government and the rights and responsibilities of U.S. citizens. iCivics was created by former Supreme Court Justice Sandra Day O'Connor and is now used in classrooms in all 50 states, by more than 7 million students (iCivics — Who We Are, n.d., paras. 4-5). The lesson plans and resources provide useful guides that can help teachers discuss civics in the classroom, and the interactive games offer a means for students to ***develop a deeper understanding of the U.S. government and their rights as citizens****.*



Tool Snapshot

Price	Free
Learning	Behaviorism & Constructivism
Ease of Use	★★★★★
Privacy	★★★★☆
Accessibility	★★☆☆☆
Class Size	No information available
Login	Yes (for access to some lesson plans and educational resources)
ISTE*S	Empowered Learner & Knowledge Constructor
COPPA/ FERPA	COPPA: Yes FERPA: No FERPA policy found. Check with your school IT administrator.

Ease of Use

iCivics is a very easy tool to use for students and teachers of any age. When a user arrives on the iCivics homepage, it is filled with bright and vibrant text boxes that include links to any page that needs to be found. The five main areas on the site are **play**, **teach**, **remote learning**, **about**, and **new releases**. These are easy to access and navigate. There are clear directions for what the user would need to do (simply click on the designated box!) in order to use the tool. Once a tool from the five main listed areas above has been clicked on, the user arrives at the selected page. iCivics attracts a variety of users due to the design and ease of navigation of the website.

Privacy

The iCivics privacy policy states that "iCivics collects personal information … only if you voluntarily submit it" (iCivics, 2015, para. 2). The only time that a user is required to give personally identifiable information is during the creation of an iCivics account and making an account is not required to play the games on the website. Additionally, the uses of information collected on the website are clearly stated in the privacy policy.

Accessibility

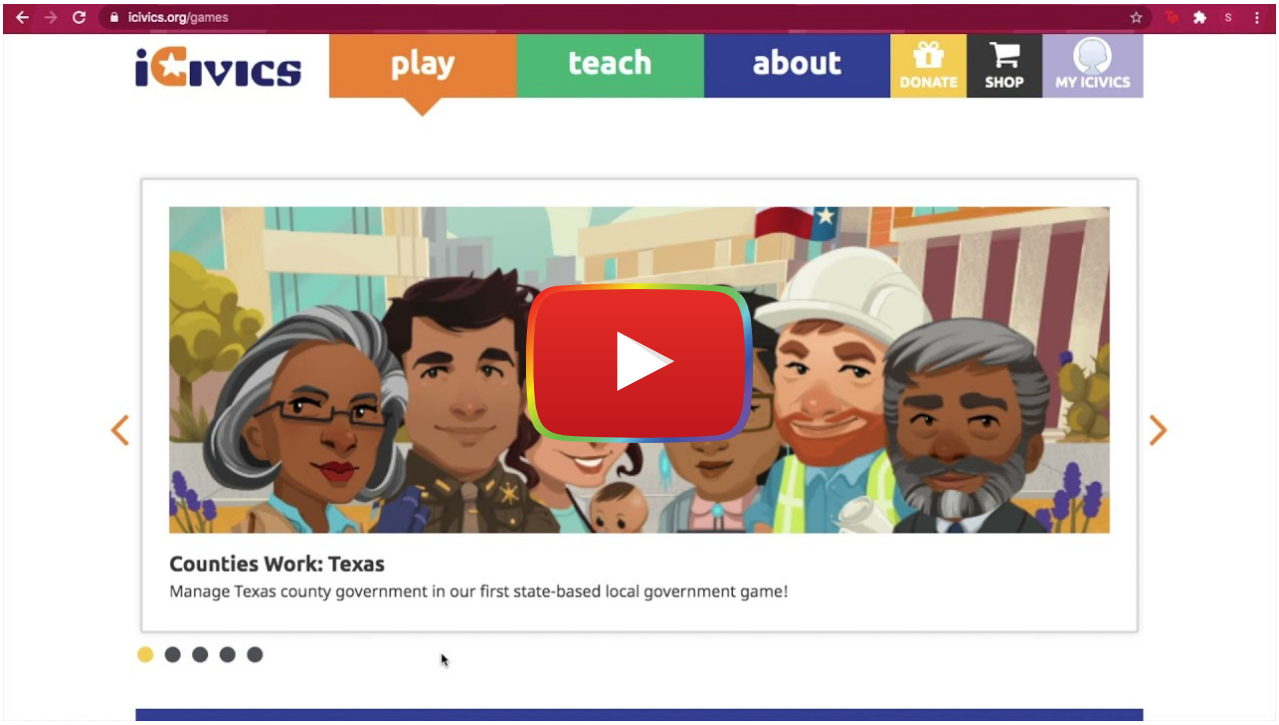
The main iCivics webpage can be navigated without the use of the mouse, but playing the games requires clicking on options using the mouse. The games feature text-to-speech options and one game (*Cast Your Vote*) features a built-in screen reader, but the rest of the games aren't compatible with screen readers. Additionally, iCivics does not have an accessibility statement on the website.

ISTE Standards

Empowered Learner: Many iCivics games provide immediate feedback during gameplay, allowing the students to learn from their mistakes and improve their strategies as they play the games.

Knowledge Constructor: The game *NewsFeed Defenders* helps students to assess how accurate, trustworthy, and relevant the information presented in posts on a fictional newsfeed is.

iCivics Overview Video



Watch on YouTube

iCivics & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how **iCivics** might fit within the SAMR model:

- **Substitution:** Students debate famous Supreme Court cases playing *Argument Wars* instead of an in-class debate.
- **Augmentation:** Students use *Branches of Power* to learn about the law-making process and the role of each branch of government in creating new laws. While playing the game, students are able to view the definitions of complex words and topics by clicking on them. By providing students with easy access to information that makes potentially confusing words and topics more understandable, the game supports the student's comprehension of the laws they're creating.
- **Modification:** Students learn about the ratification of the Constitution by playing *Race to Ratify,* which places them in 1787 and allows them to learn about the viewpoints of the Federalists and Anti-Federalists by interviewing people in that time period.
- **Redefinition:** Students play *Win the White House* to learn about the process of a Presidential campaign and have the opportunity to fundraise, launch media and in-person campaigns, and conduct polls in states across the country.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use iCivics to modify or redefine learning.

Learning Activities

English/Language Arts

Use the game *NewsFeed Defenders* (which allows students to evaluate sources of information online) to teach students about media literacy.

Civics

Have students play *Cast Your Vote* to teach them how to make informed voting decisions. Have students play *Do I Have a Right?* to help them learn about how the rights given to them in the Constitution apply to real-life situations.

Government

Use the game *Branches of Power* to teach students about the three branches of the federal government and about the role each branch plays in the creation of new laws. Have students play *Counties Work* to teach them about the duties of local government and why local governments are important. Have students play *Win the White House* to teach them about the process of running for President and *Executive Command* to teach them about the responsibilities the President faces once in office.

U.S. History

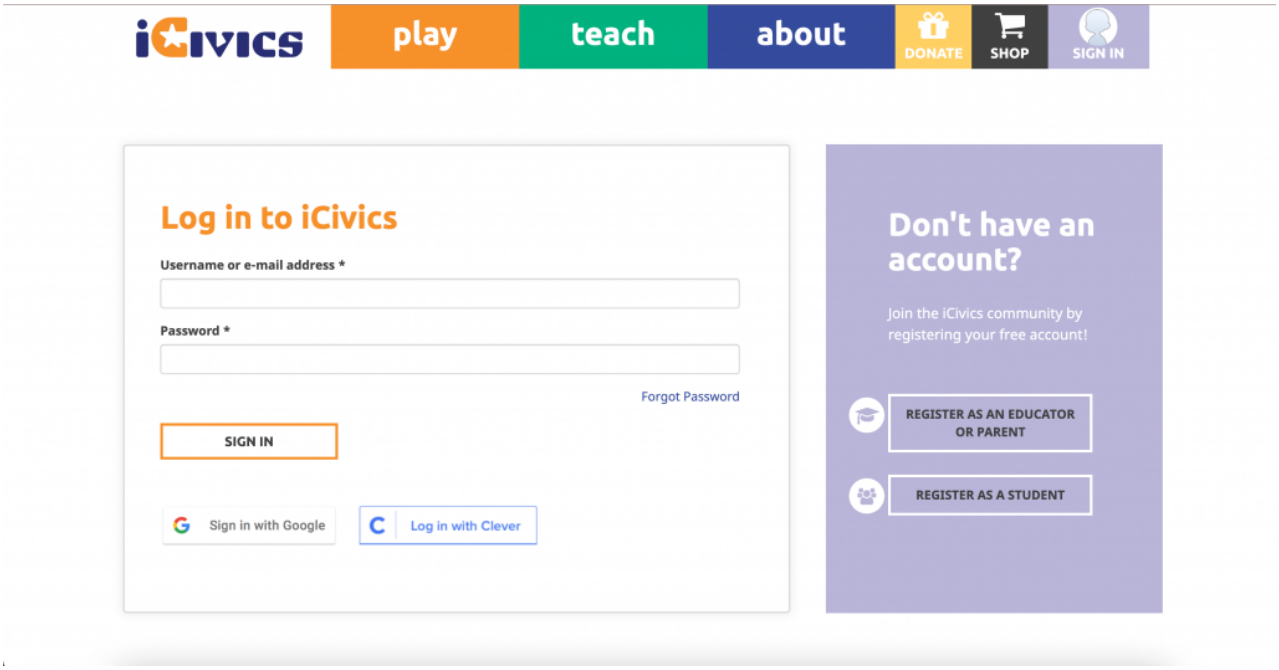
Have students play *Argument Wars* as a way to give them an in-depth look at famous Supreme Court Cases. Use the game *Race to Ratify* to teach students about how the Constitution came to be and the viewpoints of the Federalists and Anti-Federalists.

Resources

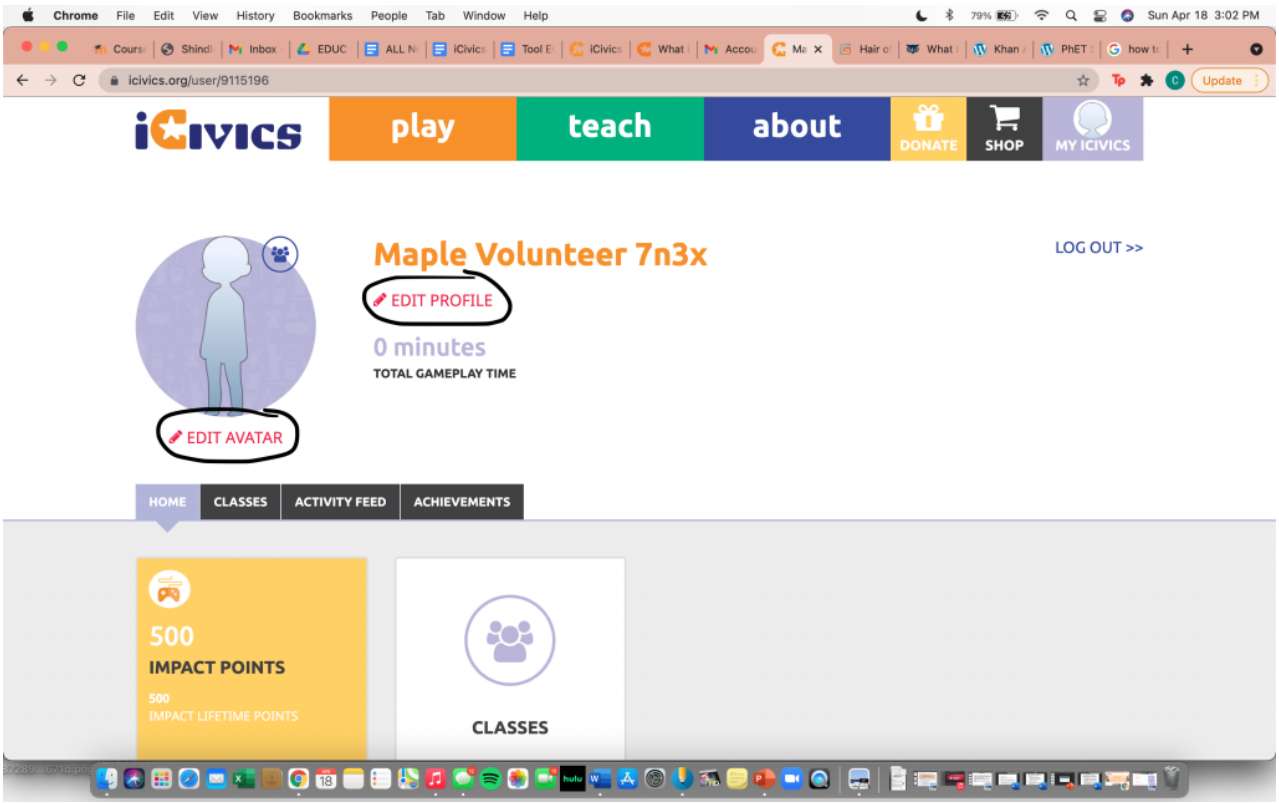
- Common Sense Education iCivics Review for Teachers
- iCivics: Getting Started
- Bringing Civics to the Classroom With iCivics
- iCivics: The Bacon of Social Studies
- How iCivics Helped Me Refresh the Constitution

How to Use iCivics

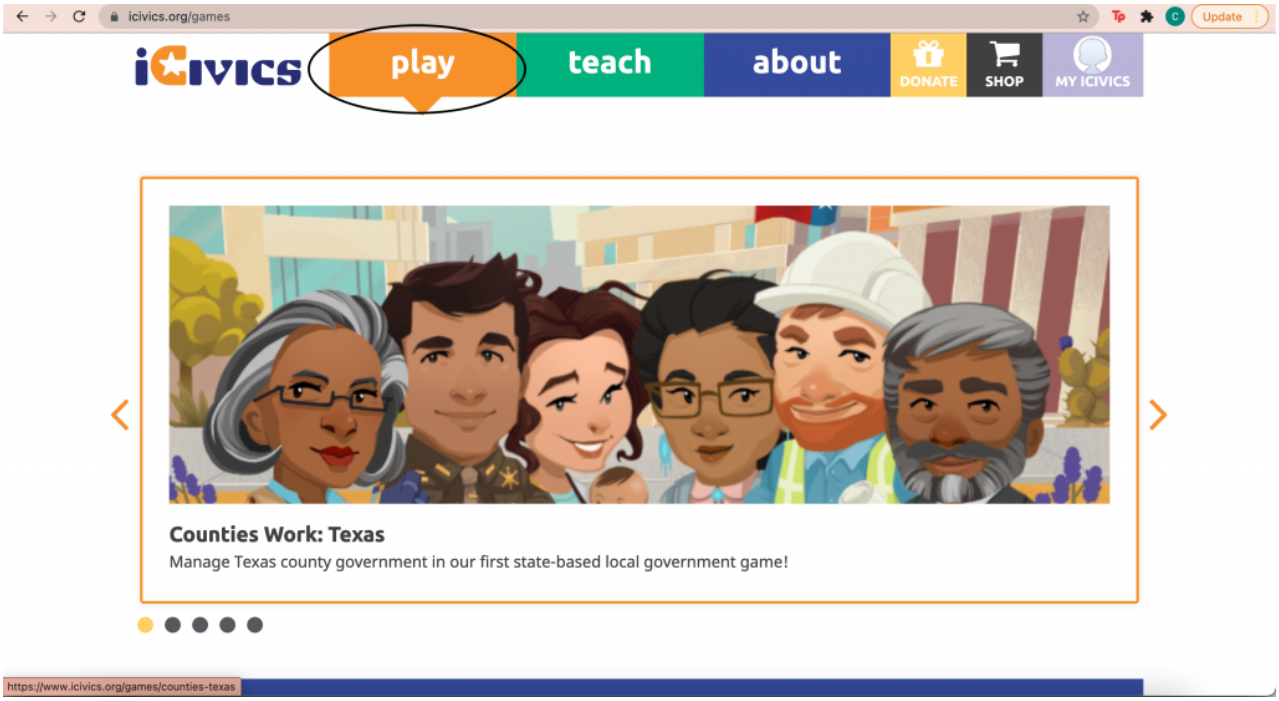
- Go to https://www.icivics.org.
- Click “Sign In” and register for an account on the right purple box or login in with a Google account.



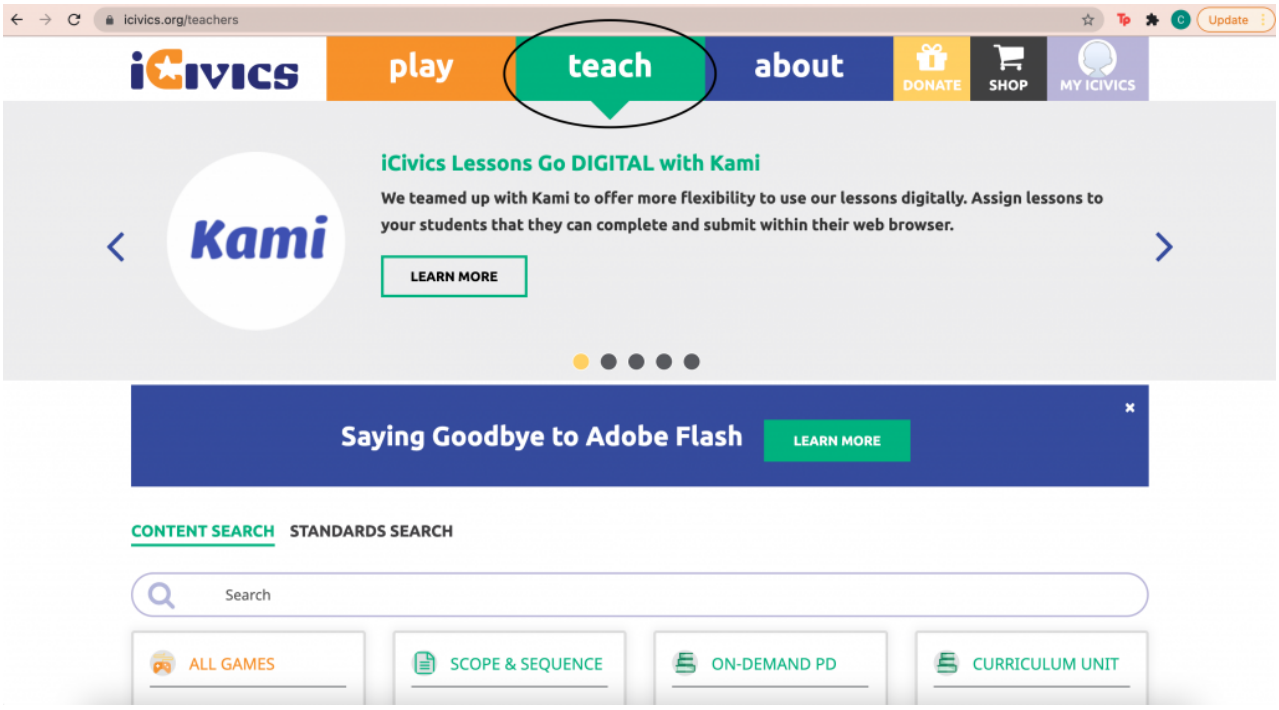
- Verify the account by confirming the email.
- Return to iCivics and login.
- Set up your profile page.
    1. Click on the red pencil button to edit profile.
    2. Add a photo.



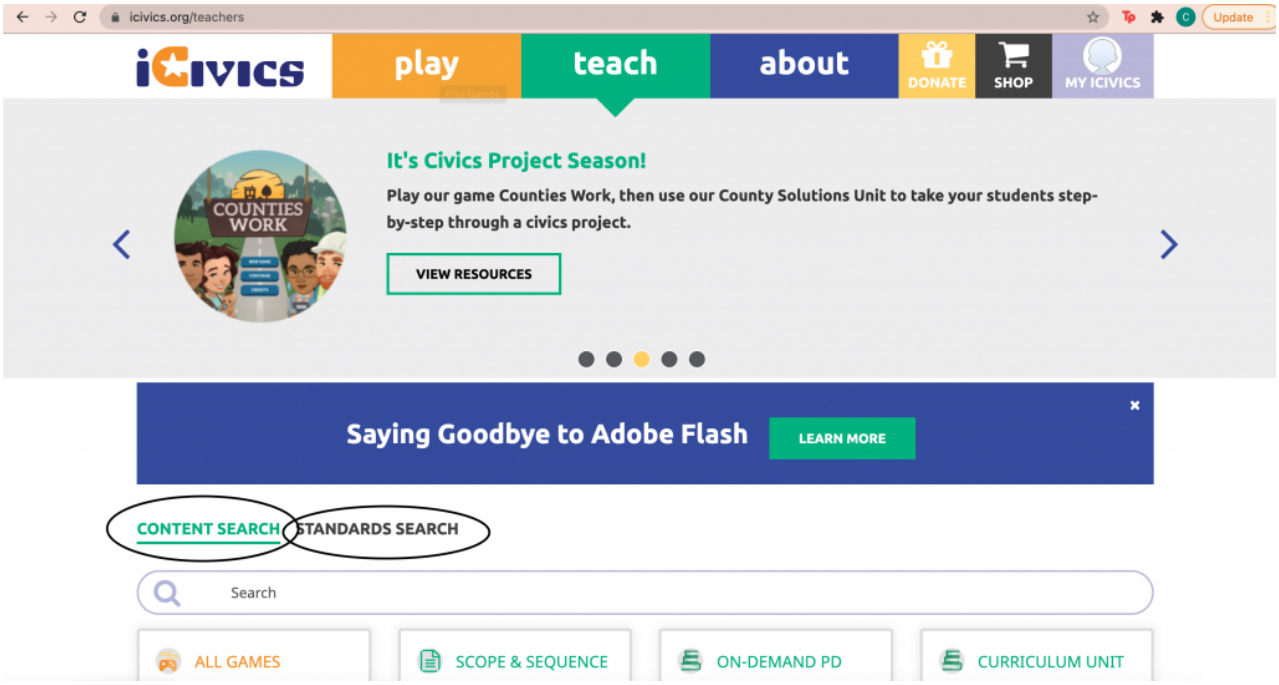
- Learn things by playing games.
    1. Click the “PLAY” button on the top of the website.
    2. Choose which game you want to play and then click on it.
    3. Click “New Game” to start.



- Teach students about civics (For teachers).
    - Click the “Teach” on the top of the website.



- Find what you need.
    - Click “Content Search” to search for specific topics.
    - Click “Standard Search” to search by state, course, and grade levels.



Research

LeCompte, K., Moore, B., & Blevins, B. (2011). The impact of iCivics on students' core civic knowledge. *Research in the Schools*, *18*(2), 58.

Stoddard, J., Banks, A. M., Nemacheck, C., & Wenska, E. (2016). The challenges of gaming for democratic education: The case of iCivics. *Democracy and Education*, *24*(2), 2.

Authors

This page was created by Caroline Gabriel, Sara Shea, & Chunyu Liu.

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Khan Academy

Video | Social Constructivism | Cognitivism

Khan Academy is an educational organization that creates short educational videos for a variety of topics. Khan Academy also has educational materials, including practice problems and exercises, that enhance learning with these videos. Khan Academy allows for the personalization of education, offering students an opportunity to go through lessons that are scaled to their current level of understanding at their own pace, moving forward only once they have mastered a topic within a lesson. Khan Academy was founded in genuine and humble roots in 2004 by Salman Khan, who used the initial videos to help tutor one of his cousins. The best part is that Khan Academy is completely free for anyone and everyone, and the organization is committed to keeping it that way forever.

It is a great tool for flipped classrooms, personalized learning, and blended learning, ensuring that you are meeting the learning needs of ALL of your students and not just teaching at the pace of your "average" student.

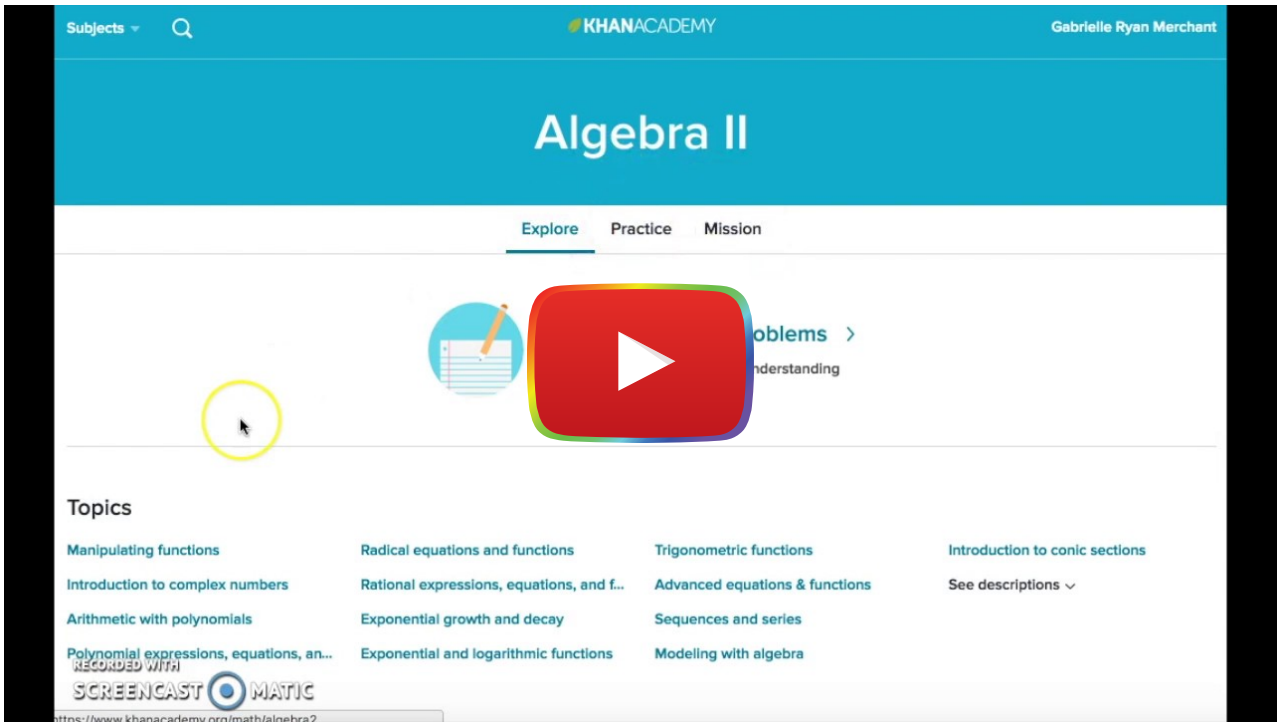


Watch on YouTube

Tool Snapshot

Price	Free
Learning	Cognitivism & Social Constructivism
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★☆☆
Class Size	Unlimited
ISTE*S	Empowered Learner
COPPA/ FERPA	Yes

Khan Academy Overview Video



Watch on YouTube

Khan Academy Video Transcript

Khan Academy & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Khan Academy might fit within the SAMR model:

- **Substitution:** Videos replace traditional lectures a student would get from their teacher.
- **Augmentation:** Students can work at their own pace through Khan Academy lessons and track their own progress. Khan Academy scales material to student needs, allowing them to work and learn at their own pace.
- **Modification:** Students can design their own learning pathways (e.g., starting with HTML coding then exploring C++ coding).
- **Redefinition:** Students can learn from hundreds of teachers, not just the one they have in the classroom. In addition, online discussion forums allow interactions regarding a given lesson with students and experts from around the globe. Khan Academy is completely translated into several other languages as well. Use Khan Academy Spanish, for example, to help an ESL student master a topic like Algebra when the language-barrier is hindering learning progress.



"Khan Academy Spanish" [Screenshot].
Retrieved from https://es.khanacademy.org/

Learning Activities

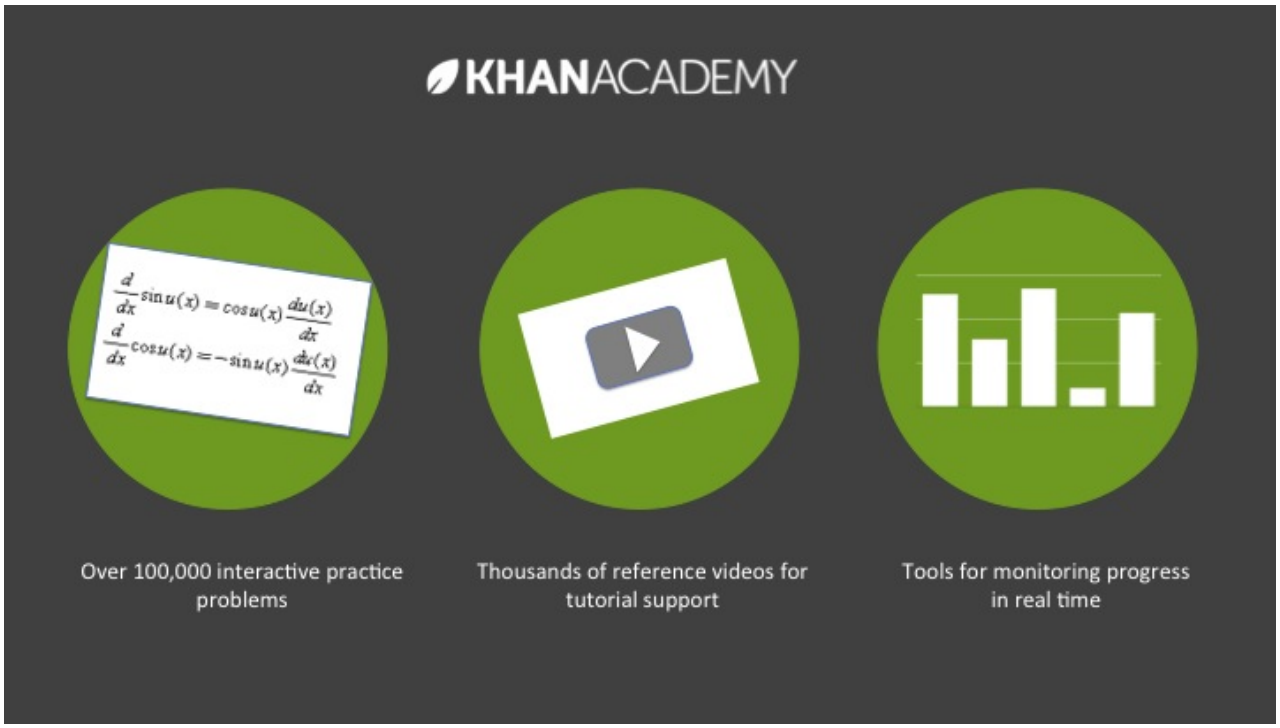
Elementary School (Grades K-5): Assign Khan Academy videos for students falling behind on a given topic or for students who want to go beyond topics being currently taught in the classroom. For example, if a student in your class is struggling with addition and subtraction, you might have them watch the video "Addition and subtraction within 20" and complete some of the practice problems from that after. Alternatively, if a student has mastered that before the rest of the class, you may move them on to "Addition and subtraction within 1000."

Middle School (Grades 6-8): Flip your classroom: Assign Khan Academy material or missions to students and use class time to complete additional practice and exercises, answer questions, and build upon what they learned in the

videos.

High School (Grades 9-12): For a Science course: Have students browse Khan Academy topics under Health & Medicine. Have each student give a short presentation in the class about what they learned, and how it connects to two concepts that have been discussed in class.

Higher Education (and all grade levels): Challenge your students to watch several Khan Academy videos (on any topic) and then make their own for a given assigned topic.



Khan Academy Infographic by Gabrielle R. Merchant

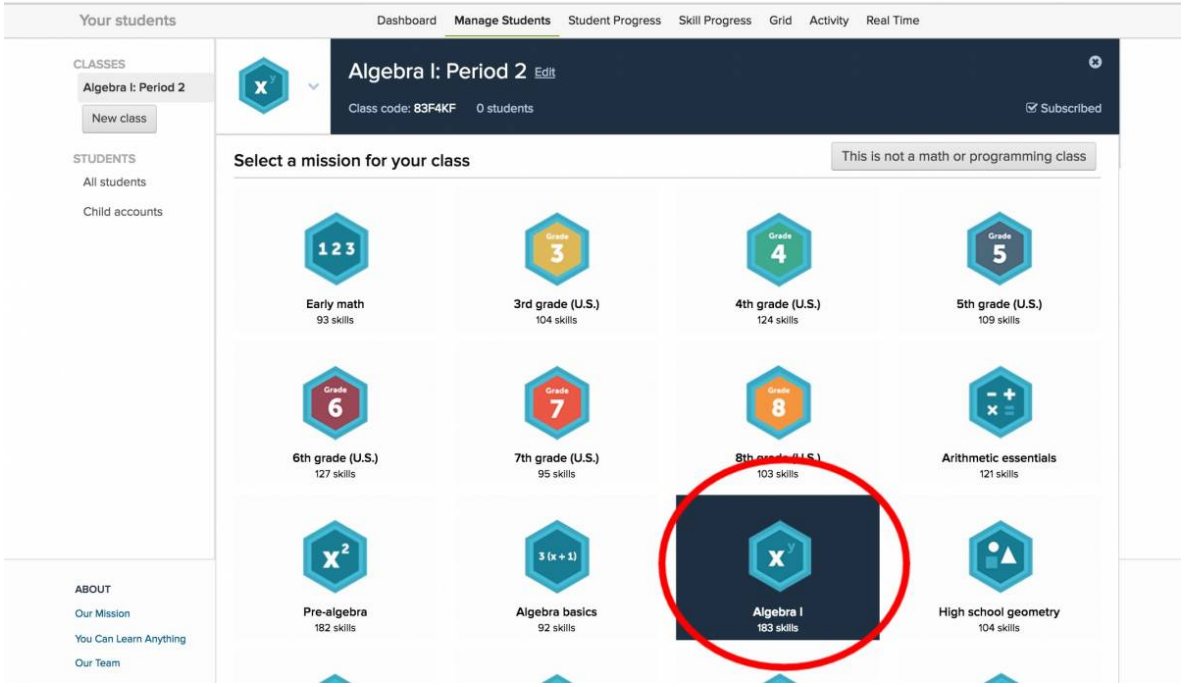
Resources

- Khan Academy Help Center – Official Help Center from Khan Academy
- Khan Academy FAQ – Official FAQ from Khan Academy
- 10 Excellent Ideas for Using Khan Academy in Schools – Blog Post
- Reflections From Two Years of Khan Academy in the Classroom – Huffington Post Article
- How to Effectively Flip your Classroom using Khan Academy – Video on Flipping Classrooms
- Let's Use Video to Reinvent Education – Ted Talk by Khan Academy Founder Sal Khan
- Using Khan Academy in the Blended or Flipped Classroom – Vartek Post
- How to Use Khan Academy – Longer How-To Video On Using Khan Academy

How to Use Khan Academy

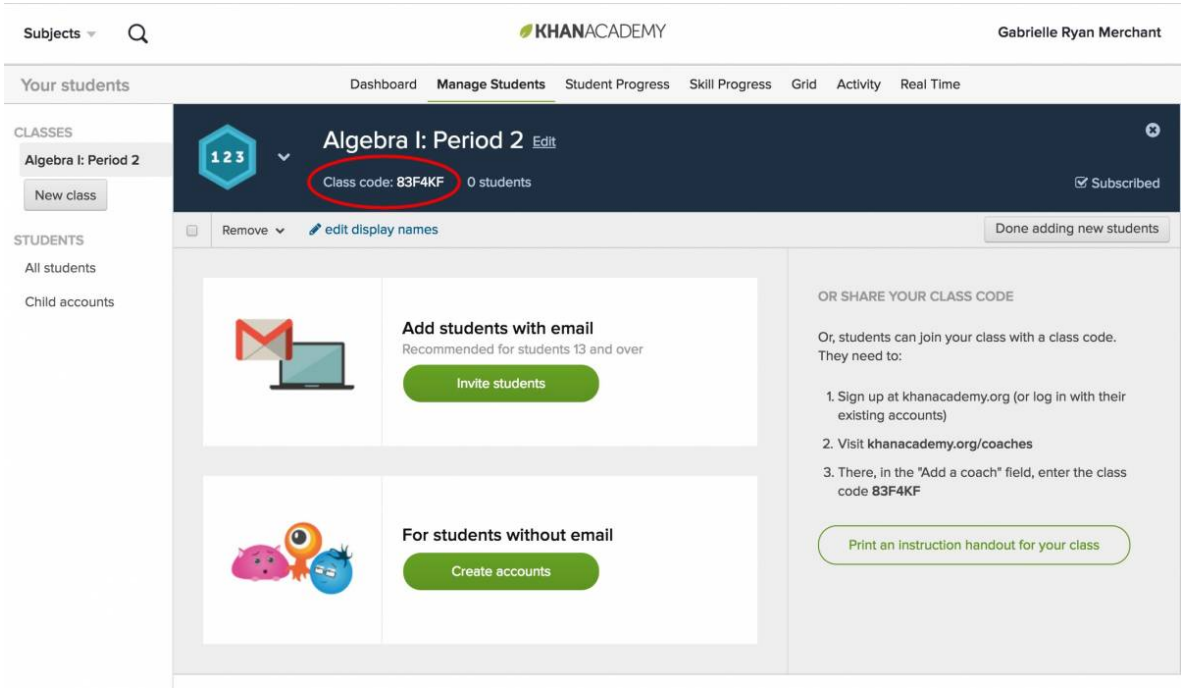
1. Go to www.khanacademy.org
2. To use without registering: Select a topic from the “Subjects” menu or do a search for a topic of your choosing
3. To use with registering: Click “Sign Up” and register for an account. You may sign-up with your Facebook, Google login, or email address.
4. For teachers – Add a class:

1. Click your name in the top right hand corner
2. Select “Add Students”
3. Click “create your class”
4. Give your class a name
5. Choose a mission for your class. If, for example, you are teaching Algebra I, select the Algebra I mission.



“Khan Academy: Algebra 1” [Screenshot].

6. Add students by email or by Khan Academy account username, or share your class code with your students to add the class themselves.

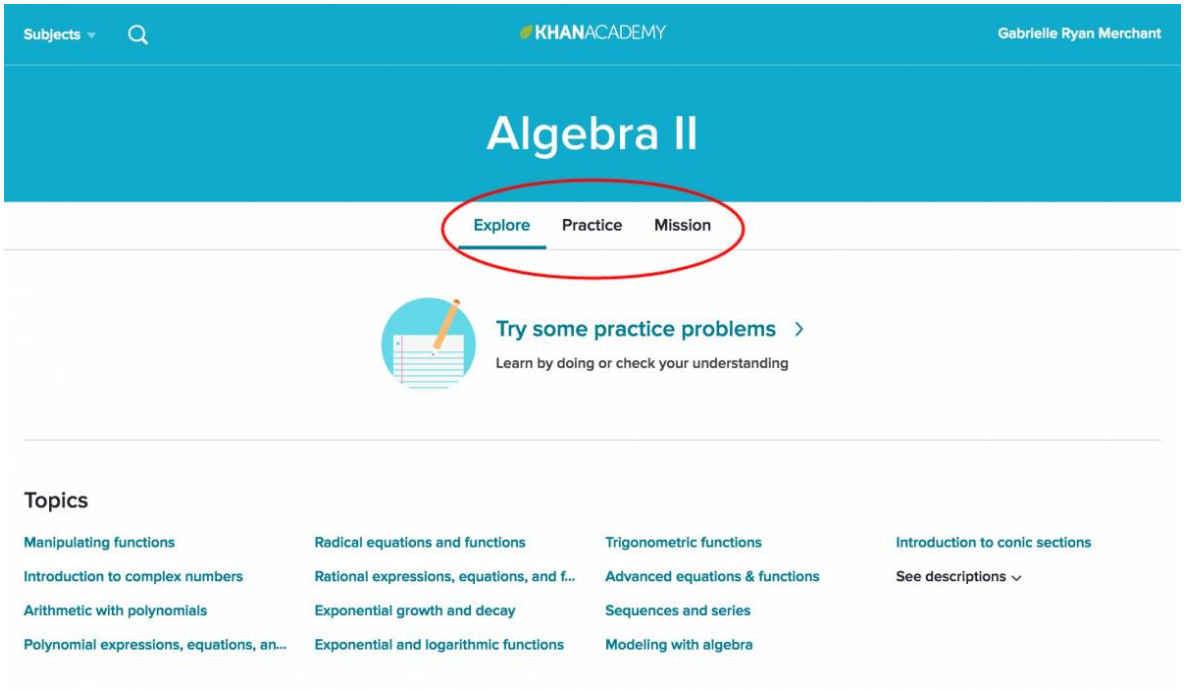


“Khan Academy: Algebra 1” [Screenshot].

5. For students: Students can utilize Khan Academy to explore material, practice material with problems, or work through a mission, which is content curated for students to work through a specific topic or grade-level at their own

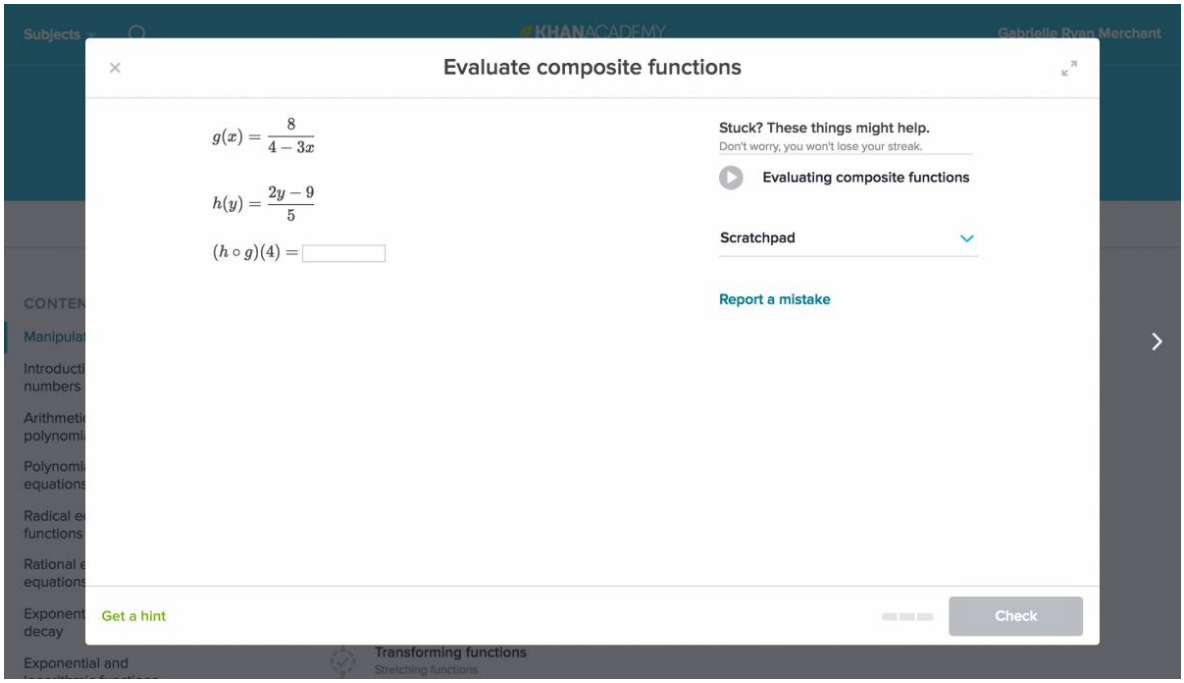
pace.

1. Under a topic, click “Explore”, “Practice”, or “Mission”.



“Khan Academy: Algebra 2” [Screenshot].

2. Explore
    1. Students can explore videos of different topics by clicking links under “Topics” or by using the search function and watching corresponding videos and lessons.
3. Practice
    1. Students can practice problems within a topic by clicking on “Practice.” There is a scratch pad if a student needs to write or draw to help solve a problem, and there are also embedded videos if a student does not know how to solve a practice problem.
4. Mission
    1. Missions guide learners through self-curated material for a specific grade level or subject. Students can work through missions at their own pace, and only move on once they have mastered a lesson.



"Khan Academy: Algebra 2" [Screenshot].

Research

Murphy, R., Gallagher, L., Krumm, A. E., Mislevy, J., & Hafter, A. (2014). Research on the use of Khan Academy in Schools: Research Brief.

Vidergor, H. E., & Ben-Amram, P. (2020). Khan academy effectiveness: The case of math secondary students' perceptions. *Computers & Education*, *157*, 103985.

Weeraratne, B., & Chin, B. (2018). Can Khan Academy e-Learning Video Tutorials Improve Mathematics Achievement in Sri Lanka?. *International Journal of Education and Development using Information and Communication Technology*, *14*(3), 93-112.

Author

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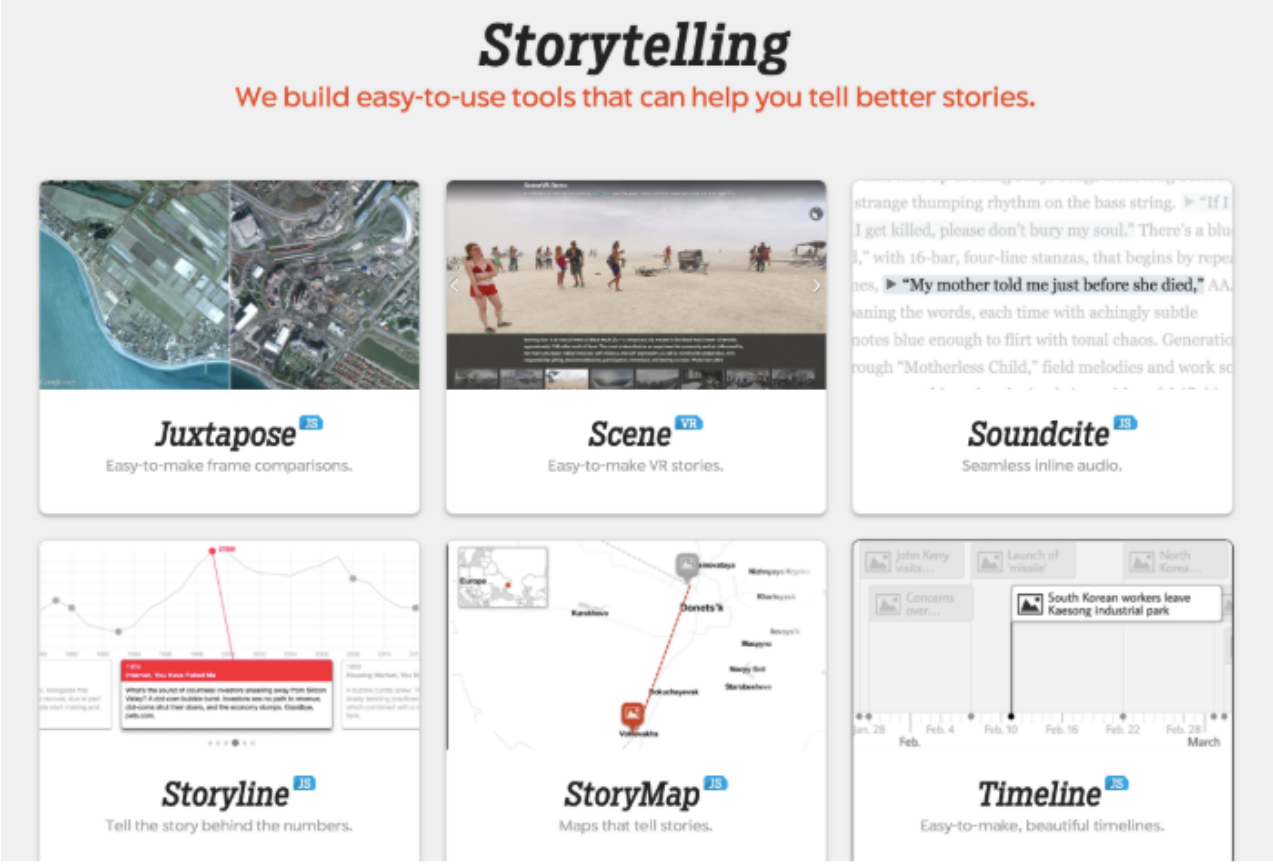
Knight Lab Online Storytelling Tools

Constructionism | Storytelling | Cognitive Constructivism | Timeline

The Northwestern University Knight Lab features a collection of projects that "help make information meaningful and promote quality journalism, storytelling and content on the internet" (Knight Lab, 2020, para. 1). Currently (in 2020), the list of working projects includes six storytelling tools: Juxtapose, SceneVR, SoundCite, Storyline, StoryMap, and Timeline. There are also two projects in beta testing (Learn and Sensor Grid) and a number of prototypes, experimental, and past projects. The current storytelling tools can be used to incite curiosity and engage students in critical thinking and exploration of information.

Storytelling Tools

- *Juxtapose helps storytellers compare two pieces of similar media (e.g., a historical and present-day photo) and is helpful for exploring changes over time, like the development of a building or a city skyline or the destruction of rainforest.*
- *SoundCite lets you add inline soundbites into your story to create multimodal text.*
- *Timeline can be used to create interactive timelines with a Google spreadsheet.*
- *StoryMap allows you to create interactive, multimodal stories with maps.*
- *Storyline allows anyone to build an interactive line chart. This includes charts, axis labels, and cards.*
- *SceneVR turns panoramic and VR-ready photos into a visual story line.*



The six Knight Lab Online Storytelling tools.

Tool Snapshot

Price	Free
Learning	Cognitive Constructivism & Constructionism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★☆☆☆
Class Size	Unlimited
Login	For some tools
ISTE*S	Knowledge Constructor & Creative Communicator
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

Knight Labs Overview Video



Watch on YouTube

Transcript

Knight Lab Storytelling Tools & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool. Here is an example of how the Knight Lab Storytelling Tools might fit within the SAMR model:

- **Substitution**: Students use StoryMap to pin locations on a map (instead of highlighting these locations on a paper map).
- **Augmentation**: Students create a multimodal map by adding descriptions, images, and videos to pinned locations.
- **Modification**: Students use their StoryMap to tell an interactive, multimodal story of a historical event or present-day situation.
- **Redefinition**: Students use StoryMap to tell an interactive, multimodal story of a famous painting by zooming in to focus on specific parts of the piece (see Bosch Garden example).

Learning Activities

Geography

Using the Knight Lab StoryMap tool, students can create a multimodal, interactive map of a country, state, or other location.

Science

Using the Knight Lab Juxtapose tool, students can compare photos of forests and glaciers from 100 years ago versus today.

English/Language Arts

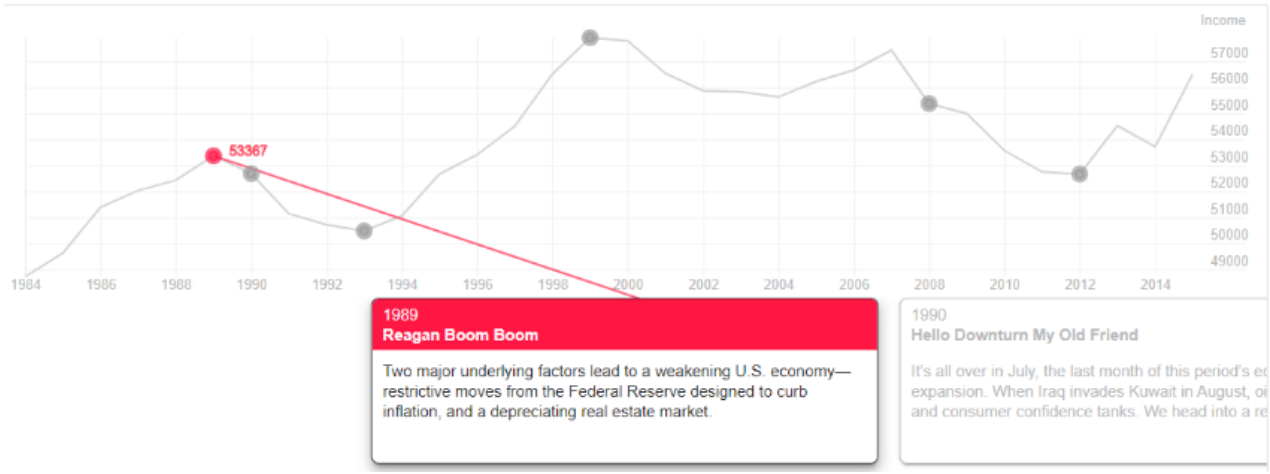
Using the Knight Lab Soundcite tool, students can enrich the reading experience of a text by inputting sound effects, music, interview audio files, and spoken word.

History

Using the Knight Lab Timeline tool, students can create an interactive historical timeline by embedding photos, text, maps, audio, and videos.

Math

Using the Knight Lab Storyline tool, students can create a graph showing the average cost of housing in a city throughout the years of 2009 to 2019 and annotate what may have contributed to an increase, or decrease, in the average cost each year.



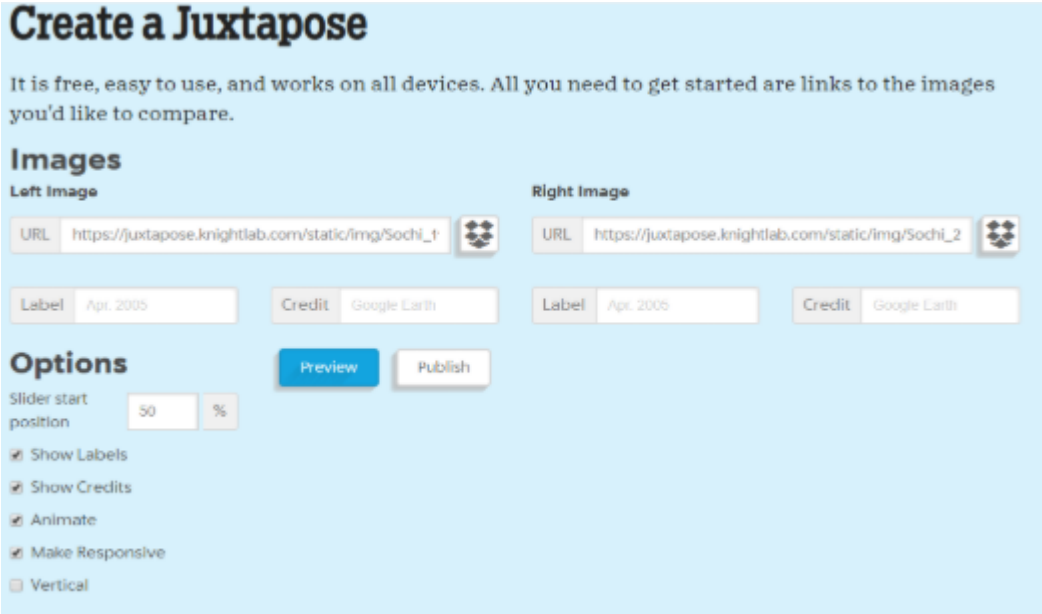
An example Storyline.

Resources

- How to create a timeline using Knightlab JS
- Storymap by Knightlab Hope College Research Guide
- Six Good Digital Storytelling Tools In One Place

How to Use Knightlabs

1. Go to the Knightlab Projects Page.
2. Click on any of the 6 tools.
3. Each tool provides its own unique step-by-step instructions to use the respective tool. They may require you to sign in using a Google account.



The “how to” for the Juxtapose tool.

Research

What is Digital Storytelling? (n.d.). Retrieved March 30, 2020, from https://digitalstorytelling.coe.uh.edu/page.cfm?id=27&cid=27 Robin, B. R. (2008).

Digital storytelling: A powerful technology tool for the 21st century classroom. *Theory into Practice, 47*(3), 220-228. Robin, B. (2006, March).

The educational uses of digital storytelling. In Society for Information Technology & Teacher Education International Conference (pp. 709-716). Association for the Advancement of Computing in Education (AACE).

Authors

Page created by Mason Peng, Aviahna Austin, and Joey Ice.

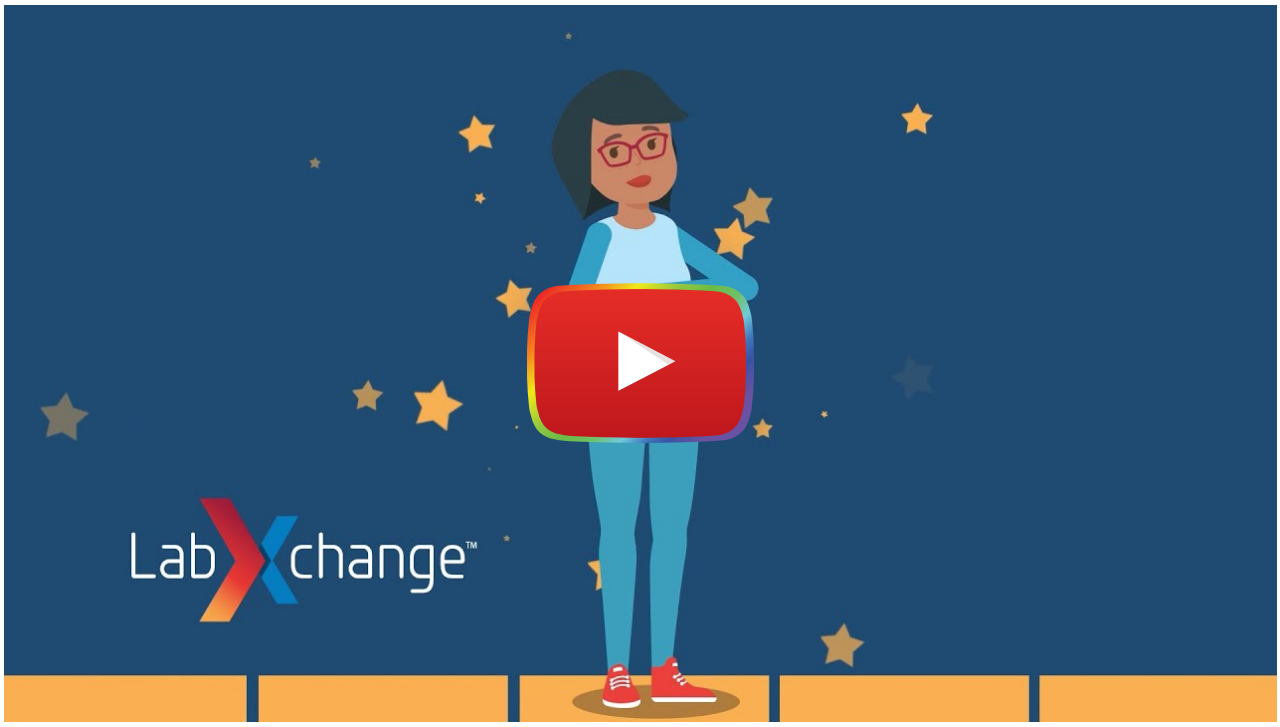
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Access it online or download it at https://edtechbooks.org/onlinetools/knight-lab-online-storytelling-tools.

LabXchange

Virtual Classrooms | Behaviorism | Science | Constructivism

LabXchange is an online science classroom where students and educators can communicate about a variety of topics through discussion forums as well as the direct messaging feature. Primarily designed for higher education students (users must be 13 years or older), LabXchange users can create and explore complex material revolving around the world of science through ***virtual manipulatives, simulations, videos, and various interactives****. LabXchange is notable for creating individualized learning pathways based on the abilities and knowledge of students. LabXchange stays true to its motto of* ***science made possible****: "We envision a world with equal opportunity for success in science for anyone, anywhere" (Robert Lue, PH.D., Faculty Director and Principal Investigator, 2020, para. 1).*



Watch on YouTube

Tool Snapshot

Price	Free

Learning	Behaviorism & Constructivism
Ease of Use	★★★☆☆
Privacy	★☆☆☆☆
Accessibility	★★★☆☆
Class Size	300 Persons
Login	To explore content on LabXChange: No login required. To be a part of an online classroom: Login is required.
ISTE*S	Empowered Learner, Knowledge Constructor, Global Collaborator
COPPA/ FERPA	No FERPA/COPPA policy found. Check with your school IT administrator.

Price

LabXchange is a completely free online platform for all users, both educators, and students, due to the help of the Amgen Foundation. However, it is important to remember, that if you are not paying for the product, you are the product, so make sure to closely read the privacy policy before determining whether to use the tool.

Type of Learning

LabXchange supports behaviorist learning as virtual interactives and simulations offer immediate feedback for correct and incorrect responses. In addition, LabXchange supports cognitivist learning through interactive tutorials that take students step-by-step through specific concepts and constructivist learning through open-ended virtual manipulatives that encourage students to construct their understanding of a topic rather than seek one right answer.

Ease of Use

I gave LabXchange 3 stars since the tool is relatively easy to use, but it does require a short amount of time to get familiar with. LabXchange has an extensive amount of information it provides in all different forms (clusters, pathways, interactives, simulations, method videos, and articles) which require some exploration, especially if you are unfamiliar with Labxchange and the environment of an online classroom. LabXchange provides excellent tutorials for your convenience and there is also a Help Center. You can Submit A Request for further questions and concerns and also share your experience.

Privacy

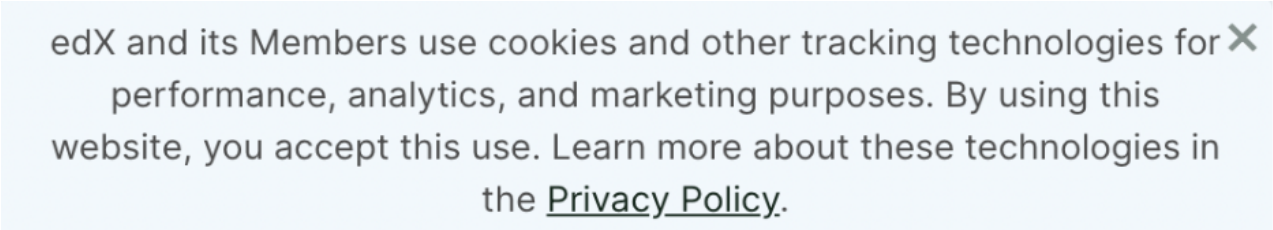
I gave LabXchange one star for its privacy policy because, to create an account or browse the website and its content, personal information has to be shared, and there is no control over how this information is interpreted and used. LabXchange does integrate third-party companies into this data collection.

LabXchange is neither COPPA nor FERPA compliant as it collects personally identifiable information (name, email address, and any other information that personally identifies an individual) of anyone who registers for a user account, accesses the LabXchange website, creates a profile of the LabXchange website, or uses services that communicate with the LabXchange company. LabXchange claims that any data that has been taken from an individual under the age of 13 who has registered, will be deleted, but this is not proven. Designed for high school and higher education students, LabXchange is not compatible with users under the age of 13 due to COPPA restrictions. LabXchange violates The

Children's Online Privacy Protection Act (COPPA) as parents do not have control over what information LabXchange takes, as this information is collected at the time the child accesses the website. Read the Terms of Service and the Privacy Policy to learn more.



Screenshot of age verification when creating an account



Screenshot of data collection notice

Accessibility

I gave this tool three stars for accessibility. When testing the "no mouse challenge" it was possible to navigate the site using a keyboard, however, it was very time-consuming and might become frustrating for users who struggle to locate exactly where they are on the website. Voice control does not work with this application. Additionally, when running the website through the WAVE Web Accessibility Evaluation Tool, there were some errors, but nothing major that would prohibit the use by disabled users. LabXchange was created by the Amgen Foundation and Harvard University, therefore the accessibility statement is included under Harvard University's Digital Accessibility Policy.

Class Size

Educators can host a classroom of up to 300 students. However, there are many different classroom options available depending on the number of learners in a class, including 5, 10, 25, 50, 100, and up to 300. No matter the class size, LabXchange remains a compatible tool free of charge.

Login

A login is not necessarily required, but you get the best experience by doing so. When accessing LabXchange as a guest, you can explore the content that it has to offer such as videos, simulations, interactives, and virtual manipulatives.

Unlike using a guest profile, when creating an account, LabXchange offers a plethora of options for educators and their students. Not only can both teachers and students explore the content offered, teachers can create clusters, and customized learning journeys, that broaden their students' perspective of the topic.

ISTE Standards

Empowered Learner

- LabXchange offers virtual manipulatives that provide immediate feedback to students. Through the power of online experiments, learners can learn in context, use interactive simulations, and troubleshoot experimental designs.

Knowledge Constructor

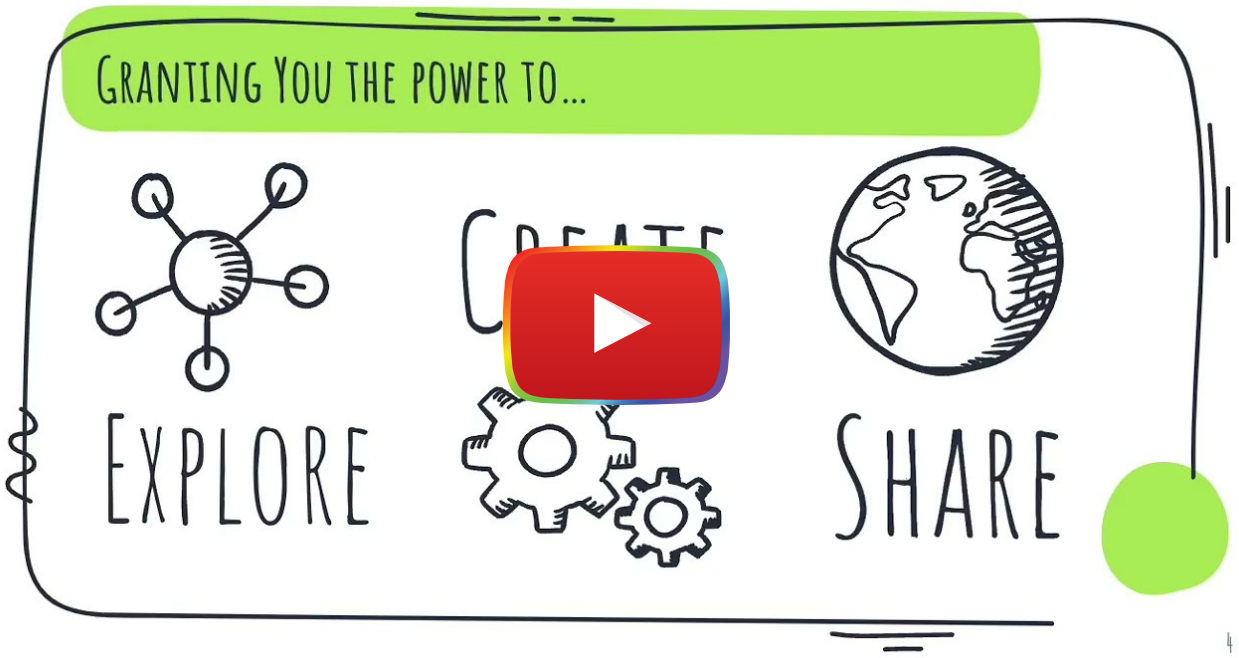
- Students learn and understand the material by diligently taking part in simulations and interactives which represent real-world scenarios.

Global Collaborator

- Students can create personal content to share with other LabXchange users to experiment with in real-time, expanding their learning network, and forming communities of practice. Students can also share solutions, act as a mentor, and try out other users' creations.

Note: Based on your credentials, you may be eligible to receive a license to reach a larger audience. This can be found in part four of the Terms of Service.

LabXchange in 120 Seconds Video



Watch on YouTube

Transcript

LabXchange & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, I encourage you to use this model as an analytic tool.

Here is an example of how **LabXchange** might fit within the SAMR model:

Imagine you are trying to teach your students about the tools and techniques of biotechnology...gel electrophoresis in particular…

- **Substitution**: Students can read text about gel electrophoresis on LabXchange rather than using a physical textbook.
  - Check out this *What Is Gel Electrophoresis* article on LabXchange.
- **Augmentation**: Students can engage in virtual asynchronous discussions about gel electrophoresis within, and outside of school.
  - Check out these discussion boards on LabXchange, where users can add new threads, sparking new discussions with their peers within their classroom, and their online community.
- **Modification**: Students can construct their understanding of gel electrophoresis based on virtual manipulatives, providing a more authentic learning experience.
  - Check out this gel electrophoresis simulation on LabXchange, as well as this question board where students get immediate feedback to confirm their understanding of the topic.
- **Redefinition**: Students can design their learning pathways and share their knowledge with the community through images, videos, text documents, and pathways.
  - Check out this pathway designed to help students better understand the tools and techniques of biotechnology.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), I encourage you to think about how you might use LabXchange to modify or redefine learning.

Learning Activities

Math

Explore different videos about the world of math, from the discovery of mathematics to its invention, and complete free worksheets such as this worksheet, all about healthy oceans and sustainable seafood, integrating maths and other computational challenges into learning. Get insight into real-world applications, and take a peek at how different variables can be measured in modern-day issues such as Covid-19. This simulation gives learners an idea of the mathematics behind the spread of Covid-19, based on different variables. Within different interactives, mathematics hides out, and it can be useful to have students demonstrate how to point out these variables to enhance their learning. In other words, while exploring scientific videos, students can be encouraged to find mathematics that may be hidden within. For example, in this simulation about DNA, educators may ask students to locate and count the base pairs within the DNA double helix.

Science

Learn new concepts and conduct research via the library, where you can explore different topics and trustworthy organizations. Check out the trending topics to see what scientists on LabXchange are most interested in now. Check out this interactive about the symptoms of Covid-19 on a spectrum ranging from mild to critical. Students can continue to broaden their knowledge by searching for a mentor to better support their learning, and by communicating with them via the chat feature.

English/Language Arts

Engage in effective online discussions with classmates and message experts in the field. Diving deeper, examine how the text is used in a scientific context with complex words unveiling a deeper meaning behind scientific reasonings.

Additionally, educators and students have the opportunity to build scientific literacy skills. LabXchange will even introduce you to a critical reading analysis, as well as create a scientific research article!

History

Dive into the broad history of science, and many topics within. Understand the history of so many different important keystones such as the history of black history month, the history of the drug naltrexone and where it is headed, the history of the Mauritian Exploration, and so much more!

Other

- online classroom community.
- Create virtually tangible masterpieces.
- Explore mindfulness techniques/music used in a therapeutic manner.
- Learn how to apply to college and how to use the common application.
- Engineering.

Resources

Account:

- Do I Need An Account?
- Creating An Account
- Activate Your Account
- Logging In
- Your Dashboard
- Account Settings
- Managing Your Profile
- Troubleshooting Login Difficulties
- User Support

Educator:

- Educator Tour
- Create a Class and Community
  - How to Make a Class
  - How to Join a Class
  - How to Track Learner Progress in Classes
  - Enrolling Learners in a Class
  - Managing Learners in a Class
  - Understanding Learners' Progress in Classes
  - Common Questions About Classes
  - Tutorial 3: Creating a Class
- Facilitating Effective Online Discussions
- Supporting Your Learning Community Online
- LabXchange: The World's Science Classroom
- Tutorial 1: Creating a Question
- BACK TO SCHOOL WITH LABXCHANGE: REMOTE LEARNING
- Education Levels and Curriculums
- Teaching Guides
- Resetting Progress
- Using Google Forms for Longer Assessments

Student:

- How to Join a Class
- Understanding Your Progress in Classes
- Resetting Progress
- Activity Completion
- Common Questions About Classes

Fundamental Features

- Searching the Content Library
- Your Dashboard
- Adding Content to your Private Library
- Public and Private Content
- Messaging
- Community Discussion Forums

Community

- Sharing Content
- Mentorship
- Supporting Your Learning Community Online
- Inspiring the Scientists of Tomorrow with LabXchange

Viewing Content:

- Clusters
- Pathways
  - Tutorial 2: Creating a Pathway
  - Creating and Editing Pathways
  - Learning Objectives
- Simulations
  - Simulations as a Teaching Tool
- Scrollable Interactives
- Case Studies
- Digital Textbooks
- Narratives

Creating and Editing Content:

- Creating a Text Asset
- Creating an Image Asset
- Creating and Editing a Document
- Creating an Audio Asset
- Creating a Video Asset
- Creating and Editing a Question
- Creating and Editing a Question Set
- Creating and Editing a Case Study
- Creating and Editing Pathways
- Creating and Editing a Narrative

Other Miscellaneous Resources:

- LabXchange Collaborators
- Making the Most of Online Learning
- Technical Requirements
- Reporting Content
- Submitting Feedback on Translated Resources
- Citations and References
- Guidance for Network Administrators
- Become a Collaborator

How to Use LabXchange

Tutorials/Videos:

- Welcome to LabXchange
- LabXchange: A Guided Tour
- LabXchange: The World's Science Classroom
- Personalize Online Learning with LabXchange: A Virtual Tour with Jessice Silverman, Content and Collaborations Manager
- LabXchange Pathways
- How to Make a Pathway

How To Create A LabXchange Account

1. Go to LabXchange and click Sign Up.
2. Click "Join for Free" and register for an account
3. Verify your age
4. Understand that your LabXchange account is also an edX.org account
5. Click "Get Started" if you comply
6. Register your profile
    a. Full Name
    b. Email
    c. Public Username
    d. Password
    e. Country/Region
7. Review Terms of Service and Honor Code and acknowledge that edX and each member will process and collect your personal information, aligning with the Privacy Policy.
8. Complete your profile by adding your demographic information
    a. Highest level of education completed (optional)
    b. Gender (optional)
9. Activate Your Account with a verification email

How to Make a Class

1. Navigate to the educator dashboard.
2. Select the far right tab labeled "Classes".
3. Select "Create a new class".
4. Add a title to the class and a brief description of what learners should expect.
5. Invite learners with unique class codes.
6. Approve learners prior to class entry.

How to Join a Class

1. Collect unique class code from the instructor. You will need this to enroll in the correct class.
2. Navigate to your Learner Dashboard through the drop-down menu labeled 'Browse'.
3. Select "Join a Class" and enter the code provided by the instructor.
4. Request to join the class, and a request will be sent to your instructor to be approved.

How to Assign Content

1. After creating a class, search for content in the library to assign it to your students. You can explore the library catalog through the search icon on the top right of the screen.
2. When you have located the material you would like to assign, select the blue tab underneath labeled "Assign to class"
3. From here, you will be prompted to select a class that you would like to assign it to.
4. Once selecting the class, press the yellow tab to the bottom right labeled "Assign to class".
5. Once assigned, you will receive a message confirming the addition of new material.

How to Track Learner Progress In Classes

1. Navigate to the "Progress" tab located in the class you are tracking progress in.
2. Search for specific learners and analyze the progress provided. The link above will answer frequently asked questions educators have.

How to Add Content to your Private Library

1. Navigate to your dashboard
2. Click "Add your content". When prompted, select the type of content you wish to add to your private library. You will have the following options: assessment, document, image, narrative, pathway, text, or video.
3. Navigate to this link to understand more about how to create content based on these individual fields.

Research

Making virtual learning engaging and interactive

Measuring Medical Student Preference: A Comparison of Classroom Versus Online Instruction for Teaching

Schimming L. M. (2008). Measuring medical student preference: a comparison of classroom versus online instruction for teaching PubMed. *Journal of the Medical Library Association: JMLA*, *96*(3), 217–222. https://doi.org/10.3163/1536-5050.96.3.007

Sweetman D. S. (2020). Making virtual learning engaging and interactive. *FASEB bioAdvances*, *3*(1), 11–19. https://doi.org/10.1096/fba.2020-00084

Author

This page was created by Gianna Godek.



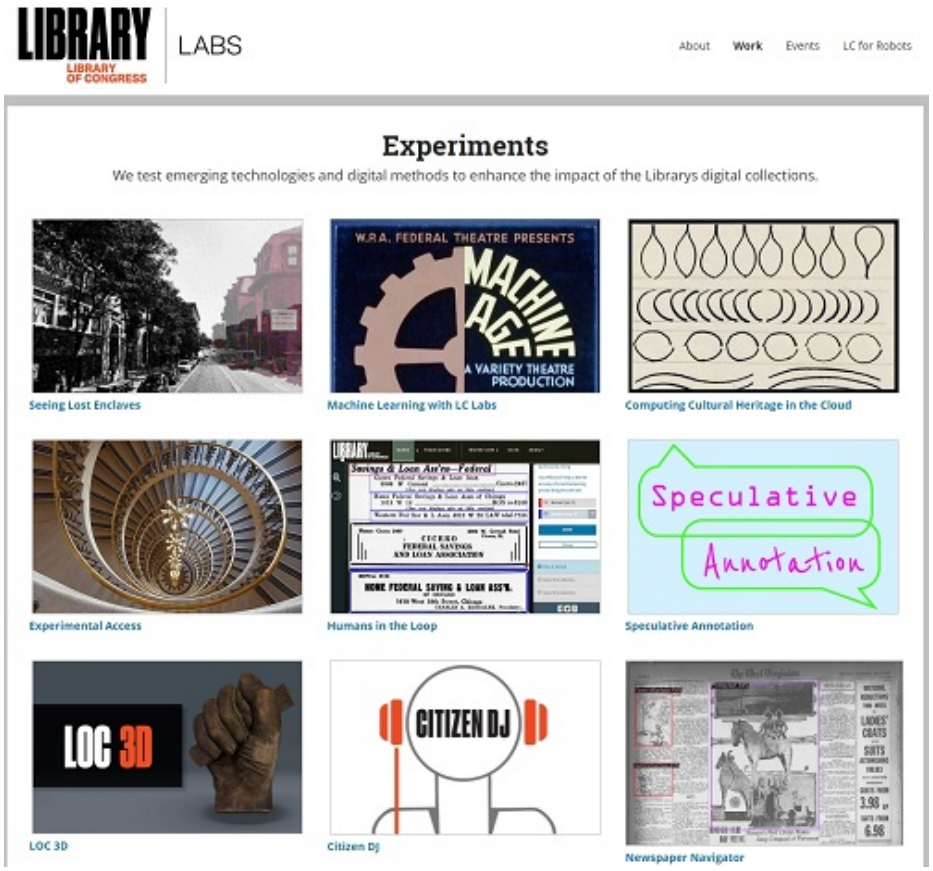
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The Library of Congress Labs

Libraries | Constructionism | Social Learning | Photo

*The Library of Congress Labs is a website by the United States Library of Congress, which has the purpose of taking the contents of the Library of Congress and making them available and easy to navigate on the Internet. Its "experiments" section contains a number of different tools used to interact with the library's contents. The Library of Congress (LOC) provides a plethora of **primary sources**, giving students a taste of culture from older times that textbooks alone might not provide. There are a total of 12 tools that have some interactive component, all of which allow the user to either be shown information from the library in a novel way or use the information to **create something new**. In this way, it is a knowledge-centered product, used to help students interface with the contents of the library and construct new knowledge.*



The Library of Congress Labs homepage screenshot

Tool Snapshot

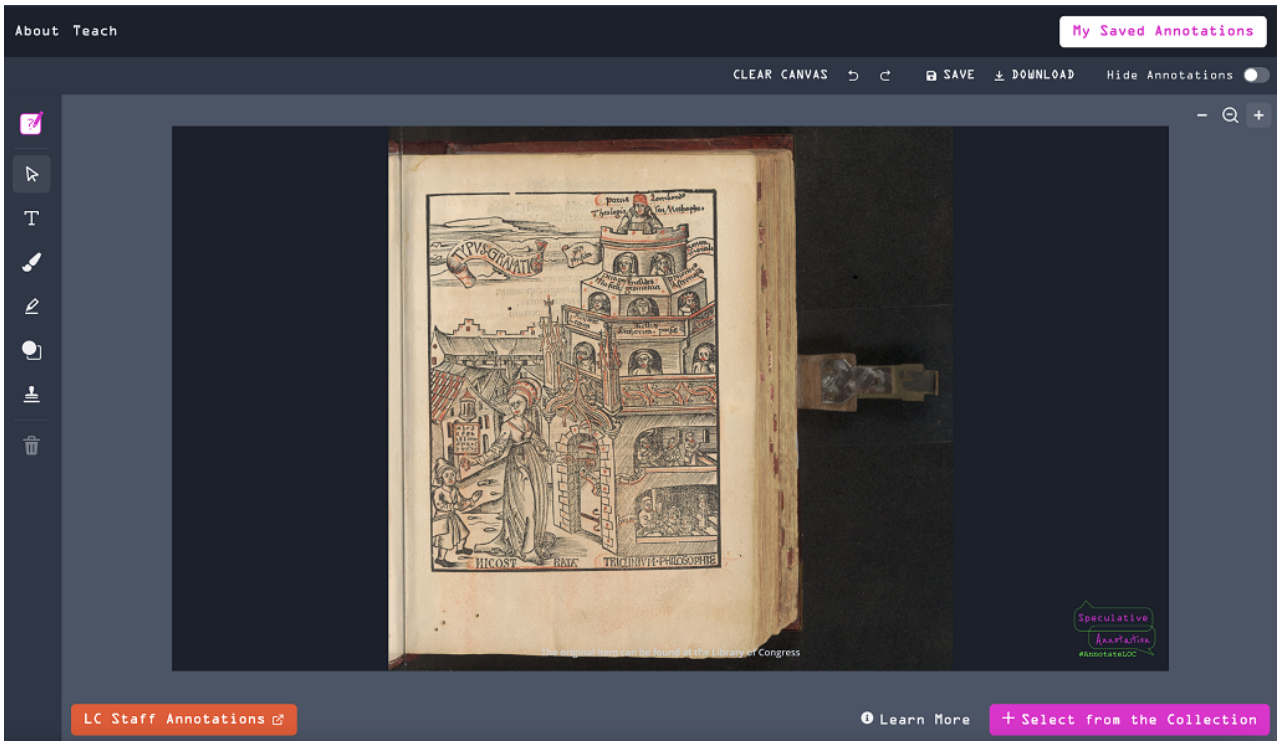
Price	Free
Learning	Constructionism & Social Learning
Ease of Use	★★★☆☆
Privacy	★★★★☆
Accessibility	★★★☆☆
Class Size	Unlimited
Login	No
ISTE*S	Knowledge Constructor & Global Collaborator
COPPA/ FERPA	COPPA: Yes. No FERPA policy found. Check with your school IT administrator.

Price

These tools do not cost any money and are entirely free to the public, funded by the United States federal government.

Type of Learning

Many of the activities in the LOC labs are focused on the production of new content using the material within the library. For example, students can remix sounds from the library into beats or annotate images from the library. In this way, it supports constructionist education. There is also a focus on sharing, such as the sharing of annotated artifacts from the collection, enabling social learning education.



LOC Annotated Artifact

Ease of Use

Though most of the concepts are simple and straightforward, it is not designed in a way that is particularly intuitive. Dead links, activities, and miscellaneous articles are all grouped, and descriptions of what things tend to be wordy and difficult to understand. Many of the apps within the website are fairly simple, but the tutorials range from comprehensive to frustratingly vague.

Privacy

The Library of Congress is a government institution and as a result, it does not participate in any for-profit actions. While it does collect some data for basic reasons, it does not share it except under very specific circumstances. The data it does collect includes your internet domain, your IP address, when you visit, which pages on the site you visit and what you download, the specs of the device you are using, and what search terms were used to find the site. It is COPPA compliant. While it is not FERPA compliant, it collects so little data from students that it's not a risk for them.

Accessibility

The accessibility statement, while making a declaration that the Library of Congress was determined to meet accessibility standards, also plainly states that it does have several old pages which are not fully updated to be accessible. The labs are likely part of this group of old pages, considering how the pictures lack alt text altogether. On the upside, it is fairly easy to navigate the page without a mouse. I was able to get anywhere on the site with only a keyboard without any difficulty, though a couple of apps weren't functional without a mouse.

Class Size

There are not any limitations on how many people can use this tool at the same time on their own devices.

Login

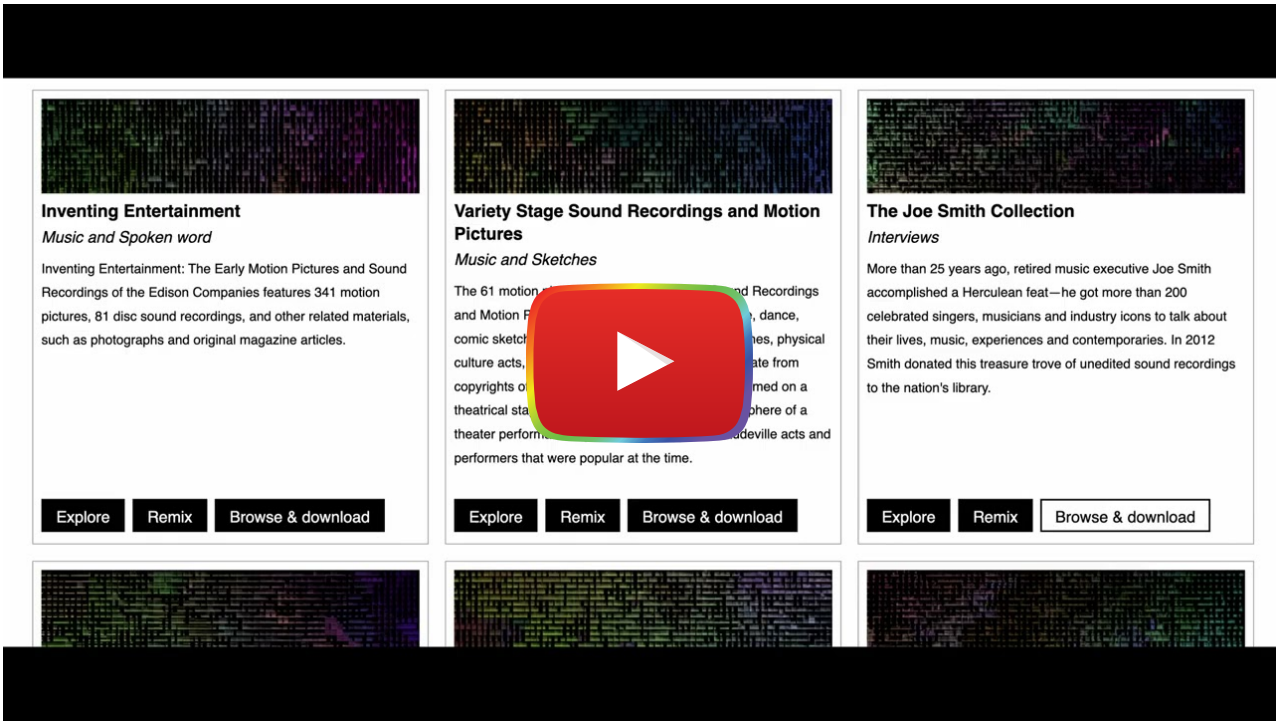
Login is needed for one of the tools: By the People. Login is not needed to use the other tools.

ISTE Standards

The Library of Congress Labs encourages students to be knowledge constructors through a number of its interactive activities, such as the one which allows you to add annotations to historical documents or that allows you to make musical tracks using sounds from the library as samples.

The Library of Congress Labs encourages students to be global collaborators in how its activities involve collaborative processes. Specifically, By the People allows the user to contribute to the library by transcribing words from images in the library, and working with others around the country to contribute to the library.

Library of Congress Guide Video



Watch on YouTube

Video transcript

LOC & the SAMR Model

Here is an example of how **Library of Congress Labs** might fit within the SAMR model:

- **Substitution:** The historical data in the library, accessible through the labs, could be used as a substitute for other primary sources in a history class.
- **Augmentation:** Students could be allowed to search the library themselves, finding their own primary sources rather than just being given them.
- **Modification:** Students can use the wiki data browser extension to easily find information from the library relevant to anything they find online.
- **Redefinition:** Students can engage directly with the process of adding to the library by transcribing documents.

Learning Activities

Math

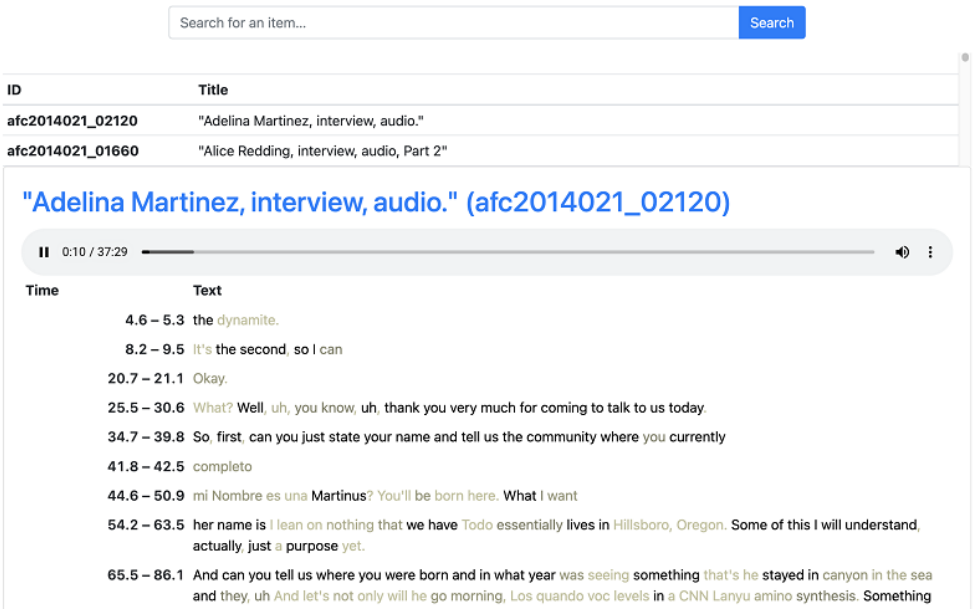
Look for political cartoons by the same cartoonist and calculate the frequency that the cartoonist produced cartoons.

Science

Use RSHHGG (Revue de la Société Haïtienne d'Histoire, de Géographie et de Géologi) Lab to find scientific articles relating to a topic you are interested in and write a report about them.

English/Language Arts

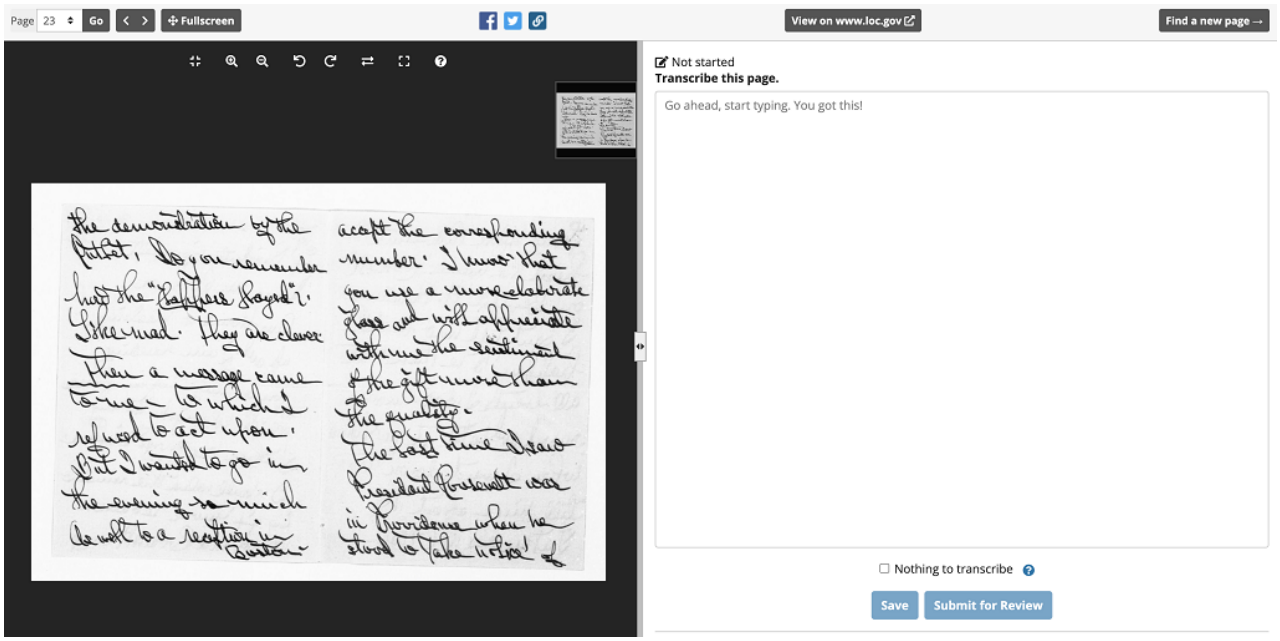
Transcribe a conversation from audio and check to see if it matches the transcription made by the "Speech to Text Viewer" App.



Example audio transcript

Social Studies

- Learn about the history of Baseball via "Mapping an American Pastime" and connect it to other historical events that happened at the same time and place.
- Annotate artifacts and share them with the class.
- Transcribe artifacts to text with By the People.



The transcription tool from the Library of Congress

Resources

- Library of Congress
- Speech to Text Basics
- A Brief History of Political Cartoons
- Southern Mosaic: The John and Ruby Lomax 1939 Southern States Recording Trip
- Baseball in America: A History
- How to install Chrome extensions manually
- The Teacher's Guide to Helping Students Analyze Political Cartoons
- Beat Making 101: How to Make a Beat
- How Reliable is Speech-to-Text in 2021?
- Frequently Asked Questions

How to Use Library of Congress Labs

1. Go to Library of Congress Labs.
2. Look through the various tools it provides.
3. Select a tool you want to use and follow the instructions within if any.
4. If the tool does not work, it likely is out of service or not meant to be interactable. Go back and check out other tools.
5. Make a list of the tools that you plan to use so that you can easily sift through them in the future to find what you want.

Research.

Shadiev, R., Hwang, W. Y., Chen, N. S., & Huang, Y. M. (2014). Review of speech-to-text recognition technology for enhancing learning. Journal of Educational Technology & Society, 17(4), 65-84.

Houston, N., Zaldivar, M., Director, A., Conte, J., Behnke, S., & Lofton, D. (2012). Library of Congress Cataloging-in-Publication Data.

Zimmer, M. (2015). The Twitter Archive at the Library of Congress: Challenges for information practice and information policy. First Monday, 20(7). https://doi.org/10.5210/fm.v20i7.5619

Author

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Mangahigh

Behaviorism Games

MANGAHIGH.com is a game-based learning site in which students play math games as a fun way to learn new concepts and apply knowledge. Games cover certain learning topics and are sorted by ability and grade level. They are designed to adapt in difficulty to the ability of the student, keeping the student in their zone of proximal development. Mangahigh's educational content is based on the Common Core. Mangahigh was founded by Toby Rowland and a group of experienced mathematicians and game specialists who were looking to create a balance between game playing and learning.

Mangahigh.com provides an exciting supplement to traditional math pedagogy through the use of "games that provide powerful contexts that often bring out the 'real-world' application of the topic at hand, thereby increasing the students' interest in the content and encouraging them to explore further" (blog.mangahigh.com). Teachers can assign "challenges" or the students can participate in Fai-To. "Challenges" are specific exercises that can be assigned to individual students or classes. Teachers can set "Prodigi" lessons or games as challenges. Fai-To is a school-to-school competition which allows two schools enter math combat against one another.



Watch on YouTube

Tool Snapshot

Price	Free (30-day trial) & Paid Plans
Learning	Behaviorism
Ease of Use	★★★☆☆
Privacy	★★☆☆☆
Accessibility	★☆☆☆☆
Access	★★★★☆
Class Size	Individual player
ISTE*S	Empowered Learner

Mangahigh Overview

With Mangahigh, teachers can align their instruction with the Common Core Frameworks that they are working on with their students. Teachers can assign games or quizzes to the class or to individual students. Teachers can assign activities to be played at home or in the classroom. They can then monitor student progress. The games and quizes level of difficulty vary depending on the student's ability and performance. The more correct answers the student gets, the higher the level of difficulty for the next cluster of questions, and vice versa. Students who are struggling, will continue to stay at their independent math level.

Privacy

The user has to share personal information (e.g., email address, name, location). The privacy policy states how the information is used or shared. Credit card information is not stored nor shared with 3rd parties. Activities are monitored to analyze use. No student information is needed nor will it be shared.

Accessibility

There is no mention on the website about accessibility features for students with disabilities. The website is not for the visually impaired, since the site is graphics-heavy. The hearing impaired may struggle with some games that have instructions given orally, but a lot of the games have written instructions as well. Hand mobility is also needed to control the keyboard and mouse.

Usability

Multi-device platform. Mangahigh uses HTML5 technology that works on many devices, including chromebooks and iPads. Access through iMac and iOS, Android, Windows and Chromebooks.

Mangahigh Overview Video



Watch on YouTube

Mangahigh & the SAMR Model

Here is an example of how *Mangahigh* might fit within the SAMR model:

- **Substitution:** Use Mangahigh instead of using math or dice games in the classroom for practice. Students follow a "lesson" versus taking down notes and following teacher instruction.
- **Augmentation:** Students play visually engaging online games that maintain their attention. Games become more competitive and stimulating.
- **Modification:** Mangahigh games modify the level of difficulty as the student plays the game. After three correct answers in a row, the game modifies the difficulty to a higher level. If a student is answering incorrectly, the game lowers the difficulty level.
- **Redefinition:** Given the limited nature of the tool, it does not sufficiently support redefinition.

Learning Activities

Kindergarten

Comparing Numbers: More, Less and Equal-Identify and represent numbers using objects and pictorial representations including the number line. Students count the objects and say what is more, less or the same.

First Grade

Understand Place Value: Tens and Units- Students recognize the value (Tens and Ones) of each digit in a 2-digit number.

Second Grade

Geometry: Sort and Describe Shapes– Students visualize 2D and 3D solids, they identify shapes from pictures of them in different positions and orientations; they sort and describe the shapes, while referring to their properties.

Eighth Grade

Geometry: Solve Real-world and Mathematical problems- Surface of a Sphere– Students calculate using the surface area for a sphere and hemisphere to solve problems.

High School Algebra: Creating Equations:Drawing Curves–Draw graphs of harder polynomial functions.

Math Games

First Grade: Equal Values:Beavers, Build It–Students add together whole numbers and fractions to get the highest value possible. Students work with a teammate to make tall buildings and pass to the next level.

Elementary Level: Addition, subtraction, Multiplication or Division:Sundae Times Lite– Students use mental math skills to build an ice cream sundae. Students can play against the computer or against other students online. Students depending on their level can choose to solve addition, subtraction, multiplication or division problems.



Screen shot from Mangahigh.com

Resources

- Mixing it Up with Mangahigh: Using Games to Differentiate Instruction
- New to Mangahigh Tutorials – Mangahigh.com
- MangaHigh Tutorial
- mangahighvideos
- @Mangahigh Facebook
- @mangahigh Twitter
- UK vs. Brazil Fai-To: Two schools in a maths challenge
- Number line game | Mathematics at Mangahigh.com

How to Use Mangahigh

1. Open your browser
2. In the address box type https://www.mangahigh.com
3. Once you're on Mangahigh, you have different options:
    - *Explore Content*-Follow this link to learn more about mangahigh.com
    - *Pricing*-This link will take you to a page with prices depending on class size, you can also ask for a quote.
    - *LOGIN*– Use this link to go to the student login page or the teacher login page
    - *Language Settings*-You can change the settings to: English, Portuguese, and Chinese.
    - *Start Now for Free*- This link is for people using the site for the first time or scroll up to explore more content.
4. To try the free website, simply click "Start trial now"
    - You will be asked to create a Profile. You will have to provide full name, email address, and position(Teacher/educator, principal,…)
    - Shortly after, you will receive a Welcome email, and an email explaining how to reset your password.
5. If you already have a password, click on "Login"
    - Enter as a student or as a teacher. As a teacher you will provide: email and password.
    - Once you login, you will be directed to your Dashboard.
6. Once here you can choose to go to your Newsfeed, Activities, Games, and Administration.

Research

Argubright, M. T. (2014). Comparing traditional math instruction to online instruction: Preparing students for the Kansas college and career ready standards.(Doctoral dissertation, University of Kansas).

de Kretser, C. Adopting a GBL approach enhances student experience of the Building Learning Power program.

Graven, M., & Stott, D. (2011). Exploring online numeracy games for primary learners: sharing experiences of a Scifest Africa workshop. *Learning and Teaching Mathematics*, *11*, 10-15.

Martens, M. (2014). Technology in Children's Programming: A View from the Digital Trenches. *Children & Libraries*, *12*(1), 37.



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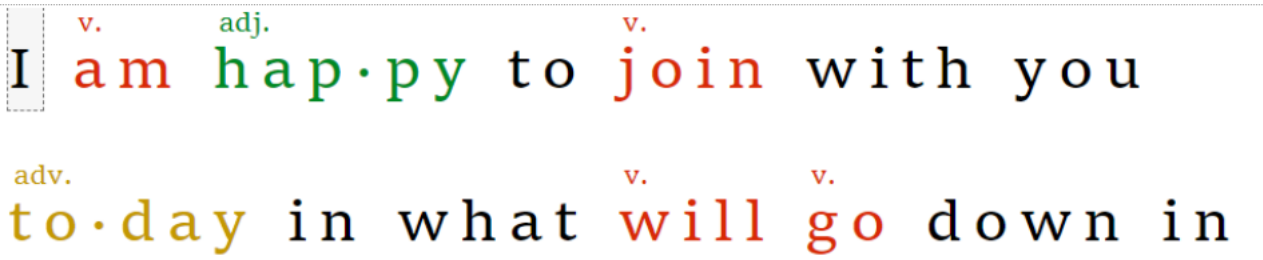
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Microsoft Immersive Reader

Accessibility | Reading Comprehension | Behaviorism | Cognitive Constructivism

*Microsoft Immersive Reader is an **interactive reading comprehension and learning tool**. This tool makes text more accessible to learners of all ages and abilities. Using Microsoft Immersive Reader, you can have text read aloud at different speeds and by different voices, change text size, font, and spacing, highlight specific parts of speech (e.g., nouns, verbs), break apart words by syllables, translate text to more than 80 languages, hear audio recordings of the words spoken in different languages, and see words represented as pictures.*

*Microsoft Immersive Reader can be accessed through Microsoft Tools (e.g., Word, OneNote, Edge) and you can try it out for free on the Learning Tools page of the Microsoft website. Immersive Reader can also be accessed through Flipgrid, Minecraft, and other tools. This tool can be beneficial for students who are **learning English** as well as students with disabilities.*



A screenshot showcasing how Microsoft Immersive Reader can highlight different parts of speech and syllables.

Tool Snapshot

Price	Free demo on the Microsoft Learning Tools page; Integrated into Microsoft tools
Learning	Behaviorism & Cognitive Constructivism
Ease of Use	★★★★★
Privacy	★★★☆☆
Accessibility	★★★★★
Class Size	Unlimited

Login	Not required for the free trial on Website. Required for using Microsoft Online tools.
ISTE*S	Empowered Learner
COPPA/ FERPA	Yes

Ease of Use

Immersive Reader's usability is outstanding. There are icons at the top right that allows the user to easily open up text preferences, grammar options, and reading preferences to adjust the text to their liking.

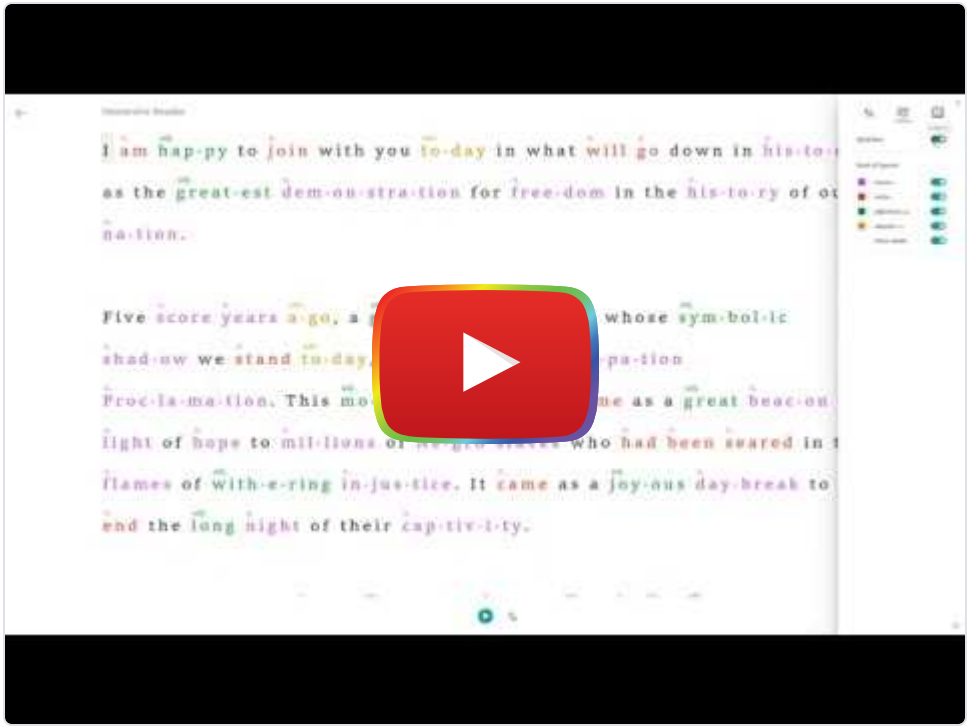
Privacy

Microsoft tools are COPPA/FERPA compliant, but as with any major company, there are questions about what they do with the users' information.

Accessibility

Immersive Reader's accessibility is exceptional. With the wide range of preferences and languages that are available on the website as well as the multimodal functionality and read aloud features, Immersive Reader stands out from other tools with its support of accessible learning.

Microsoft Immersive Reader Video



Watch on YouTube

Watch on YouTube

Transcript

Microsoft Immersive Reader & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how **Microsoft Immersive Reader** might fit within the SAMR model:

- **Substitution:** Students use Microsoft Immersive Reader to have a paragraph read to them out loud (instead of having the teacher read it aloud to them).
- **Augmentation:** Students use the tools on Microsoft Immersive Reader to highlight and explore different parts of speech in a paragraph.
- **Modification:** Students use Microsoft Immersive Reader to translate and view visuals of words to enrich their understanding of the text.
- **Redefinition:** Students use Microsoft Immersive Reader to individualize their reading and learning experience.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Microsoft Immersive Reader to modify or redefine learning.

Learning Activities

Math

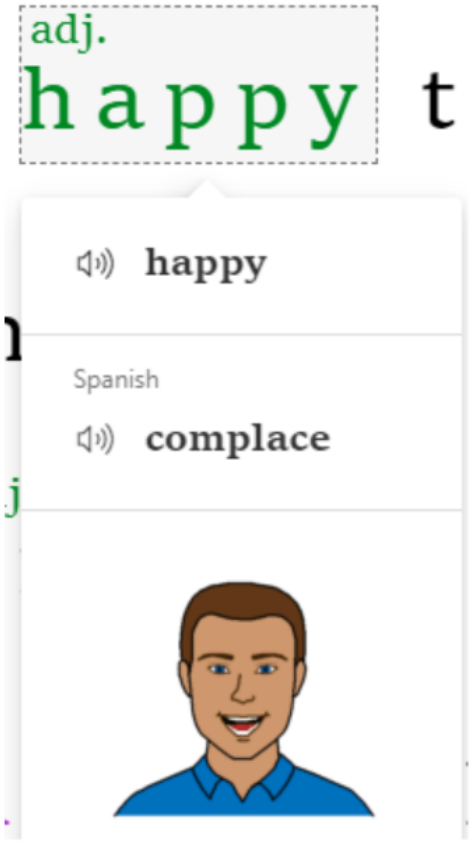
Count the amount of words read per minute at different speed settings. Count the number of verbs and syllables in a paragraph.

Science

Use Microsoft Immersive Reader to make difficult science texts easier to read. Explore the picture dictionary representation of challenging words.

Foreign Language

Use the tool to promote listening comprehension and reading comprehension. Use it to translate phrases and provide picture representations of words that students do not know. Have students analyze the accuracy of the translations. Microsoft Immersive Reader can also be used to highlight the different parts of speech such as nouns, verbs, and adjectives from text in another language.



The picture dictionary definition for the word “happy.” The Spanish translation is also visible.

English/Language Arts

Use Microsoft Immersive Reader to make difficult texts more accessible. Use the tool to highlight syllables and support word pronunciation. Or, use the tool to highlight different parts of speech, such as nouns, verbs, and adjectives.

Resources

- Guide for Using Immersive Reader
- Microsoft Education Blog: Immersive Reader posts
- 3 ways to support your students with Immersive Reader
- What is Immersive Reader?
- Leveling the Playing Field with Microsoft Learning Tools
- Learning Tools in Word

Immersive Reader Video (by Mr. Tompkins EdTech)

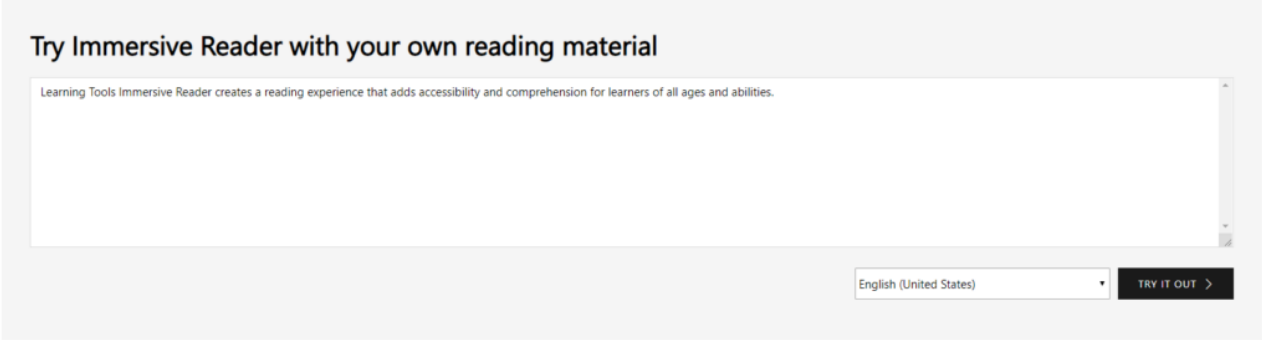


Watch on YouTube

How to Use Microsoft Immersive Reader

These steps are for the free online version. If you want directions for how to use it through a different source (i.e., Word), there is information in the Resources section above.

- Go to https://www.onenote.com/learningtools.
- Go to the text box at the bottom and input any text.
- Select the language of the text.
- Then press "**Try it Out.**"



The location where one inputs their own text to use Microsoft Immersive Reader in browser.

The location where one inputs their own text to use Microsoft Immersive Reader in browser.

- Clicking on the play button at the bottom of your screen will **read the text aloud**.
- You can exit by pressing the arrow in the upper left hand corner.
- In the upper right hand corner there are three symbols, each opening their own respective menus with various options.



These are the three menus, from right to left they are; text preferences, grammar options, reading preferences.

Text Preferences

The first of the three upper right menus, provides options for text display settings, including:

- Text Size (font size).
- Font.
- Themes (Slight changes to the color palettes).

Grammar Preferences

The second of the three upper right menus, provides options to explore grammar:

- Display different parts of speech in customizable colors.
- Display syllables.

Reading Preferences

The third of the three upper right hand menus, provides options for changing the text:

- Line focus will adjust how the display when the reader is reading.
- Toggling on/off picture dictionary will turn on/off the picture dictionary (clicking on certain words will show a picture representation of the word).
- Language translation allows you to translate a single word or the entire text.

Research

Broeks, M., Dimova, S., Iakovidou, E., Ilie, S., Jarke, H., Sutherland, A., Thompson, G. (2020). *Evaluation of a Technology-based Intervention for Reading in UK Classroom Setting*. RAND Europe.

McKnight, K. (n.d.). Leveling the playing field with Microsoft Learning Tools. RTI International.

Authors

This page was created by Mason Peng, Aviahna Austin, and Joey Ice.



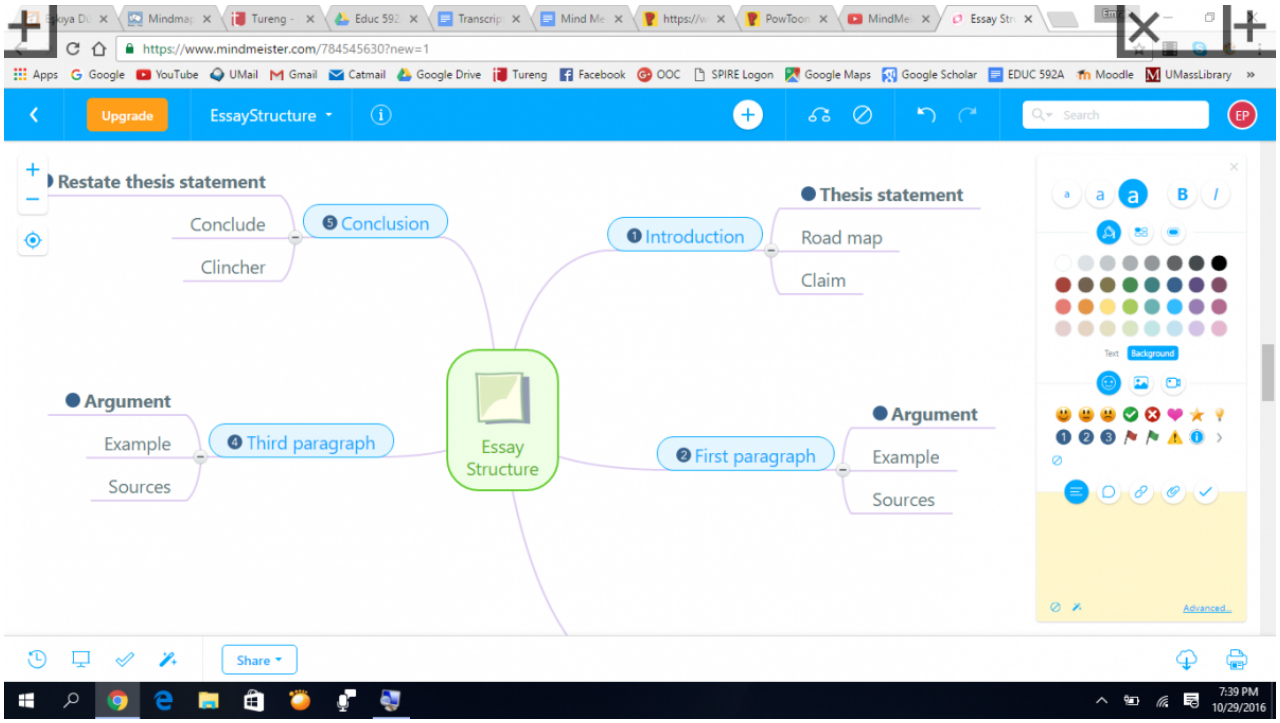
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Mindmeister

Connectivism | Collaboration | Social Constructivism | Planning | Organizational Chart

MindMeister is an online collaborative, knowledge-based mind mapping tool that students can use to understand and make connections between concepts, ideas, and information. Mind maps help users collect ideas and facts based on a given topic. Mindmeister has many applications beyond mind mapping, including creating to-do lists, project planning, designing timelines, and brainstorming.



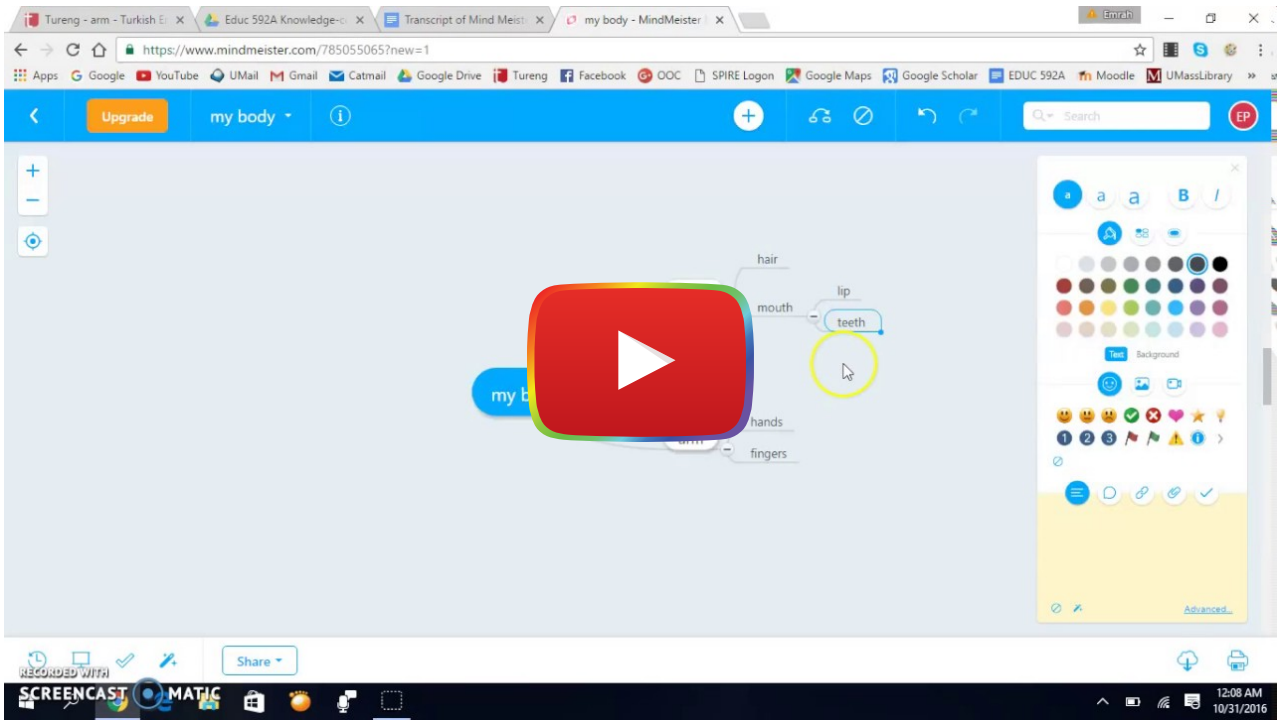
Tool Snapshot

Price	Free Basic Account; Personal & Pro Accounts Available
Learning	Social constructivism & Connectivism
Ease of Use	★★★☆☆

Privacy	★★★☆☆
Accessibility	★★★☆☆
Access	★★★★★
Class Size	Unlimited
ISTE*S	Knowledge Constructor, Creative Communicator, Global Collaborator, Innovative Designer

MindMeister brings a new dimension to learning by enabling students to make clear connections between ideas or facts and present information visually. Images, videos, and icons can be incorporated into mind maps in MindMeister. According to Mayer's Multimedia Learning Principles, it is better for people to learn things if they are presented words and pictures together than words alone. Mindmeister allows students and teachers to do just that! Whereas some tools are limited with age, MindMeister is for all students and teachers because it has various templates that appeal to every age.

MindMeister Overview Video



Watch on YouTube

Video transcript

MindMeister & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how MindMeister might fit within the SAMR model:

- **Substitution:** Students create a mind map to gather solutions for water pollution in their local community (rather than draw it on paper).
- **Augmentation:** Students share their mind maps with the community and get feedback.
- **Modification:** Students create a multimodal mindmap featuring images, videos, and text.
- **Redefinition:** Students work with students in another country to collaborate on a mind map in real time.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use MindMeister to modify or redefine learning.

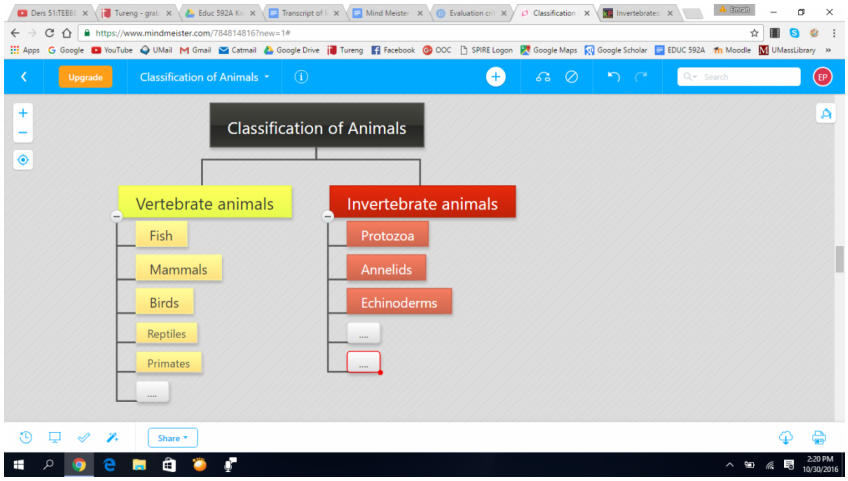


Mindmap by INMPC (201)

Learning Activities

Science

In MindMeister, have your students use the brainstorming template in order to solve real life problems (open the BrainstormingTemplate in MindMeister and invite all students in your class.).



Example of a science mindmap

Writing class

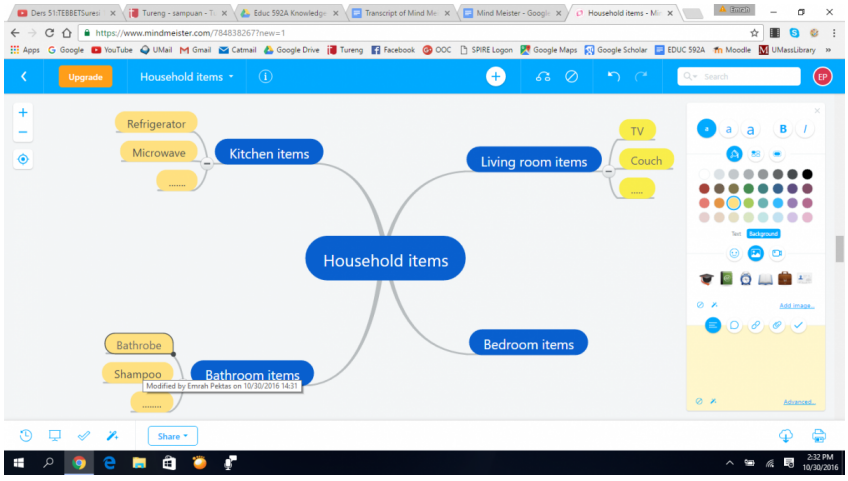
Get your students to open the “Essay Structure” template under “education” category in order to teach them how to organize an essay such as “Introduction”, “first paragraph”, second paragraph”, “third paragraph”, and “conclusion.”

History

Have students open a “Blank template” and tell them to put “World War I” in the middle. Then, have students create an outline of “causes and effects of World War I.” Encourage students to add videos, icons, and images to their work.

English/Language Arts

Students studying a second language such as English open a mind mapping template and put the topic called “household items” in the middle and make some subtopics like “living room items,” “bathroom items,” “kitchen items,” “bedroom items.” In this way, students can make strong connections between words and improve their vocabulary.



Example of a mindmap for household items

Biology

Students use the “Org Chart” template to create their own mind map about the classification of animals that includes icons, images, and videos.

Other

Teacher divides the class into several groups and asks each group about what the concept “democracy” reminds them of. After all the groups create their own mind map, the teacher will have an insight into what they understand from democracy and can see the differences between groups of student.

Resources

- Assessment-Toolbox-EDU-762-930
- Mind map: Competency-based education
- Mind Mapping: Learning and Teaching with Both Sides of the Brain
  Mind Mapping in My Classroom with MindMeister
- Training by MindMeister
- Public Mindmeister Maps – Examples and ideas
- A 3 steps of collaborative brainstorming process (Tools & Tips)
- Education mind maps

How to Use MindMeister

1. Go to www.mindmeister.com
2. Click “Sign Up” and register for an account
3. Return to MindMeister and login
4. Click New Mind Map on the top left
    1. Click on the first template called “Blank”
    2. Type your topic in the middle
    3. Click on + icon on the top middle to create subtopic
    4. Change text color, background or add icons, images, videos over the board on the right
5. Click “Share” on the bottom left to share your mind map either with others or on social media
    1. Invite people who you want to work with by typing their email addresses
    2. Or, get a link to share it with your friends
    3. Or, share it on social media

Research

Edwards, S., & Cooper, N. (2010). Mind mapping as a teaching resource. *The clinical teacher*, *7*(4), 236-239.

Image Sources

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Davis, V. (n.d.). A 3 steps of collaborative brainstorming process (Tools & Tips). [Blog post]. Retrieved from http://www.coolcatteacher.com/3-step-collaborative-brainstorming-process-tools-tips/

Education mind maps. (n.d.). Retrieved from http://www.biggerplate.com/education-mindmaps

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Swan, H. (2010, February 10). Mind Mapping: Learning and Teaching with Both Sides of the Brain. [Blog post]. Retrieved from http://www.teachingvillage.org/2010/02/10/mind-mapping-learning-and-teaching-with-both-sides-of-the-brain/

Author

This page was created by Emrah Pektas.



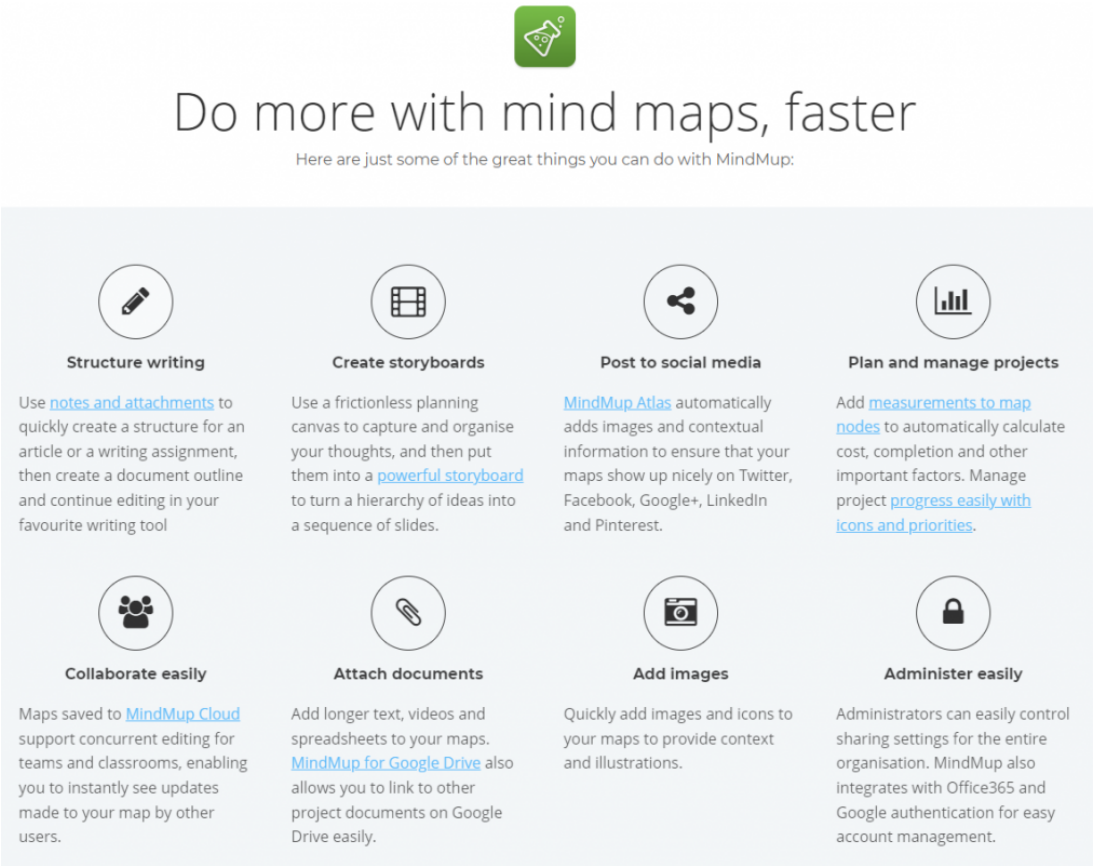
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MindMup

Planning | Organizational Chart | Cognitive Constructivism

MindMup is an online mind mapping service that integrates with Google Drive. It redefines mind mapping by allowing users to create mind maps online, "store them in the cloud and access from anywhere, collaborate and share mindmaps with colleagues and friends" (MindMup, 2018, para. 1). It also allows attachments of various formats, such as text and pictures, and lends itself to a wide range of educational purposes such as note taking, concept mapping, writing, planning, and knowledge centered cooperative learning.



Tool Snapshot

Price	Free Limited Account; Paid Gold Account Note: If you are using the free version of this tool, anything saved will be deleted after 6 months.
Learning	Cognitive Constructivism
Ease of Use	★★★☆☆
Privacy	★★★★☆
Accessibility	★☆☆☆☆
Class Size	One account per student
ISTE*S	Knowledge Constructor

MindMup Overview Video



Watch on YouTube

Watch on YouTube

Transcript of the tutorial

MindMup & the SAMR Model

- **Substitution:** In a English class, students can use MindMup to create a simple word web, print it out, and turn in the word web map to the teacher, rather than drawing a word web on paper.
- **Augmentation:** In math class, students can create a process flow chart on how to divide fractions using MindMup and send the link to the teacher for viewing and editing.
- **Modification:** In science class, students can create a multimodal storyboard mindmup to showcase the rock cycle.
- **Redefinition:** Students collaborate with each other online to develop a plot for a story through MindMup. The teacher invites a famous writer to interact with students and help them with the plot. (Note: Gold account required for real-time collaboration on MindMup).

Learning Activities

Math

- Students create a mindmap to show the relationship and conversion of fraction, decimals and percentages.
- They can embed in the mind map tutorial videos on how to convert from one number format to another and insert links to websites, such as Mathisfun.com for information on fraction and decimal.

Science

- Students can create a mindmap for predator-prey populations in specific climates.

English/Language Arts

- Create an essay outline
- Story mapping
- Word family web
- Storyboard for a book or video
- Create a map for the relationships between characters in a novel

Social Study

- Use online videos, pictures of original documents, and photos to create a timeline for the America

Resources

- MindMup StoryBoards
- App Ed Review: MindMup 2
- Techniques for Idea Generation: Mind Maps

How to Use MindMup

Part I. Create a mind map

1. Launch MindMup from Google Apps, and add nodes by either press Tab or click on the nodes keys.
2. Add Attachment : click on the node, then the attachment icon from the toolbar, and select your attachment forms.

3. Add Notes: Click on the notes, then the notepad icon from the toolbar, then add your comments.

Part II: Google Integration

Users can find MindMup 2.0 in Chrome store and the installation process is simple and quick. Users can link MindMup 2.0 to Google account, then launch MindMup through Google Chrome or Google Drive. They can store mind maps to Google Drive, and "link to other project documents on Google Drive easily" (MindMup2, 2016). These features are only available for the "Gold Account" for a reasonable fee, however.

There is a Step-by-step tutorial available for adding MindMup 2 to Chrome and Google Drive

Research

Jones, B. D., Ruff, C., Snyder, J. D., Petrich, B., & Koonce, C. (2012). The Effects of Mind Mapping Activities on Students' Motivation. *International journal for the scholarship of teaching and learning*, *6*(1), n1.

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Access it online or download it at https://edtechbooks.org/onlinetools/mindmup.

Minecraft Education Edition

Accessibility | Digital Citizenship | Student Centered | Constructivism | Constructionism | Games | Social Learning

Minecraft Education Edition is a version of the popular world-building block-placing video game: Minecraft. ***The Education Edition offers a variety of academically-focused learning plans, ranging from fractions to fairytales, to inspire student-centered, interactive exploration and building****. For example, you can teach math with the Oregon Trail Experience, a ready-made lesson that takes students through the Oregon Trail where they are challenged to calculate the weight of items to bring on the trip. Or, have your students reflect on the biodiversity crisis by completing Extinction! Safari. There are learning plans in all sorts of subjects including science, coding, math, technology, history and culture, art, music and design, digital citizenship, as well as equity and inclusion.*

Available in over 20 languages, and used in classrooms in more than 115 countries, Minecraft Education opens the door to creativity and new possibilities for students and educators to build 3D designs and interactive worlds. For instance, students designed a roller-coaster tour of the Melbourne Botanic Gardens for the Minecraft Innovation Project by the Department of Education in Australia.

Minecraft Education includes built-in accessibility features such as the integration of Microsoft Immersive Reader, which allows text to be read aloud, translated, and converted into a picture dictionary. The game can be played in single-player mode and multiplayer mode, inviting social learning. There is also an add-on Classroom Mode, designed to aid teachers in virtual classroom management.

Minecraft Education initially requires time to master, but rewards this investment by giving students more voice and choice in a flexible environment that supports inclusion and builds collaborative competencies and problem-solving skills. Everyone wins in this game.

June 2021 UPDATE: Microsoft launched a Minecraft Education Edition Teacher Academy, which consists of eleven courses about how to use Minecraft Education Edition for teaching and learning. Upon completing the courses, teachers can become a Microsoft Certified Teacher and receive a digital badge.



Watch on YouTube

Watch on YouTube

Tool Snapshot

Price	Free if included in your school's Office 365 license. Otherwise $5/user/year.
Learning	Constructionism; Constructivism; Social Learning
Ease of Use	★★☆☆☆
Privacy	★★★☆☆
Accessibility	★★★★☆
Class Size	30 in multiplayer mode
Login	Yes. See Login Requirements below
ISTE*S	Knowledge Constructor; Creative Communicator; Computational Thinker; Global Collaborator
FERPA/ COPPA	Depends on whether the school is the Office 365 Tenant administrator or not. No COPPA policy found. Check with your school IT administrator.

Price

Minecraft Education is included in qualified schools' Microsoft's Office 365 subscriptions for free. Educators are advised to use Microsoft Education through their school's plan and to review privacy and security with their school's IT administrator. If you choose not to pursue Minecraft Education through your school's plan, direct purchase is $5.00 per user per year.

Ease of Use

We rated Minecraft Education two stars, because there is a learning curve and a time commitment if you have never played Minecraft. But there are excellent tutorials by teachers for teachers to get you up-to-speed. You can also post questions and get help in Minecraft Education's Community Hub.

To learn how to use Minecraft Education, go through the Tutorial World and master the basics. Find step-by-step instructions in Three Ways to Get Started with Minecraft Education Edition.

Classroom Mode: Make your classroom truly virtual using Classroom Mode where you not only manage your classroom but also interact with your students. Together teachers and students immerse themselves in a shared world, exchanging ideas virtually in real-time. Read more about Classroom Mode for Minecraft.

Login & Access Requirements: Microsoft Education is a software application that you download and login to through your school Office 365 account. Minecraft Education can only be accessed with a school email account.

We recommend checking this list of supported platforms for Minecraft Education to make sure the application is compatible with your device. Also, check out any known issues to identify compatibility issues your students might run into.

Watch our How to Install and Login to Minecraft Education Edition video for more details.

Privacy

Minecraft Education is a Microsoft product and is therefore included under Microsoft's Privacy Policy. Microsoft collects personal data, but users may choose to opt-out of some settings. The privacy policy clearly states how the information is used or shared. You will not be able to use certain features if you decline certain data that is required for a feature or that is required to collect by law.

Accessibility

The accessibility features in Minecraft Education include text-to-speech to help read menu items aloud, text-to-speech for the chat commands, and a User Interface (UI) screen reader. Minecraft Education also integrates Immersive Reader, a text-to-speech feature that allows users to have written prompts in the game read aloud and translated into a picture dictionary.

ISTE Standards

Knowledge Constructor: Students build knowledge by actively exploring and designing Minecraft worlds, which can represent real-world scenarios and problems and prompt critical thinking.

Creative Communicator: Students can use the tool to create original works or design models to communicate complex ideas.

Global Collaborator: Students can use Minecraft Education to work together in the same world. Students can communicate via the chat function.

Minecraft Education Edition Overview Video



Watch on YouTube

Watch on YouTube

Minecraft Education & the SAMR Model

The SAMR model gives a set of guidelines for showing how technology can be used in a classroom in the most productive way possible. This model can offer guidance to teachers for how best to incorporate the use of technology into their lessons.

Here is an example of how **Minecraft Education** fits within the SAMR model:

- **Substitution:** Students recreate a traditional fairytale in Minecraft using the Fairytale Reimagined Lesson Plan rather than acting out or summarizing a fairytale in class.
- **Augmentation:** Microsoft Immersive Reader enriches learning by increasing the accessibility of information in Microsoft Education.
- **Modification:** Students can use spirited trial and error to work through a lesson plan with instantaneous feedback.
- **Redefinition:** Students have complete autonomy to change the course of a classic fairytale by designing a virtual 3D world that walks users through a new fairy tale ending. Students can share their worlds with their classmates or family members who then can step into it and explore the virtual experience that the student has created.

Minecraft Education is not just a substitute for building blocks in the classroom – it can transform learning by providing new digital opportunities and features that support creativity, problem solving, computer skills, and learning. The SAMR model emphasizes using a tool not just for substitution and Minecraft Education offers many chances to change the way students learn.

Learning Activities

Math

Calculate and concretely learn area formulae through design of structures. Learn fractions through gardening. Build a scale model of your school or classroom. Design and create tessellating patterns. Introduce area under a curve and Riemann sums by building 3D graphs.

Science and Technology

Design roller coasters using minecarts and railroad tracks to understand the forces at play. Partake in an Hour of Code challenge.

English/Language Arts

Retell a well known story in a virtual world and change the ending. Write and convey an original story giving your world and characters back story and your visitor challenges to complete.

History

Rebuild an ancient civilization. Take one of the pre-replicated historical structures (e.g., Roman Colosseum; Globe Theatre, London) and explore and/or renovate it. Get inspired for your next history lesson – check out Minecraft in Mrs.Kramer's World History Classroom at Battlefield High School. You can even "journey through time with Congressman John Lewis to meet leaders of social justice movements who were catalysts for Good Trouble and positive change" (Minecraft Education Edition Good Trouble, 2020, para. 1).

Other

- Take a Minecraft camera and embark on a scavenger hunt.
- Play a world in a new language as a fresh way to become familiar with new vocabulary.
- Create pixel-art.
- Free-play in a blank world.
- Explore the subject kits for more ideas.

Resources

- Minecraft Education Edition: Teacher Academy
- How to Master Basic Minecraft Controls
- How to Use Minecraft as a Teaching Tool
- How to Install and Get Started with Classroom Mode
- How to Use Classroom Mode for Minecraft Education
- How to Use Minecraft Education Edition Guide
- Learn to Play: Minecraft Education Playlist
- Learning through gaming: Using Minecraft in the Classroom Ted-Ed Talk
- Minecraft Education Edition Fact Sheet
- Minecraft Education Challenge to Build a Better Tomorrow: NYC Department of Education
- Minecraft Innovation Project by the Department of Education in Australia
- 10 Ways to Use Minecraft in the Classroom
- Ideas for Using Minecraft in the Classroom
- Playing Games Can Build 21st Century Skills. Research Shows How.
- Super Basic: Create a Minecraft Lesson
- Three Ways to Get Started with Minecraft Education Edition

How to Install and Log into Minecraft Education



Watch on YouTube

Watch on YouTube

Research

Iwahashi, J., Nishioka, Y., Kawabata, D., Ando, A., & Une, H. (2019). Development of an online learning environment for geography and geology using Minecraft. *Abstracts of the ICA*, *1*, NA-NA.

Ellison, T. L., & Evans, J. N. (2016). Minecraft, teachers, parents, and learning: What they need to know and understand. *School Community Journal*, *26*(2), 25-43.

Nebel, S., Schneider, S., & Rey, G. D. (2016). Mining learning and crafting scientific experiments: A literature review on the use of minecraft in education and research. *Journal of Educational Technology & Society*, *19*(2), 355-366.

Karsenti, T., & Bugmann, J. (2017). Exploring the educational potential of Minecraft: The case of 118 elementary-school students. *International Association for Development of the Information Society*.

Authors

This page was created by Erin Diskin, Madeline Hill, and Joanne Patalano.

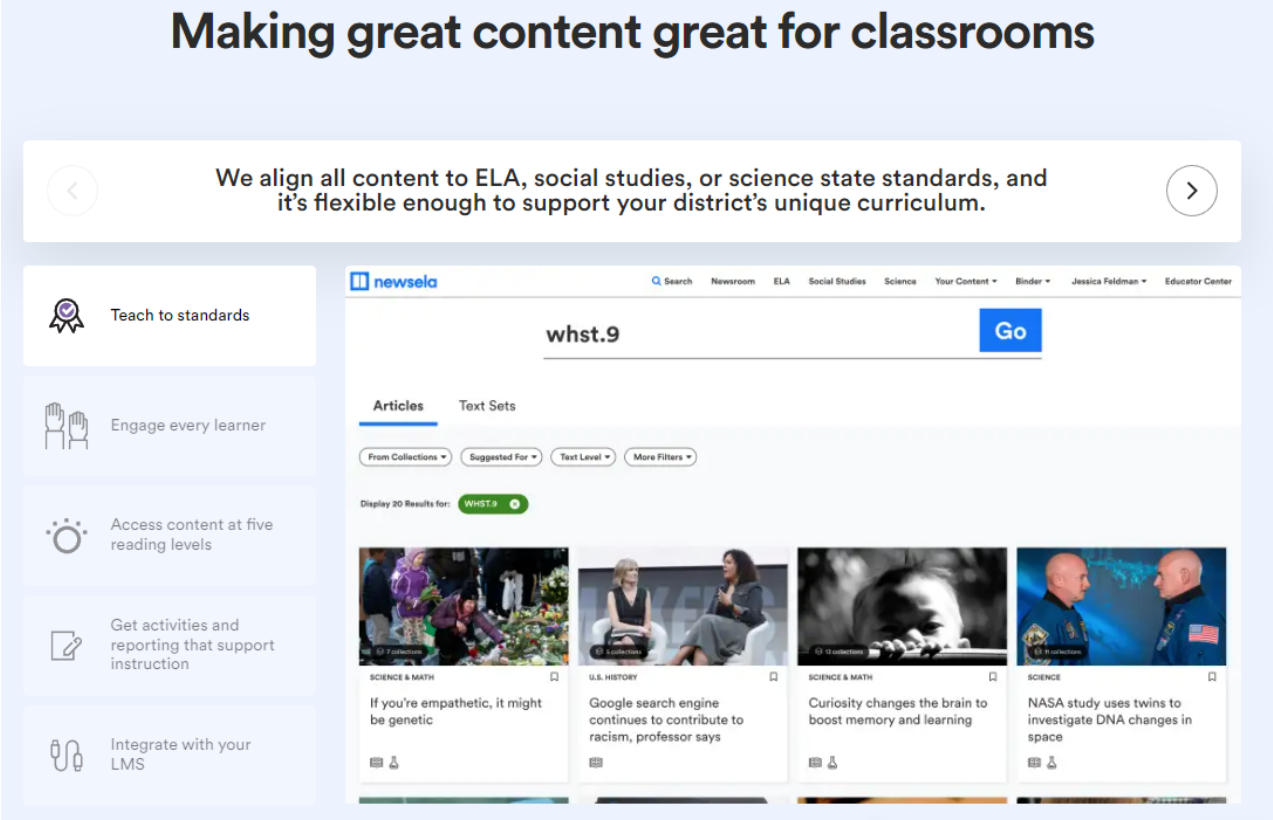
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Access it online or download it at https://edtechbooks.org/onlinetools/minecraft-education-edition.

Newsela

Cognitivism Media

Newsela is an instructional content tool that allows teachers to find articles with appropriate reading levels for their students. Newsela articles also feature questions and writing prompts that align with common core standards. If you want to bring real life events into your classroom with engaging content and analytics to see how your students are doing, try Newsela.

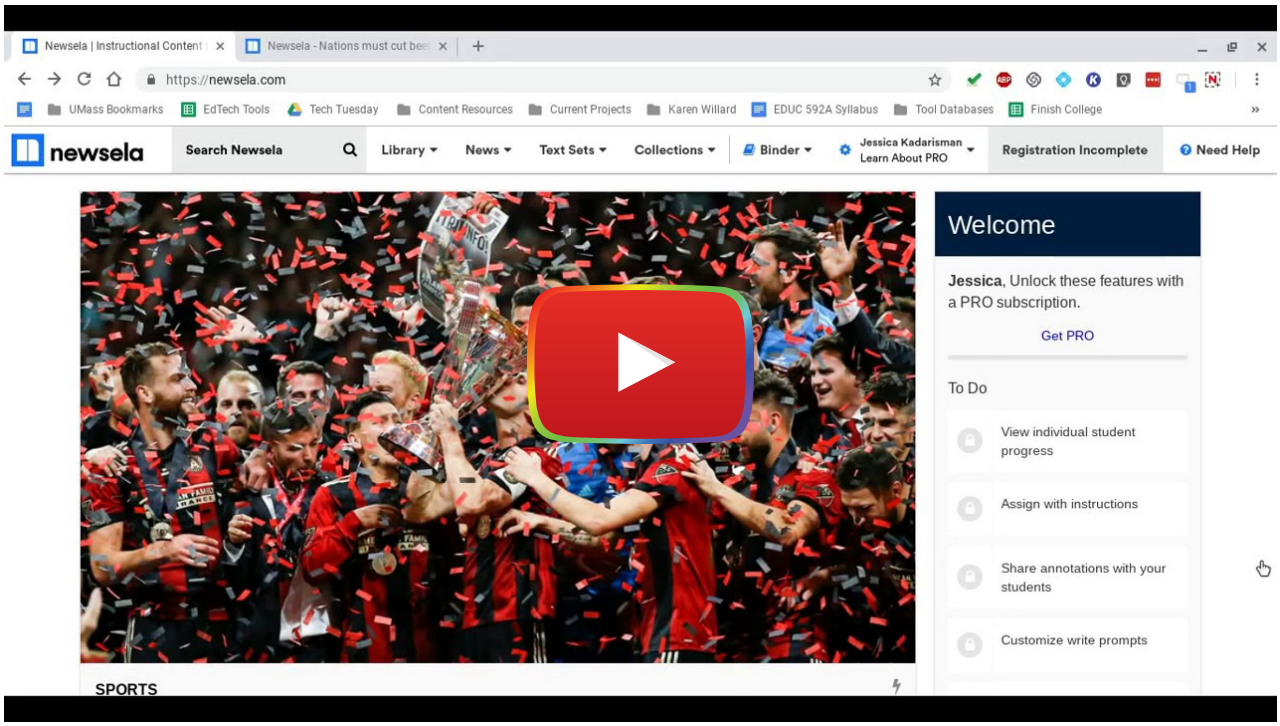


Tool Snapshot

Price	Free & Paid Plans
Learning	Cognitivism

Ease of Use	★★★☆☆
Privacy	★★☆☆☆
Accessibility	★★☆☆☆
Class Size	Unlimited
Login	Yes
ISTE*S	Knowledge Constructor
COPPA/ FERPA	Yes

Newsela Overview Video



Watch on YouTube

Newsela & the SAMR Model

The SAMR model, developed by Dr. Ruben Puentedura, is a framework for examining the purpose and advantages of technology integration. It reminds us to think about the ways to use technology beyond just substituting low-tech alternatives, and aim for the redefinition of the task, adding functions that could not be done without the technology. Below are some ways Newsela can be used at each stage of the SAMR Model.

- **Substitution:** Teachers assign the same Newsela article at the same reading level for all students rather than assigning a printed newspaper article.
- **Augmentation:** Teachers use Newsela to assign relevant articles with ***appropriate challenge level*** and scaffolding for students.
- **Modification:** Teachers use Newsela to ***integrate assessment*** into engaging readings.
- **Redefinition:** Teachers use Newsela to ***personalize learning*** to each student's reading level while still delivering the same content.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Newsela to modify or redefine learning.

Learning Activities

Social Studies

Keep up with current events. Use articles to support points in a debate.

Science

Learn about hot topics (like robotics or climate change). Use articles as supplementary resources in curriculum.

Math

Read about how math is used "in real life" like in finance and economics (use the "Math in the Real World" Text set).

ELA

Use articles that connect to literary themes. Conduct research. Nonfiction genre study.

Other Topics

Health, Sports, Arts/Culture

Resources

- Creative ways to use Newsela:
  - Teacher Blog: Navigating Newsela: Eight Weeks of Reading Instruction with Newsela.com
  - Teacher Blog: "Level Up" Your Teaching with Newsela's Free Features
- Policies:
  - Newsela Terms of Use

How to Use Newsela

1. Go to www.newsela.com
2. Click “Sign in”
    - Sign in with an existing Google, Microsoft, or Clever account or create a Newsela account
    - Choose your school
3. Create a class
    - Click “Settings” and “Classes”
    - Choose “Create a Class” or “Import a Class” from Google Classroom, Canvas, or Clever
4. Assign an article
    - Find an article you would like to assign by searching through the “Library” tab by topic (such as Art & Culture, Science & Math, Government & Economics, History, etc…) *or* the “News” tab by topic (such as War & Peace, Money, Law, Health, Sports, etc…) *or* the “Text Sets” tab by topic
    - Once you find an article, click the “Activities” button to review the prepared “Power Words” quiz, “Write” prompt (which you can edit), and 4 question “Quiz”
    - When you are ready to assign an article, click “Create Assignment”, name the assignment, choose the class to assign, adjust the level (if you would like), and add instructions
        - If the level is left at Newsela Recommended, Newsela will choose levels for each individual student based on their past performance
        - If the level is locked, students will not be able to change their reading level until after they initially submit the quiz
        - Instructions should be used to clarify what you want actions you want the student to take. (For example, highlighting in different colors)
    - Finally click “Assign Now”
5. Here is a link to Newsela’s official YouTube page for additional help

Using Newsela Like a Pro Video (by kdembroski)



Watch on YouTube

Research

Anderson, Nicole, “The Impact Of Newsela On Disciplinary Content Area Literacy To Improve Vocabulary Instruction” (2018). School of Education Student Capstone Projects. 147. https://digitalcommons.hamline.edu/hse_cp/147

Mcglynn, Kaitlyn, and Janey Kozlowski. “Literacy Engagement and its Role in the Science Classroom.” Science Scope 40.2 (2016): 62-4. ProQuest. Web. 15 Nov. 2018. https://search.proquest.com/docview/1823839116?pq-origsite=gscholar



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PhET Simulations

Cognitivism | Science | Constructivism | Math | Simulations

PhET simulations are interactive simulations of science and math concepts created by the University of Colorado Boulder. Students are able to run these simulations, manipulating different aspects of a construct to understand science and mathematics concepts. Depending on the simulation, students may also be able to collect, graph, and analyze data to draw conclusions of their own.



Watch on YouTube

Tool Snapshot

Price	**Free**
Learning	Constructivism & Cognitivism
Ease of Use	★★★★☆

Privacy	★★★★★
Accessibility	★★★★☆
Class Size	Unlimited with individual devices, no more than 3 students per simulation
ISTE*S	Knowledge Constructor & Computational Thinker

PhET Simulations Overview

PhET simulations are especially useful for creating visual representations of hard to grasp concepts in science and math while making them engaging through student manipulation. PhET simulations are easy to access and free to use by anyone with a device and an Internet connection. There is no account or login required for use, but with a free account, teachers can also have access to teacher-submitted activities and primer videos. Overall, this is a great resource for making STEM concepts come alive!

Usability

PhET simulations can be used on computers, tablets, and chromebooks but each has a slightly different set-up requirement. The simulations are free and do not require a license for educators and students but you do need an internet connection. If you wish to use the simulations offline, you can purchase them for $0.99 for an iPad in the Apple store. Depending on your computer, there are specific software requirements:

Depending on the simulation you run, you may need to install Java. There is a lot of help specific to your device under the Help Center tab at the bottom of the page. It is strongly recommended that you either plan time into your lesson to allow for setup or have students do so the night before otherwise a lot of time will be lost to tech support rather than learning.

Ease of Use

Teachers can browse for videos very easily, by selecting subject area, grade level, and or language. There is a tips section for teachers and the Help Center is incredibly useful. The simulations are very intuitive and require little to no explanation prior to letting students loose to explore concepts in science and mathematics. Because some of these PhET simulations are older, there might be some difficulty with the initial setup, which may involve installing Java and ensuring your students' devices are compatible with the particular simulation you have chosen.

Accessibility & Equity

While they are working on adding accessibility features to all of their simulations, many of them have options for keyboard navigation, auditory descriptions and feedback, as well as sonification which is non-speech sound used to convey information like the strength of a magnet. Learn more at the PhET accessibility page.

Privacy

There is no login required, no account, it is just a program that students run on their device as a result their data is neither collected nor shared. A privacy policy could not be found on the main page, but here is the privacy policy for the Android App.

Power & Bias

While some of the simulations include animations of people of color and women, the simulations are produced by the University of Colorado and therefore are presented through a Western scientific point of view. One thing that is really

great is that many of their simulations have been translated into other languages - they have at least 1 simulation translated into 87 languages.

PhET Overview Video



Watch on YouTube

Video transcript

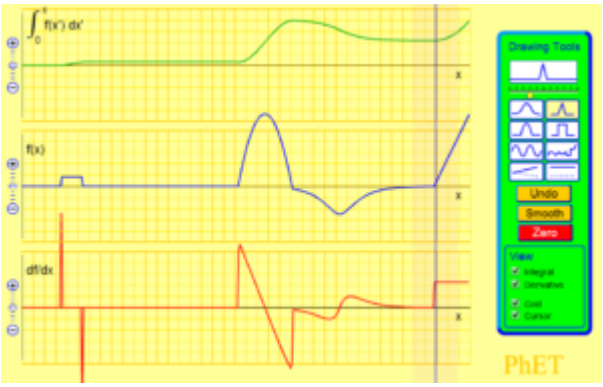
PhET & the SAMR Model

- **Substitution:** Students use a simulation to watch a particular process take place rather than watching the process take place in person.
- **Augmentation:** Students engage with the simulation and are able to manipulate it, adding interest to the activity.
- **Modification:** Students use a simulation to observe, test, and gather data in order to develop an understanding of a particular concept that they then share with the class. This fuels inquiry based learning.
- **Redefinition:** Students are able to use simulations to observe, manipulate, and understand otherwise unobservable phenomena like molecular structures, membrane permeability, or the photoelectric effect.

Learning Activities

Math

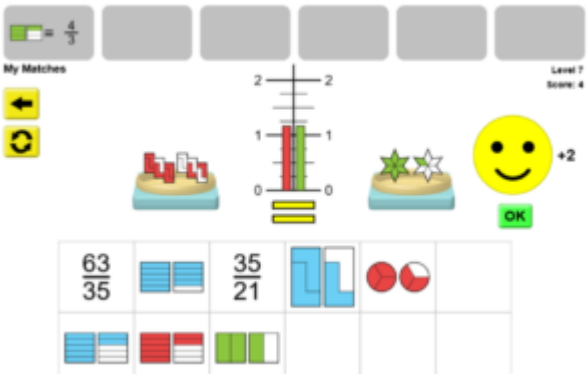
Help students to better understand fractions and become more comfortable using them in mathematical operations by building, matching, and manipulating them. Have Calculus students determine the derivative or integral of certain graphic representations by manipulating graphs.



PhET Interactive Simulations" [screenshot] retrieved from https://phet.colorado.edu/en/simulations/category/math

Science

Conduct a simulative field study on evolution and natural selection. Determine the properties of waves through investigation. Observe molecular movements across a membrane or in a neuron. Observe and interact with molecules and atoms up close to better understand the inner workings of matter. Or have students experiment with the photon absorption rates of different molecules and observe the greenhouse effect.



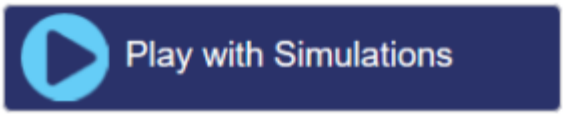
"PhET Interactive Simulations" [screenshot] retrieved from https://phet.colorado.edu/en/simulations/category/math

Resources

- Teaching Resources
- Resources for using PhET simulations in class – PhET Activities Database

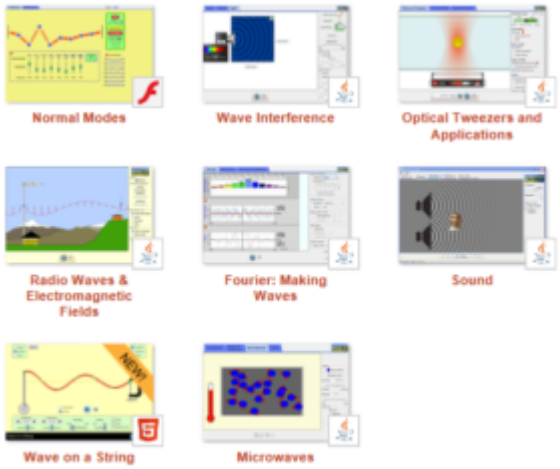
How to Use PhET Simulations

1. Go to https://phet.colorado.edu/
2. Click “Play with Simulations.”



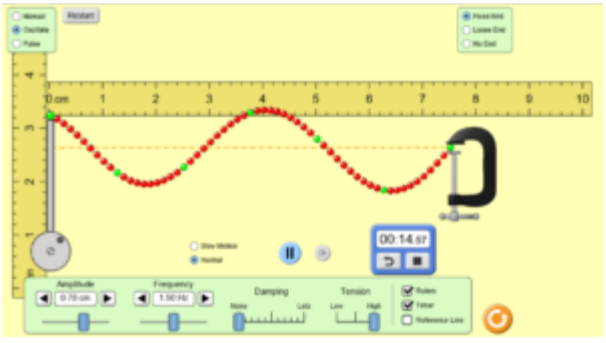
“PhET Interactive Simulations” [screenshot] retrieved from https://phet.colorado.edu/

3. Select your desired subject area from the menu on the left.
4. Click on the simulation you wish to run.



“PhET Interactive Simulations” [screenshot] retrieved from https://phet.colorado.edu/

5. Start investigating!



“PhET Interactive Simulations” [screenshot] retrieved from https://phet.colorado.edu/

6. If you have trouble getting the simulation to run, go to the help center where you will find answers to many of your questions, if not, contact the PhET.

Research

Adams, W. K. (2010). Student engagement and learning with PhET interactive simulations. *Il Nuovo Cimento C*, *33*(3), 21-32.

Adams, W. K., Paulson, A., Wieman, C. E., Henderson, C., Sabella, M., & Hsu, L. (2008, October). What levels of guidance promote engaged exploration with interactive simulations?. In *AIP Conference Proceedings* (Vol. 1064, No. 1, p. 59).

Ndihokubwayo, K., Uwamahoro, J., & Ndayambaje, I. (2020). Effectiveness of PhET simulations and YouTube videos to improve the learning of optics in Rwandan secondary schools. *African Journal of Research in Mathematics, Science and Technology Education*, *24*(2), 253-265.

Wieman, C. E., Adams, W. K., Loeblein, P., & Perkins, K. K. (2010). Teaching physics using PhET simulations. *The Physics Teacher*, *48*(4), 225-227.



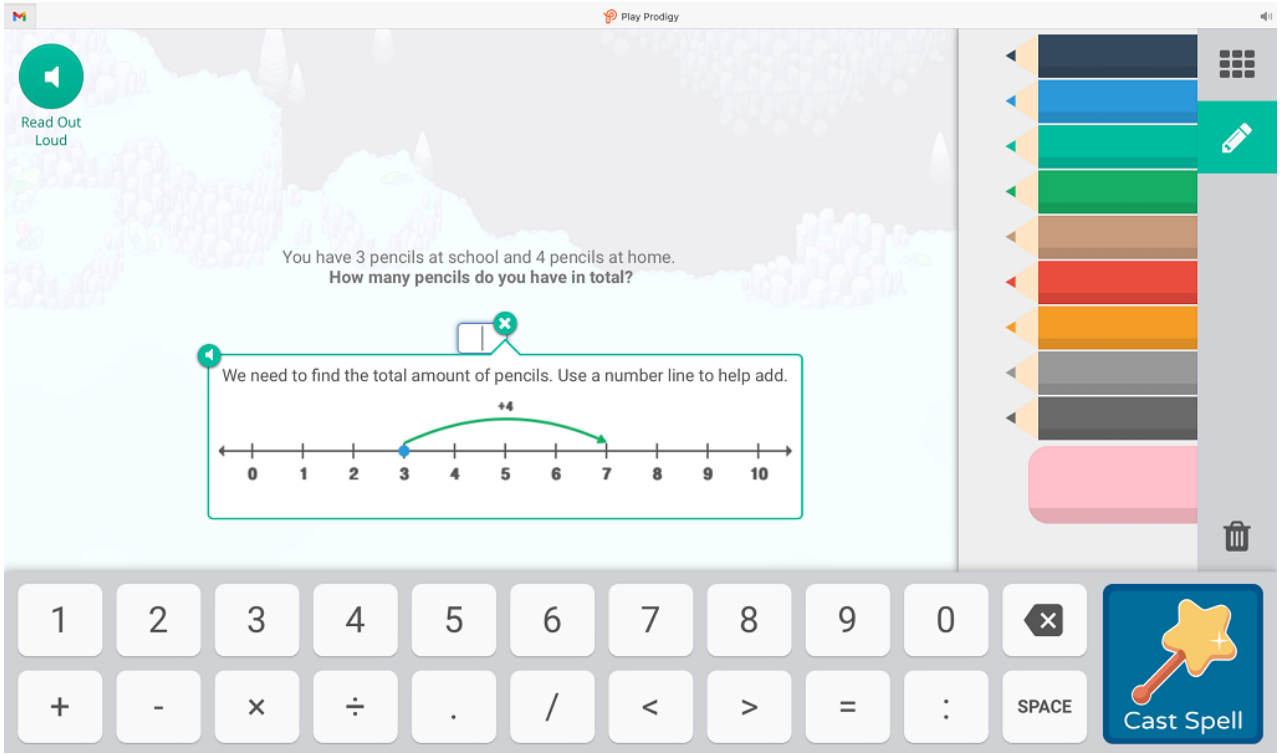
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Prodigy

Assessment | Behaviorism | Math | Games

Prodigy is an assessment- and knowledge-centered tool that provides an enjoyable way for students to learn and practice math. Prodigy is beneficial for teachers because it allows them to ***see their students' areas of strength and struggles in one organized place****. The ability to see this information allows teachers to quickly identify concepts that the whole class or individual students are struggling with. Teachers can select curriculum goals and Prodigy will show specific games and activities targeting those goals. Due to these aspects, Prodigy is a knowledge-centered tool because it allows teachers to introduce and provide practice for specific concepts to students over a set period of time while simultaneously viewing student progress. To make creating a classroom easier, teachers can* ***sync their Clever or Google classroom accounts to their Prodigy class.*** *Prodigy requires students to complete a "placement test" (which is a mission involving getting math questions correct to defeat the monsters) so the tool can provide activities within the student's zone of proximal development. Prodigy also allows teachers to invite parents to follow along with their child's progress on Prodigy. Therefore, it is a useful tool to* ***connect parents to the concepts the students are learning in school*** *and allow them to be involved with incorporating the concepts at home. Prodigy can help teachers* ***motivate students*** *to practice specific math concepts through fun activities, games, and challenges.*



Screenshot of Prodigy game question

Tool Snapshot

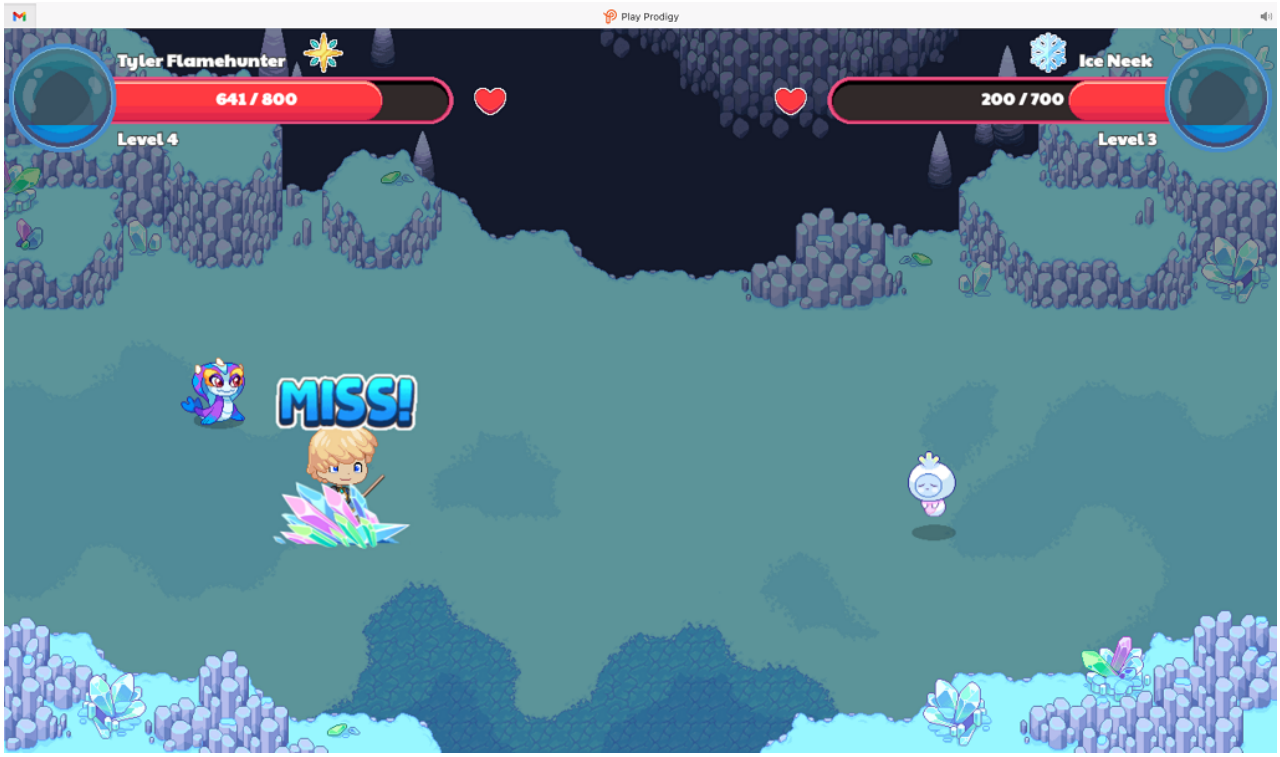
Price	Prodigy Basic: Free. Prodigy Level Up: $9.95 per month, $6.25 per month billed annually. Prodigy Ultimate: $14.95 per month, $8.33 per month billed annually.
Learning	Behaviorism
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★☆☆☆☆
Class Size	Unlimited
Login Required	Yes
ISTE*S	Empowered Learner
COPPA/ FERPA	Yes

Price

Prodigy has 3 different pricing options. There is Prodigy Basic which is free, Prodigy Level up which is $9.95 per month, and Prodigy Ultimate which is $14.95 per month. There are also yearly subscription options where the prices are less per month and the subscriber is billed annually. For this option, Prodigy Level up would be $6.25 per month for a year. Prodigy Unlimited is $8.33 per month for a year. More specific details about each membership option can be found here: https://www.prodigygame.com/Membership/

Type of Learning

Prodigy incorporates behaviorism because it gives the students and teacher immediate feedback. Prodigy keeps track of the types of questions students are getting correct or incorrect to determine future questions to ask students that will either work on strategies they are struggling with or build off the information they have shown to understand.



Screenshot of Prodigy game mode

Ease of Use

I gave Prodigy's ease of use a 4-star rating because it is very simple to make a teacher account and log in. It is also easy to use Prodigy as a student. When setting up an account, the app tells you everything you need to do via pop-up instructions, videos, and a frequently asked questions page with answers. I was able to make a teacher account, add students, select curriculum options to focus on, and select activities with ease! There are two ways for a student account to be created. First, a teacher can create a student account when adding students to their class. In this case, the students would receive the login from their teacher and simply log in through www.prodigy.com. Alternatively, students can create their accounts and enroll in their teacher's prodigy class by typing in the teacher's class code. From a student's perspective, getting started on the website was very easy. It automatically starts the student on a placement test which appears like a game. The placement test sends students' progress and results automatically as they complete the test. Prodigy automatically recommends adapted activities and assignments for students to complete based on their skill level from the placement test. The teacher can see these results to immediately determine activities for the students to do next.

Privacy

I gave Prodigy's privacy policy a 4-star rating because they were overall very transparent and clear with the information they collect, and what they do with that information, but there are a couple of details in their privacy policy they could improve to receive a 5-star rating.

To start with the data collection of Prodigy's privacy policy, data collection is limited to product requirements and the website asks for consent from users when personal information is collected. Negatively, Prodigy collects personally identifiable information, geolocation data, and behavioral data of its users.

For data sharing, Prodigy is very transparent with how and what they share. Limits are set on third-party data use, but data is shared for analytics, research, and product improvement. Prodigy also shares information with third parties, but they specifically indicate the categories of information and the purpose for sharing.

Looking at data security, employees have limited access to user information, all data is encrypted, and Prodigy will notify their users if there is ever a data breach. On the other hand, Prodigy verifies user identity with personal information.

For data rights, users hold ownership of their data, and will be deleted when they cancel the account. Users can access, review, and modify their information at any time. The rest of Prodigy's data rights are unclear. They do not mention if they delete data when it is no longer needed or provide users the option to download their data.

Prodigy is fully compliant with COPPA/FERPA because they specifically state, "Prodigy is serious about protecting the privacy of teachers, parents, and students. We have partnered with an independent privacy expert (iKeepSafe) to ensure full compliance with all federal privacy legislation (like FERPA and COPPA) as well as state legislation (like SOPIPA or AB1584 in California)."

Accessibility

I gave prodigy's accessibility a 1-star rating because first of all, there is no accessibility statement for users. To test the accessibility of Prodigy, I ran the website through an online accessibility checker. After doing this, It came up that there was one image missing alternative text and 2 spacer images missing alternative text. The lack of alternative text will make this application difficult for visually impaired users to enjoy. There were also 4 alerts that came up. The application was missing the first-level heading, there was a broken same-page link and 2 noscript elements. Overall I noticed a lack of alternative text through the results of the online accessibility checker. This is very disappointing as the accessibility statement made a point to say that they strive to make their application accessible to all users despite a disability. Clearly, they did not stick to their statement. Playing the learning games as a student requires you to press buttons on the screen to continue or to enter a new world, which may not be possible for a visually impaired student to accomplish if the tool does not interface with voiceover or voice control. I also attempted the no-mouse challenge which was very hard to operate as I could barely move around the screen or accomplish the tasks required to use Prodigy efficiently.

Class Size

Prodigy allows for unlimited class sizes despite the pricing plan selected. There is also the option for teachers to have more than one class and for students to join more than one class.

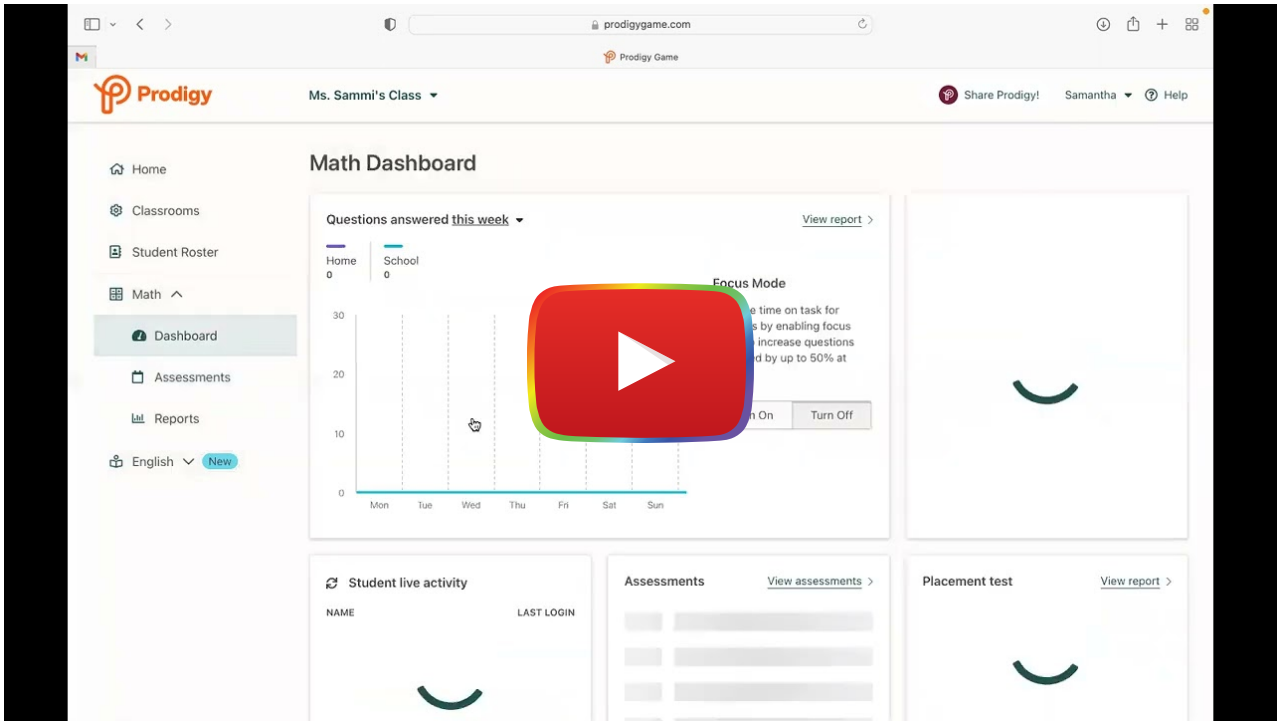
Login

Prodigy requires all teachers, parents, and students to log in each time they go to the website. Teachers and parents log in with the email and password they used at sign-up. Students log in with their simple username and password that were given when they were signed up. The website provides the option to log in through Google and Clever as an alternative to using an email or student username for all users.

ISTE Standards

By providing real-time feedback to students, Prodigy meets the following ISTE Standards for Students Empowered Learner 1.1c "Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways" (ISTE Standards: Students). This standard is shown in Prodigy as all of the activities and questions provided to the students give immediate feedback. The students can see whether they answered a question correctly or incorrectly, and learn from their mistakes as Prodigy will provide extra practice focusing on the topic students are struggling with.

Prodigy in 120 Seconds Video



Watch on YouTube

Transcript

Prodigy & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how **Prodigy** might fit within the SAMR model:

- **Substitution:** Students complete assessments through the prodigy app (instead of taking the assessments with pen and paper).
- **Augmentation:** All students complete the assessment online giving the teacher immediate feedback so they can address areas of students' struggle immediately. Students can engage in entertaining games while learning and practicing specific math concepts targeted by the teacher.
- **Modification:** Immediate feedback is given to each student while they play the math games. They get to immediately work on the concepts they are struggling with as the application targets those types of questions to help the students.
- **Redefinition:** Prodigy redefines learning by connecting the teacher and parent to student progress in real-time.

Prodigy is not just a substitute for assessment and math practice in the classroom. It is a way for teachers to be able to closely observe each student's strengths and weaknesses. It is unrealistic for a teacher to be able to closely monitor the skills of each student in a classroom simultaneously. Prodigy allows students to be engaged in practicing their math concepts learned in class and for teachers to identify where students are struggling to apply more explicit instruction during the next class.

Learning Activities

Math

- Students can play engaging math games focusing on selected core concepts from the teacher. This application can be used to assist in class learning and for students to engage deeper with the specific math concepts.
    - These concepts include but are not limited to:
        - Using a number line to understand subtraction.
        - Identifying shapes.
        - Solving algebraic equations.
        - Finding equivalent fractions.

English/Language Arts

- Students are required to read questions and guided instructions throughout the math games and assessments. This is a good way to practice phonics skills and reading fluency outside of ELA instruction.
- Students can also write about their character they have created on Prodigy. This can be a creative writing activity to give their character a story and describe the physical aspects.
- Prodigy Also recently came out with "Prodigy English" to apply entertaining learning games to ELA!

Other

- Online class community.
- Immediate feedback.
- Engaged in learning activities.

Resources

- Ask a teacher - Website Review: Prodigy Game.
- Technology in the curriculum - prodigy.
- What is Prodigy for Education? Best Tips and Tricks.
- Should You Use Prodigy Math Game in Your Classroom?
- How to Use Prodigy Math Game in Your Everyday Teaching Strategies.
- Parent Review for Prodigy: Kid Math Games.
- Dear Teacher A's Parent of Guardian.
- My Evaluation of Prodigy Math.
- How to Play Prodigy.
    - (This video is a student playing from his perspective.)
- Prodigy: A Math Game For Skill Building K-8.

How to Use Prodigy

1. Go to www.prodigy.com.
2. Click “create your free account today” and register for either a teacher, parent, or student account.
3. Return to prodigy and log in.
    a. By doing this, you can add students, insert curriculum goals, and add assessments/ assignments to the calendar.
        i. Students will be automatically started into a placement test where they will follow the guided instructions to choose their avatar and create their name and other details used in the game.
    b. For teachers: set up your classroom page using the guided tour.
        i. For students: Insert the username and password given by your teacher.
4. How to add assessments.
    a. Click on “assessments” on the left side menu.
    b. Press “Create” under Math assignments.
    c. Choose one of the three options for how you would like to assess your students.
    d. Follow the guided instructions once you select the option you would like.
5. How to view reports.
    a. Click on “reports” on the left side menu.
    b. Choose the type of report you are looking to view.
    c. All students' results for the selected report will show up on the screen.

Research

Morrison, J. R., Risman, K. L., Reilly, J., & Eisinger, J. M. (2020). *An Evaluation of Prodigy: A Case-Study Approach to Implementation and Student Achievement Outcomes.*

Lyons, Corryn. (2020). Identifying Opportunities and Challenges of Using Prodigy Math in a Sixth Grade Math Classroom.

Author

This page was created by Samantha Donovan.



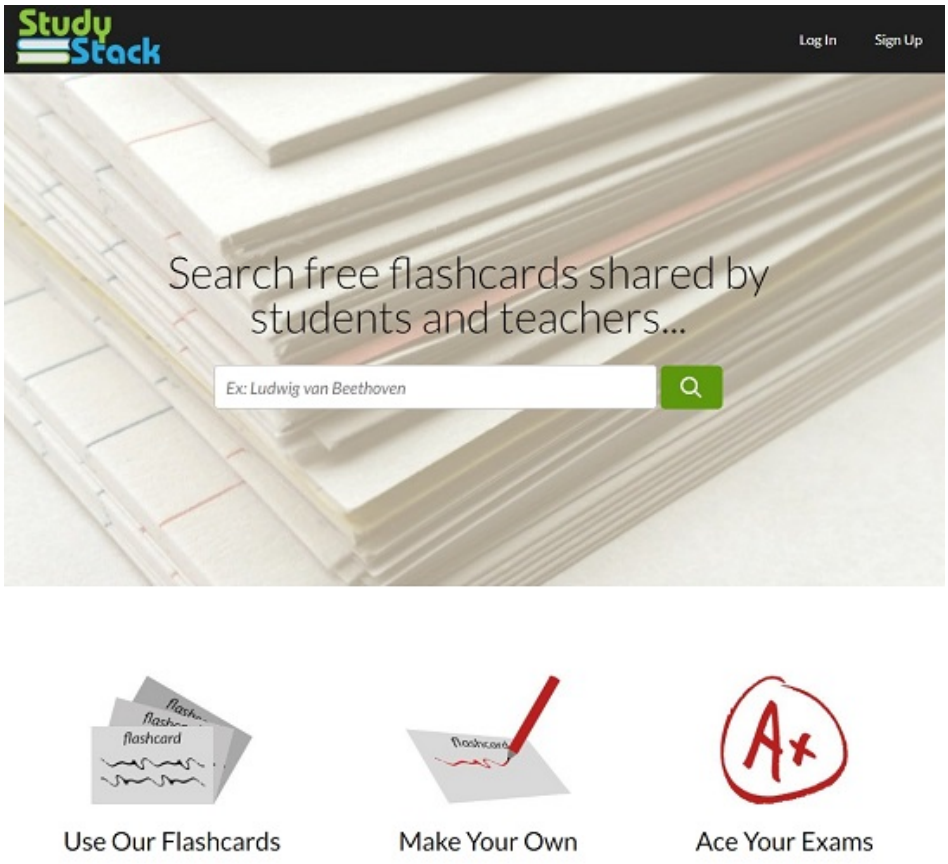
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StudyStack

Connectivism | Behaviorism

StudyStack is an online tool to help you and your students memorize information through playful activities such as flashcards and games. You can use pre-existing games or create your own "stack" of activities where you can design flashcards and other pedagogical activities to share with your students. You can print the flashcards you have created. StudyStack can be used on iOS and Android devices. It is available on the App and Google Stores.



StudyStack homepage screenshot

Tool Snapshot

Price	Free Basic. Pro: $10/year. Pro Teacher: $20/year.

Learning	Behavorism & Connectivism
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★☆☆
Class Size	Unlimited
ISTE*S	Knowledge Constructor & Empowered Learner
COPPA/ FERPA	Yes

Price

On its homepage, StudyStack presents itself as being a “free advertiser-supported business”, which means that there are advertisements if you choose to use the tool for free. As stated in the FAQ, you can get rid of the advertisements and be a PRO user: “The basic PRO account is $10 per year or $1.50 per month.” There is also a “PRO Teacher” plan that you can use to remove ads for you and your students.”The PRO Teacher account costs $20 per year. The Upgrade page is not accessible to account holders who are 12 or younger.

Privacy

You can access pre-designed flashcards related to many topics without logging in. However, you need to be logged in to save game scores as well as the databases that you create. In “Settings,” you can choose the level of privacy you would like to have, whether your flashcards will be “private,” “hidden,” or “public.” Your students can view and use the flashcards you design without having to create an account. The information entered while subscribing to the PRO plan is not sent to studystack’s servers but is transmitted to stripe.com for payment processing.

StudyStack Overview Video



Watch on YouTube

Video transcript

StudyStack & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how StudyStack might fit within the SAMR model:

- **Substitution:** Students review flashcards on Study Stack rather than printed flashcards from the teacher.
- **Augmentation:** All students could add some parts on the flashcards. For instance, you teach a Spanish class and want your students to focus on a lesson on food. Each student could add a phrase related to the topic.
- **Modification:** Students could design flashcards for a class located in a different country.
- **Redefinition:** Students can assess stacks that have already been created by individuals from all over the world.

Learning Activities

Math

Memorize math formulas.

Science

Play games to build foundational human anatomy knowledge.

English/Language Arts

Build vocabularly knowledge.

Geography and history

Memorize major events and dates in history.

Resources

- Quizzlet versus StudyStack
- Using StudyStack to Study Smart
- How to Use the 5 Best Free Flashcard Creation Tools for Teachers
- Study Stack Instructional Manual
- The Five Best Free Flashcard Creation Tools for Teachers
- Example of How to Use Study Stack
- Study Stack Review

How to Use StudyStack

1. Go to http://www.studystack.com
2. Click “Sign Up” and register for an account or use the activities without signing up.
3. Play around before deciding whether Study Stack is for you
4. Or if you sign up, use either your Facebook credentials or an email address. Be advised that if you use your Facebook credentials, your Facebook username will appear on Study Stack public forums.
5. Once you have created your account, click on “create a new stack” and enter the database of your choice.
6. Study Stack will automatically generate activities based on your “stack,” i.e. the database you created.

Research

Chien, C. W. (2015). Analysis the Effectiveness of Three Online Vocabulary Flashcard Websites on L2 Learners' Level of Lexical Knowledge. *English Language Teaching*, *8*(5), 111-121.

Grillo, K. J., & Dieker, L. A. (2013). A new twist on vocabulary instruction for students with learning disabilities in biology. *The american biology Teacher*, *75*(4), 264-267.

Hung, H. T. (2015). Intentional vocabulary learning using digital flashcards. *English Language Teaching*, *8*(10), 107-112.



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The Smithsonian Learning Lab

Collaboration | Cognitivism | Constructionism | Social Learning

*The Smithsonian Learning Lab is a **collaborative web-based learning platform** that features videos, audio files, texts, and historical artifacts from the Smithsonian's 19 museums, 9 research centers, and zoo. Created by the Smithsonian Center for Learning and Digital Access, the Smithsonian Learning Lab is meant to be a resource that inspires educators, youth, and the public to explore the Smithsonian's digitally archived content. Users can create "collections" of materials on specific topics, share their collections, and add to other users' collections as well. There are millions of texts, recordings, artifacts, and videos accessible through the Smithsonian Learning Lab, and accessing these digital materials is made simple through a search using keywords or phrases relevant to a topic of interest. The Smithsonian Learning Lab allows students to think and explore like a historian, organize collections like a museum curator, and even draw connections between history and any subject they are studying.*



Watch on YouTube

Watch on YouTube

Tool Snapshot

Price	Free
Learning	Constructionism, Cognitivism, Social Learning
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★☆☆
Class Size	Unlimited
Login	No
ISTE*S	Empowered Learner; Knowledge Constructor; Creative Communicator
COPPA/ FERPA	Yes

Ease of Use

The site earns 4 out of 5 stars for its ease of use. This tool is easy to figure out and there are two instructional videos on how and why to use the Learning Lab on the homepage. Simply using the navigation bar to search for content will bring the user to the resources they are looking for as well.

Privacy

This tool earns 4 out of 5 stars for privacy, because while their policies are comprehensive, they still collect some data from their users. Upon creating an account, users are greeted with links to the Smithsonian Institution's Privacy Statement, as well as the Smithsonian Kids Online Privacy Statement. Both statements outline the protection users are afforded while engaging with this tool. Users are provided with options to opt out of communications or to delete account information at any point and the Smithsonian provides a detailed description of ways user and child data are maintained and used. According to their policies, users will always be notified of changes and updates to existing privacy policies and statements.

COPPA/FERPA Compliant: The Smithsonian Learning Lab pays specific attention to articulating COPPA and FERPA compliance in its general Privacy Statement. The Smithsonian Learning Lab undergoes a yearly certification of compliance by iKeepSafe through the COPPA Safe Harbor Program. The Smithsonian Learning Lab also holds the iKeepSafe FERPA Assessment Badge, which they describe as a badge that indicates to schools and parents that their content is in compliance with FERPA regulations.

Accessibility

This tool only earns 3 of 5 stars for accessibility because the navigation options are somewhat limiting. While users can use keyboard shortcuts to navigate the search bar, selecting content and collections of materials is slightly challenging if a user only has access to a keyboard. Additionally, further research into the tool yielded no published accessibility statement, which may indicate noncompliance with ADA standards, and additional accessibility options remained unclear after testing.

ISTE Standards

Empowered Learner

- Students can customize their learning environment by curating collections of digital artifacts and materials to support their learning.

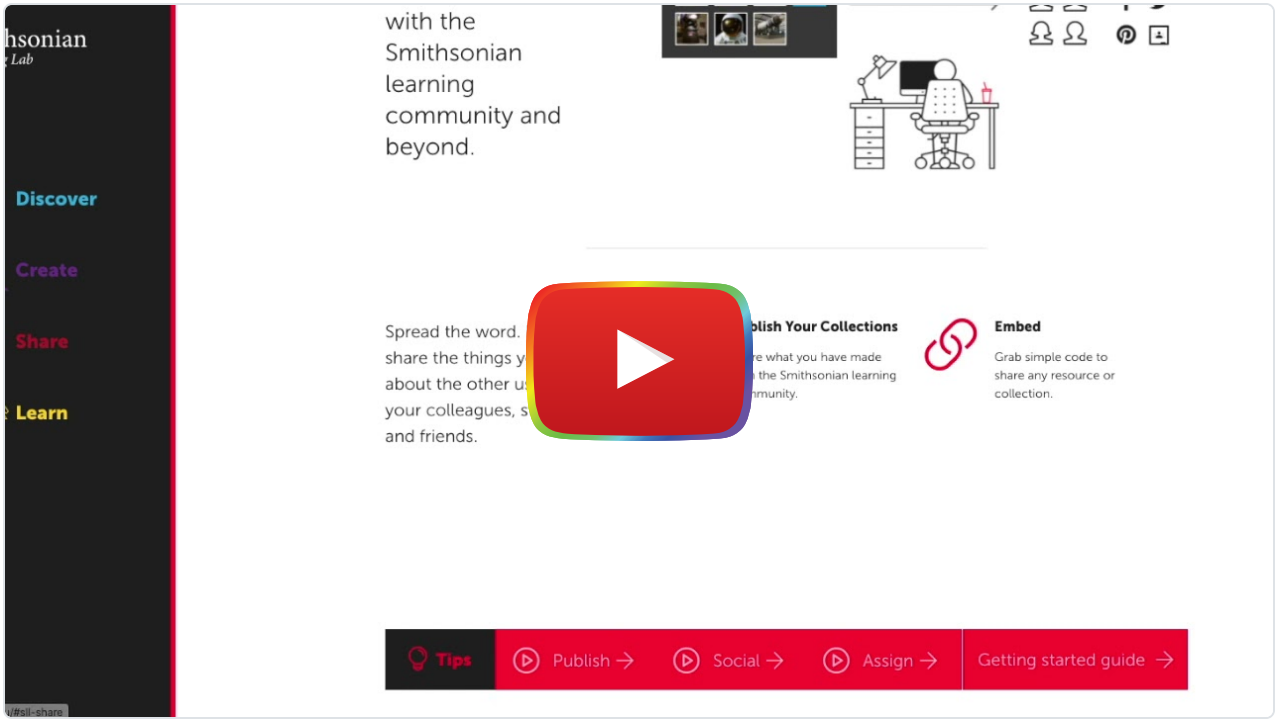
Knowledge Constructor

- At its core, the Smithsonian Learning Lab is a content curation tool that allows students to construct knowledge by collecting and organizing digital artifacts from the Smithsonian.
- When interacting with the site, intellectual criticality and examining resource diversity are encouraged through exploring examples of others' collections.

Creative Communicator

- Students can remix digital resources into new creations and collections to express their vision and personality for assignments.
- Students can construct and share their creations through a variety of platforms, tools, and digital media.

4 Reasons to Use the Smithsonian Learning Lab



Watch on YouTube

The Smithsonian Learning Lab & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. Here is an example of how the **Smithsonian Learning Lab** might fit within the SAMR model:

- **Substitution:** Students use collections to research and learn more about a specific topic, which substitutes the need for a visit to the library to seek resources.
- **Augmentation:** Students can explore pre-designed collections by others which might include audio, video, or hyperlinks to further resources.
- **Modification:** Students have the ability to organize videos, essays, photos, and artwork into a thematic collection of their specific area of interest.
- **Redefinition:** Students who might not traditionally have access to visit the Smithsonian museums, research centers, or zoo in person can still engage with and access millions of digital materials from these places

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use the Smithsonian Learning Lab to modify or redefine learning.

Learning Activities

Science

Students can search the Smithsonian Learning Lab database to see archival materials used in innovative scientific research programs, as well as articles or related resources that help to explain or define a certain scientific concept. For example, if a student is working on a project about space exploration, they could input “space travel” in the discovery search bar, which would present resources and collections of space exploration materials to analyze.

English/Language Arts

Students have the ability to see source documents within the Smithsonian’s collection and can investigate these documents for reading activities. Documents such as field journals, diaries, and letters, as well as biographical information about historic writers and their written works are accessible through the Smithsonian Learning Lab. Students can search as specifically as they like for content that relates to their interests, research, or assignment requirements.

History/Humanities

History and the humanities are interwoven throughout the majority of the content available through the Smithsonian Learning Lab. As is the case with many museums, the content provided by the Smithsonian is an archive of historical documents, materials, artifacts, and information. Students could research The Reconstruction Era to see artifacts and documents that show the complex history of American Democracy.

Other

Students have access to resources available via the entire Smithsonian, providing a myriad of opportunities for learning relevant to historical and archival content. If a topic or idea has been recorded in history, it is highly likely that the Smithsonian Learning Lab can provide access to it and/or related content.

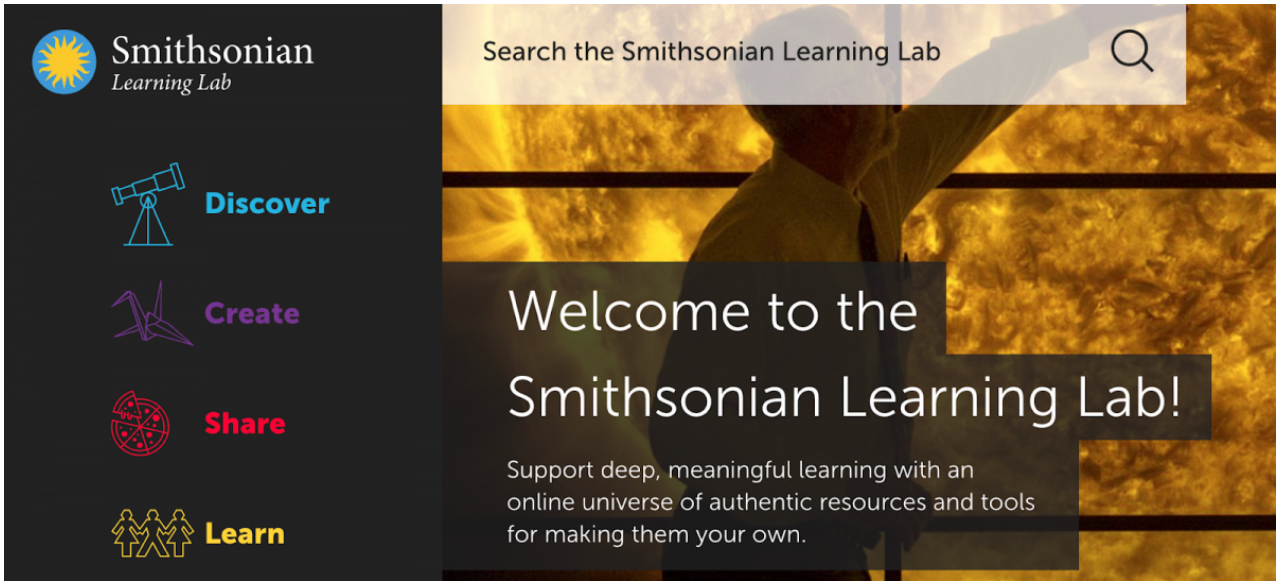
Resources

- Online Resource Review of the Smithsonian Learning Lab
- What is the Smithsonian Learning Lab?
- Why Use the Smithsonian Learning Lab?
- Common Sense review for The Smithsonian Learning Lab

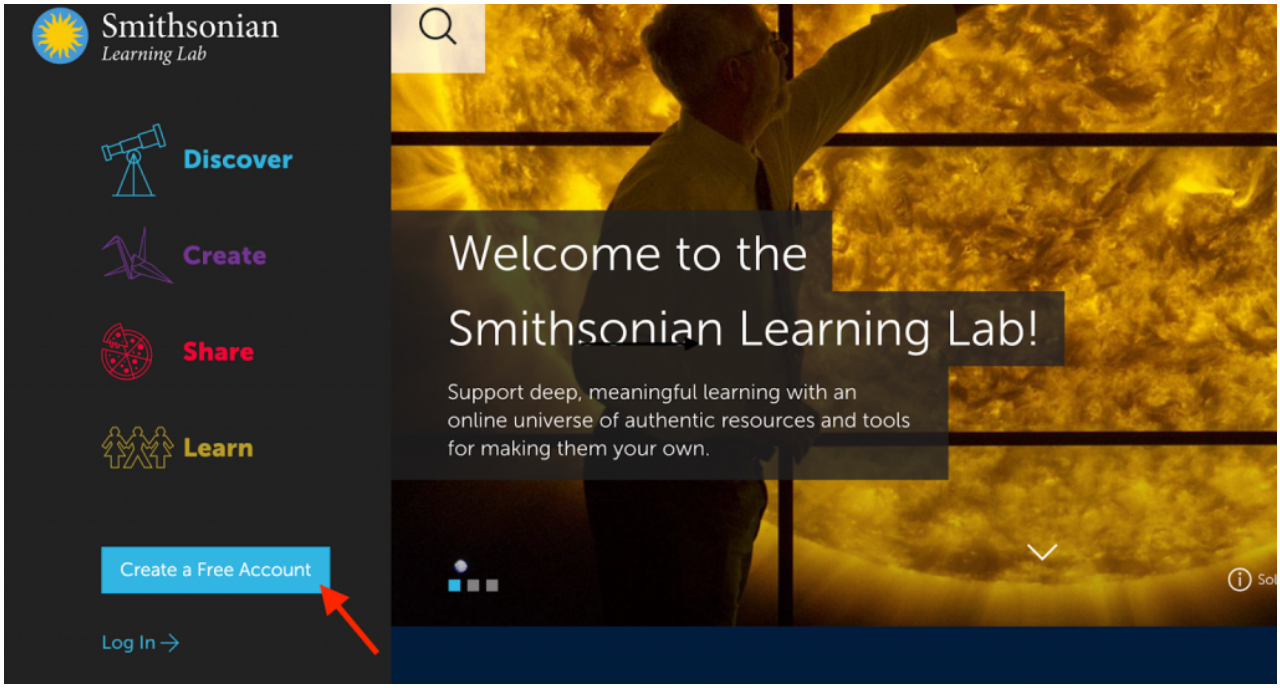
How to Use the Smithsonian Learning Lab

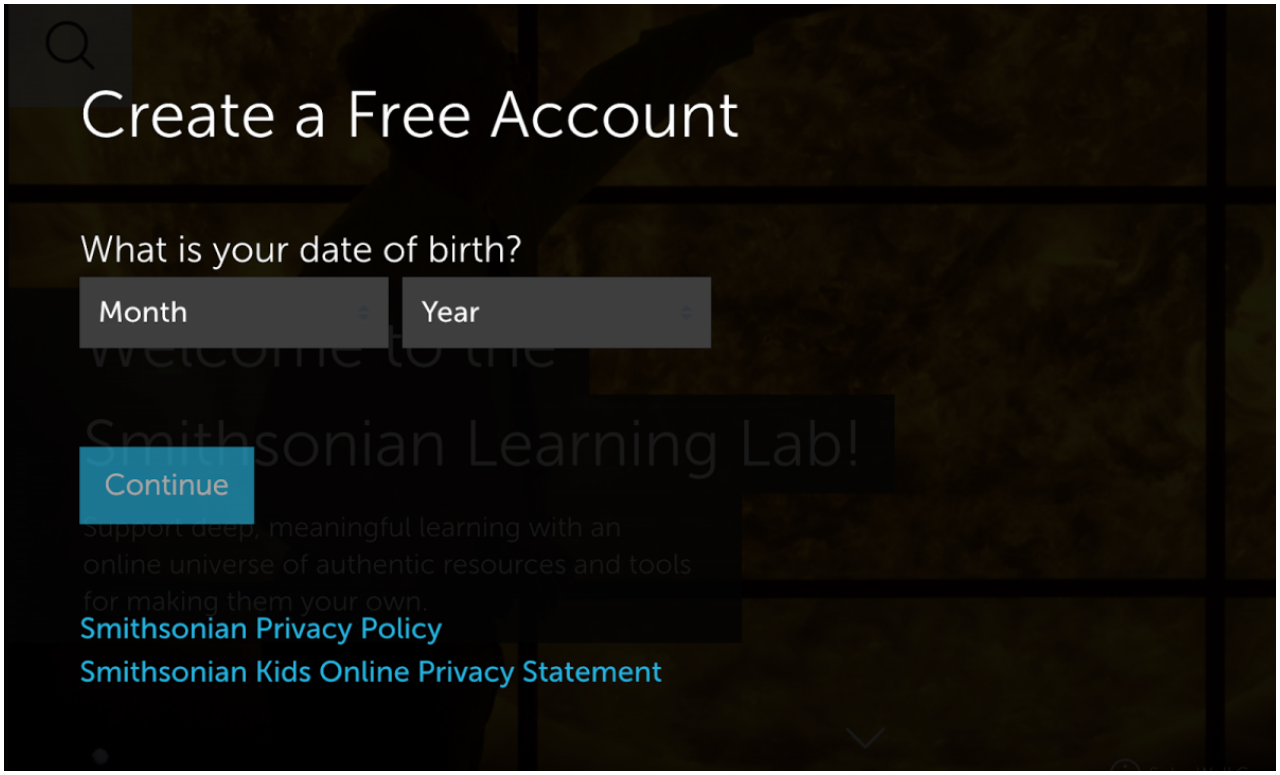
Users can peruse the "Getting Started Guide" or follow the directions below to begin using the Smithsonian Learning Lab.

1. Go to https://learninglab.si.edu.

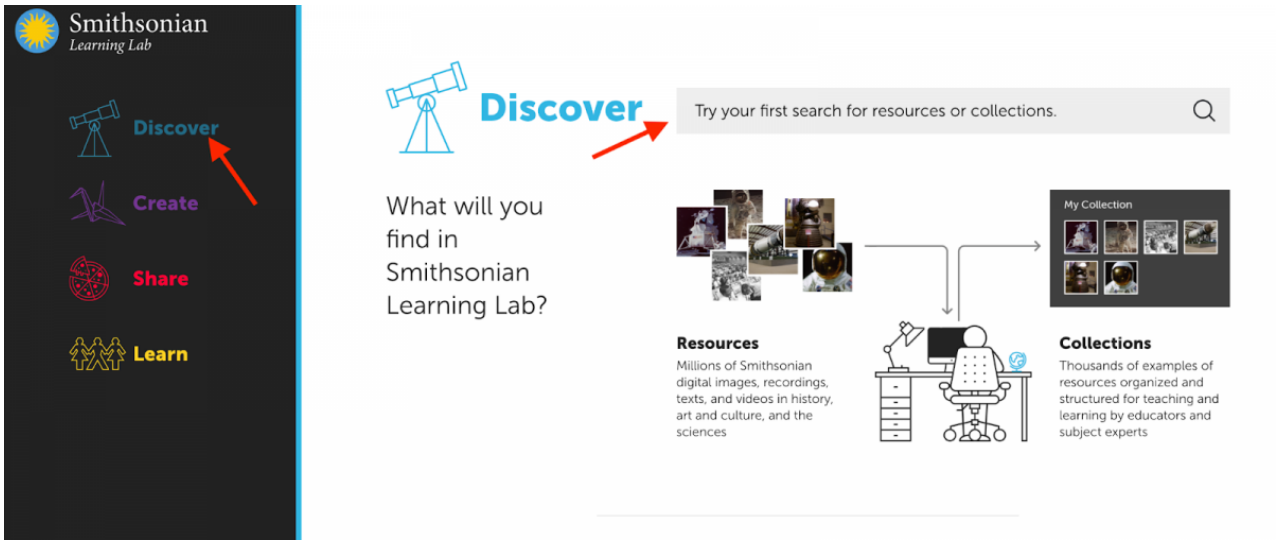


2. Click "Create a Free Account" and sign up for an account.

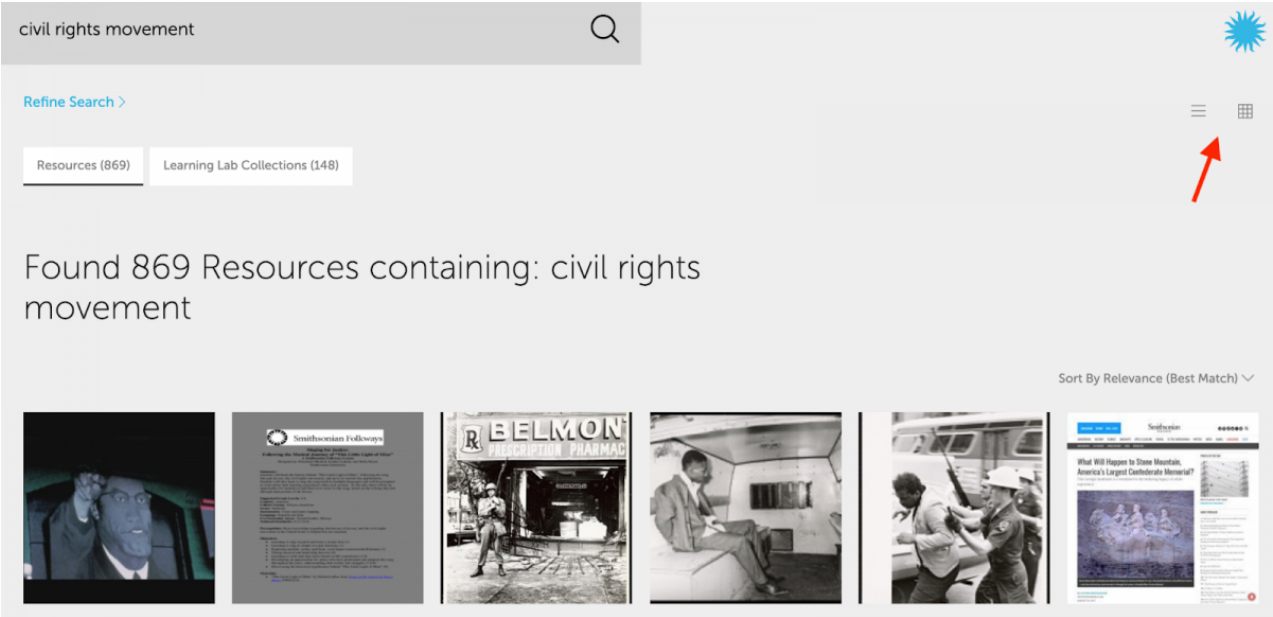




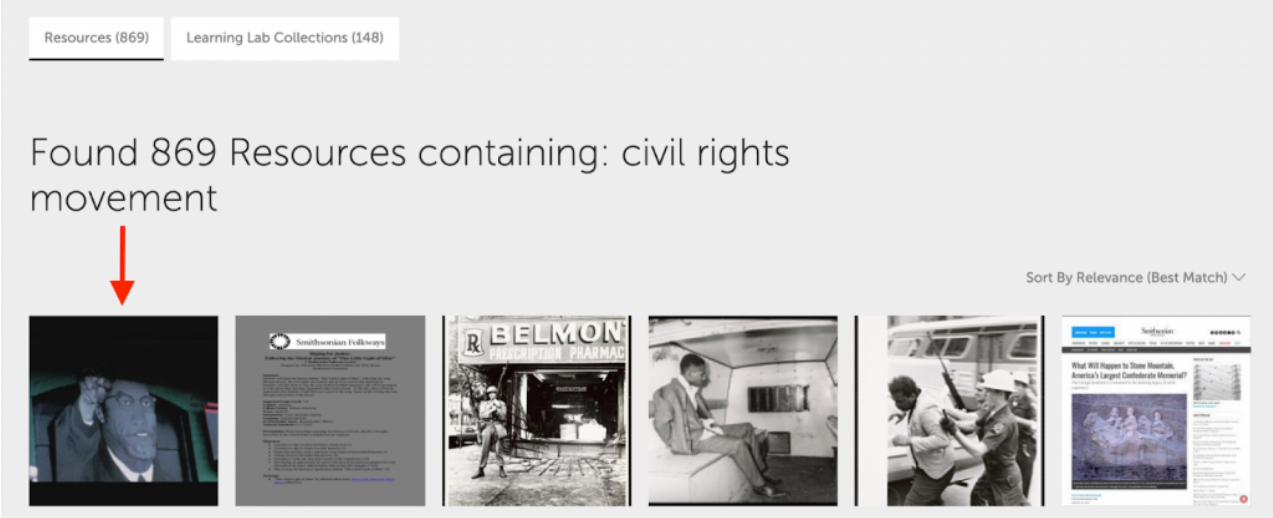
3. Begin using the Learning Lab.
4. Click the “discover” icon on the navigation bar to open a search bar to search the Learning Lab’s content.



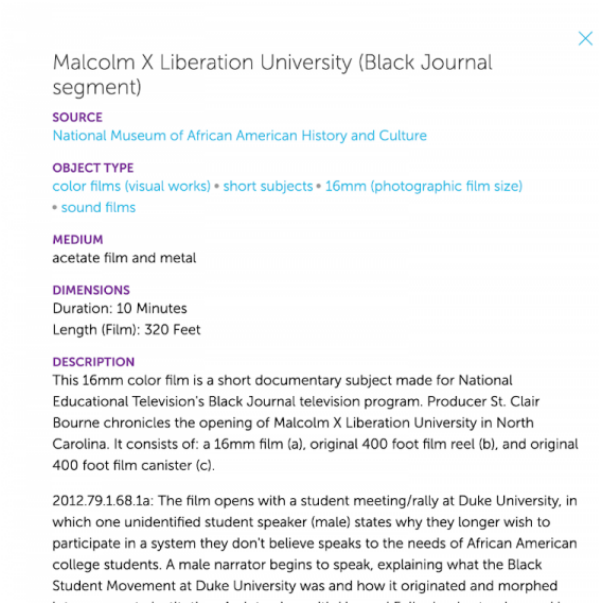
5. Choose grid or list view to scroll through collections of materials on any given subject.

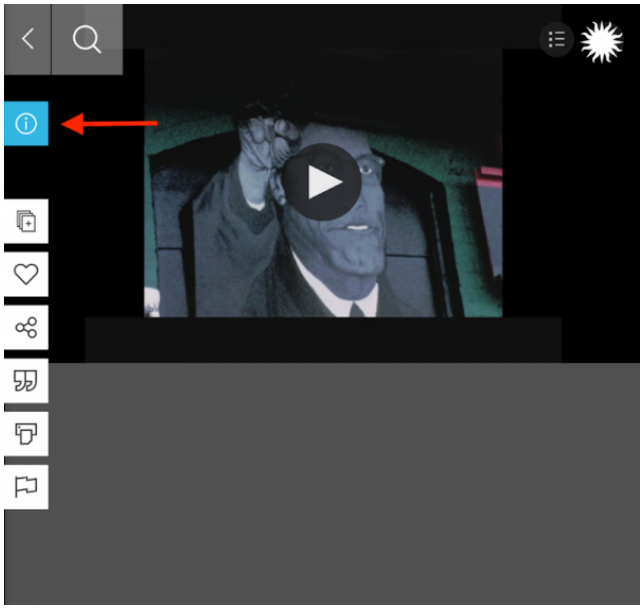


6. Select a collection by clicking on it to view or read the content within.



7. Click the “Info” icon (blue box with “i” symbol) to find a description of the original source, the material type, the medium, dimensions, and description of the content you are viewing or interacting with.





Research

Milligan, D., Wadman, M., & Ausland, B. (n.d.). Discovering, creating, and sharing digital museum resources: a methodology for understanding the needs and behaviors of student users. MW17.

Rappoport, P., & Liguori, A. (2019). Digital Storytelling in cultural and heritage education. Reflecting on storytelling practices applied at the Smithsonian center for learning and digital access to enhance 21st century learning. *Andreas Moutsios-Rentzos*, 63.

Zinger, D., Naranjo, A., Amador, I., Gilbertson, N., & Warschauer, M. (2017). A design-based research approach to improving professional development and teacher knowledge: The case of the Smithsonian learning lab. *Contemporary Issues in Technology and Teacher Education*, *17*(3), 388-410.

Authors

This page was created by Sam Torres.

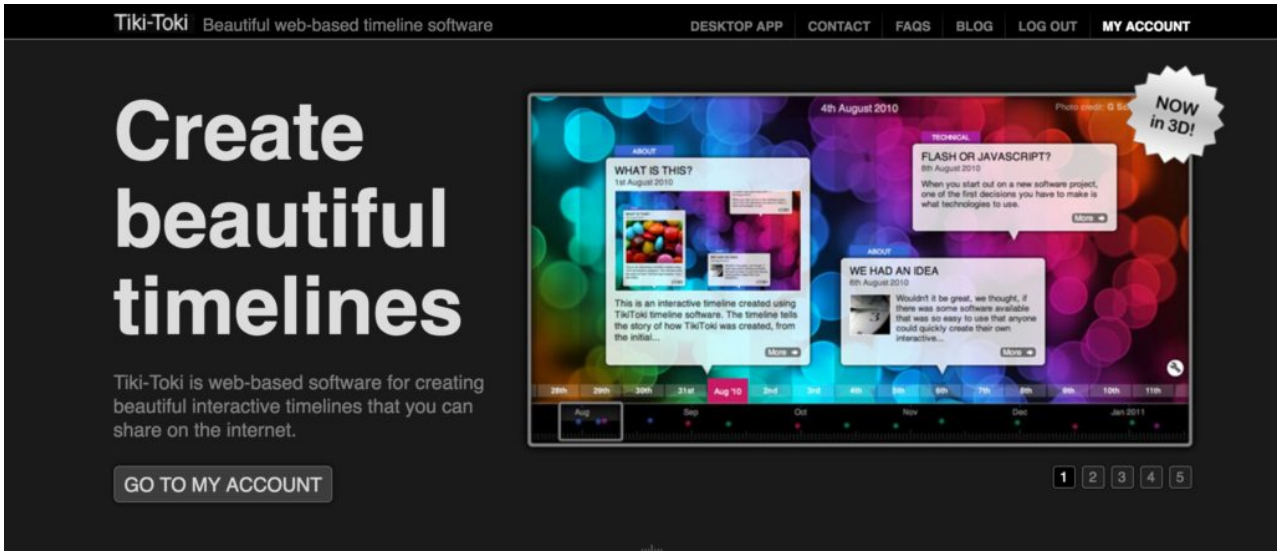
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Tiki-Toki

Constructionism | Cognitive Constructivism | Timeline

Tiki-Toki is web-based software for creating interactive timelines that can be shared on the Internet. Tiki-Toki can be used in any browser and the basic account is free to sign up, which allows you to create one fully-functional timeline. Tiki-Toki provides integration with images and videos (from Youtube and Vimeo). Each timeline you create with Tiki-Toki has its own unique URL that you can share with your friends or colleagues. The upgraded version allows you to embed the timeline directly on your website or blog. This tool enables students to create interactive timelines in order to construct and present content knowledge. It also helps students easily understand events and dates in a visualized way as well as allowing them to actively participate in the learning process.



Screenshot of Tiki Toki homepage

Tool Snapshot

Price	Basic Account: Free; Bronze Account: $9.50/month; Silver Account: $25/month; Teacher Account: $150/year
Learning	Cognitive constructivism & Constructionism
Ease of Use	★★★★☆

Privacy	★★★★☆
Accessibility	★★☆☆☆
Class Size	Free account: 1 per student; Teacher account: 50 students
ISTE*S	Knowledge Constructor, Creative Communicator, Global Collaborator
FERPA/COPPA	Parent consent required for children under 13. Read more about the tool's COPPA compliance.

Ease of Use

This tool is very easy to use. After signing up for your account, you can simply create a new timeline by filling out basic information, such as title, introduction, start date and end date. Then you can add content, including text, images and videos to your timeline. You are free to check out the Tiki-Toki blogs to view some advance timeline examples and gather some best practices of how to using the timeline products. If you have any questions you can search for help articles or contact the Tiki-Toki team by emails.

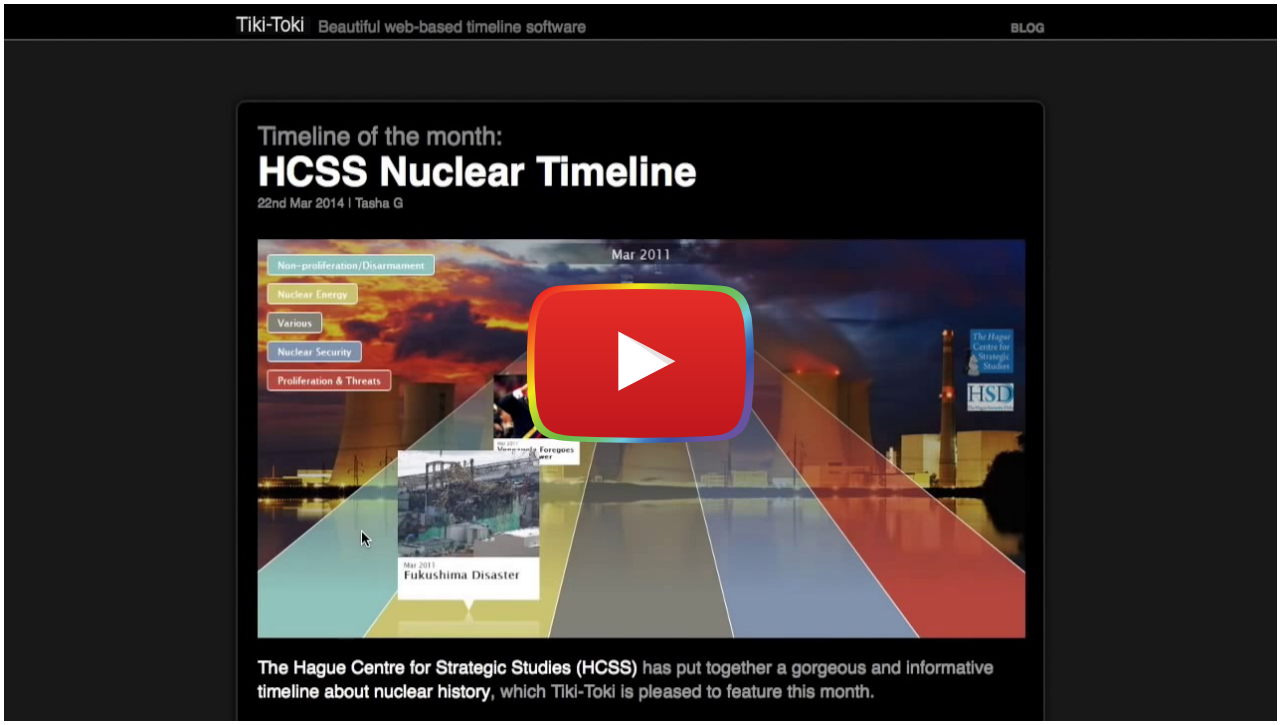
Privacy

The Tiki-Toki creation group don't collect any information directly from general visitors to their website. However the users have to share some personal information (e.g., email address, name, location) to login. They state that they may disclose user's personal information if they are approached by a potential buyer of their business or they are required to do so by law.

Accessibility

It allows for multiple means of representation (eg. text, video, audio, images) which helps reach more learners. It also has a few features that help users who can not see very well to avoid clutter of the timelines, such as zoom out functions, adjustable 3D version, and equal spacing modes. There is no accessibility statement or VPAT for the tool.

Tiki-Toki Overview Video



Watch on YouTube

Transcript:

- Tiki-Toki is a web-based application for creating interactive timelines that you can integrate images and videos.
- The basic account is free which allows you to create only one fully-functional timeline, you can embed video and share your timeline with others. With a paid teacher account, you can create up to 25 timelines, and access to new features, for example, 3D version, group editing, and embed timelines in your websites.
- This tool is very easy to use. After signing up for your account, you can simply create a new timeline by filling out some basic information, such as title, introduction, start date and end date. Then you can go ahead add content, including texts, images and videos to your timeline. You are free to check out the Tiki-Toki blogs to view some advance timeline examples and gather some practices of how to use the timeline products. If you have any questions you can search for help articles or contact the Tiki-Toki team by emails.
- Tiki-Toki supports students in acquiring content knowledge. For example, teachers can create a timeline that visually displays or highlights the important moments in a period of time. Students can also create a timeline to present the life of famous artists. By doing these, they will have the chance to do the research, and synthesis of information. Above all, Tiki-Toki is a great tool to be used in education field.

Tiki-Toki & the SAMR Model

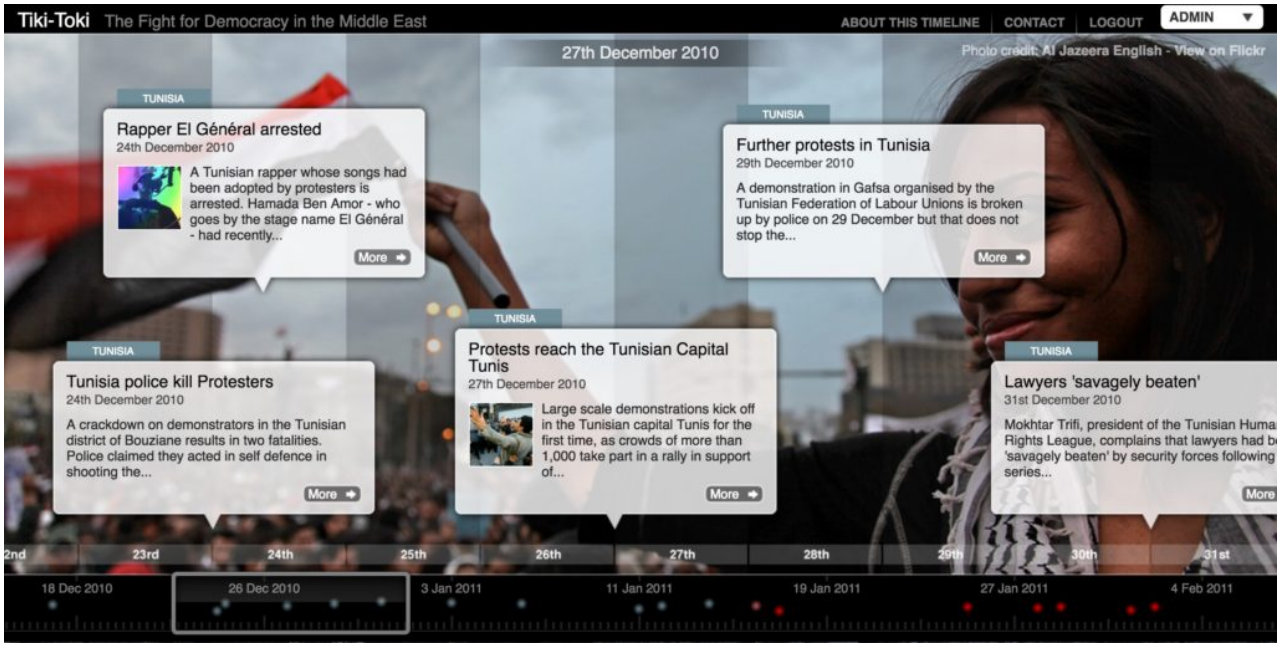
Here is an example of how *Tiki-Toki* might fit within the SAMR model:

- **Substitution:** Students can use Tiki-Toki to create a timeline through the Internet instead of drawing it on a piece of paper or on a white board.
- **Augmentation:** Students can use Tiki-Toki to create more interactive, multimodal timelines with the functionalities that enable them to integrate image and video.
- **Modification:** Students can use Tiki-Toki to create a timeline to manage a project or map out a plan in a more easy-to-digest and visual way.
- **Redefinition:** Students can share their work with a broad public audience to solicit feedback.

Learning Activities

History

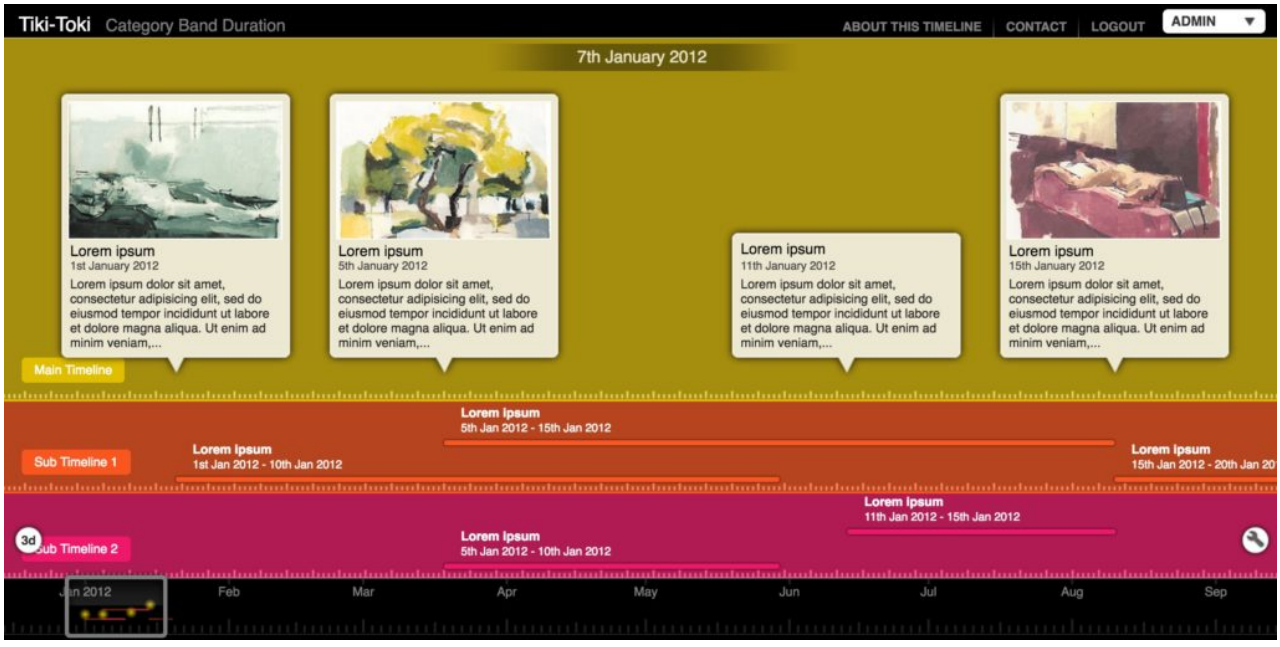
Students can use Tiki-Toki create a timeline that visually displays or highlights the important moments in a period of history.



Example of a historical timeline

Fine Arts or Music

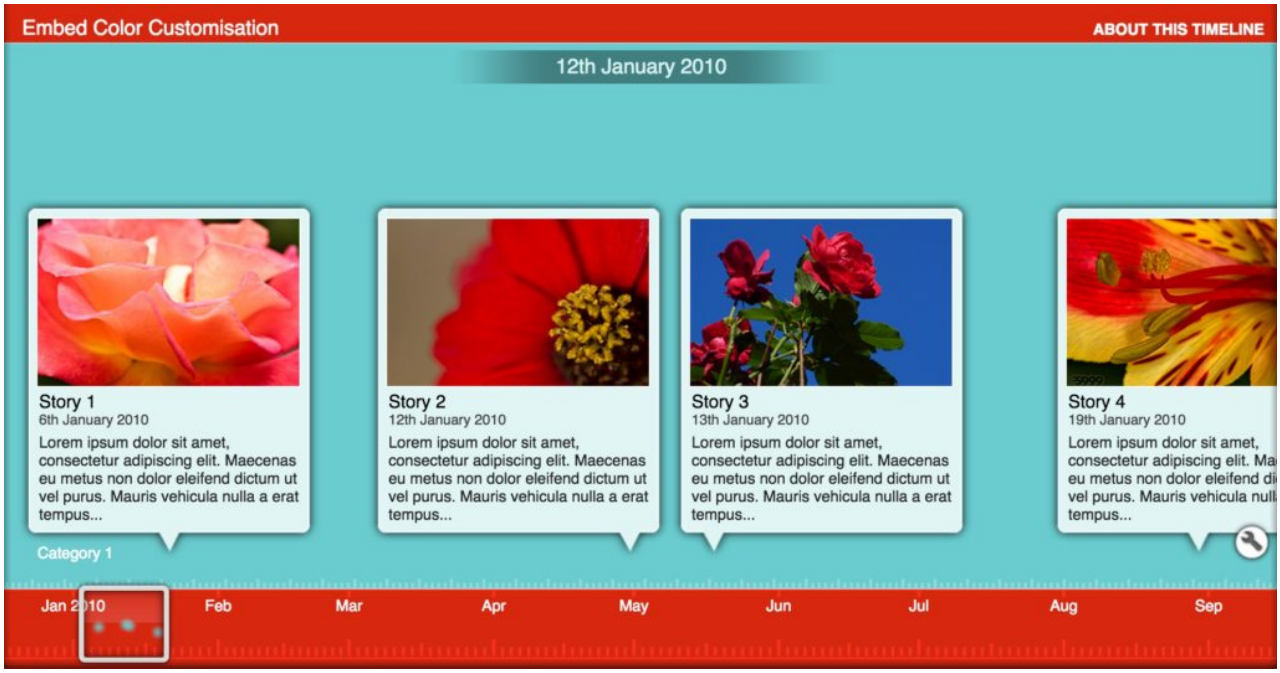
Students can use Tiki-Toki to create an art gallery or a timeline to present the life of a famous artist or musician.



Toki-Toki timeline example

Literacy/Language

Students can use Tiki-Toki to create a timeline of a history of their family, and include their photo albums and videos in the timeline.



Flowers on a Toki-Toki timeline

Project Managing

Teachers and students can use Tiki-Toki to manage projects. It helps team members visually track projects and see how tasks relate to each other. In this way, it makes a complex projects easy to manage and organize.



Example of visual tracks

Reflection/Assessment

Teachers can have their students create a timeline to reflect their progresses throughout a semester. They can include their digital media products, building a digital profile or illustrate the evolution of their ideas. Teachers can use the timelines their students created as a kind of summative assessment.

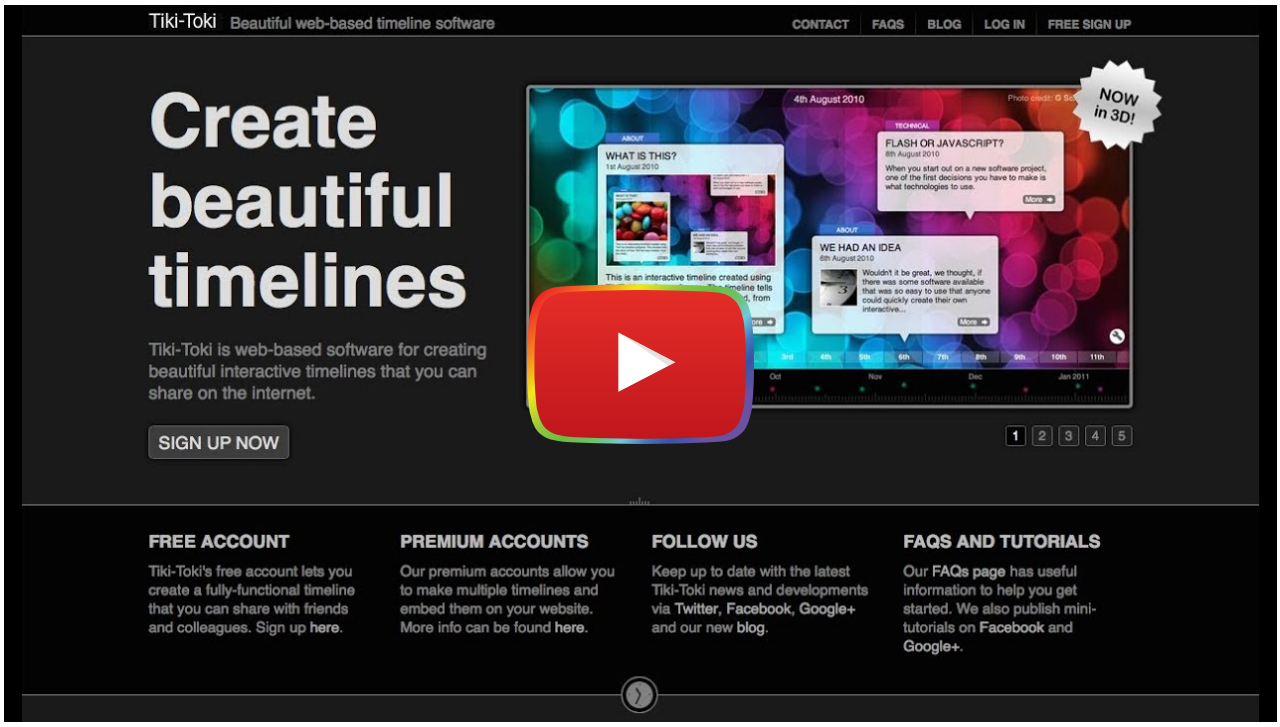
Tiki-Toki – Timeline Creator

- Highlighted features
- Timeline examples

Resources

- 10 Creative Ways To Use Free Timeline Makers in eLearning
- 8 Excellent Free Timeline Creator Tools for Teachers
- Easy Timeline Creator App for Tablets & Computers
- Did you know how to: Use Tiki-Toki in the classroom
- Did you know how to: Avoid clutter on a timeline
- Tiki-Toki videos: Getting started with Tiki-Toki

Introduction to Tiki-Toki Timelines Video (by Tiki-Toki Timeline Maker)



Watch on YouTube

Research

Figueiredo, M. P., Alves, V., Lourenço, C., Alves, V., Bernardo, M., & Carapito, N. (2021). Project-based learning in design and multimedia in higher education: An interactive timeline developed in collaboration.

Ivanova, A. (2021, June). Online interactive timeline to improve learning of history in school education. In *International Conference on Computer Systems and Technologies' 21* (pp. 218-223).

Nutt, N., Salmistu, S., Meitl, C., & Karu, K. (2020, September). Case Study in Experiential Learning-From Chaos to Order: Sensemaking with the Interactive Timeline Tool in Architecture and Civil Engineering Studies. In *International Conference on Interactive Collaborative Learning* (pp. 91-102). Springer, Cham.



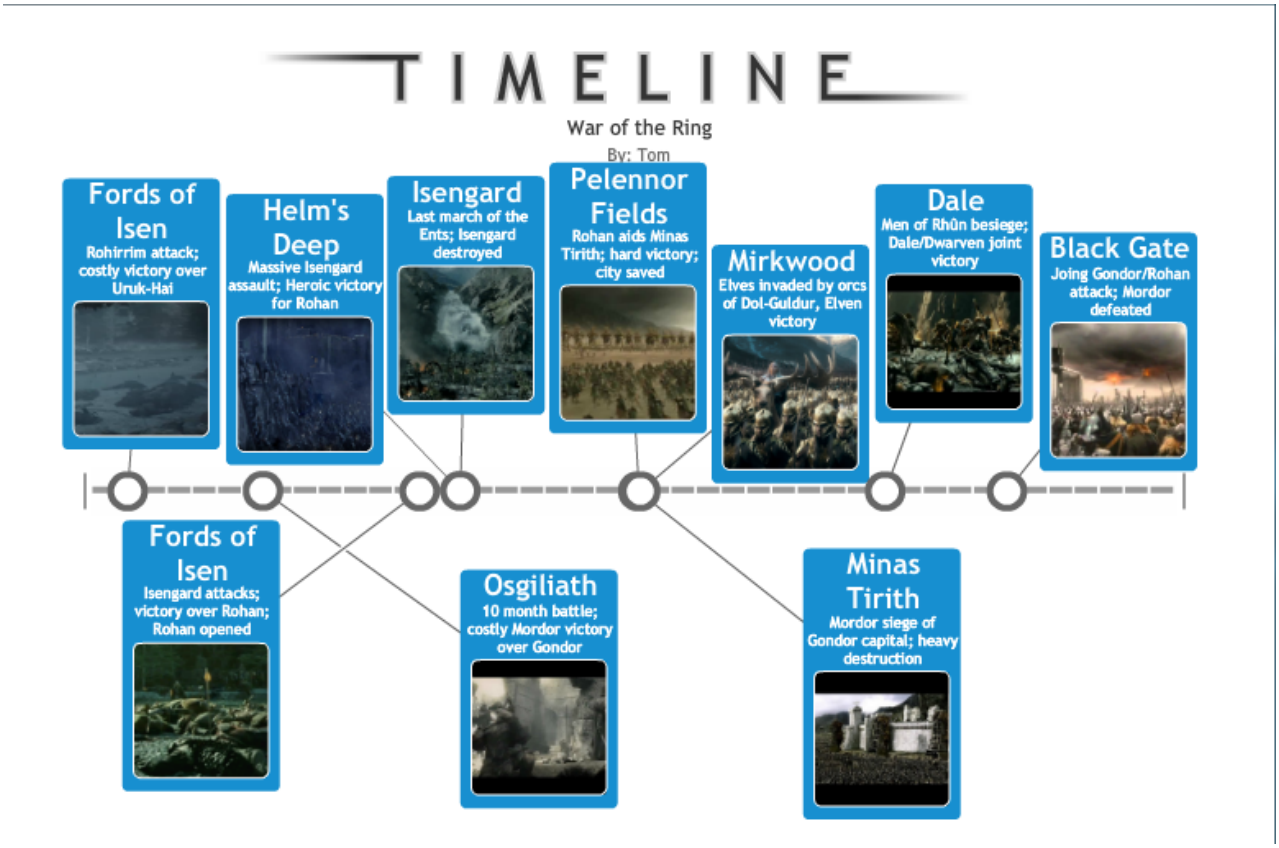
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Access it online or download it at https://edtechbooks.org/onlinetools/tiki-toki.

Timeline

Constructionism | Timeline

Timeline is an digital tool from readwritethink that allows users to create their own timeline with relative ease. It allows students to demonstrate what they have learned by designing a multimodal timeline.



Example of a timeline depicting the major battles of the War of the Ring, from The Lord of the Rings, chronologically.

Tool Snapshot

Price	Free
Learning	Constructionism
Ease of Use	★★★★☆

Privacy	★★★★★
Accessibility	★☆☆☆☆
Class Size	Unlimited
ISTE*S	Knowledge Constructor & Creative Communicator

Timeline Overview

Timeline requires no registration or log in, so the user is not forced to forfeit any personal information in order to use the application, which is ideal for many. However, it is not great in terms of accessibility. For example users with visual impairments would have a very difficult time operating the tool in terms of selecting their desired preferences and denoting which parts of the timeline they want to add to. Other than this drawback, the overall ease of use is commendable.

It is extremely basic and to the point, and doesn't have any extra bells and whistles in terms of customization. This could be seen as a disadvantage, but when used in the classroom, it will encourage students to focus on the actual content rather than spending too much time on making it visually appealing. This focus on content really emphasizes Timeline's effective use as a knowledge-centered tool.

Timeline Overview Video



Watch on YouTube

Transcript

Timeline & the SAMR Model

- **Substitution:** Students use the tool to create a virtual timeline chronologically displaying a historical time period, geographical development, stages of organism growth, or the important events in a literary work rather than doing the same simply on paper.
- **Augmentation:** Students create interactive, multimodal timelines featuring images, text, and hyperlinks.
- **Modification:** Students can easily share their multimodal timelines with others through email and social media.
- **Redefinition:** Given the limited nature of the tool, it does not sufficiently support redefinition.

Learning Activities

Biology

- Illustrate the different stages of growth that a particular plant species cycles through.
- Depict the different stages of an certain animal's life from birth to death.
- Illustrate the different stages of cell growth.

History

- Illustrate the evolution of humankind that led up to the homo sapiens of today.
- Narrate the key events of an important historical figure's life.
- Illustrate the progression of related events leading up to and/or occurring during a war or governmental change.

Geography

- Depict the formation of the earth's surface as we know it today, beginning from Pangea.

Literature

- Summarize and order a work's key events (maybe one with more than one main characters or a plot that jumps back and forth in time so as to make the chronology of the events clearer)
- Illustrate the changes of a certain character and the events that contribute to these changes as a plot progresses

Resources

- How to Create Timeline
- Timeline
- Using Timeline
- A Timeline Tool for Almost All Devices

How to Use Timeline

1. Go to Timeline.
2. Enter your name and the project title.
3. Click “Start”.
4. To add to the timeline, simply click the place on the line that you wish to add an event to.
5. Create a header label such as a specific date or major event and a short description if you want to. You also have the option of uploading an image to go with it. You can drag the text box and point on the timeline to wherever you want it.
6. Repeat steps 4 and 5 for as many items as you would like your timeline to have.
7. Once you are done, hit “Finish”. You can look over your finished project and save it if you wish. You also have the option to print or email the project.

Research

Figueiredo, M. P., Alves, V., Lourenço, C., Alves, V., Bernardo, M., & Carapito, N. (2021). Project-based learning in design and multimedia in higher education: An interactive timeline developed in collaboration.

Ivanova, A. (2021, June). Online interactive timeline to improve learning of history in school education. In *International Conference on Computer Systems and Technologies' 21* (pp. 218-223).

Nutt, N., Salmistu, S., Meitl, C., & Karu, K. (2020, September). Case Study in Experiential Learning-From Chaos to Order: Sensemaking with the Interactive Timeline Tool in Architecture and Civil Engineering Studies. In *International Conference on Interactive Collaborative Learning* (pp. 91-102). Springer, Cham.



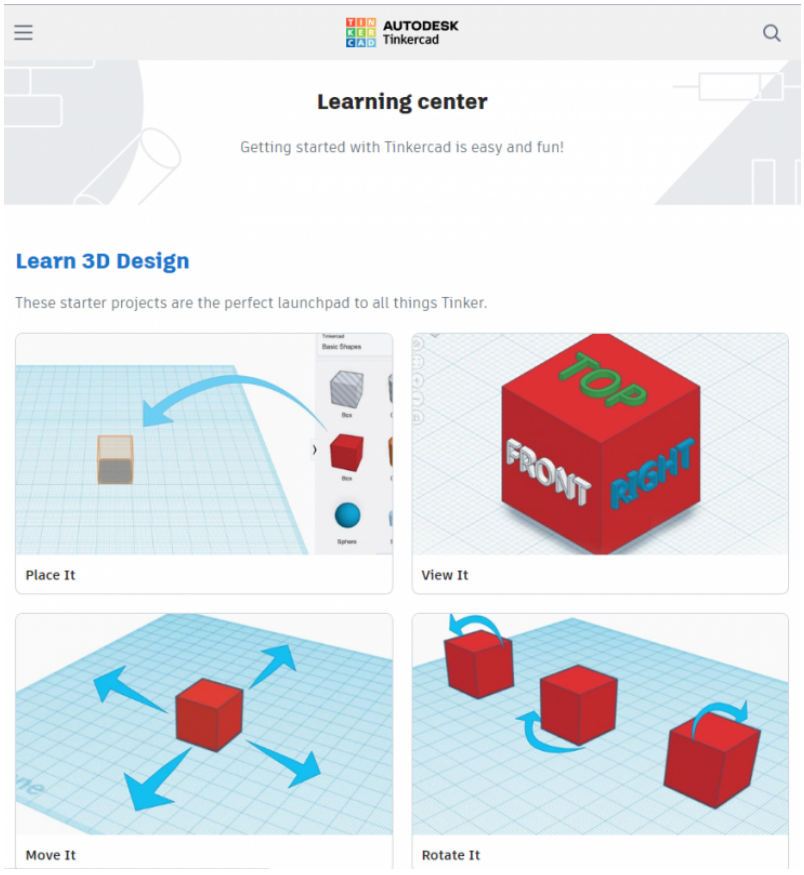
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TinkerCAD Learning Center

Modeling | Cognitivism | Constructionism | 3D Printing

TinkerCAD is a web-based 3D modeling program that is intuitive enough for elementary school students and advanced enough for college students. TinkerCAD can be used to create 3D models to send to 3D printers or to showcase in a virtual gallery. In addition to their free 3D modeling tool, TinkerCAD offers a learning center that caters to a variety of learning strategies.



Tool Snapshot

Price	**Free**

Learning	Cognitivism & Constructionism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★★★☆
Class Size	Unlimited
ISTE*S	Innovative Designer & Creative Communicator
COPPA/ FERPA	See Terms of Service

TinkerCad Overview

TinkerCAD was founded by Kai Backman and Mikko Mononen in 2011 and was purchased by Autodesk, Inc. in 2013. Since its creation, users have generated over 400 million models ranging from toys, prototypes, home decor, Minecraft models and more (Tinkercad.com, 2022, para. 6).

TinkerCAD's easy-to-use Learning Center focuses on instruction through basic skill walkthroughs, step-by-step project-based lessons, and video tutorials for specific instruction and tips.

Privacy

In regards to privacy, TinkerCAD is in compliance with the U.S. Children's Online Privacy Protection Act ("COPPA") and the Family Educational Rights and Privacy Act, only sharing student information if required by law enforcement or for technical support.

Differentiated Learning

- **Basic Skills:** Basic skills are used to get a fundamental base skills for all students. These tutorials focus on the creation on the same object to demonstrate understanding of technical execution. Educators can use this pathway to ensure total class comprehension.
- **Project-Based Lessons:** Project-based lessons allow for differentiated instruction in more advanced techniques. There are a variety of projects that inspire interest, so students can progress by creating a project that suits their specific interest.
- **Quick Video Tutorials:** Short videos intended to refresh student learning and offer tips and tricks for ease of use and access.

TinkerCAD Overview Video



Watch on YouTube

TinkerCAD Learning Center & the SAMR Model

Here is an example of how the *TinkerCad Learning Center* might fit within the SAMR model:

- **Substitution:** Students can participate in step-by-step instruction through online tutorials rather than with a human instructor.
- **Augmentation:** Students can track the history of their lesson and go back to previous steps for refreshers. Teachers can track student progress.
- **Modification:** Students are able to have a final product after completing a tutorial, which can be added to and customized by others in the Tinkercad community.
- **Redefinition:** Students can share their designs with others and collaborate on lessons.

Learning Activities

Math

Students can create a range of numbers for tactile learning. Students can also examine the math within the 3D design program (e.g., shapes, sizes, proportions).

Science

Students can create models of vascular systems and cellular processes.

History

Students can take existing data of collapsing ancient structures and rebuild them to what they would have looked like centuries ago.

English

Students can create models of various characters in their favorite books, using descriptions from the novels.

Resources

- TinkerCAD Learning Center (TinkerCAD.com)
- Learning TinkerCAD for Students Under 13 (LearningWithLucie.com)
- Bring Your TinkerCAD Design to Life (Shapeways.com)

Research

Maloy, R., Kommers, S., Malinowski, A., & LaRoche, I. (2017). 3D modeling and printing in history/social studies classrooms: Initial lessons and insights. *Contemporary Issues in Technology and Teacher Education*, *17*(2), 229-249.

Trust, T., & Maloy, R. W. (2017). Why 3D print? The 21st-century skills students develop while engaging in 3D printing projects. *Computers in the Schools*, *34*(4), 253-266.



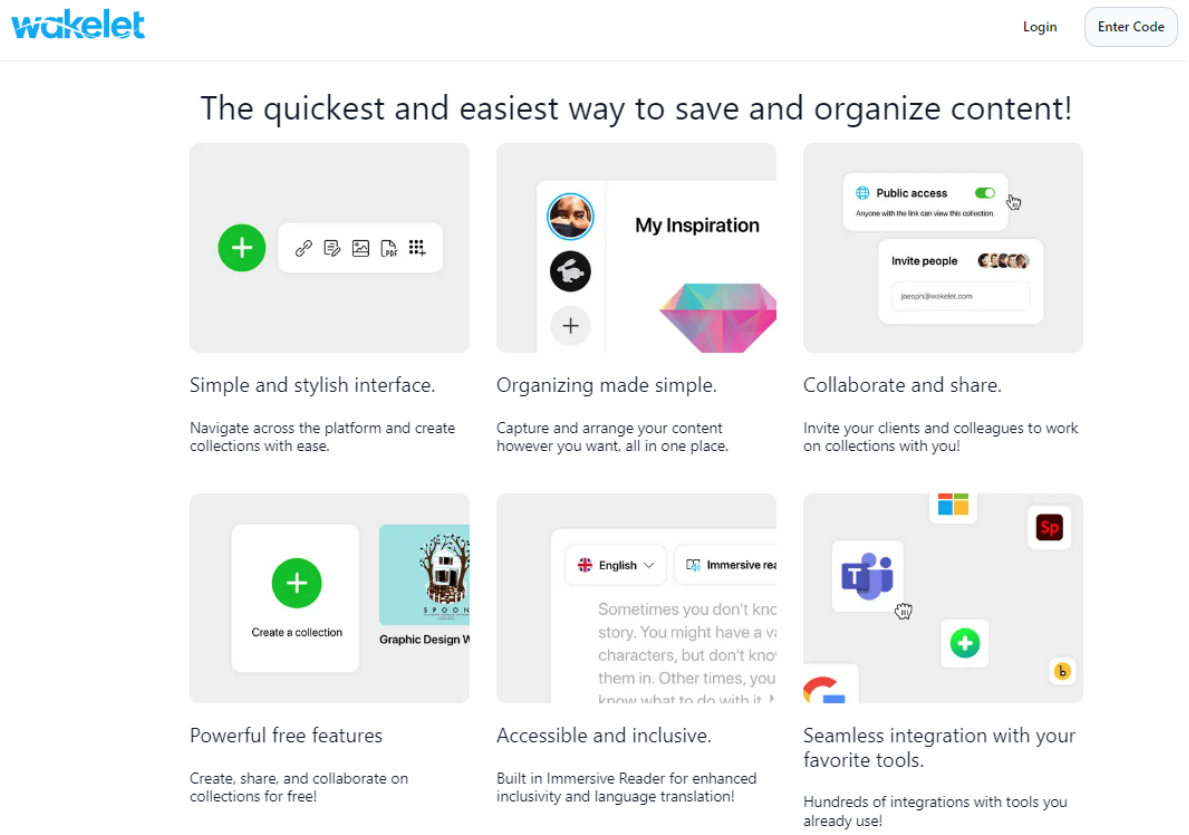
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Wakelet

Connectivism | Social Constructivism | Constructivism | Multimedia | Curation

Wakelet is a digital curation tool that allows users to collect and organize multimodal content, including websites, articles, videos, Twitter threads, text, and images. Wakelet is a great tool for students to collaboratively organize research projects and construct their own knowledge. It can also be used as a multimodal way to present a timeline or story.

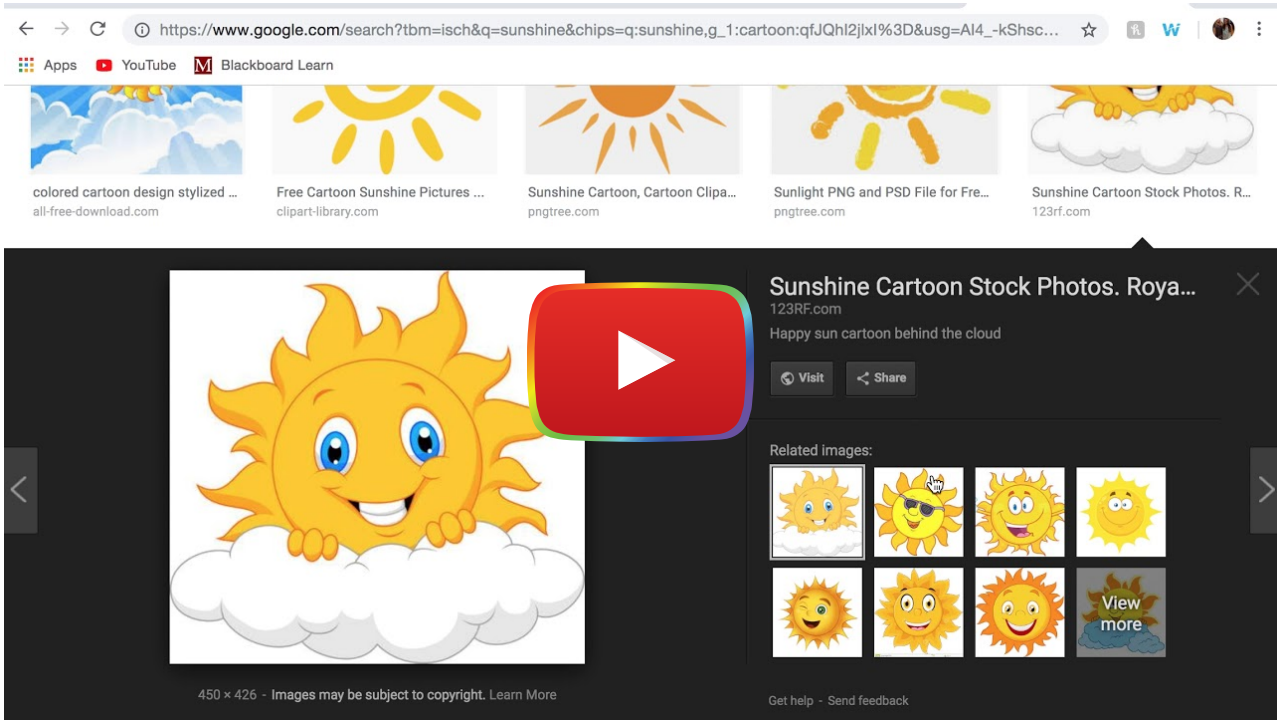


Tool Snapshot

Price	Free
Learning	Social constructivism, Connectivism, Constructivism

Ease of Use	★★★★★
Privacy	★★★★☆
Accessibility	★★☆☆☆
Class Size	Unlimited
Login	Yes
ISTE*S	Empowered Learner, Knowledge Constructor, Creative Communicator, Global Collaborator
COPPA/ FERPA	Wakelet is fully COPPA, FERPA, CSPC, and GDPR compliant

Wakelet Overview Video



Watch on YouTube

Wakelet & the SAMR Model

Dr. Ruben Puentedura's SAMR model exemplifies the integration of technology into teaching. This model is an effort to prove more meaningful uses of technology in the classroom rather than using "tech for tech's sake." As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Wakelet might fit within the SAMR model:

- **Substitution:** Students read a collection of articles on Wakelet instead of in print.
- **Augmentation:** Students curate multimodal collections of images, videos, articles, and more.
- **Modification:** Students curate information and resources about a specific topic on Wakelet and share it widely via social media for feedback. Students critically analyze content and research to create an archive for discussion.
- **Redefinition:** Students have access to real-time collaboration on multimodal content curation.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Wakelet to modify or redefine learning.

Learning Activities

Math

Calculate the number of Wakelets that pertain to a topic. Create a Wakelet with content that helps students learn, practice, and assess math skills. Design a wake for a math topic, process, or mathematician.

Science

Curate research about a scientific topic (e.g., #climatechange). Learn how to conduct an experiment by gathering research and videos to follow. Ask local scientists to add resources to a shared class wake.

English/Language Arts

Create a wake for a character. Create a historical timeline wake for a book read in class.

Social Studies

Gather research on the Civil War. Curate a storyline of the events that occured on 9/11.

Online Class Community

Collaborate on a research project. Provoke conversation on the political actions changing history.

Resources

- How to Use Wakelet
- Creating the right space with Wakelet
- Teachers Guide to Using Wakelet
- Using Wakelet in the Classroom for Curation and Research
- Wakelet – Organize Digital Content for Projects, Assignments, Portfolios, Lessons, and more
- 12 Curation Ideas for Students and Teachers using Wakelet
- How to Bring Curation Into the Classroom
- Twitter: Sharing Wakelet in Google Classroom
- Wakelet makes it Easier to Organize Bookmarks
- Wakelet Youtube Channel
- Wakelet in English Teaching
- Organizing and Archiving Twitter With Wakelet

How to Setup & Use Wakelet (by Wakelet)



Watch on YouTube

Research

Azizan, N., Lubis, M. A., Gio, P. U., & Marhamah, M. (2021). RESPON MAHASISWA PGMI TERHADAP PLATFORM WAKELET UNTUK PEMBELAJARAN ONLINE DI MASA PANDEMI COVID-19. *Dirasatul Ibtidaiyah*, *1*(1), 1-18.

Graham, K. (2018). TechMatters: Doing Digital Curation with Wakelet. *LOEX Quarterly*, *45*(2), 3.

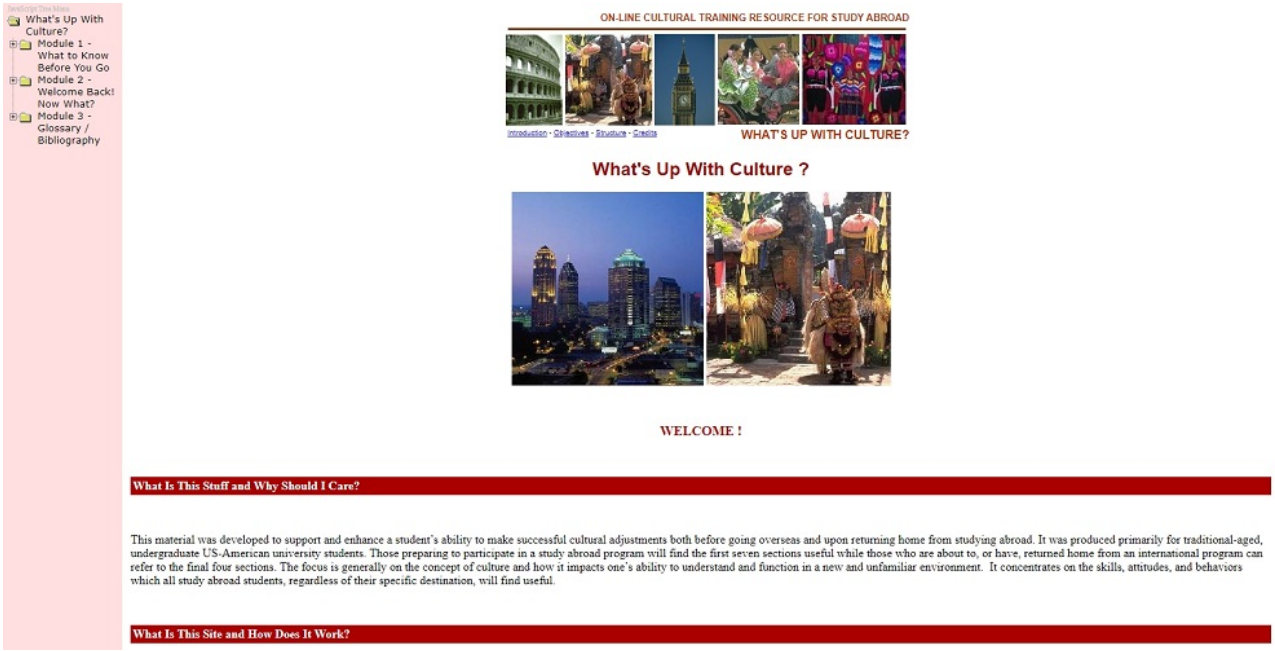
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What's Up With Culture

Crisis Communication | Culture | Study Abroad | Cognitive Constructivism

What's Up With Culture *is a free online tutorial primarily for study abroad students. It is meant to orient learners to key concepts of intercultural communication and adjustment.*



What's Up With Culture homepage screenshot

Tool Snapshot

Price	Free
Learning	Cognitive Constructivism
Ease of Use	★★★★☆
Privacy	★★★★★
Accessibility	★★★★★

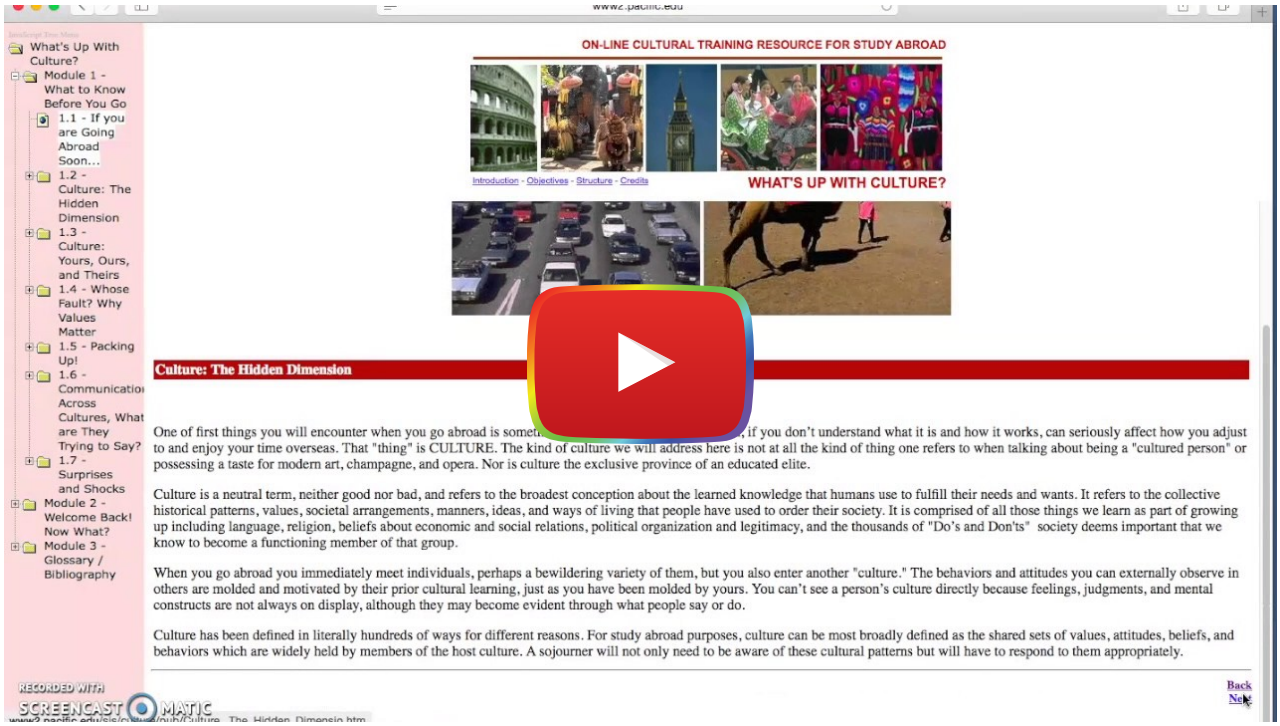
Class Size	Unlimited
ISTE*S	Empowered Learner & Knowledge Constructor

What's Up with Culture Overview

What's Up with Culture (WUWC) is a free online tutorial that orients learners to key concepts of intercultural communication and adjustment. It was designed specifically for students preparing for study abroad, yet it could be used to augment any discussion on culture and diversity. This self-directed tutorial has three modules: pre-departure, re-entry, and a glossary/bibliography section, but nothing is stopping you from using elements of this tool for reinforcement activities while students are abroad as well. Its design does not require linear progression through modules — it is possible to start anywhere and skip through different sections. The site is not meant to be a stand-alone course nor a substitution for in-person orientations to study abroad programs.

WUWC was originally funded by the US Department of Education and designed by faculty at the University of the Pacific's School of International Service in 2003, which still hosts the site. Unfortunately, both the site's design and its content badly need updating if it is to be attractive — and more importantly — relevant to university students.

What's Up With Culture Overview Video



Watch on YouTube

What's Up With Culture & the SAMR Model

Substitution: A student uses WUWC to learn about intercultural concepts at his/her own and pace and on his/her own schedule. This replaces a classroom lecture or necessity of purchasing/accessing a specific book.

Augmentation: Students cut and paste completed activities from WUWC and send them by email to their teacher or peers (instead of exchanging papers) who can then compile and summarize the range of responses.

Modification: WUWC is not sufficiently flexible on its own to reach the modification stage of SAMR

Redefinition: WUWC is not sufficiently flexible on its own to reach the redefinition stage of SAMR.



Learning Activities

Math

Students complete one or more of the self-assessment inventories from WUWC, export the data, and compile class statistics. Students research comparable data (e.g., Hofstede studies) gathered from other populations and compare results in graphic form.

History/Social Studies

Students search the WUWC site for references to particular geographical/political locations and map them; discuss why some areas of the world might receive more attention than others for a site like this.

Students research the backgrounds of the organizations and individuals that contributed to the development of WUWC and discuss how cultural lenses and blinders may influence the production of knowledge.

Have students compare and contrast intercultural concepts as presented by WUWC with those they may have learned through discussions and study of race and diversity in the US context.

For American students: find examples of how non-Americans describe Americans or what advice non-Americans provide about studying in the US; ask students to critique the example and respond with an article or video which might more accurately represent the experience of studying in the US as a foreigner.

English/Language Arts

Students interview one another and create examples of 'critical incidents' as modeled on WUWC, with analysis of cultural differences. More generally, students can also critically examine how and what information is presented on this site (e.g., how the site may perpetuate or combat issues of power and bias).

Students find examples of cultural clash and adjustment in novels, short stories, poetry or non-fiction reading, and determine the degree to which the concepts introduced in WUWC might help to understand (or obfuscate) what is described.

Language

Students work in small groups to choose one of the concepts introduced in WUWC, create a skit in the target language which demonstrates an cross-cultural interaction and highlights the value of the concept.

Resources

- WUWC dedicates pages specifically for parents of study abroad students and faculty of study abroad travel.
- The Association of International Educators (NAFSA)'s description of WUWC and pdf User's Guide.
- Brubaker, C. (2008) What's up with Culture?: A Guided Tour, Part I and Part II.
- Global Scholar is an online tool launched in 2016 which appears to be a revision and extension of the original WUWC tutorial.

How to Use What's Up With Culture

1. Go to the What's Up with Culture homepage.
2. There is no need to register.
3. Click the module links on the left margin to see an overview of the course.
4. Use the next arrows to navigate to subsequent pages.
5. Complete reflection activities and exercises as they appear. Warning: cut and paste or use screenshots to save your work to your desktop, since the content will disappear when you navigate away from the page.

Research

Duke, S. (2016) The Importance of Intercultural Learning in Study Abroad. In J. Rhodes (Ed.), *Advancing Teacher Education and Curriculum Development through Study Abroad Programs*, (pp 74-89). Location. IGI Global.

Global Scholar is an online tool launched in 2016 which appears to be a revision and extension of the original WUWC tutorial.

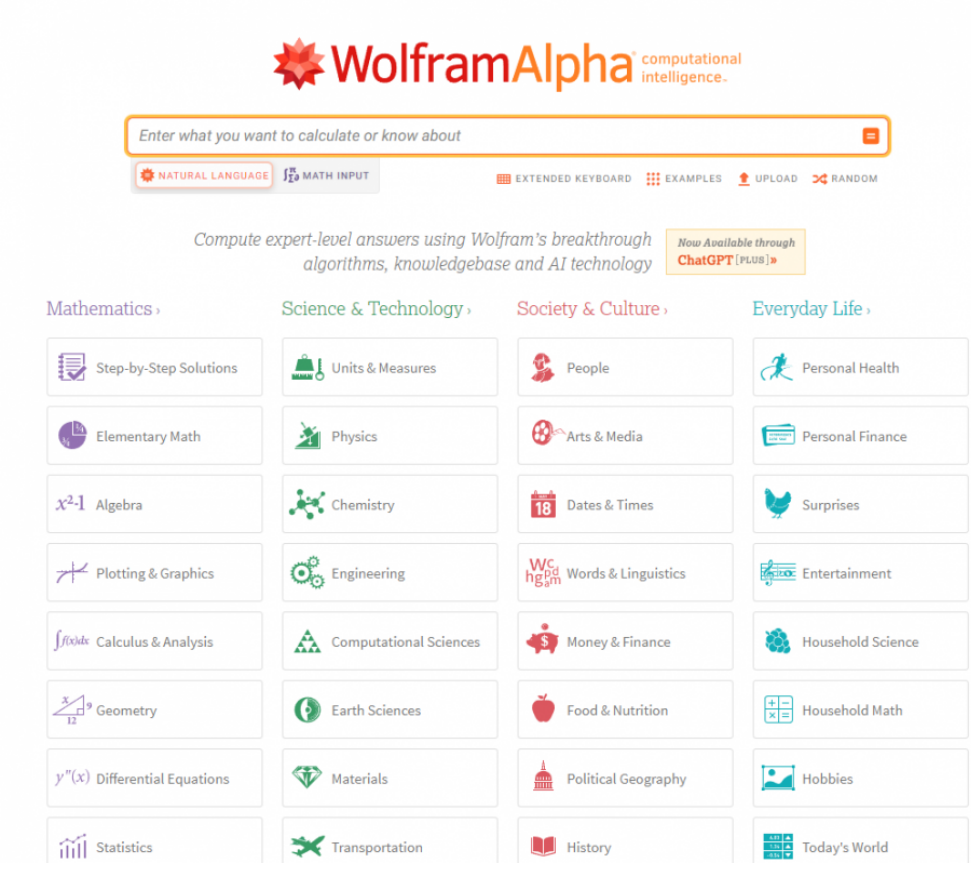
This content is provided to you freely by EdTech Books.

Access it online or download it at https://edtechbooks.org/onlinetools/whatsupwithculture.

Wolfram Alpha

Data | Cognitivism

Wolfram|Alpha is an online tool that strives to make all knowledge computable and accessible (About Wolfram, 2020). This tool can provide the answer to numerous questions, such as "how many calories are in a potato?" and "how many planes are flying overhead?" and "how much money do you need to retire? (see 20 Ways Everyday Life is Easier with Wolfram Alpha). Wolfram|Alpha can also compute and present extensive data on everything from shoe sizes, to lottery odds, to dinosaur comparisons (explore 10 More Fun Questions Kids Can Answer with Wolfram|Alpha and 23 Cool Non-Math Things You Can Do With Wolfram Alpha). It allows anyone with access to the Internet to have the answers to their questions at their fingertips at a moment's notice.



Tool Snapshot

Price	Free with paid options available. Pro for Students (features) ($5/mo.). Pro Premium for Students ($8.25/mo.). Pro for Educators (features) ($5/mo.). Pro Premium for Educators ($8.25/mo.)
Learning	Cognitivism
Ease of Use	★★★★★
Privacy	★★☆☆☆
Accessibility	★★★★☆
Class Size	Unlimited
Login Required	Free version: No Paid version: Yes
ISTE*S	Knowledge Constructor, Computational Thinker
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

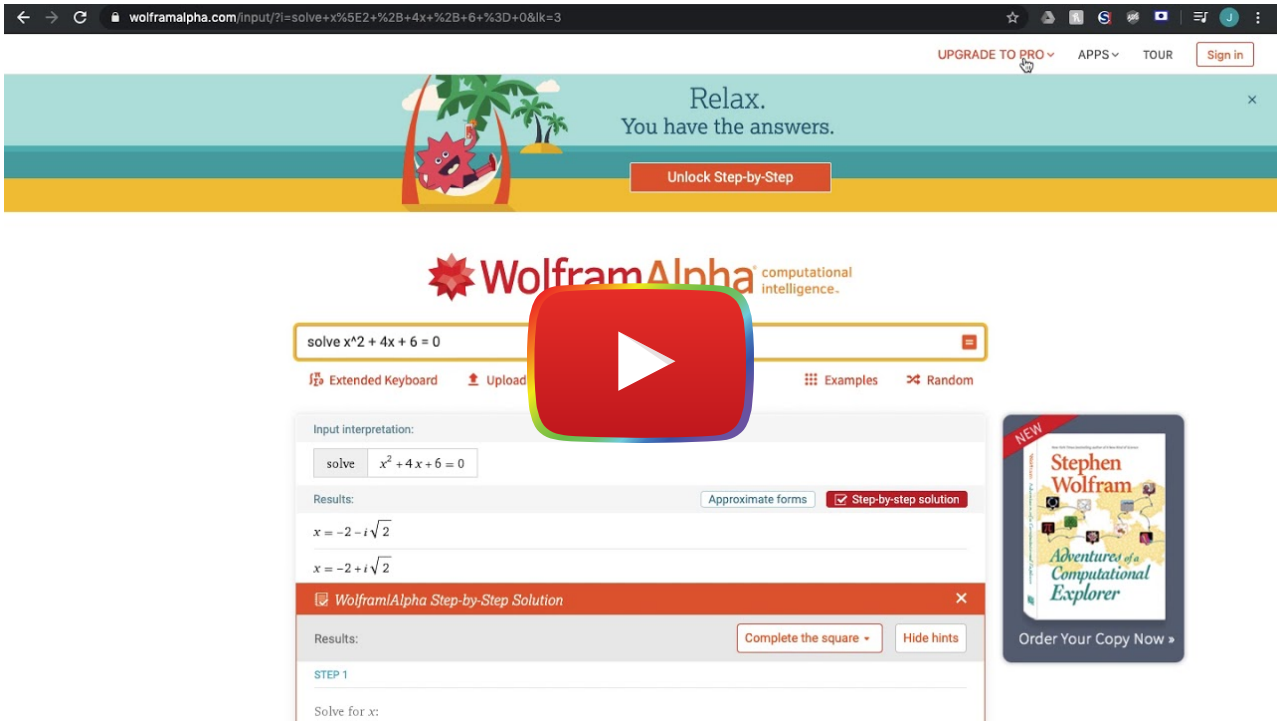
Ease of Use

We gave Wolfram|Alpha 5 stars for ease of use because the website has a clean, simple user interface. The main page features a search box and a list of subjects to explore. As you start to type in what you want to calculate, it will offer suggestions for you. The website provides a helpful tour page that explains how to use the tool at home, at work, or for fun!

Privacy

Wolfram|Alpha collects information such as “real name, alias, postal address, unique personal identifier, online identifier, Internet Protocol address, email address, account name, Social Security number, driver’s license number, passport number or other similar identifiers” (Wolfram|Alpha, 2020. Para 3) They use this information for themselves and they say in their privacy policy that they do not sell the information to third parties.

Wolfram|Alpha Overview Video



Watch on YouTube

Wolfram|Alpha & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how **Wolfram|Alpha** might fit within the SAMR model:

- **Substitution:** Students use Wolfram|Alpha to find the answer to questions instead of using their textbook.
- **Augmentation:** Wolfram|Alpha provides real time data that allows students to see what is happening in the world at that moment, such as what planes are flying overhead right now!
- **Modification:** Students may discover information serendipitously (i.e., that they didn't set out to learn specifically) by exploring the many topics below the search bar or reviewing all the information, charts, and data provided in the search results.
- **Redefinition:** With the pro/paid options students can customize and manipulate their learning experience.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use **Wolfram|Alpha** to modify or redefine learning.

Learning Activities

Math

The free version of Wolfram|Alpha allows students to see the answer to complex mathematical equations. In the paid versions of Wolfram|Alpha students are able to see step-by-step solutions for questions. Students could compare and contrast their step-by-step problem solving process with the one provided by Wolfram|Alpha to extend their mathematical knowledge.

How to Do Unit Conversions with Wolfram|Alpha Video (by WolframAlpha)



Watch on YouTube

Science

Wolfram|Alpha is known for its ability to solve very complex equations in mathematics and physics. However it is capable of much more. For example, students can compare different elements in the periodic table, explore computations for engineering problems, and discover information about living organisms.

How to Balance a Chemical Equation with Wolfram|Alpha Video (by WolframAlpha)



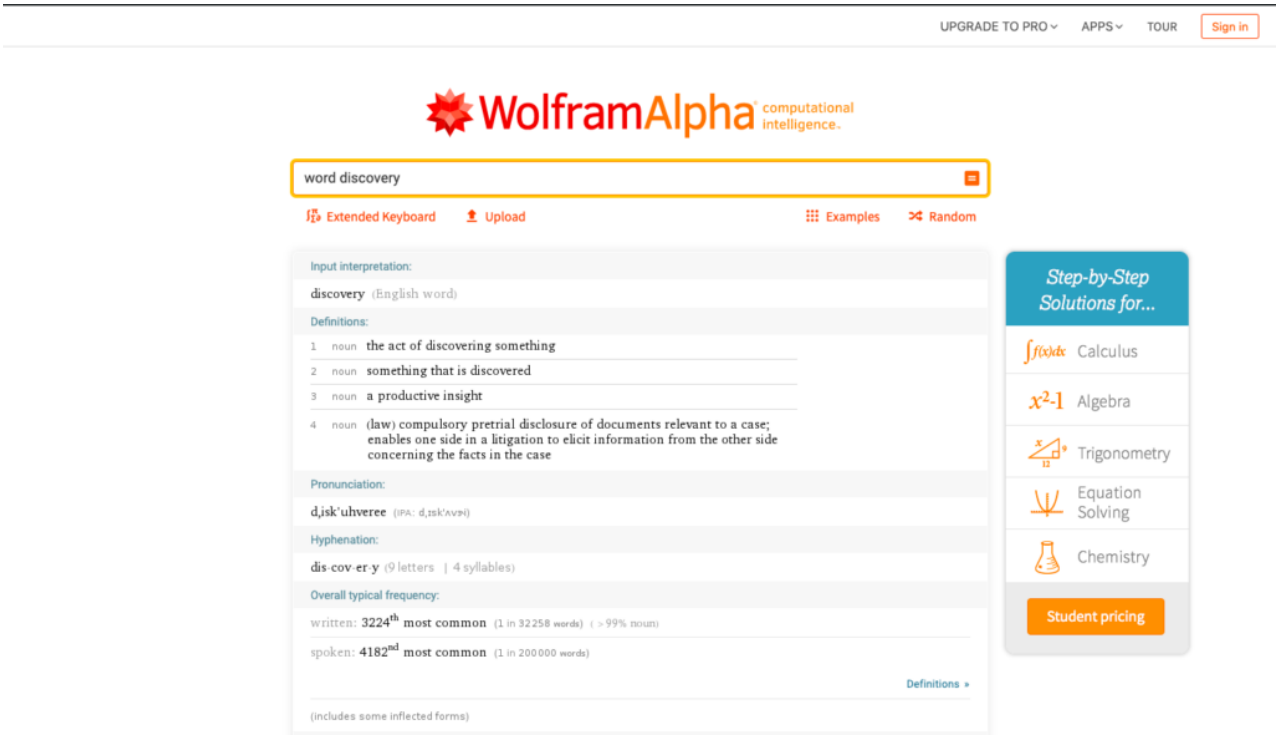
Watch on YouTube

History

“With comprehensive data about people, places and events throughout history,” Wolfram|Alpha streamlines the research process for students (Wolfram|Alpha, 2020, para. 1). With the free version of Wolfram|Alpha, students can compare and contrast two different time periods or explore historical timelines or learn more about famous inventions.

Language

Wolfram|Alpha allows students to not only find the definition of words, but also learn complex grammar of the English language. It can also be used as an interactive dictionary! And, it can translate words to any other language!

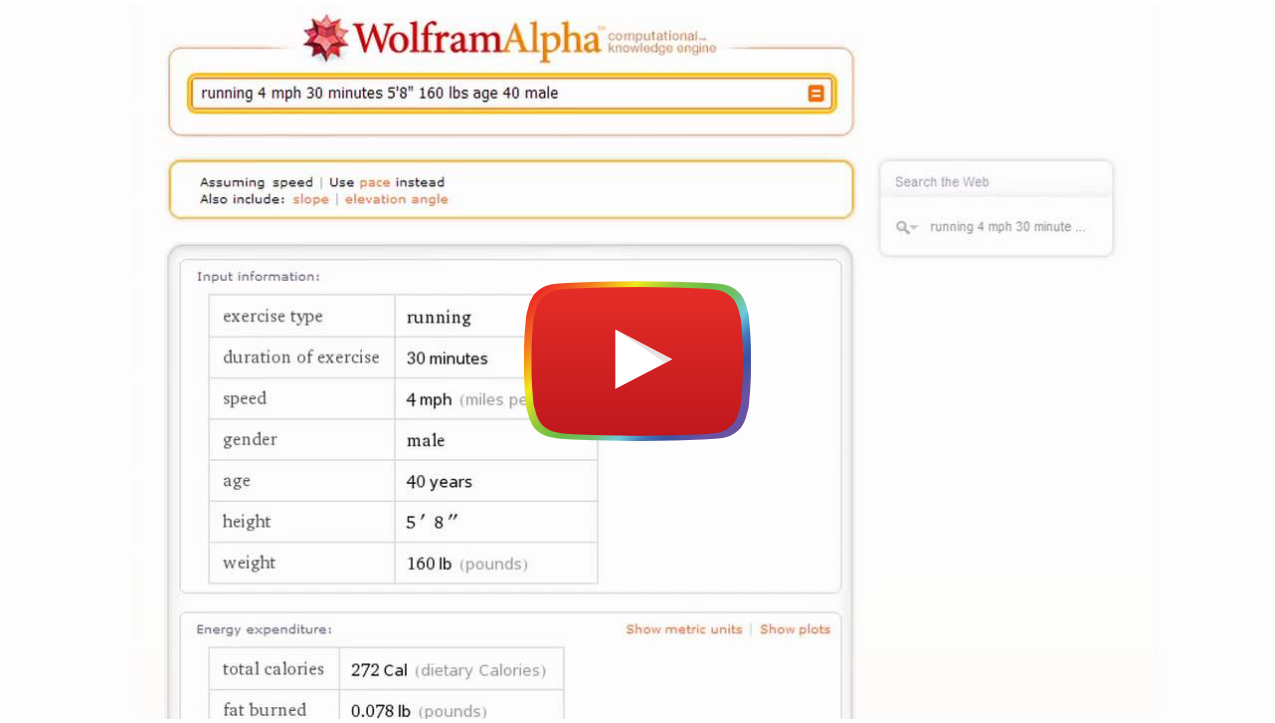


Screenshot of Wolfram Alpha language section

How to Use Wolfram|Alpha

Go to www.wolframalpha.com. If you want to use the free version, begin typing your question into the search area or tap on one of the topics below the search bar to learn more.

Part 1: Original Intro to Wolfram|Alpha (by Stephen Wolfram)



Watch on YouTube

Research

Dimiceli, V. E., Lang, A. S., & Locke, L. (2010). Teaching calculus with Wolfram| Alpha. *International Journal of Mathematical Education in Science and Technology, 41*(8), 1061-1071.

The Educational Purposes of Wolfram|Alpha: https://www.wolfram.com/wolfram-u/catalog/edu011/

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YouTube Playlist

Connectivism | Video | Social Constructivism | YouTube | Organization

YouTube Playlist is a free tool that allows you to collect and organize videos around specific topics or interests. You can create playlists with any videos on Youtube, including your own. This is a great way to organize your own videos (e.g., if you have 25 videos in your YouTube library, 15 of them are related to educational technology, and 10 of them are related to penguins, you can create to separate playlists for your viewers).



Watch on YouTube

Tool Snapshot

Price	**Free**
Learning	Social constructivism, Connectivism
Ease of Use	★★★★☆

Privacy	★★★☆☆
Accessibility	★★★★★
Class Size	Unlimited
ISTE*S	Knowledge Constructor
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

Usability

You need to sign in to Google through Gmail to be able to create a YouTube Playlist. By logging into gmail before going to YouTube, you can take advantage of its features, for instance, uploading videos, commenting on people's videos, and saving videos in your playlist. However, you do not have to sign in to view and search for videos on YouTube.

Designer

YouTube was founded in 2005 by Steve Chen, Chad Hurley, and Jawed Karim out of a garage in Menlo Park. Chen, Hurley, and Karim sold the website for $1.65 billion to the search engine Google.

Price

YouTube is a free online video tool, with no login required to view videos. However, if you want to create your own Playlist and take advantage of YouTube's advanced features, you should create an account with Google and login. YouTube also offers a paid service (YouTubeRed), which allows you to watch videos and listen to music without advertisements.

Ease of use

YouTube is a simple and well-designed website. The help page (see YouTube Help Center) allows users to find an answer to their questions.

Accessibility

YouTube supports pop-out buttons, expand/shrink buttons, and screen readers, TalkBack, full page zoom, high contrast settings, and chrome accessibility extensions to increase accessibility.

Privacy

People are required to create an account on YouTube to take advantage of all YouTube's services. You can sign in YouTube with your Google account. Google services ask for your personal information (e.g., name, phone, birthday, age, location,and username) and want you to make your profile publicly visible. Google uses cookies to identify your browser and device and to present appropriate ads, remember search preferences, and offer options based on user data. In addition, they also use people's information to maintain and develop Google services, and protect both users and Google from malware and spam. See Google Privacy Policy.

YouTube Playlist & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how YouTube Playlists might fit within the SAMR model:

- **Substitution:** Students watch videos in YouTube Playlist (instead of watching videos in school).
- **Augmentation:** Students analyze, contrast, and compare videos in a pre-designed playlist.
- **Modification:** Teachers can create playlists to personalize learning for students.
- **Redefinition:** Students curate their own YouTube Playlists to showcase their knowledge about a particular subject or topic.

Learning Activities

Math

Students can curate collections of videos that showcase real world examples of the math concepts they are exploring in class.

Science

Students can curate a playlist of videos about experiments, scientific processes, popular scientists, and more. Check out the Physics Girl playlists!

World Languages

Students can curate videos of native language speakers to improve their listening and comprehension skills.

Example Playlists

- Logarithms in Math
- Alltime10s Science Playlist
- Language Arts, English Grammar, Literacy Lessons
- Blended Learning

Resources

- The Complete Guide To YouTube Playlists
- How to Make YouTube Music Playlists
- YouTube Music is here, and it's a game changer
- Everything You Need to Know about Uploading Videos on YouTube
- How to Subscribe to a User on YouTube

How to Make a Playlist on YouTube Video (by Tech Insider)



Watch on YouTube

Research

Davidson, C., Given, L. M., Danby, S., & Thorpe, K. (2014). Talk about a YouTube video in preschool: The mutual production of shared understanding for learning with digital technology. *Australasian Journal of Early Childhood*, *39*(3), 76.

Dougan, K. (2013). "YouTube Has Changed Everything"? Music Faculty, Librarians, and Their Use and Perceptions of YouTube. *College & Research Libraries*, crl13-471.

Fleck, B. K., Beckman, L. M., Sterns, J. L., & Hussey, H. D. (2014). YouTube in the Classroom: Helpful Tips and Student Perceptions. *Journal of Effective Teaching*, *14*(3), 21-37.

Quagliata, A. B. (2014). Move your audience to action: Using YouTube to teach persuasion. *Communication Teacher*, *28*(3), 183-187.

Sun, Y. C. (2014). Microteaching writing on YouTube for pre-service teacher training: Lessons learned. *CALICO Journal*, *31*(2), 179.

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Access it online or download it at https://edtechbooks.org/onlinetools/youtube-playlist.

Learner-Centered Tools

Graphic Design

- BigHugeLabs – image design
- Buncee – graphic design
- Canva – graphic design
- Easel.ly – infographic creator
- Genial.ly – graphic design
- iPiccy – photo editing
- LucidPress (Marq) – graphic design (brochures, newsletters, magazines)
- Photopea - Graphic design tool
- Piktochart – infographic creator
- Pixlr - Image editing tool
- Pixton Comics – comic design
- Sway (Microsoft) – presentation, newsletter, and document design
- Thinglink – Design interactive images and videos
- Wixie – Creativity platform for students

Multimedia Production

- Anchor – podcast creation and hosting
- Audacity – audio production and editing
- Brush Ninja - GIF animation tool
- Educreations – Interactive whiteboard recording
- Loom – screen recording
- Lumen5 – video-making (turn text into videos)
- Powtoon – animated video design
- Showme - interactive whiteboard with screen recorder
- Soundtrap - Audio editing tool
- Vocaroo – audio recording

Book Design

- Book Creator – design multimodal eBooks
- Storybird – design children's books
- Storyjumper – design children's books

Web Design

- Google Sites
- Weebly
- Wix

Other

- CoSpacesEDU – create mixed reality content
- Pencil Code – creative programming
- Scratch – programming
- Sutori – collaborative multimodal timeline design
- Timelinely - Video annotation tool
- Twine – interactive storytelling tool
- Wakelet – information/multimedia curation

Learner-Centered Tools A-Z



Anchor (now Spotify for Podcasters)

Anchor is an online podcast creation tool owned by Spotify. Podcasts are like radio shows that are hosted on the Internet – they are audio-only programs with one or more hosts presenting topical...



Audacity

Audacity is an audio recording and editing software application that is open-source so that anyone can download it for free with no restrictions of use. This software can: record live audio, cut, copy...



BigHugeLabs

BigHugeLabs is a learner-centered online tool that allows students to create their own content through images and text. BigHugeLabs offers a variety of simple, easy-to-use image design tools, includin...



Book Creator

Book Creator is a digital tool that enables students to create and read multimodal digital books. It is an ideal tool for enhancing student engagement through story creation and multimedia design. Whe...



Brush Ninja

Brush Ninja is a digital art tool that allows you to create hand-drawn, animated gifs. With this tool, students can use the digital brushes, colors, and other features to design their own gifs with...



Buncee

Buncee is an award-winning educational tool where students and teachers create and collaborate on projects. Interestingly, it was first conceived as an e-card and e-greeting resource. However, it quic...



CoSpaces

Canva

Canva is an online design tool that offers users the opportunity to create professional-looking posters, slideshows, images, event flyers, resumes, cards, certificates, infographics, and other media. ...

Easel.ly

Easel.ly (pronounced “easily”) is an infographic design tool. Infographics use pictures, graphs, and a bit of text to quickly and attractively share data and information. Easel.ly lives ...

Genial.ly

Genial.ly is an online tool that can be used to create still, animated, or interactive visuals, such as posters, infographics, quizzes, and presentations. To create visuals, you can use pre-made templ...

iPiccy

iPiccy is a web-based photo editing and sharing application that offers a simple yet powerful set of features to alter and transform pictures. From traditional editing tools, like sharpness and contra...

Marq (Formerly Lucidpress)

Marq (formerly LucidPress*) is a web-based desktop application that can be used to create brochures, flyers, newsletters, business cards, posters, magazines, and presentations. Created in October 2013...

Pencil Code

Pencil Code, which is built on top of MIT’s Scratch, is a programming site for drawing art, playing music, and creating games. It

CoSpaces is a mixed reality web-based application that allows users to create and engage with interactive media content. CoSpaces affords the student the ability to demonstrate their knowledge in...

EduCreations

Educreations is an interactive whiteboard drawing and recording tool that allows educators and students alike to design more enhanced and engaging presentations. On the Educreations site or iOS app, u...

Google Sites

Google Sites is a Google web application that allows users to create wikis and websites, with ease of use and collaborative design. Google Sites is free to use (with a paid option that offers more sto...

Loom

Loom is a free screencasting tool that allows users to capture their computer's screen and record themselves with their camera. Loom can be used on both Mac and Windows computers. Once you are finishe...

Lumen5

Lumen5 is an AI-powered tool that creates videos to accompany written content. Users can input a link to an article or blog post, or write some text, and Lumen5 will turn the text into a video (see th...

Photopea

Photopea is a creative learner-centered digital tool that serves as an advanced photo and graphics editor. This free alternative to Adobe Photoshop utilizes

is also a place to experiment with mathematical functions, geome...

vector- and raster-based graphics (think II...

Piktochart

Piktochart is a cloud-based application that allows users to easily create infographics. Users can embed interactive maps, charts, videos, and hyperlinks in a Piktochart infographic. To create an info...

Pixlr

Pixlr is a photo editing and graphic design tool that permits users to customize designs and modify pictures. From animations, presentations, and collages, to Instagram stories, you can create a wide ...

Pixton Comics

Pixton allows teachers and students to construct their own comic strips. There are a variety of comic strip layouts, numerous character and background choices, and a ton of creative options. This is a...

Powtoon

Powtoon is an online platform for creating short video presentations. Powtoon gives anyone the ability to create professional videos and presentations. You can select from royalty-free libraries of an...

Scratch

Scratch is a free visual coding tool that was designed by the MIT Lifelong Kindergarten Group. Students can use Scratch to “code their own interactive stories, animations, and games. In the pro...

Showme

Showme is a digital whiteboard app available on the iPad that allows users to draw and add voiceover narration. More than 65,000 schools are using Showme because it is a beneficial educational tool fo...

Soundtrap

Soundtrap is a community-based creative sound production tool that allows users to collaborate with classmates, teachers, and other users worldwide. Sountrap can be accessed directly by the user's bro...

Storybird

Storybird is a digital tool for designing visual stories. Students can design picture books on their own or work in teams (e.g., author and artist) to create visually appealing representations of thei...

Storyjumper

Storyjumper is a popular tool for creating storybooks. It is easy to use for students of all ages and it can help them create their very own storybooks. Students can use their imagination and create n...

Sutori

Sutori is a collaborative instructional and presentation tool for the classroom. It can be used as an alternative to traditional presentations such as PowerPoint or Prezi. The stories can be view...

Sway

Sway is a web-based Microsoft Office tool that allows users to convey information as a newsletter, presentation, or document.

Thinglink

ThingLink is a tool for creating interactive images and videos by adding tags. Tags can link to websites, social media pages, videos, maps, images, and audio.

Users can customize their Sway with headings, text, video, and images. Swa...

Interactive Thinglink images can be share...

Timelinely

Timelinely is a free video annotation tool. Users simply paste a video's URL into the search box on Timelinely's home page and from there they can add written, audio, image, and video anno...

Twine

Twine is an "open-source tool for telling interactive, nonlinear stories" (Twine, 2020, para. 1). With Twine, users can create and choose their own adventure stories, games, and ...



Vocaroo

Vocaroo is an online tool that allows users to record, send, and download voice messages. Teachers and learners can use Vocaroo in different activities, such as podcasting, digital storytelling, broad...

Weebly

Weebly is a web-design tool that offers professional-looking, high-quality templates for creating websites. Originally, the website was intended to host e-portfolios and personal webpages but currentl...

Wixie

Wixie is a publishing and creativity platform that allows students to "share their ideas, imagination, and understanding through their writing, art, voice, and video" (Wixie.com, 2022, par...

Wix

Wix is a web development platform that enables anyone to create a website using simple cloud-based creation and management tools without any coding skills. Wix offers customers more than 510 professio...

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Anchor (now Spotify for Podcasters)

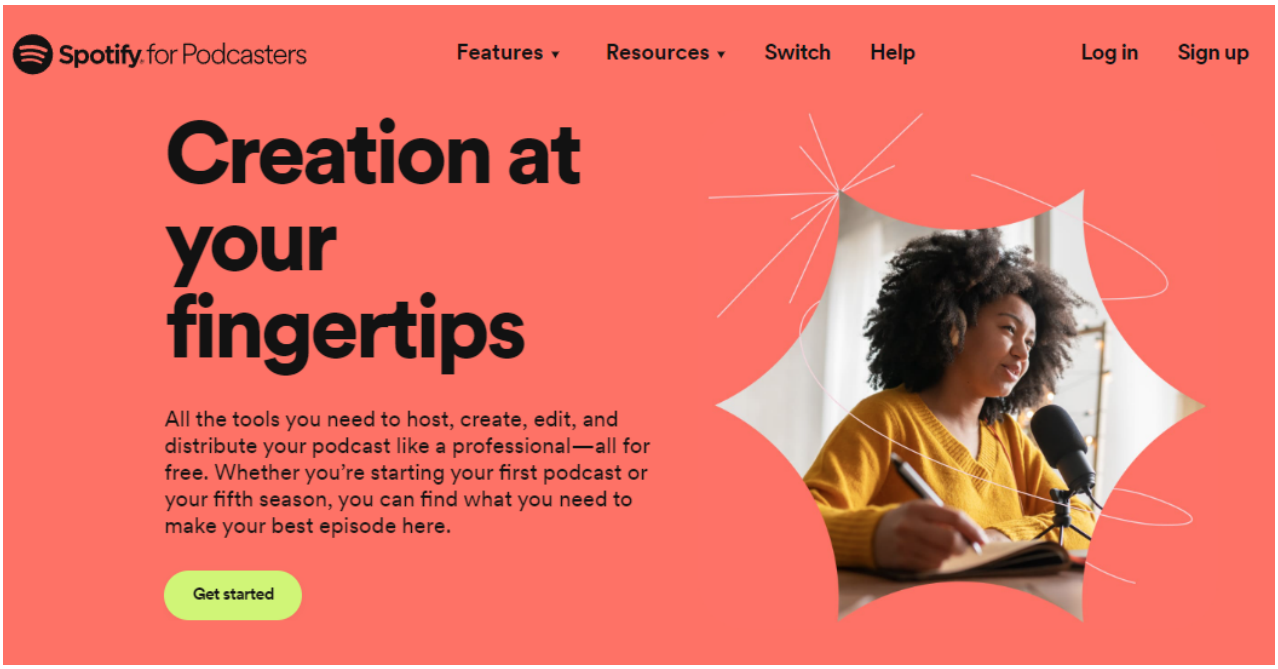
Connectivism | Social Constructivism | Podcast | Audio Editing

*Anchor is an online **podcast creation tool** owned by Spotify. Podcasts are like radio shows that are hosted on the Internet – they are audio-only programs with one or more hosts presenting topical discussions, open speculative conversation, comedy, or stories. Podcasts deliver educational content informally through storytelling or conversations or formally through evidence-based presentations of information. You can find podcasts in digital repositories, such as Spotify and Apple Podcasts, podcast hosting sites, like Anchor and Synth, or on personal websites.*

*Anchor lets anyone **create, edit, and host a podcast for free** using a mobile app or through their website. Anchor provides creators with unlimited free hosting service and includes an option to move their podcasting service from other service providers (e.g., Podbean, SoundCloud) for free. Anchor makes it easy to set up **a podcast station** for listeners to subscribe to for notifications about new episodes. As an educator, you could create a class podcast station or have your students collaboratively design a podcast series.*

*(Anchor.fm) "**Completely demystifies the podcasting process.**"*
– Common Sense for Education

*A special feature of Anchor is the "leave a message" feature, which allows podcast listeners to post messages for the podcast host by tapping on the "leave a message" button on any podcast episode. Students could use this feature to listen to a preview of your class lecture and communicate their questions to you before class. Anchor also allows podcast creators to invite up to **5 users to collaboratively record a podcast**. This functions as a group call with the host as the moderator.*



Tool Snapshot

Price	Free
Learning	Social Constructivism, Connectivism
Ease of Use	★★★★☆
Privacy	★★☆☆☆
Accessibility	★☆☆☆☆
Class Size	Not Applicable
Login	Yes for podcast creators; No for podcast listeners
ISTE*S	Empowered Learner, Creative Communicator, Global Collaborator, Knowledge Constructor
COPPA/ FERPA	No COPPA/FERPA policy was found. Check with your school IT administrator.
GDPR	Yes

Accessibility

In a personal email (March 23, 2020), Michi of Anchor Support states: "We deeply care about the use of our app and make sure it is accessible to everyone. Rest assured that we'll do everything we can to become better. In full transparency, it might take some time to make some of the improvements that you mention but it is on our roadmap, and I'll continue to advocate for these fixes as best I can for you personally."

Ease of Use

The user can quickly learn how to use the tool with relative ease. Minimal instruction is needed for learning how to use the tool. There are tutorials and detailed FAQ information available if the user runs into an issue with the tool.

Privacy

The user has to share some personally identifiable information (e.g., email address, name, location). The privacy policy clearly states how the information is used or shared.

Anchor.fm Overview Video



Watch on YouTube

Video Transcription

Anchor.fm & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool. Here is an example of how **Anchor.fm** might fit within the SAMR model:

- **Substitution**: Students listen to a recording of a podcast lecture by the teacher during class time instead of listening to the teacher present the lecture in real-time.
- **Augmentation:** Students can listen to the recording of the podcast on their own time at home. They can play back and slow down the speed of play. Or, students listen to a podcast ahead of time and leave messages with their questions for class discussion.
- **Modification**: Students design their own podcast station that they share with classmates.
- **Redefinition**: Students collaboratively design a podcast with community members, professionals, and other individuals outside of their classroom. Podcasts can be internationally shared on social media, expanding students' professional learning networks (PLNs).

Learning Activities

Math

- Calculate math operations (addition, subtraction, etc…) while listening *at your preferred speed* to a mental math podcast. Or, listen to the Mental Math Secrets podcast to identify new strategies for math calculations.
- Listen to a favorite podcast and analyze the ways mathematical concepts such as volume, geometry, algebra, and statistics are used or discussed in the podcast.

Science

- Create a podcast series featuring guided tours of local parks or ecological niches.
- Host a podcast about a local environmental issue with experts and concerned local citizens.

Language Development

- Learn and review grammar using podcasts: Post comments and questions about grammar on podcasts to being addressed in a future episode.
- Learn vocabulary and pronunciation of a new language by listening to podcasts in foreign languages.

Music

- Learn about songs by listening to a podcast that details the story, design, or history of songs.
- Create a podcast about a song you designed and the story behind the song.
- Create a podcast series about music theory.
- Using practice tips and sequences in a podcast, practice or create a harmony part against a given melody.

Other

- Listen to a podcast lecture ahead of time and post your questions for your teacher through the “leave a message” feature on Anchor.
- Social and emotional learning: Listen to podcasts depicting challenging social situations. Participate through phoning in and joining the discussion. Alternately, participate by leaving a message with your thoughts and concerns.
- Listen to podcasts that provide deep explorations, or specialized understanding, of a complex topic.

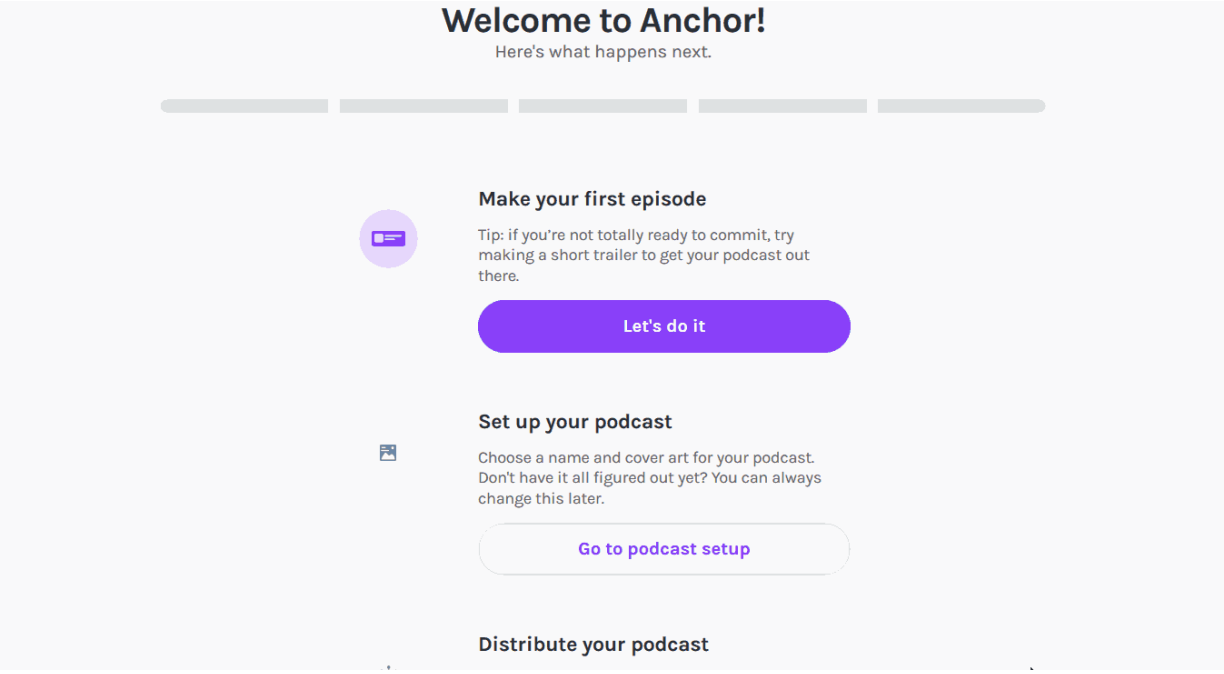


Resources

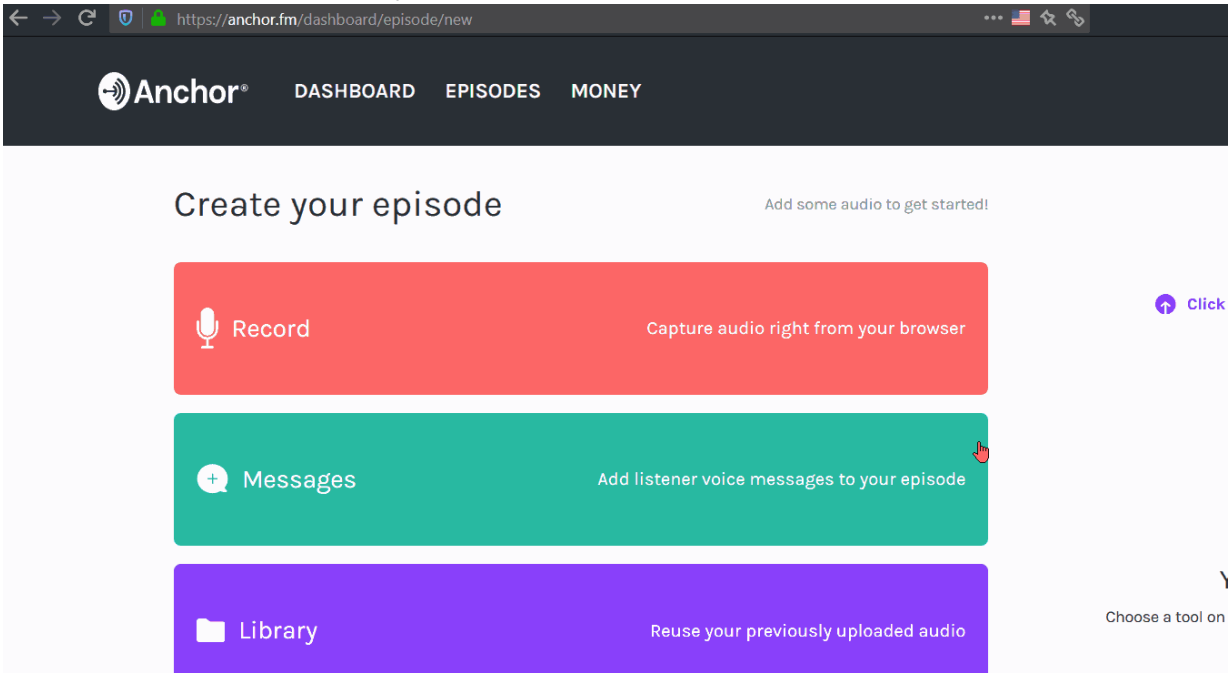
- Podcasting in Education: What are the Benefits?
- How to make a podcast on the Anchor app
- What is a podcast, anyway? (An Anchor podcast)
- Anchor FAQs- The Complete List
- Starting Your Podcast: A Guide For Students
- Why Your Students Need a Podcast: How To Do it Fast and Free
- Creating Podcasts With Your (Young) Students
- Top 20 Musical Theatre Podcasts You Must Follow in 2020
- 50 Educational Podcasts You Should Check Out
- Podcast players: Android – Anchor.fm, Podcast Addict, Spotify. iOS – Anchor.fm, Apple Podcasts, Spotify. Web – Anchor.fm, SoundCloud, Spotify Web

How to Use Anchor.fm

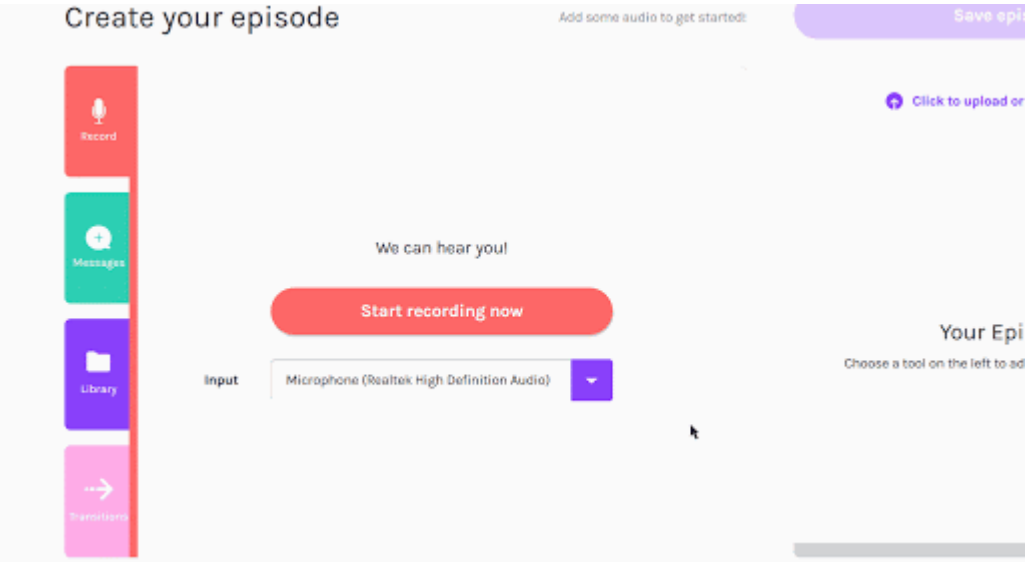
1. Go to www.anchor.fm.
    - Note: If you want to use it on your phone, use the [How to make a podcast on the Anchor app](#) webpage.
2. Click "*Sign Up*" and register for an account.
3. Return to Anchor and log in and click on "*Let's do it.*"



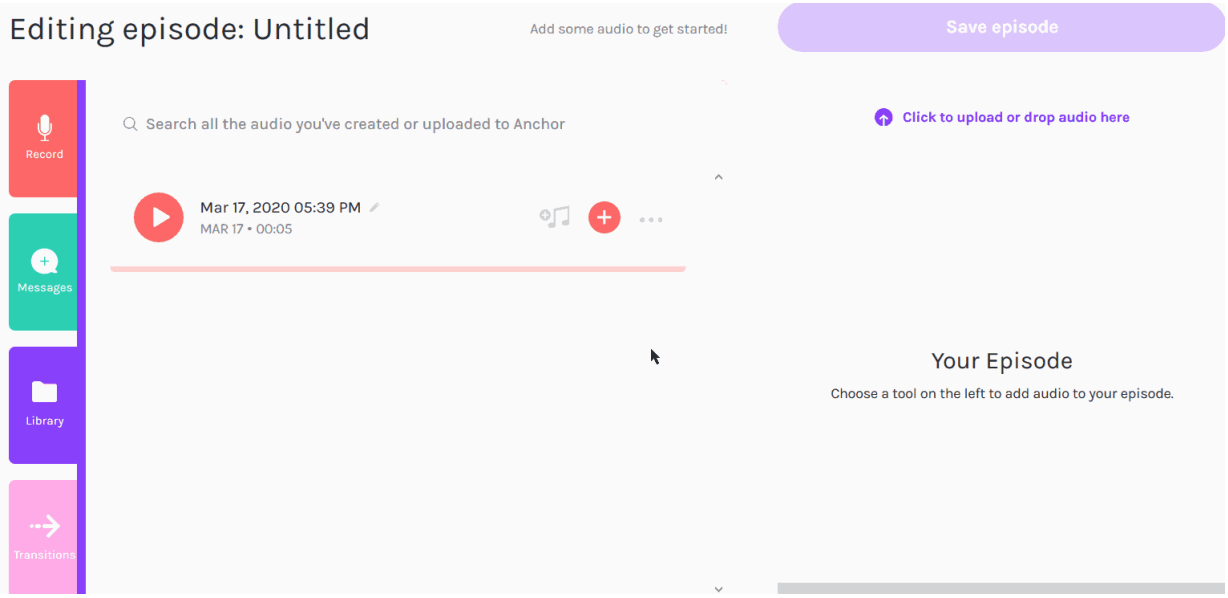
4. Click on the orange panel record button at the top to start recording your podcast right on your computer.
5. Click "Allow" on any microphone usage prompts from your browser. The "Allow" button may look different from this gif shown depending on the browser you are using.



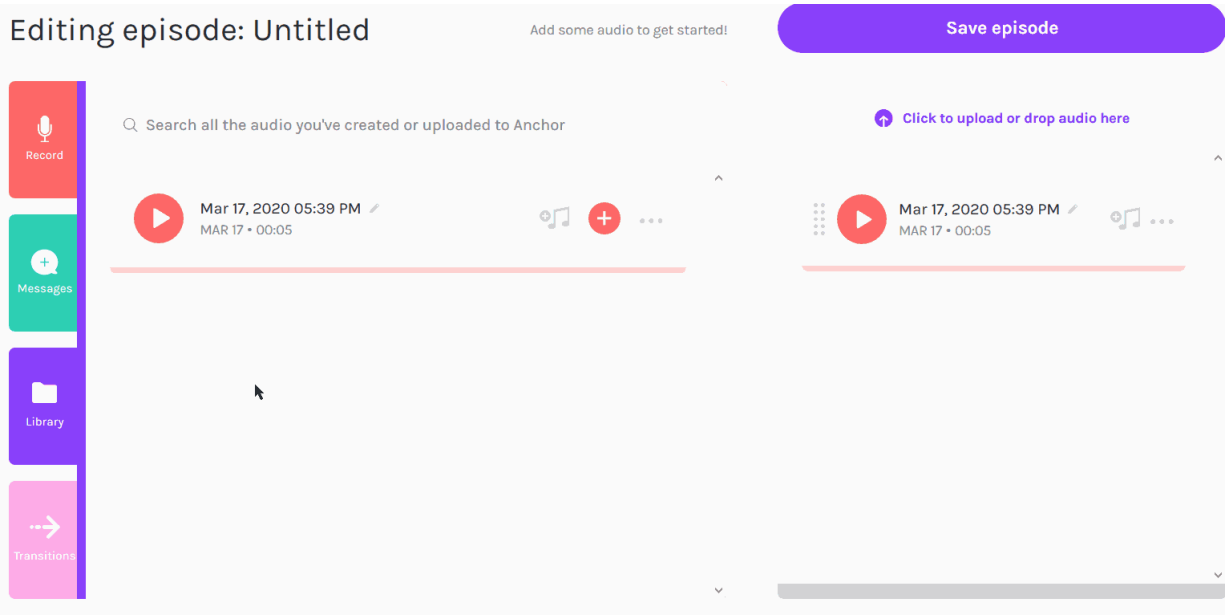
6. Click on "Start recording" to record your podcast. Stop the recording at any point by clicking the "Stop Recording" button.



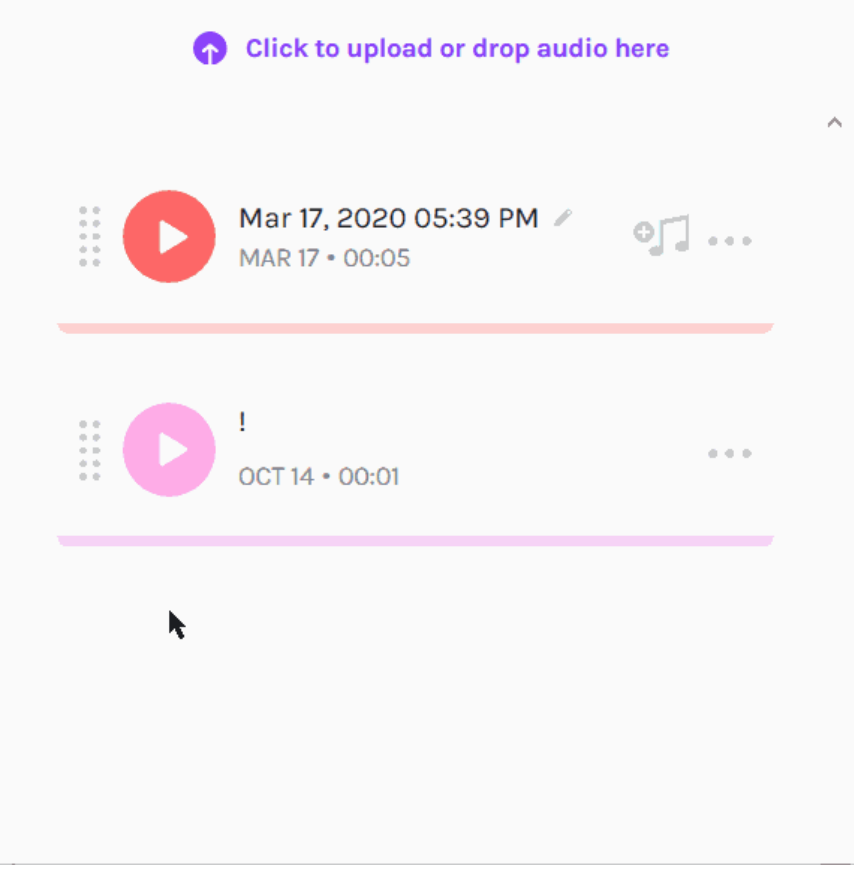
7. Click on the round + icon on the right of the recording to add it to the episode. The recording will appear in the episode section on the right.



8. To add transition sound effects, click on the “Transitions” button in the lower-left corner with the arrow icon.
9. Choose and play a sample sound transition.
10. If you would like to add it to your podcast episode, click the plus icon on the right of the sound sample. The transition sound effect will appear in the episode.

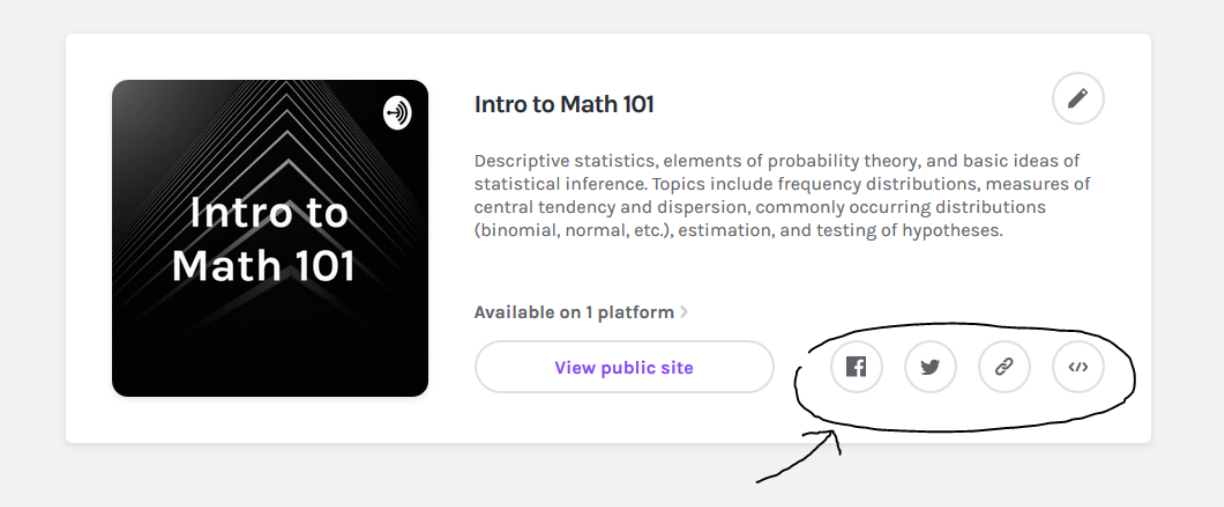


11. To change the order of your transitions or podcasts, click on one of your selections, drag it to the new position, then
12. release it.



13. To save your episode click "*Save episode*" on the upper right of your screen.
14. Congratulations! You have just finished your first podcast and now you are ready to publish it on the Internet!
15. Publish your episode by clicking on "*Dashboard*" in the top left corner. Then click on "*Go to podcast setup*" in the center of the screen.
16. You will be asked to create a podcast profile and to select a podcast photo (you can upload an image). You can also ask the system to choose an image for you. You can then update your cover art.

17. Now, share out your podcast! Learn more from Sharing Your Podcast and Growing Your Audience. Once you publish your podcast, you will be notified when it is available and searchable online.



Research

Evans, C. (2008). The effectiveness of m-learning in the form of podcast revision lectures in higher education. *Computers & education, 50*(2), 491-498. https://doi.org/10.1016/j.compedu.2007.09.016

Hasan, M. (2013). Podcast applications in language learning: A review of recent studies. *English Language Teaching, 6*(2), 128-135.

Kay, R. H. (2012). Exploring the use of video podcasts in education: A comprehensive review of the literature. *Computers in Human Behavior*, *28*(3), 820-831. https://doi.org/10.1016/j.chb.2012.01.011.

Tam, C.O. (2012). The effectiveness of educational podcasts for teaching music and visual arts in higher education. *Research in Learning Technology*, *20*. https://doi.org/10.3402/rlt.v20i0.14919

Authors

Page created by Constance M. Cook and Sai Satish Gattupalli.

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Access it online or download it at https://edtechbooks.org/onlinetools/anchor.

Audacity

Constructionism | Audio Editing

Audacity is an audio recording and editing software application that is open-source so that anyone can download it for free with no restrictions of use. This software can: record live audio, cut, copy, splice or mix sounds together, and edit various audio files (Ogg Vorbis, MP3, WAV, or AIFF to name a few). This application can be integrated across disciplines and is relatively easy to use. Audacity can foster active student participation and deeper learning through content creation (e.g., podcasts) and allow students to showcase their understanding through multimedia rather than tests or papers.



Watch on YouTube

Tool Snapshot

Cost	Free
Learning	Constructionism

Access	★★★★☆
Ease of Use	★★★★☆
Student Learning	★★★★★
Privacy	★★★★☆
Accessibility	★★★★★
Power & Bias	★★★★★
Class Size	Any
Login	No
ISTE*S	Knowledge Constructor, Creative Communicator, Global Communicator
COPPA/ FERPA	No COPPA/FERPA policy was found. Check with your school IT administrator.

Audacity Overview Video



Watch on YouTube

Watch on YouTube

Audacity & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool. Here is an example of how Audacity might fit within the SAMR model:

- **Substitution:** Students create audio recordings of their presentations rather than present them in front of the class.
- **Augmentation:** Students enhance audio recordings by adding sound effects, background music, primary source audio, and other audio files.
- **Modification:** Students engage in advanced audio editing techniques to create podcasts or other audio recordings to share with a public audience.
- **Redefinition:** Students remix historical recordings (or creative commons/copyright-free audio files) with new audio to generate creative sound bytes.

Technology is often used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technical skills and knowledge), we encourage you to consider how you might use Audacity to modify or redefine learning.

Learning Activities

Audacity can be utilized across disciplines, so the learning activity examples are not sorted in any specific manner to avoid a fixed perception of the possibilities of the software application.

- Produce an audio advertisement (e.g., a historic scientific discovery)
- Promote language learning – students can record themselves and publish their recordings to have others, fellow students and/or native speakers, evaluate their speaking of a second language.
- Create podcasts – present information as a knowledge expert in a given area of their choosing or interview a knowledge expert.
    - Examples of this type of project can be found in a New York Times article Project Audio: Teaching Students How to Produce Their Own Podcasts
- Record speeches – evaluate the performance of others or themselves to become more effective communicators.
- Collectively produce an audiobook recording.
- Produce a movie review audio file for other students.
- Radio play, ex. Orson Welles's War of the Worlds-Dramatize historical event.
- Record/edit Interviews-Capture an oral history interview.
- Common Sense Education lesson plans examples that incorporate Audacity
- 10 Great ways to use Audacity with your Students
- Hear This – Audacity Resources

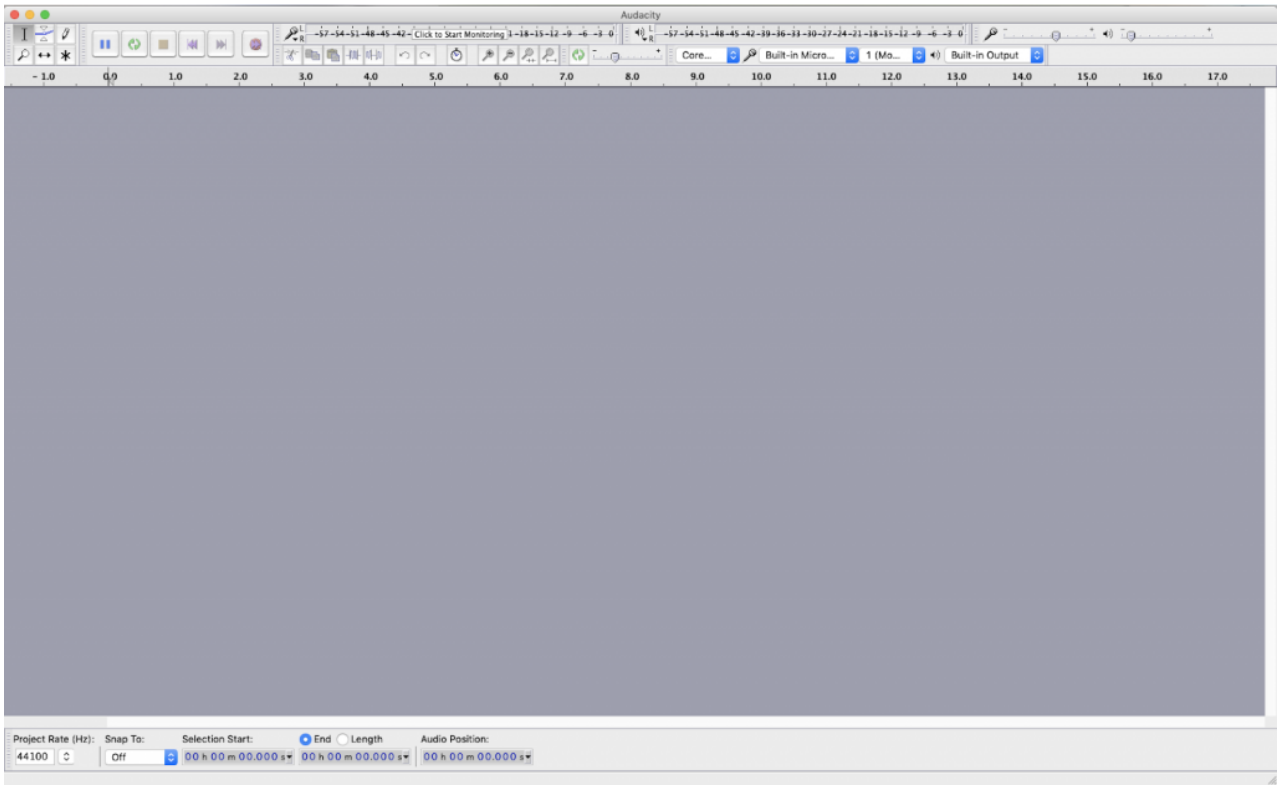
Resources

How-To Tutorials and Websites

- Audacity User Manual
- Using Audacity/The Interface
- Copying tapes, LPs, or MiniDiscs to CD
- Audacity Basic Audio Editing Tutorial
- Teacher Training Videos.com
- Udemy – Start Learning Audacity…For Free
- Open Source.com-Audacity in the Classroom

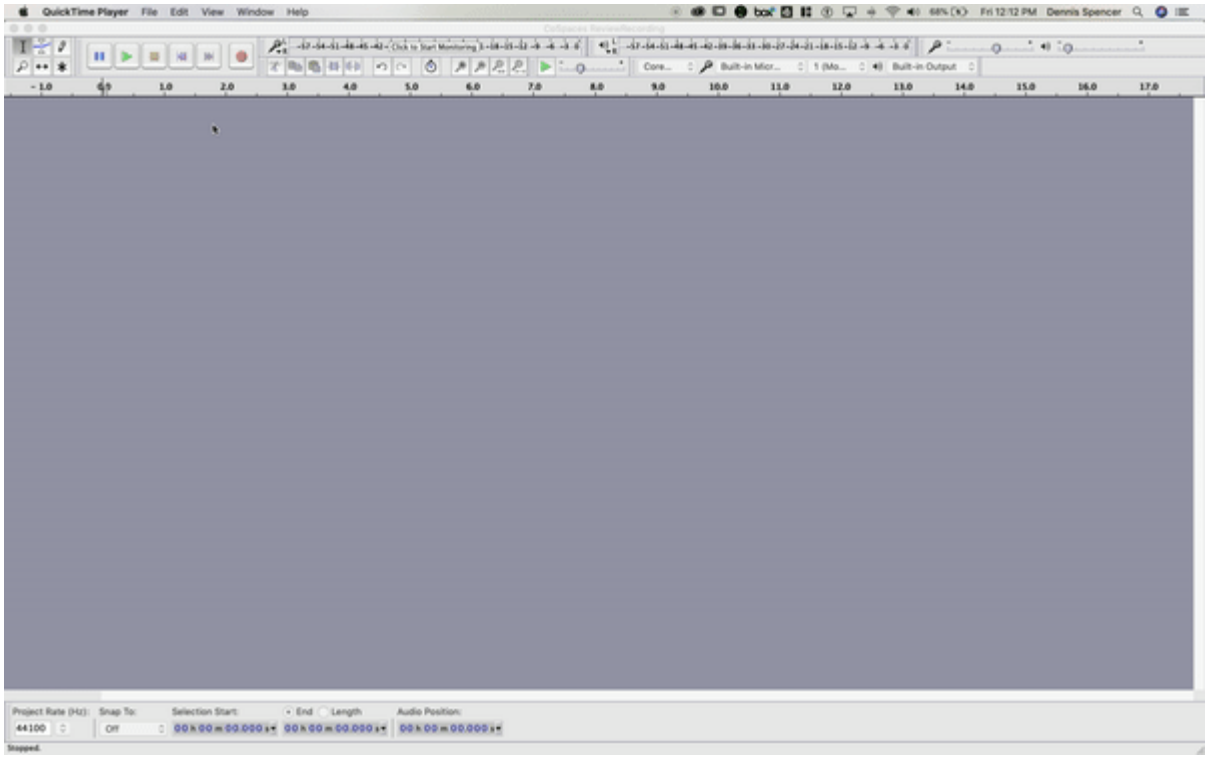
How to Use Audacity – A Visual Guide

Download and open Audacity.
Double click on the shortcut to open the application.



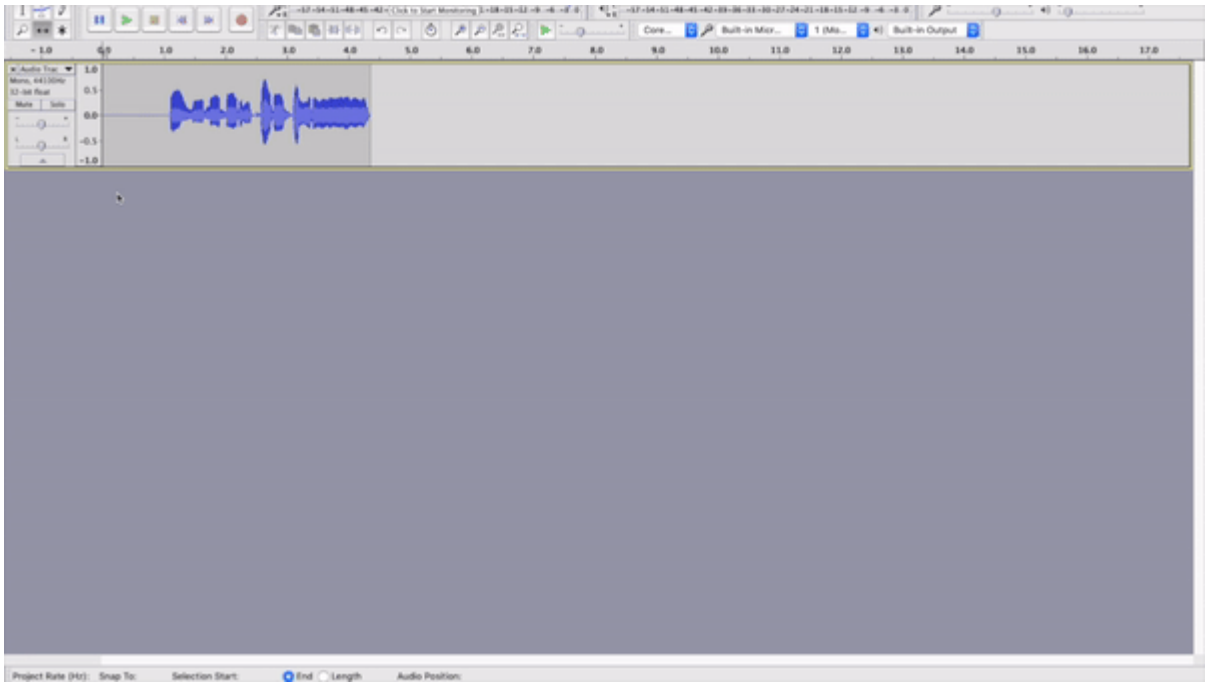
An application will open up with no timeline displayed. You can either record directly into Audacity or import audio file(s).

Tracks: Record Live Audio



To RECORD a track, click the large, red circular button and a track will appear. Each new recording will be created on its own timeline. If you wish to record on a previous track, select it, hold shift, and press the RECORD button. The play head will move from left to right on the timeline. Click on the STOP button to stop recording.

Tracks: Import Audio File



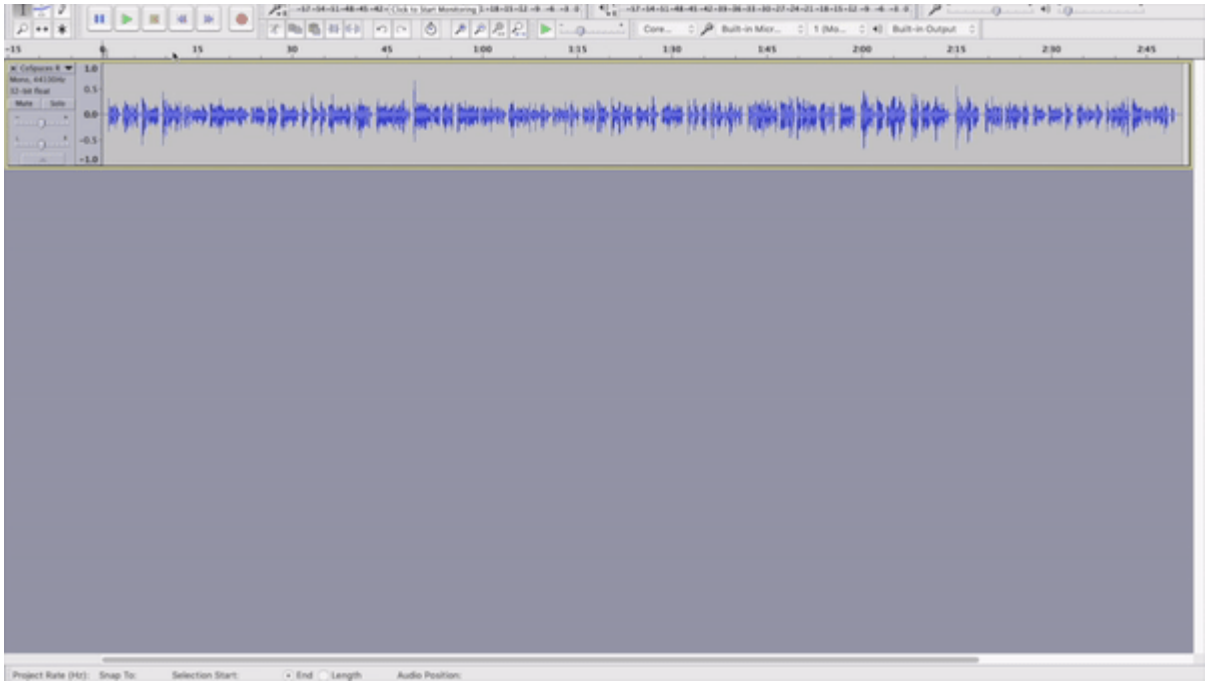
To RECORD a track, click the large, red circular button and a track will appear. Each new recording will be created on its own timeline. If you wish to record on a previous track, select it, hold shift, and press the RECORD button. The play head will move from left to right on the timeline. Click on the STOP button to stop recording. To Import an audio file, go to **File** >> **Import** >> Audio and select the audio file.

Editing the track



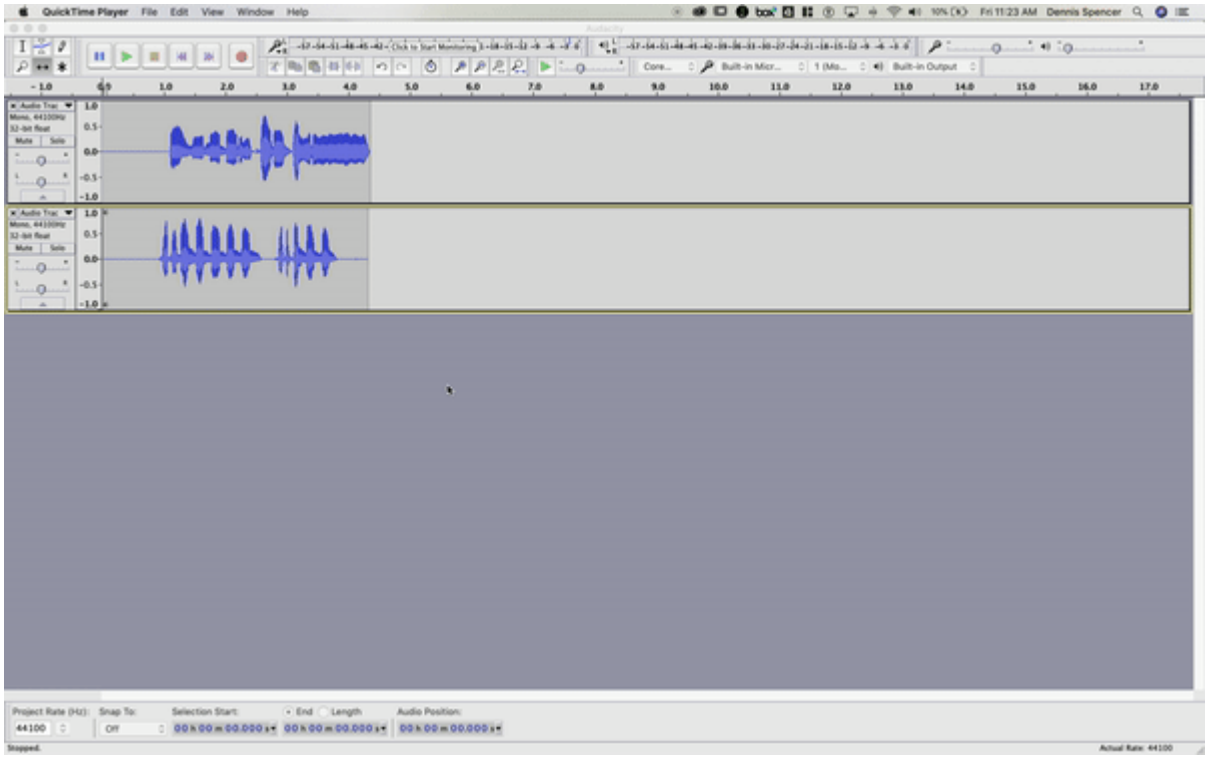
Editing Tools(from the top-left corner to bottom-right corner) Selection tool, envelope tool (adjust volume), draw tool, magnifying tool, time shift tool, and multi-tool mode.

Select Tool



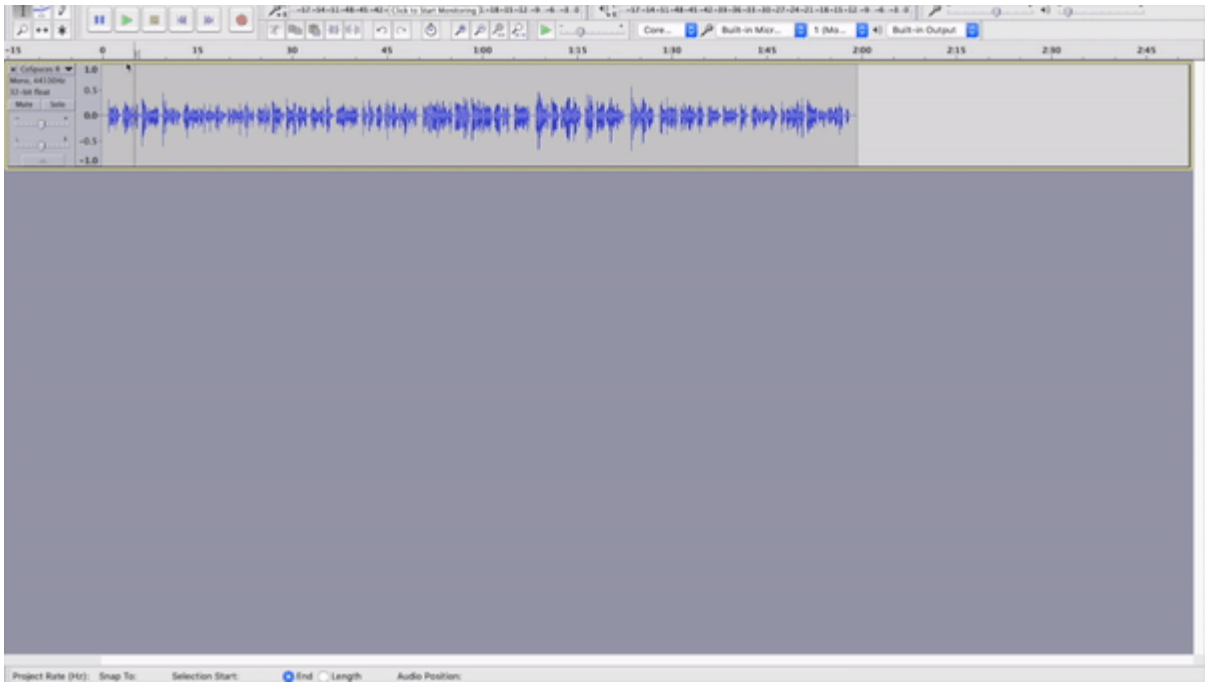
Click and drag to make a selection, then operate on the selected portion of the track.

Time Shift Tool



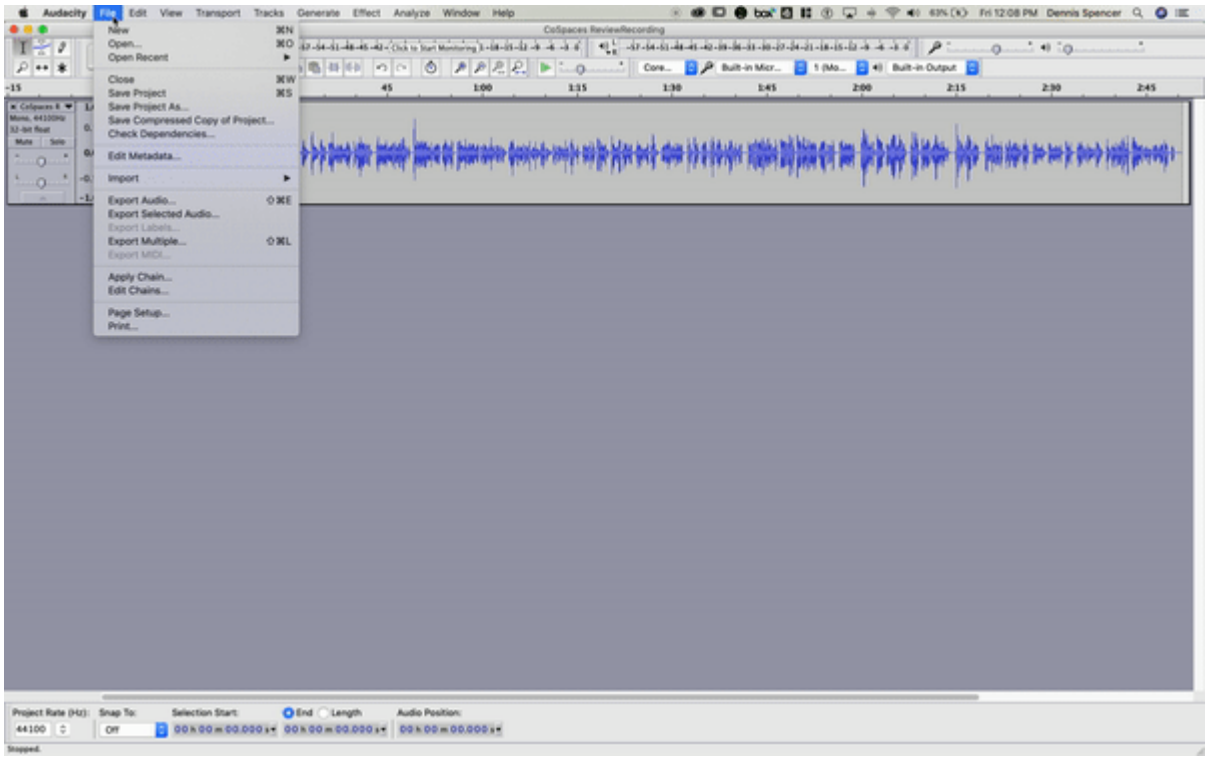
Move track or clip-on timeline horizontally.

Envelope Tool



Adjust the gain (volume) of the track or clip by placing anchor points on the ceiling and floor of the track.

Export Project to Audio File



Export project:

1. Click **File**
2. Click **Export Audio**
3. A **Save As** pop-up window will appear
4. Create a file name and select **.WAV**
5. Click **Save**
6. An **Edit Meta-Data** window will appear in which you can enter data about the audio file. You aren't required to enter any data.

Research

Chaikovska, O. (2020). The impact of podcasts designed through audacity on improving grammar skills. *Open educational e-environment of modern university*, *8*, 1-7.

Sichivitsa, V. (2007). Audacity in Vocal Improvisation: Motivating Elementary School Students through Technology. *Teaching Music*, *14*(4), 48.

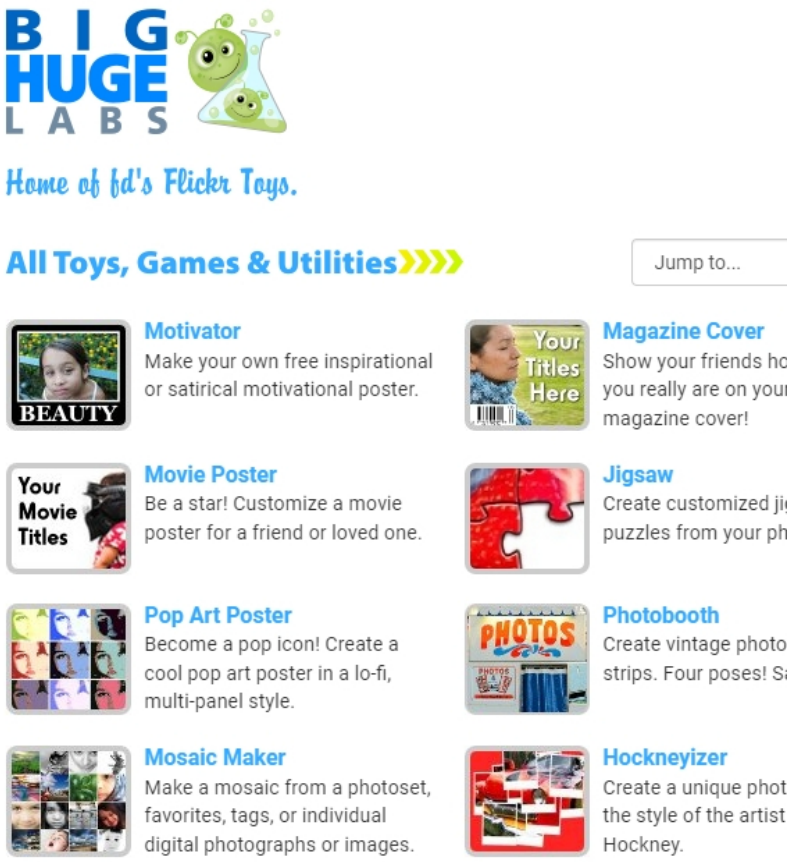
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Access it online or download it at https://edtechbooks.org/onlinetools/audacity.

BigHugeLabs

Design | Constructionism

BigHugeLabs is a learner-centered online tool that allows students to create their own content through images and text. BigHugeLabs offers a variety of simple, easy-to-use image design tools, including trading cards, badge makers, map maker, mosaic maker, and jigsaws.



BigHugeLabs homepage screenshot

Tool Snapshot

Price	Free
Learning	Constructionism

Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★☆☆☆☆
Class Size	Unlimited
ISTE*S	Knowledge Constructor, Creative Communicator

Usability

BigHugeLabs is free to use, however, printing high-resolution versions of designs costs money. The good news is that teachers can sign in as educators and have an ad-free version of the website. Teachers can also save students' work and download them afterward. Another feature is the ability to register students ahead of classes so they can save time by skipping that process.

Privacy Information (Privacy Policy)

Information collected from BigHugeLabs:

- The IP address is collected to:
  - solve technological problems reported by users.
  - advertise depending on the geographic area (this may be reported to advertisers).
  - measure the visitors by specific regions.
  - assure that during contests or promotions people do not vote for themselves.
- Cookies are collected and used to:
  - access your information when you sign-in
  - keep track of your preferences while using the service.
  - display appropriate banners based on your interest activity.
  - measure the total audience and the website traffic.
  - improve the website content.
  - **Note:** They let google use their cookies as well.
- They do not disclose the information of BigHugeLabs cookies to third parties.

Sharing:

- The service of BigHugeLabs will not rent/sell your personal information.
- The service of BigHugeLabs will not share any of your information with non-affiliated third parties without your consent, with the exception of providing products or services requested by you. Also, they may disclose personal information under legal process, and it may be necessary they share information to support investigations to prevent or take action regarding suspected or actual illegal activities.

Easy of Use

BigHugeLabs has a simple design which makes it easy to use. Individuals do not need to register to use the site. BigHugeLabs offers a comprehensive FAQ section and help/contact section.

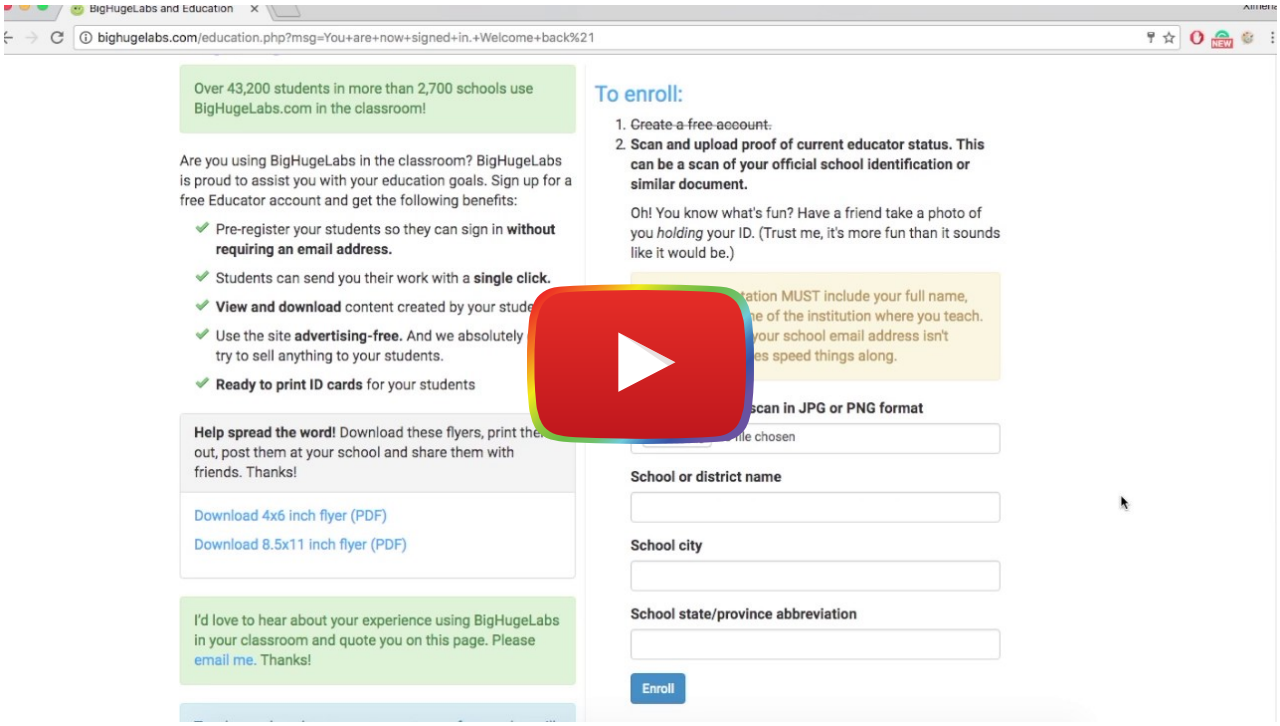
Access

You can access BigHugeLabs if you have an Internet connection in-home or at school. Also, you can use BigHugeLabs from a desktop computer or tablet. As a regular webpage, it doesn't have an app.

Accessibility

BigHugeLabs does not have any special feature to help people with disabilities to work on this site.

BigHugeLabs Overview Video



Watch on YouTube

BigHugeLabs video transcript

BigHugeLabs & the SAMR Model

- **Substitution:** Students create biographical cards for famous historical figures using the "Trading card" tool feature instead of doing it on paper.
- **Augmentation:** Students can quickly create a variety of visual representations to express ideas or concepts learned during classes.
- **Modification:** Students can easily share their visual representations via social media. This allows them to express their understanding of class concepts and receive synchronous or asynchronous feedback from peers in private online communities (e.g., Facebook private groups).
- **Redefinition:** Given the limited nature of the tool, it does not sufficiently support redefinition.



Motivational poster made on BigHugeLabs

Learning Activities

Language

- Students will create a movie poster or magazine cover to summarize key points from the reading of a book.
- Students will create motivational posters to express part of the reading they find interesting.
- Students will create motivational posters with quotes from their book reading.
- Students could create trading cards of characters from the books they read in class.
- Students could create badges (like flashcards)with words and meanings to improve vocabulary.

History

Students choose a historical figure or current public figure and create “historical artifacts” which tell us about the person.

Photography

Students act as photojournalists in their school/neighborhood and then modify their photographs in ways that best communicate their ideas about their community.

Science

Students identify public health messages and design a public education campaign using selected templates.

Fauna/flora

Students will create and share with their peers trading cards with different animals from their country with specific descriptions. Then, they would need to figure out where the habitats are from their peer's trading cards.

Resources

- BigHugeLabs website
- How can I use BigHugeLabs in the Classroom (PDF)
- BigHugeLabs – Ideas for Classroom use
- EdShelf Review
- Teach With Web 2. 0 -BigHugeLabs review
- KDitzler's Teacher Resource – BigHugeLabs review
- Big Huge Labs (Education Edition)
- BigHugeLabs – what is it?
- Big Huge Labs for Education
- Teachers First – Classroom resources
- Tools to Unleash Creativity: Big Huge Labs
- Teaching and learning Wiki
- Twitter-BigHugeLabs
- Facebook – BigHugeLabs
- Google+ – BigHugeLabs

How to Use BigHugeLabs

1. Go to BigHugeLabs
2. **Before you start you would have three options:**
    - Not sign in.
    - Sign in for free.
    - Sign in as an "Educator."
3. **To Free regular sign-in:**
    - Go to the top of the website (blue line) and select "Education."
    - Below to "Enroll" click on "Create a free account or sign in."
    - You can choose to sign between google+, Facebook, or "Ok, sign me up."
4. **How to navigate your free account:**
    - Go to "My Account" at the top left of the website.
    - You would have 5 different tabs to navigate:
        - *Profile:* you can add more information about yourself, change your password, get a membership option or delete your account.
        - *Recent/Upload creations:* here you can see the most recent works you made inside the website.
        - *Shared creations:* here you can see the history of your works that were shared by you with others.
        - *Order history:* history of the order of products you request by the website.
        - *Connect:* here you have the option to connect BigHugeLabs with different sites and work with pictures you already have on the internet.
5. **To sign in as an Educator and get access to the benefits:**
    - Go to the top of the website (blue line) and select "Education"
    - Below to "Enroll" click on "Create a free account or sign in".
    - You can choose to sign between google+, Facebook, or "Ok, sign me up" (they recommend using your school email address, but is not required).
    - After you are logged in, go back to the "Education tag."
    - Under "to enroll," you would need to " Upload a photo or scan in JPG or PNG format" an ID to certify you are a teacher. And write below in the blank spaces "school district or name", School city, and School State."
    - They would need to confirm your information before they give you access as an educator.

Research

Rudzinska, I., Pop, A., & Dredetianu, M. (2015, May). Student Creativity Boosting with Innovative Digital Activities to Enhance Study Course Quality. In *SOCIETY. INTEGRATION. EDUCATION. Proceedings of the International Scientific Conference* (Vol. 1, pp. 341-347).



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Book Creator

Constructionism | Multimodal

*Book Creator is a digital tool that enables students to **create and read multimodal digital books**. It is an ideal tool for enhancing student engagement through story creation and multimedia design. When creating their own books, students can either generate their own content (by typing, drawing, or uploading self-made videos, audio files, and images) or they can curate online multimedia resources from the Internet. Book Creator can also be used in **project-based learning activities** because it allows real-time collaboration for multiple students to create one book. While students will get the most educational benefit out of designing their own books, they can also read multimodal books designed by others to enrich their knowledge.*

*Book Creator also offers a **library of pre-designed eBooks and resources for teachers** .*

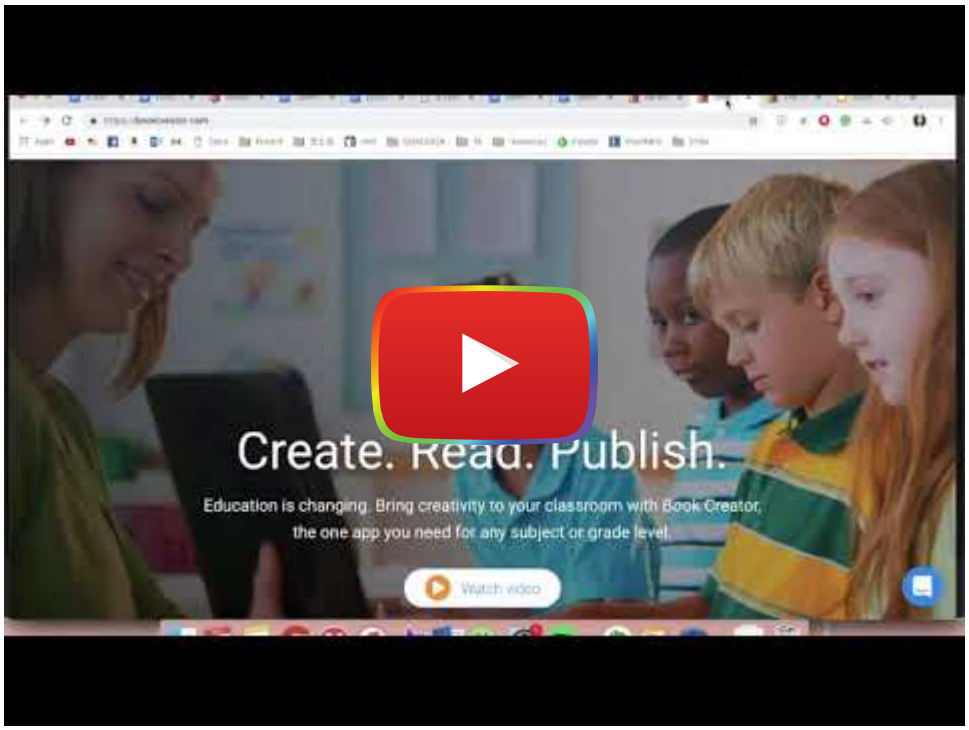


Watch on YouTube

Tool Snapshot

Price	Limited version: Free (40 books with all the functions except for real-time collaboration); $12/month for 1,000 books, real-time collaboration, analytics, and support.
Learning	Constructionism
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★☆☆ Book Creator does not have accessibility terms on their website. Texts in the books can be read by the Read To Me function, but not the other multimedia. The creating process relies on hand drawing and typing.
Class Size	Unlimited
ISTE*S	Knowledge Constructor & Creative Communicator
COPPA/ FERPA	Yes

Book Creator Overview Video



Watch on YouTube

Book Creator & the SAMR Model

To further discuss how Book Creator can be used in the classroom, we can examine it with the SAMR Model by Dr. Ruben Puentedura. It suggests that the implementation of technology in teaching and learning has four levels. By using these levels as a guideline, we get to analyze the implication of edtech tools in the classroom.

- **Substitution**: Students read a digital book on Book Creator rather than a traditional textbook.
- **Augmentation**: Students read books that contain multimedia, such as video and audio files, which enriches learning. For example, when learning about a scientific experiment, it can be more helpful to watch a video that demonstrates what happens during the experiment rather than to read about it (see 15 Science Projects for Book Creator Classrooms).
- **Modification**: Students research, collect online resources, and curate them into a book. Students generate original content, including text, videos, audio files, and paintings/pictures to create an original book to demonstrate their understanding and learning outcomes, in replacement of traditional assessments.
- **Redefinition**: Students can create books that can be instantly downloaded and shared publicly on the internet.

Learning Activities

History

Create a bibliography of a historical figure. Write an alternate history book. Design a new history textbook that features influential women and people of color who shaped history.

Science

Create a science journal/log. Design a multimodal handbook for science experiments.

Creative Arts

Create a portfolio of artworks.

English/Language Arts

Write a book about the local community and invite community members to contribute text and multimedia (For example, invite a police officer to suggest some tips for the residents). Write a fractured fairy tale.

Resources

- A list of resources for teachers curated by Book Creator.
- A Webinar: Real-time Collaboration with Book Creator on Chrome
- 15 Science Projects for Book Creator Classrooms
- 15 Social Studies Projects for Book Creator Classrooms
- Book Creator Teacher Guide
- Book Creator's Twitter Chat Page
- Facebook Group for Teachers Using Book Creator

How to Use Book Creator

1. Go to bookcreator.com and click sign in.
2. Sign in as a student or an educator.
3. Once you sign in, create your own library and start making a new book by clicking “+ New Book” on the upper left.
4. Use “+” on the upper right to import or generate any content.
5. Use the “i” sign on the upper right to adjust the settings of the page.
6. Use the play button to get to the preview page to share or download the book, or click Read To Me to listen to your book.

Other Helpful Activities

- Read Book Creator’s guide on making the first book.
- Visit Book Creator’s Resource and Support page for more tips and inspirations.

Research

Ezeh, C. (2021). A comparison of storyjumper with book creator, and storybird for multimodal storytelling. *Ezeh, C. (2020). A comparison of Storyjumper with Book Creator and Storybird for multimodal storytelling. TESL-EJ*, *24*(1), 1-9.

Tavernier, M. (2016). Exploring the suitability of the book creator for iPad app for early childhood education. In *Mobile Learning Design* (pp. 249-270). Springer, Singapore.





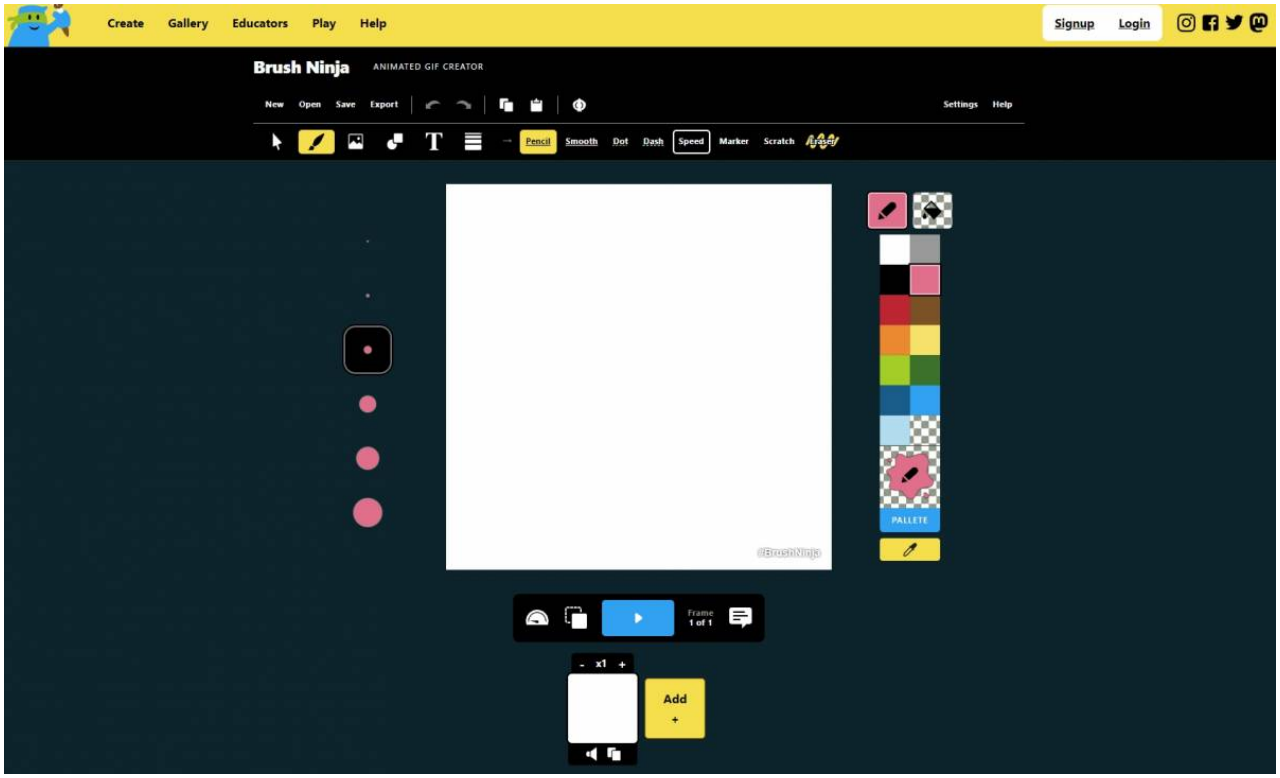
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Access it online or download it at https://edtechbooks.org/onlinetools/book-creator.

Brush Ninja

Design | Visual Arts | Constructionism

*Brush Ninja is a **digital art tool** that allows you to create hand-drawn, animated gifs. With this tool, students can use the digital brushes, colors, and other features to design their own gifs with relative ease. The ability to add multiple frames allows drawings to come to life. The site includes a few other features too, such as photo collage, emoji art, and a comic creator which also allow for **creative expression**. Moreover, the site's relatively simplistic interface makes it easy for students to get the hang of this tool with just a bit of trial and error.*



Brush Ninja interface screenshot

Brush Ninja Overview

Brush Ninja is a learner-centered tool because it fosters **personal expression** and **autonomy**. Each gif is unique to the student who created it, meaning that there is no standard template they must follow. The designs that they are able to create on this tool are entirely their own, giving the student a sense of empowerment and pride in their designs. In addition, students have the ability to share their creations with fellow classmates as well as over social media.

This tool's design offers plenty of **flexibility,** which can be a struggle for teachers to find in an online tool. Brush Ninja can also be used for a variety of subjects such as math, language arts, and social studies. A few examples of some diverse lesson plans are demonstrated in this blog. The possibilities for creation are infinite, and the repetitiveness of the gif animation enhances memorability. With this tool, teachers can address school curriculum through an activity that is fun and captivating for all ages.

Tool Snapshot

Price	Free for people of all ages when using the website. There are no upgrade fees or additional purchases on the website. Costs $9.99 on Apple's app store (for iPhone/iPad).
Learning	Constructionism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★☆☆☆
Class Size	Infinite class size depending on the availability of devices
Login Required	No
ISTE*S	Creative Communicator
FERPA Compliant	No FERPA policy found. Check with your school IT administrator.
COPPA Compliant	No COPPA policy found. Check with your school IT administrator.

Price

Brush Ninja is free for all users! It does not cost anything to create gifs and download them to your computer. In addition, there are no hidden fees regarding special features of any kind. However, this is if you choose to use the site without installing their app. To use the app it costs $9.99 on the Apple app store. The paid version only has a couple of additional features, but most instructors find it sufficient enough without them.

Ease of Use

I rated Brush Ninja four out of five stars because it is simple to get the hang of with some practice and experimentation. For avid tech users, this app is a breeze to use, for less technologically advanced students it could take a bit more instruction. They include a help section to the right of the app where students can find a list of answers to commonly asked questions about the tool. The only reason why I did not give this tool 5 stars is because there was no tutorial present on the site. However, there are plenty of videos on Youtube created by other educators that provide adequate instructions on how to use this tool.

Login & Access Requirements

There are no login requirements to use this tool. You do not have to sign in via third-party accounts either. You can simply begin creating and saving works without any pre-registration.

Privacy

I gave Brush Ninja's privacy policy 3 stars because the site collects some personal data, but they do not collect any from the Brush Ninja for Mac app or from children under 13. The site is not clear about what data they are collecting from users (IP addresses, cookies). However, their privacy policy provides a list of their third-party affiliates, including Google and GfyCat. Their contact form uses a third party called form spree. The site doesn't claim to follow COPPA or FERPA policies within its privacy policy, but they are GDPR compliant.

Accessibility

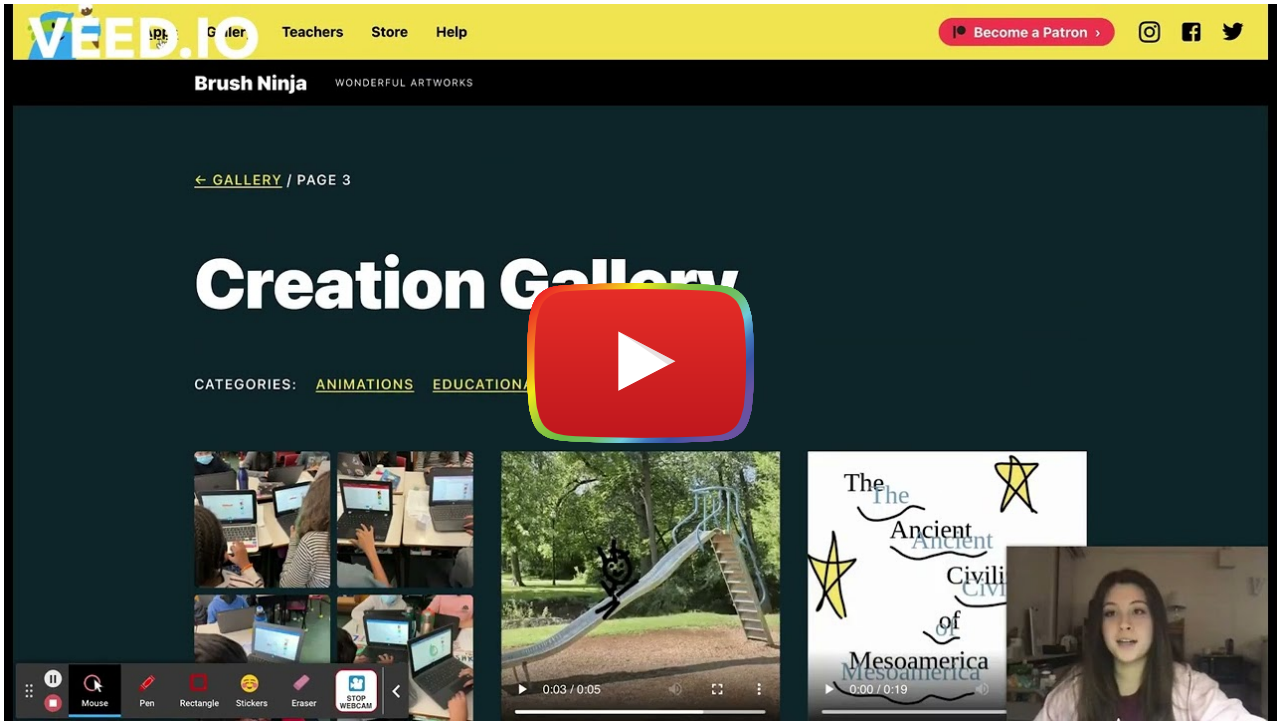
The accessibility features on Brush Ninja include a list of keyboard shortcuts which are detailed under the help button. However, there is **no official accessibility statement present on Brush Ninja's website** although they claim to be inclusive. In addition, the gifs that can be created do not have any screen reader features present (can't use alt text). For these reasons, I did not give accessibility more than two stars.

ISTE Standards

Creative communicator:

- Students have authority over the design of their gifs.
- Students can communicate their ideas digitally and visually in a way that is customizable to their liking.
- Students can repurpose and edit old photos or clips.
- Students can publish/present their designs through social media (Twitter).

Brush Ninja Overview Video



Watch on YouTube

Transcript

Brush Ninja & the SAMR Model

Here is an example of how **Brush Ninja** fits within the SAMR model:

- **Substitution:** Students draw or paint using the app's digital brushes and tools instead of real art materials on physical paper.
- **Augmentation:** Brush Ninja enhances learning by increasing the availability of certain art materials that may not always be accessible in a classroom like a large variety of paint colors, a range of brush sizes/types, and unique fonts for text.
- **Modification:** Students can animate their drawings by adding slides, and stopping and starting their drawings movements.
- **Redefinition:** Students have the ability to create the popular technological feature, gifs. The creation of gifs helps foster memory through repetitive animation. Students can share their own unique gifs with other students, and teachers and across social media platforms like Twitter.

Brush Ninja is more than just a substitute for pens and paper in the classroom - this tool can transform learning by providing new digital opportunities and features that support creativity, autonomy, self-expression, and memory. The SAMR model emphasizes a tool's ability to provide a learning experience that goes well beyond substitution.

Learning Activities

Brush ninja's webpage includes tons of posts with lesson ideas using their tool. Many teachers are also posting their activities on Twitter.

Math

Number lines lesson: Help students understand integer multiplication using an animated number line. Have students use brush ninja's tools to draw their own number lines and animate the "jumps" from one number to the next.

Science and Technology

Physics lesson: Help students understand the science of motion by having them create examples of a push or pull.

English/Language Arts

Main idea lesson: Read a short story or chapter of a book of your choosing. Then have students reiterate the main points of the story through pictures.

History

Animated timeline: Have students create a timeline using pictures, drawn or selected or both, of an important historical event

Other

- Have students draw out the life cycle of an animal.
- Practice addition and subtraction by showing how many objects you started with and how many you finished with
- Create portraits of presidents
- Explore ideas of cause and effect or problem and solution
- Look at the Brush ninjas list for more ideas.

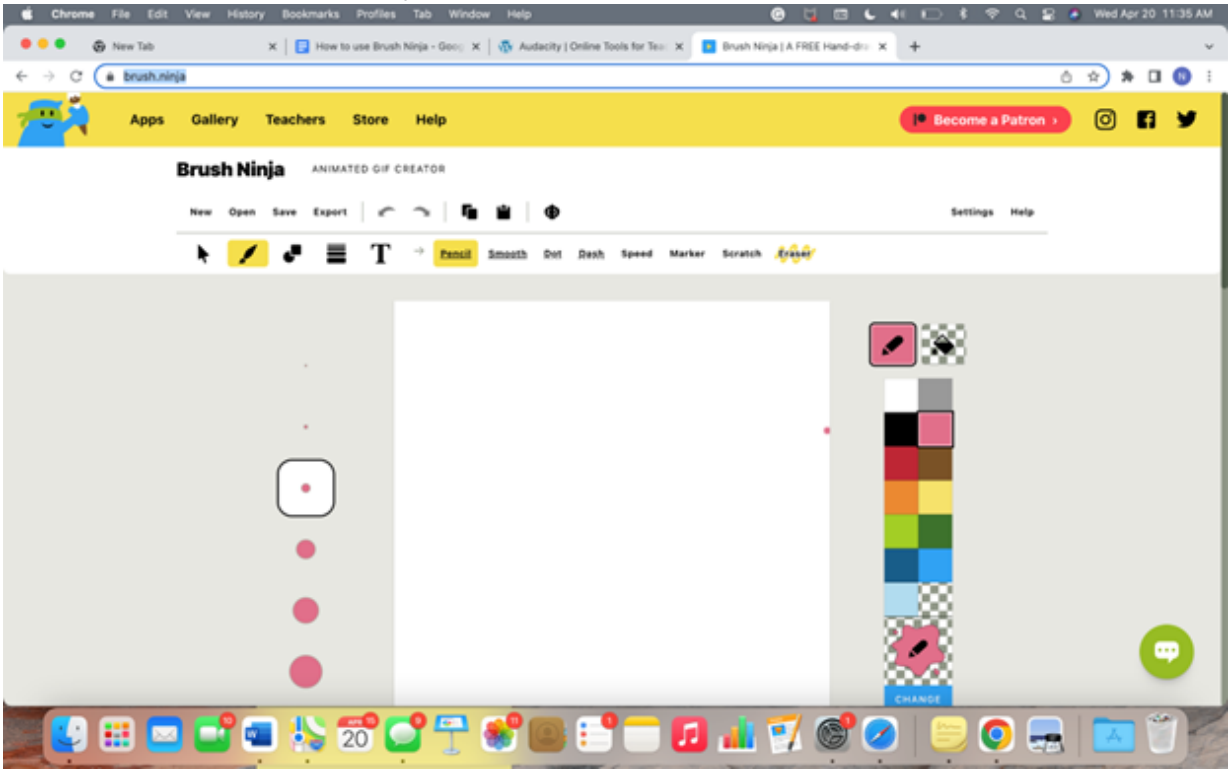
Resources

- Elementary Technology lessons by Mr. Clough
- Teachers First Brush Ninja review
- Brush Ninja - Make Animated GIFs, Emoji Art, and More!
- GIFmaker vs Brush Ninja
- Brush Ninja Alternatives
- 21 Brush Ninja Alternatives and Competitors
- Tech Tuesday Brush Ninja
- Ben Gillbanks Brush Ninja
- Create animations with Brush Ninja
- Brush Ninja App not Loading

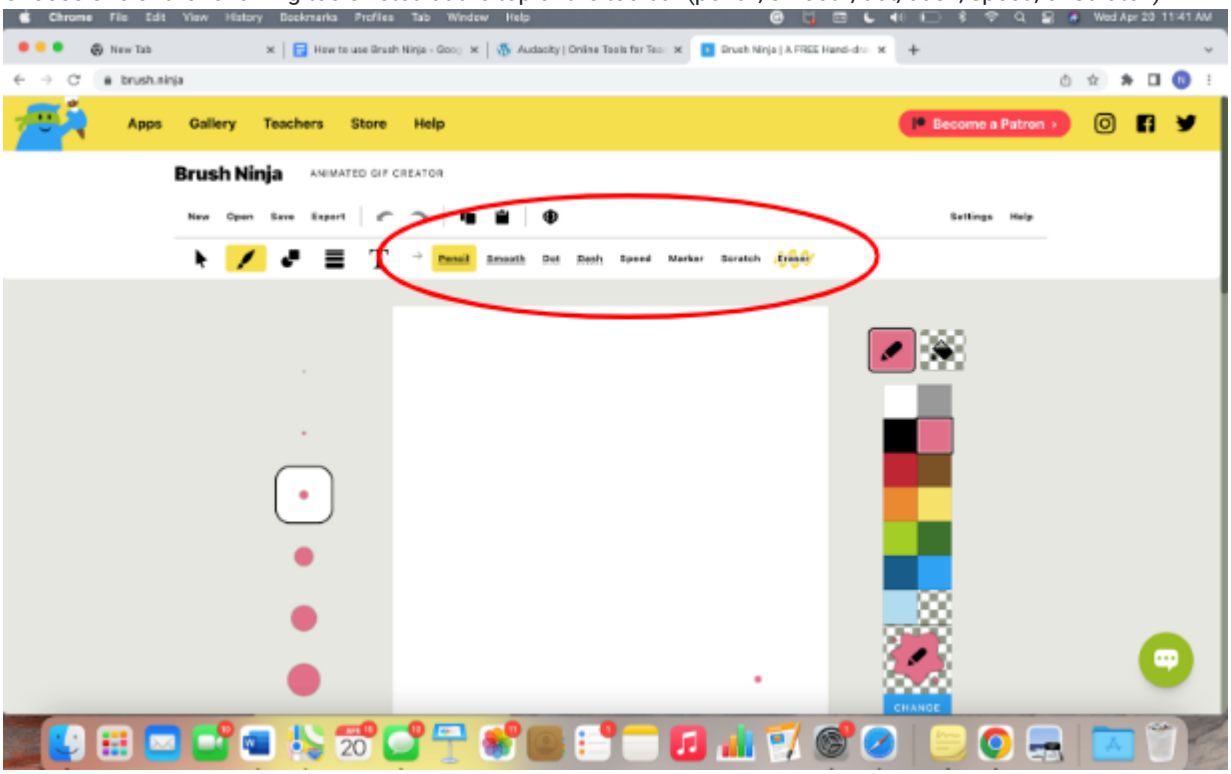
How to set up and use Brush Ninja

How to set up and begin using Brush Ninja:

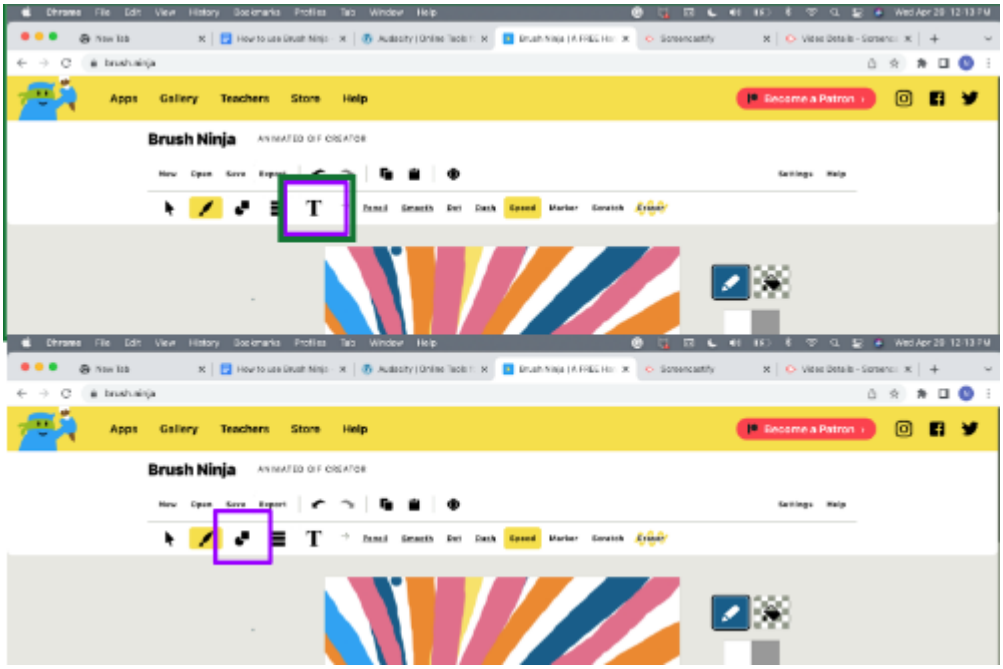
1. Open your browser. Go to Google or Chrome and search https://brush.ninja/. The page should look like the image below. There is a toolbar at the top of your canvas with all the drawing options, saving options, and undo buttons.



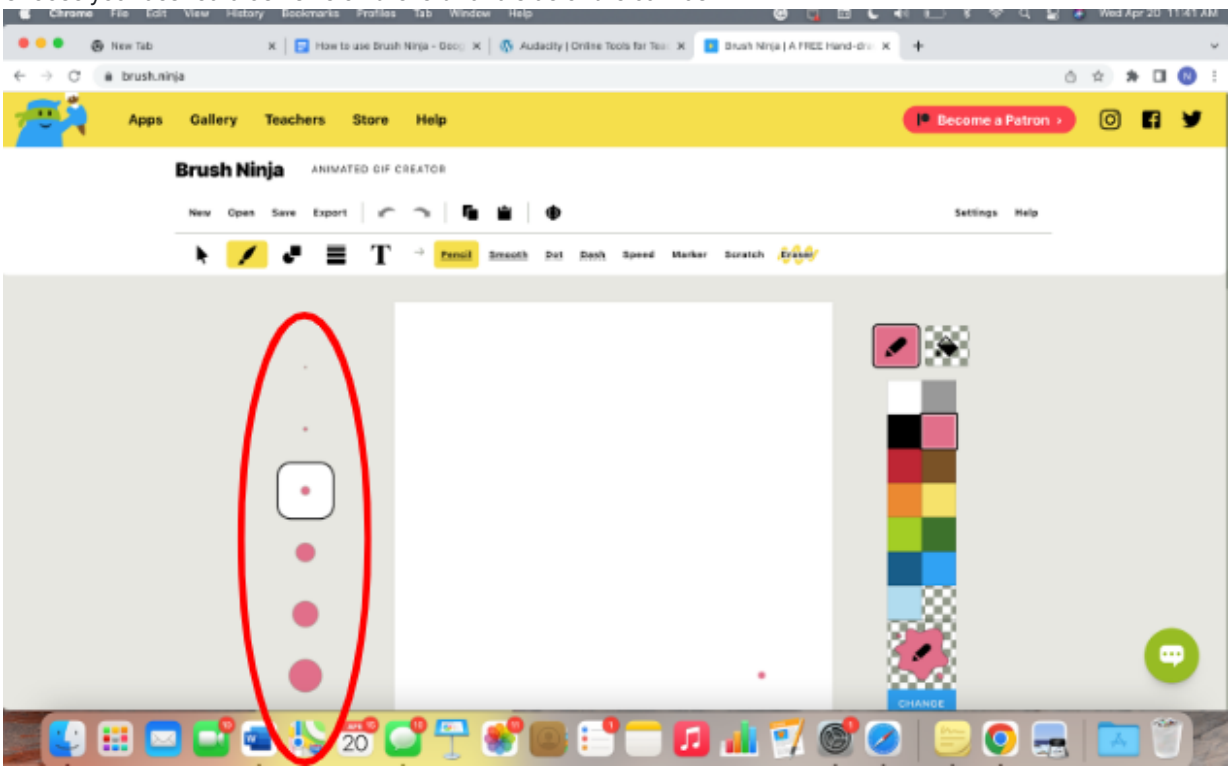
2. Choose one of the following tools listed at the top of the toolbar (pencil, smooth, dot, dash, speed, or scratch).



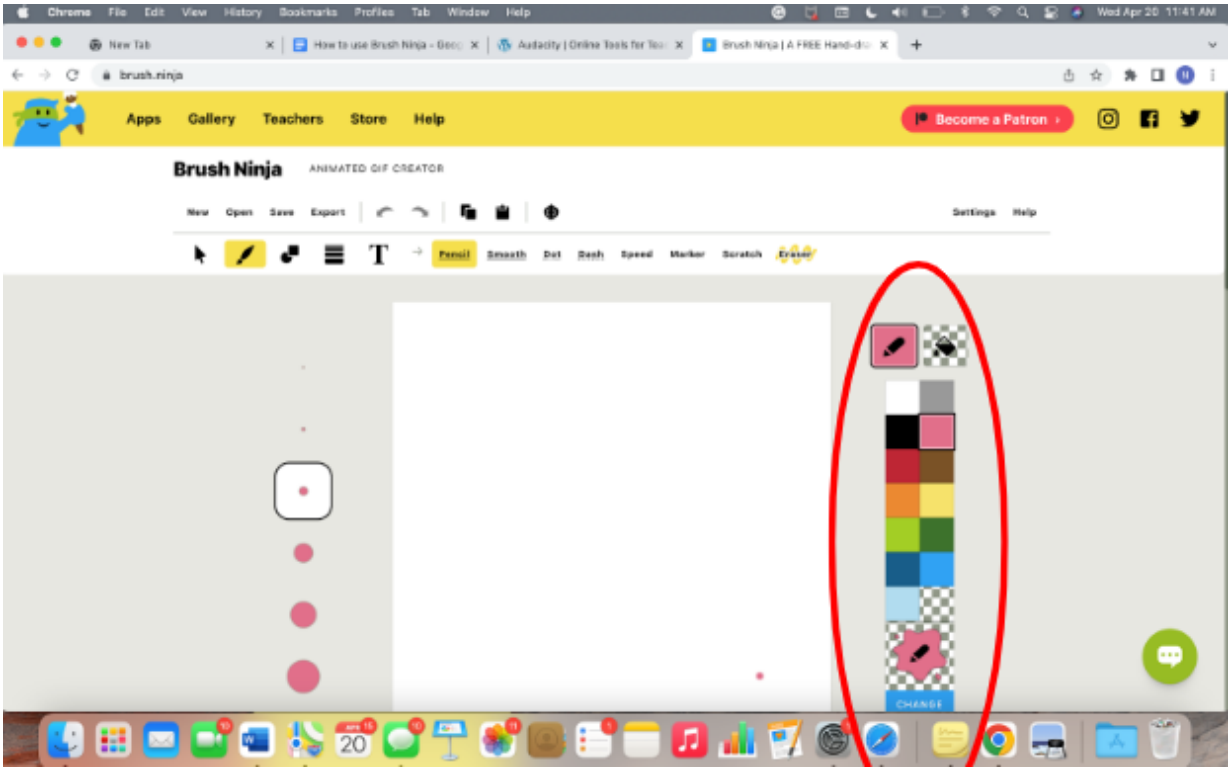
Keep in mind that when you open the program, the tool will automatically be set to brushes, so if you prefer to start with a shape or text you will need to select the **T** or small black **square/circle** at the top of the toolbar.



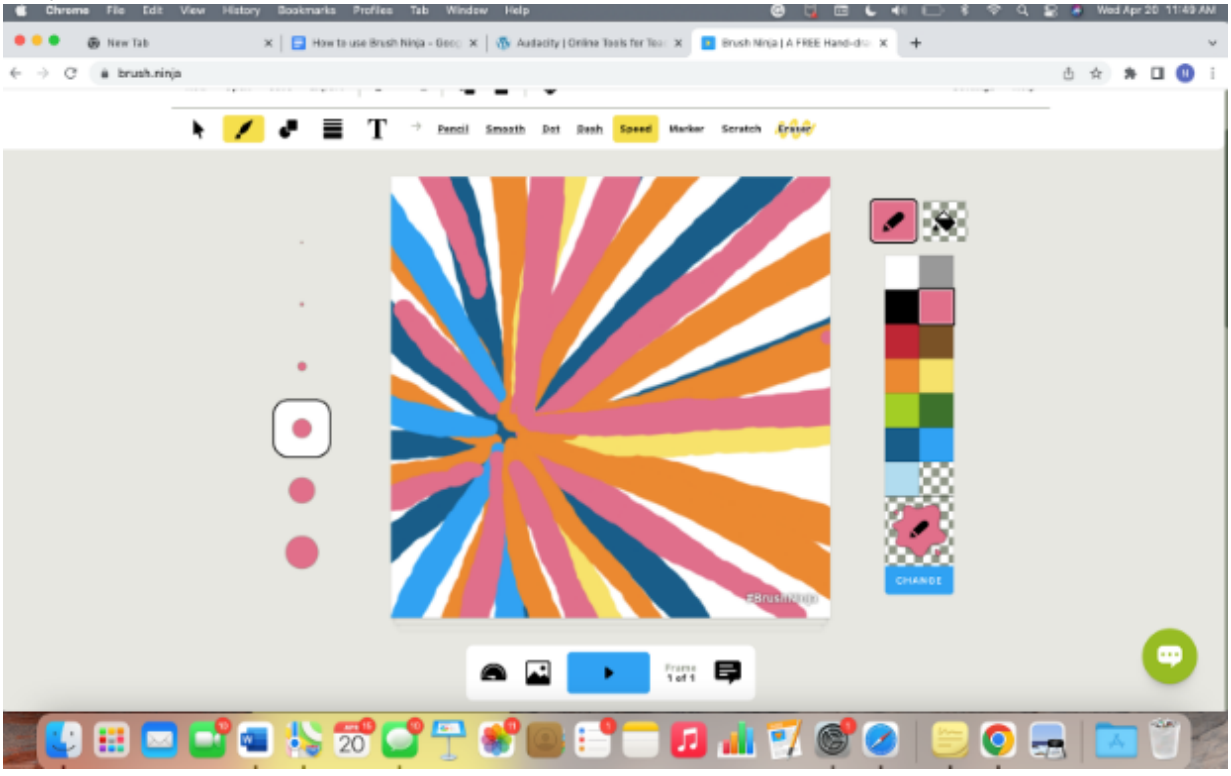
3. Choose your desired brush size on the left-hand side of the canvas.



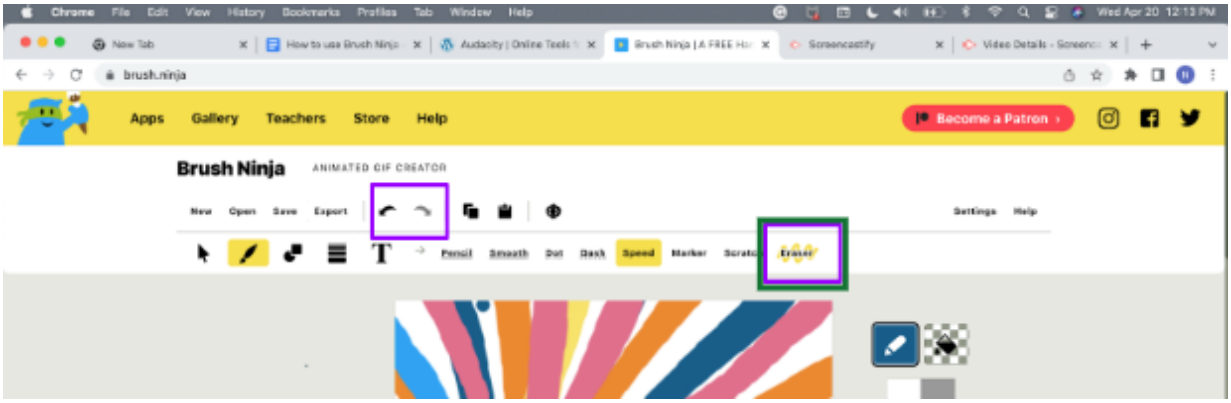
4. Select a color on the right-hand side of the canvas.



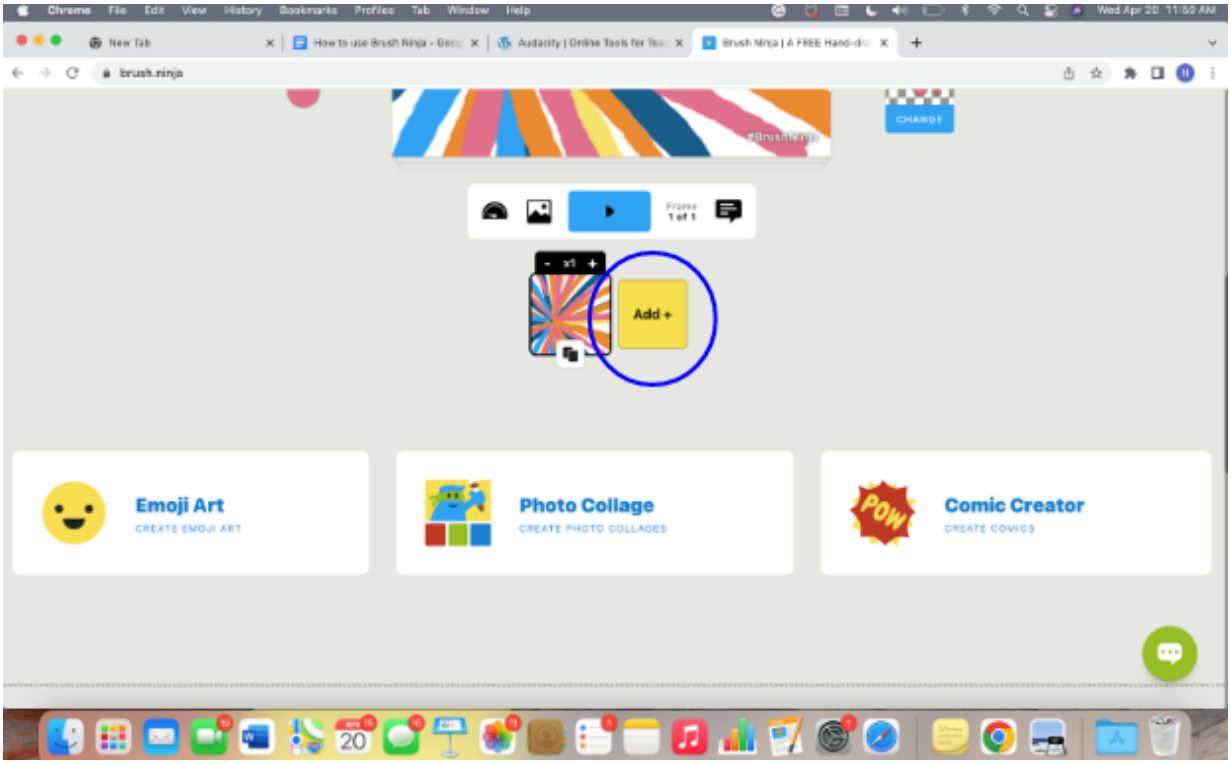
5. Use your cursor/mouse. Click and drag it across the canvas to begin drawing.



Undo mistakes using the eraser tool or back buttons located on your toolbar.

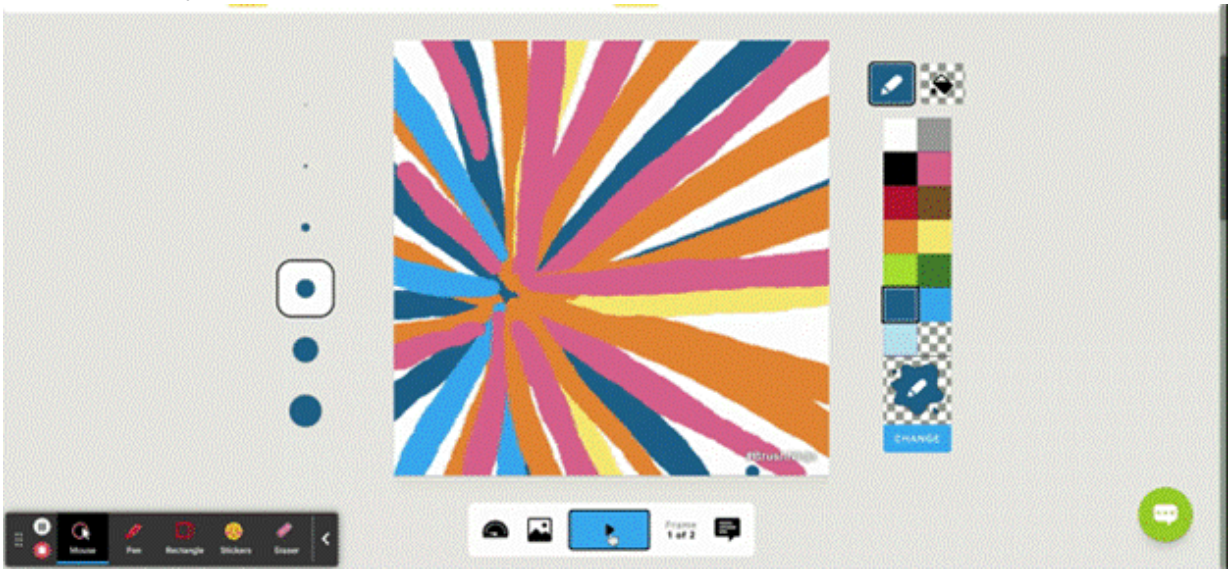


6. Add a slide by clicking on the yellow square at the bottom of the canvas and create something new on the next blank canvas. Add as many new slides as you would like.

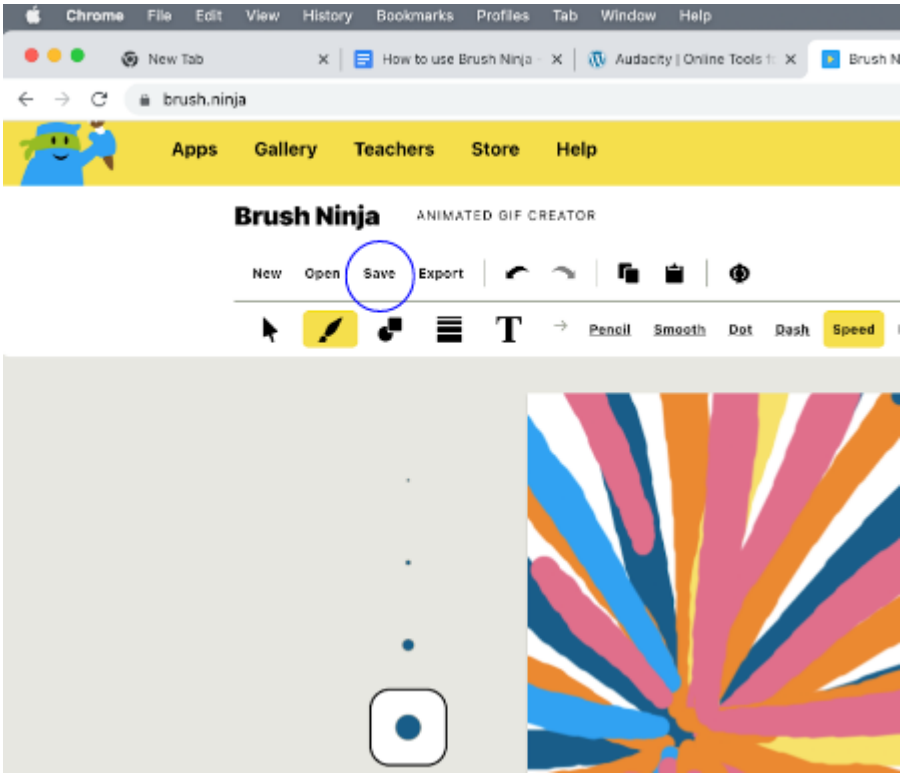


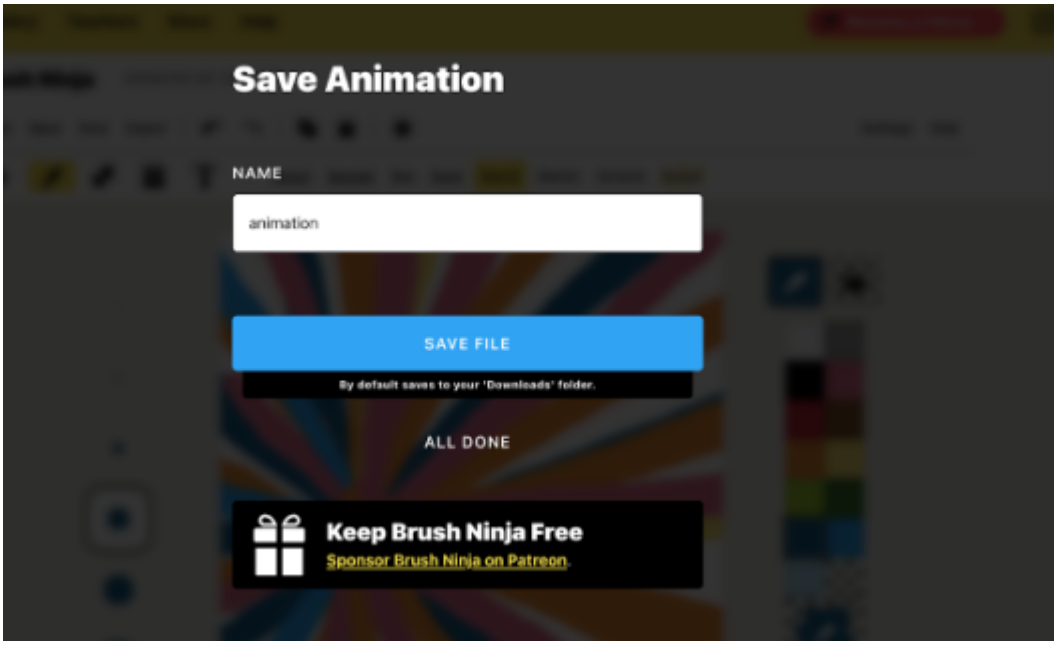


7. Push the blue play button at the bottom of the canvas to watch the gif move.



8. Save your work by clicking on the save button at the top left-hand corner of the toolbar. Name your file and click save the file. Congratulations! You've created your first GIF.





Additional Brush Ninja Tutorial

Watch on YouTube

Research

Corbeil, J. R., Khan, B. H., & Corbeil, M. E. (2021). Microlearning in the Digital Age: The Design and Delivery of Learning in Snippets. In *Google Books*. Routledge. https://books.google.com/books?hl=en&lr=&id=rUMoEAAAQBAJ&oi=fnd&pg=PT116&dq=brush+ninja&ots=DT46WUk77W&sig=_xSB5bkIyn6UgXAFvHRYjeiJQUc#v=onepage&q=brush%20ninja&f=false

Altintas, E., Iigun, S., & Kucuk, S. (2017). Evaluation of Use of Graphics Interchange Format (GIF) Animations in Mathematics Education. *Educational Research and Reviews*, *12*(23), 1112–1119. https://eric.ed.gov/?id=EJ1163284

Bulbul, M. S. (2007). Using Gif (Graphics Interchange Format) Images In Physics Education. *AIP Conference Proceedings*. https://doi.org/10.1063/1.2733246

Author

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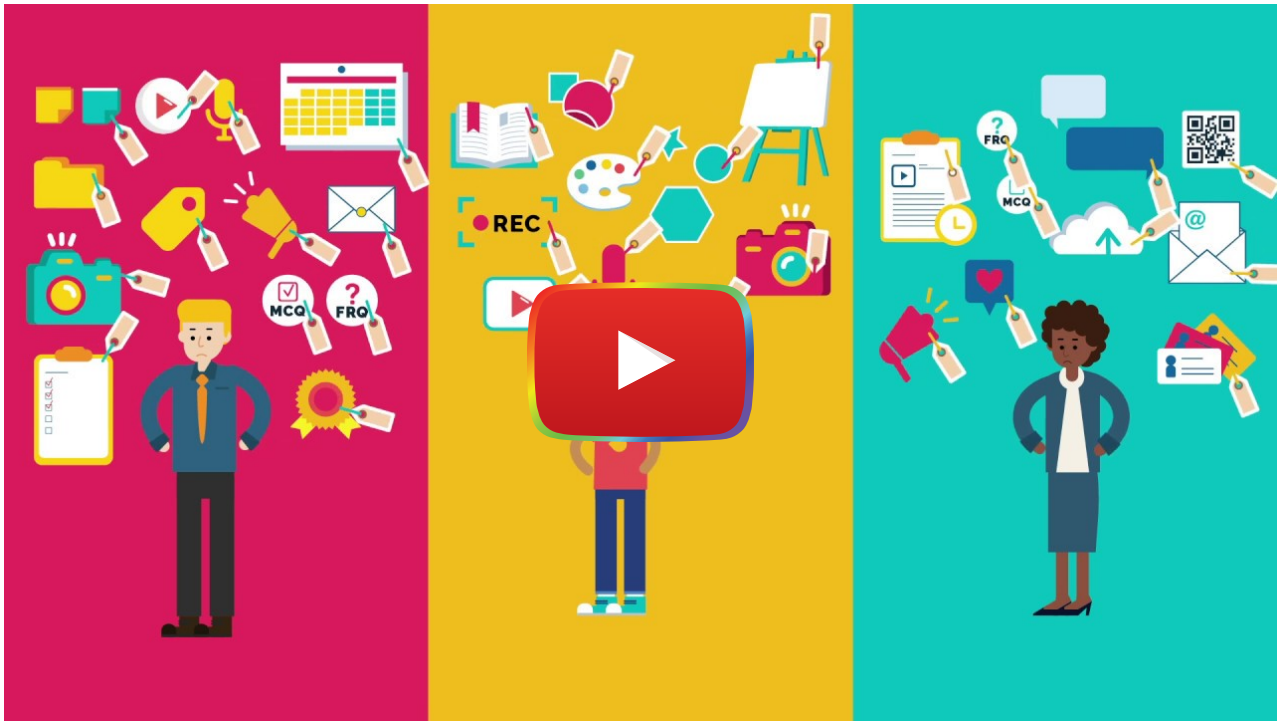
Access it online or download it at https://edtechbooks.org/onlinetools/brushninja.

Buncee

Learner-centered Design | Constructionism

Buncee is an award-winning educational tool where students and teachers create and collaborate on projects. Interestingly, it was first conceived as an e-card and e-greeting resource. However, it quickly became popular among educators. Buncee then launched platforms for education such as "eduBuncee" and "Buncee for Schools and Districts."

Through a virtual "Buncee," or canvas constituted of a single or multiple slides, you can integrate animation, audio, pictures, and "stickers." Buncee has a wide library from which you can choose elements to customize your projects. You can create slides and print them. You can also generate QR codes enabling the reading of your slides on smartphones.



Watch on YouTube

Tool Snapshot

Price	Free 30-Day Trial & Paid Accounts ($7+/month)

Learning	Constructionism
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★☆☆
Class Size	Depends on the chosen plan
ISTE*S	Knowledge Constructor, Creative Communicator, Global Collaborator
COPPA/ FERPA	Yes, participates in the iKeepSafe Safe Harbor program.

Price

Individuals, teachers, students, or schools can sign up for a free account. You can also get a 30-day free trial for you and your students with the full educator dashboard. You can contact Buncee directly and learn more about which plan would suit you best.

Privacy

Children who are under 13 years of age can subscribe to BunceeFREE accounts with verifiable parental consent. BunceeEdu and BunceeEdu Plus have the same policy regarding children signing up. Bouncee does not share student data with third parties.

You can choose to make your “buncees” public or private. Bouncee makes artwork available in its library but one needs to make sure that any additional content is free for copyright reasons. Buncee has a seal from COPPA, thus emphasizing its respect for students' and users' privacy.

Special Note

Interestingly, Buncee states that “Any disputes, claims or litigation regarding Buncee shall be governed by New York State Law regardless of your country of origin or where you access Buncee, and notwithstanding of any conflicts of law principles.”

Buncee Overview Video



Watch on YouTube

Buncee video transcript

Buncee & the SAMR Model

- **Substitution:** Students use Buncee as a coloring book or scrapbook, in place of paper, crayons, and glue.
- **Augmentation:** Since Buncees are saved online ("in the cloud") students can work on their Buncees outside of school time and for a long-term duration.
- **Modification:** Students create interactive, multimodal Buncees to showcase their understanding of class content.
- **Redefinition:** Students could have pen pals ("Buncee buddies") from other schools and countries and collaborate on digital storytelling.

Learning Activities

Science

Students can illustrate projects such as slides about the solar system or a visual representation of photosynthesis.

English/Language Arts

Students can recreate or design their own digital stories with Buncee.

Languages

Students can create multimodal slides with words and phrases to assist their recall of the language.

Other

Students can have a journaling project, involving creating a slide per week, or creating a Buncee to document a field trip.

Resources

- Ten Things Students (and Teachers) Can Do with Buncee
- Buncee: A Must-Have for any ELA Classroom!
- Buncee Youtube Channel
- Buncee and Student Creativity
- Buncee Goes to the Head of the Class
- Buncee Timeline Project in US History
- Buncee: Digital Creation Tool
- When Gratitude Meets Creativity

How to Use Buncee

1. Go to www.buncee.com
2. Click “Sign Up” and register for an account
3. Click on “Get Started”
4. Create your first “Buncee” by choosing how to customize it

Research

Luspa, D. (2020). "MY BUNCEE": A WEB-BASED PRESENTATION TOOL TO IMPROVE ET-12 STUDENTS'MOTIVATION, ENGAGEMENT, AND ACHIEVEMENT. *Esteem Journal of English Education Study Programme*, *3*(1), 19-33.



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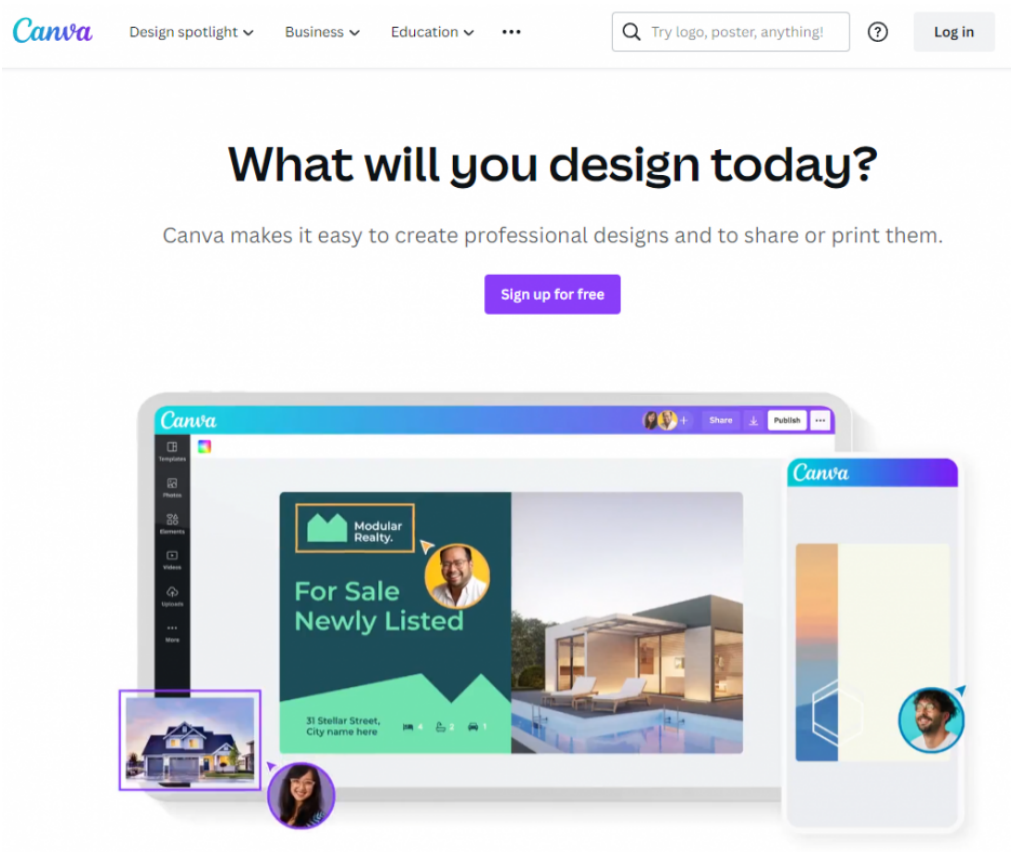
Access it online or download it at https://edtechbooks.org/onlinetools/buncee.

Canva

Design | Graphic Design | Visuals | Constructionism

Canva is an online design tool that offers users the opportunity to create professional-looking posters, slideshows, images, event flyers, resumes, cards, certificates, infographics, and other media. The tool allows students to design visuals to showcase their knowledge in unique ways. With 75 million users and over 3.5 billion designs created, Canva is a very popular digital tool for Internet users. The tool was created by Melania Perkins, Cameron Adams, and Cliff Obrecht in an effort to teach the basics to the students who struggled to learn graphic design. Canva is accessible in eight different languages.

This collaborative tool allows students to share their work and request feedback from their classmates. Students can use Canva to construct and show knowledge. They can also capture photos or videos of their class work, homework, assignments, and school activities, post those in their own account, or a class account, and have discussions about the posts. Teachers can use Canva to design visually appealing infographics, posters, and images to complement text-heavy learning experiences.

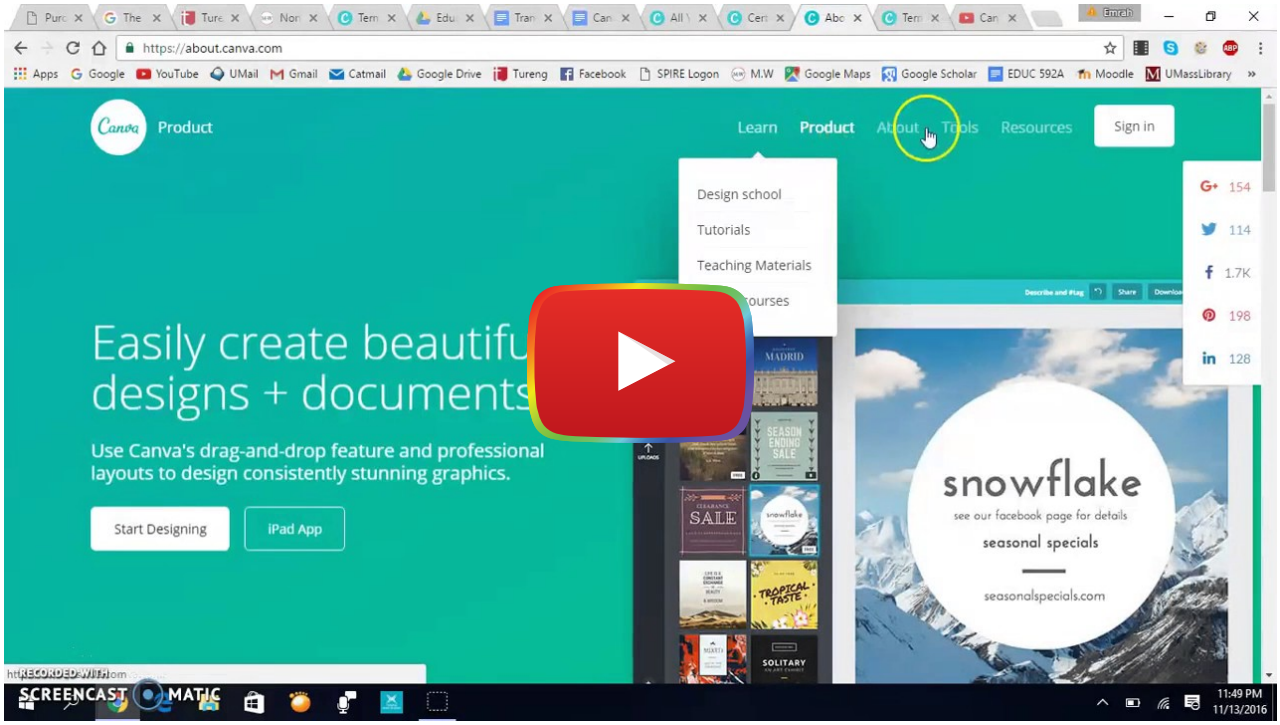


Screenshot of Canva Homepage

Tool Snapshot

Price	Free. Educators can sign up for Canva for Education, which gives Pro benefits and Google Classroom integration. Pro: $9.95/mo
Learning	Constructionism
Ease of Use	★★★★☆
Privacy	★★☆☆☆
Accessibility	★★☆☆☆
Class Size	Unlimited
ISTE*S	Creative Communicator, Global Collaborator
COPPA/ FERPA	Yes, certified by iKeepSafe

Canva Review & Evaluation



Watch on YouTube

The video transcript

Canva & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Canva might fit within the SAMR model:

Original assignment: Learning about air pollution

- **Substitution**: Each student creates a poster about air pollution (rather than drawing it on paper).
- **Augmentation**: Students share their air pollution posters with each other and provide feedback online through the Canva team feature.
- **Modification**: Each student works with a classmate to collaborate on the creation of a team poster about air pollution.
- **Redefinition**: Student teams share their posters with the public via social media, solicit feedback, and invite people to collaborate on their posters.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Canva to modify or redefine learning.

Learning Activities

Biology

In Canva, have your students use infographic templates and create infographics about animals.

Science

Encourage students to design climate change posters to raise public awareness about an important environmental issue.



"Canva" [Screenshot]. Retrieved from https://www.canva.com/design/DACEfGl9TdY/fnGlFsPP8PIpUcnunAs8FA/edit

History

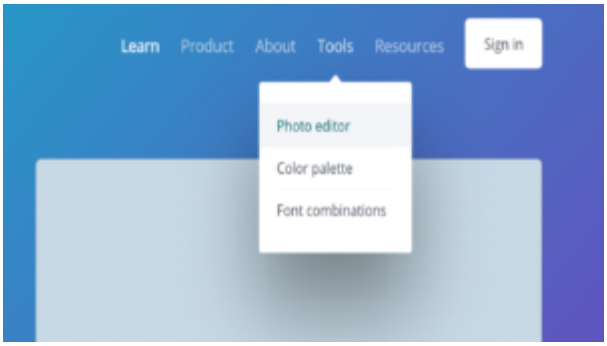
Have students use the "Infographic timeline" template to visually map a specific time in history.



American History Timeline made in Canva

Creative Arts

Have students open Canva Photo Editor and upload and edit any photo that they want. This way teacher assists students in unearthing students unique creativity. See an example of it below.



“Canva” [Screenshot]. Retrieved from https://designschool.canva.com/tutorials/

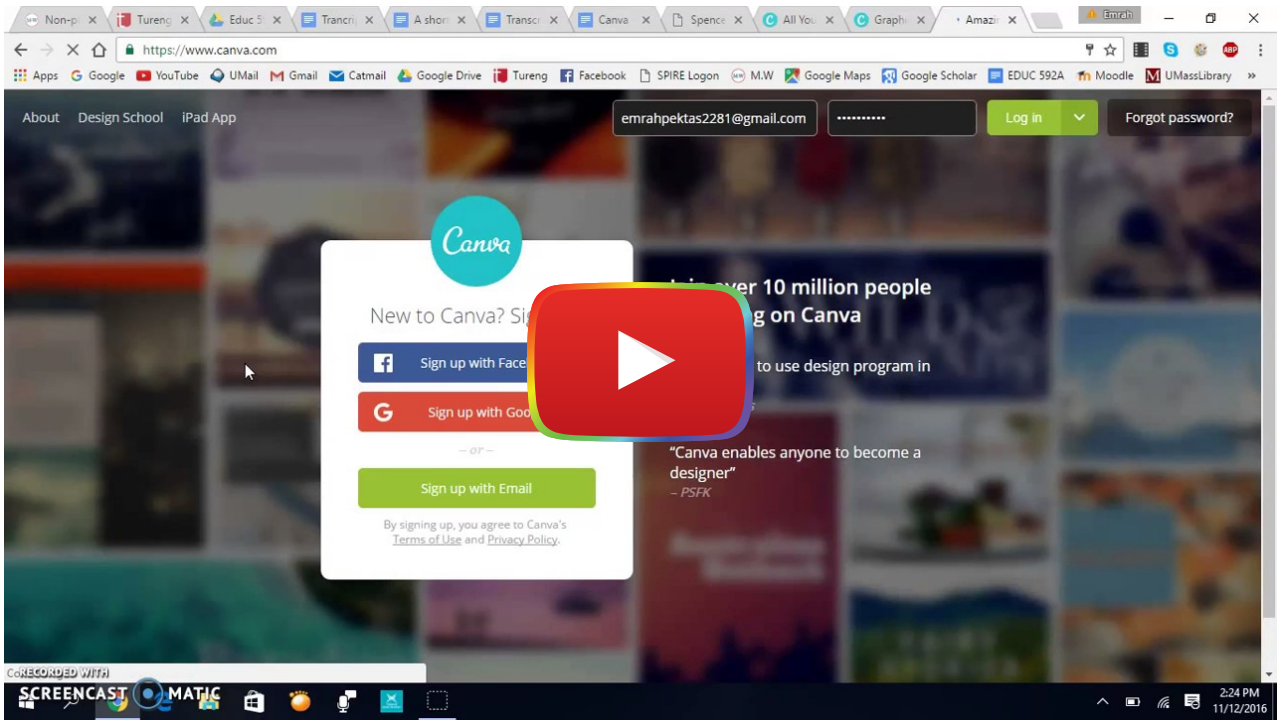
Resources

- Canva YouTube channel
- Canva design page
- Canva tutorials by Canva
- Canva help center
- Design School by Canva (articles, tutorials, and awesome tips)
- "How To" Guides for Canva by DesignHub

How to Use Canva

1. Go to Canva
2. Click “Sign Up” and register for an account
3. Return to Canva and login
4. Choose any graphic of your interest
    - Click on Blog Graphic
    - Choose a Canva layout among one million images or click “upload” on the bottom left to edit any image you want
    - Change the color, background, or add icons, text, images, lines, and shapes over the components on the left side
    - Click “Share” on the top right to share your blog graphic either with others to view or edit your design or on social media OR click “Download” on the top right to download your design.

Signing up for Canva



Watch on YouTube

The video transcript

Image Sources

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Canva. (2012, July 16). Canva for work resources. (n.d.). Retrieved from https://about.canva.com/canva-for-work-resources/

History of the cape colony before 1806..picture. (n.d.). In Wikipedia. Retrieved from https://en.wikipedia.org/wiki/History_of_the_Cape_Colony_before_1806..picture

Timeline infographic (n.d.). Retrieved from https://www.google.com/url?q=https://www.canva.com/design/DACFHSzLX7Y/pqVHGT5afMfnQcUvrCpMNg/edit&sa=D&ust=1481143809070000&usg=AFQjCNGvee9c8RI1nf_UlJdHPF-Kvc_oqg

United states declaration of independence..other. (n.d). In Wikipedia. Retrieved from https://en.wikipedia.org/wiki/United_States_Declaration_of_Independence

US history timeline. (n.d.). Retrieved from https://www.canva.com/design/DACEfGl9TdY/fnGlFsPP8PIpUcnunAs8FA/edit

Research

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Author

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Access it online or download it at https://edtechbooks.org/onlinetools/canva.

CoSpaces

Virtual Reality | Constructionism | Media | Learning Experience

CoSpaces is a mixed reality web-based application that allows users to create and engage with interactive media content. CoSpaces affords the student the ability to demonstrate their knowledge in new ways by building virtual interactive worlds, simple or complex, that is approachable to the uninitiated.

Users can create:

- *Virtual Reality (VR, 3D, and 360-degree photo/video)*
- *Augmented Reality (AR)*
- *Interactive 3D content using a visual programming language*
- *Simulations*



Watch on YouTube

Tool Snapshot

Topic	Details
Learning	Constructionism
Price	Free & Paid Plans
Access	★★★★☆
Ease of Use	★★☆☆☆
Student Learning	★★★★★
Accessibility	★★☆☆☆
Power & Bias	★★★★☆
Class Size	30, including teacher
Privacy	★★★★☆
Login	Yes
ISTE*S	Knowledge Constructor, Creative Communicator, Computational Thinker
COPPA/ FERPA	Yes

Terms:

- **Virtual Reality** – Immersive digital experience in a simulated environment. The user wears a headset and sometimes has controllers to engage with the virtual environment.
- **Augmented Reality** – Digitally-created content is overlaid in the real world. A person uses either a device with a camera (e.g., a phone) or uses a device that produces holographic images to view/interact with digital content. One example is Pokemon Go.
- **Mixed Reality** – A combining of virtual and augmented reality content.
- **Visual Programming Language**: This allows users to create programs graphically rather than textually. This type of language alleviates issues related to programming syntax (the writing structure of code) and semantics (the meaning of programming elements).
- **360 Photos/video** – Content that captures a spherical view of an environment (see the coral reef with textual data overlain the photo)

CoSpaces Overview Video



Watch on YouTube

CoSpaces & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how CoSpaces might fit within the SAMR model:

- **Substitution**: Students use CoSpaces as a simulation of real-world activities and engagements.
- **Augmentation**: Students create virtual environments instead of a slide show presentation.
- **Modification**: Students engage in problem-based learning via activities such as a storyline and dialogue.
- **Redefinition**: Students can engage in virtual training (that avoids safety hazards) and recreate real-world locations, past or present.

Source: SAMR Model: VR & AR 3D Technologies

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technological skills and knowledge), we encourage you to think about how you might use CoSpaces to modify or redefine learning.

Learning Activities

- Game Development
- Historical recreations
- Scientific models
- Art exhibits
- Infographics
- Interpretations of literature
- Learning language
- Programming: Learn to create interactive content with a visual programming language. An example is Scratch
- Pinterest by CoSpaces

Example interdisciplinary lesson: Transcend the Classroom with Virtual Place-Based Learning – Students designed a virtual representation of District 2020 as an urban area emphasizing sustainability and food security and reflecting the area's social history. This created a place-based interdisciplinary project where students drew from English, history, and geography learning and applied their knowledge to a contemporary challenge in a local context.

Resources

How to Use CoSpaces

- CoSpaces YouTube Channel
- What is CoSpaces?

Projects

- Simulation-Flooding

Research

Heller, S., Campbell, L., & Laguardia, E. (2020, April). Virtual and Augmented Reality to Enhance Computational Thinking and Content Knowledge in Advanced Placement History. In *Society for Information Technology & Teacher Education International Conference* (pp. 1751-1755). Association for the Advancement of Computing in Education (AACE).

Kaplan, A. D., Cruit, J., Endsley, M., Beers, S. M., Sawyer, B. D., & Hancock, P. A. (2021). The effects of virtual reality, augmented reality, and mixed reality as training enhancement methods: A meta-analysis. *Human factors*, *63*(4), 706-726.ve virtual reality for students with ASD: A review between 1990–2017. *Education and Information Technologies*, *24*(1), 127-151.

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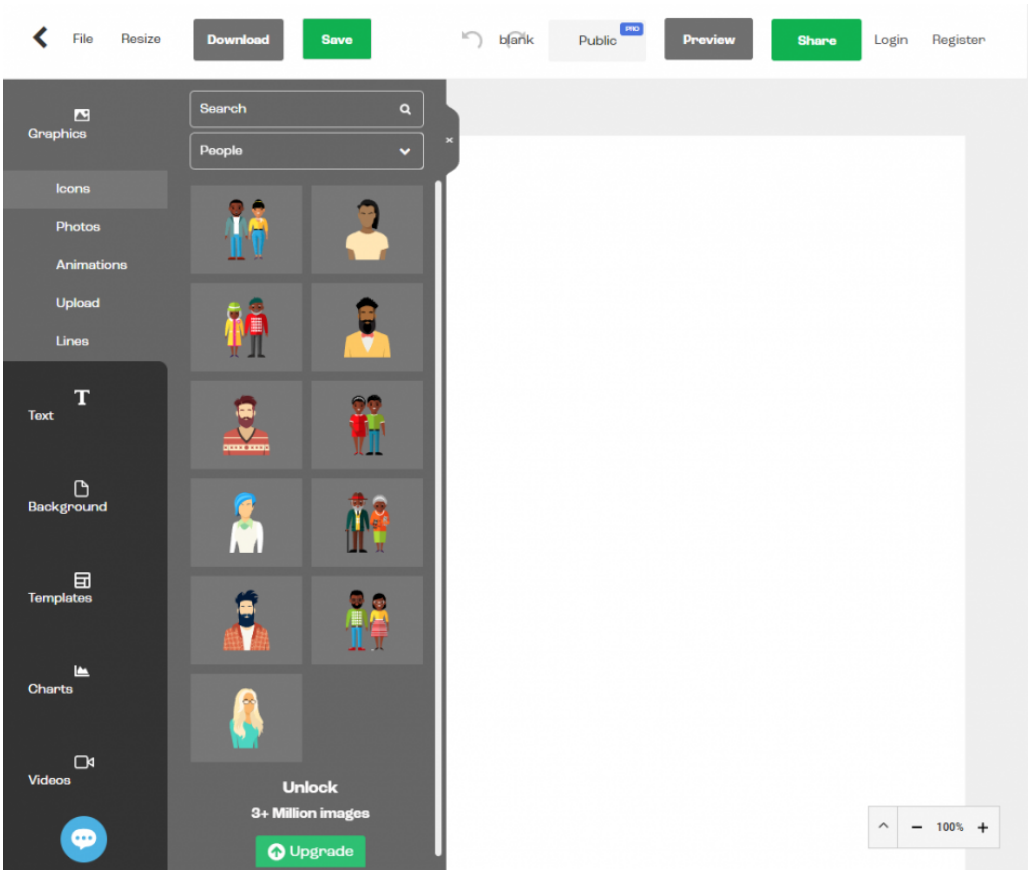
Access it online or download it at https://edtechbooks.org/onlinetools/cospaces.

Easel.ly

Design | Graphic Design | Constructionism

Easel.ly (pronounced "easily") is an infographic design tool. Infographics use pictures, graphs, and a bit of text to quickly and attractively share data and information.

Easel.ly lives up to its name since this is a tool that builds sharp-looking infographics simply by modifying existing templates. The trick is making sure the templates available suit the information you want to convey. An infographic can add visual interest and emphasis to content through maps, graphs, charts, diagrams, flowcharts, and timelines and can also replace traditional text by grouping discrete pieces of information and showing the relationships between them. Because it provides a visual depiction of ideas, which in turn may provide students with a cognitive frame, Easel.ly can be used to create teaching aids. Because an infographic helps students visualize relationships between concepts, Easel.ly can also be introduced to students as a tool to synthesize and document learning. Easel.ly is a learner-centered tool because it readily provides a means for students to visually construct knowledge, demonstrate connections they are making between concepts, and personalize and differentiate their work.



Easelly user interface

Tool Snapshot

Price	7-day free trial with student, individual, and business plans
Learning	Constructionism
Ease of Use	★★★★★
Privacy	★★★★☆
Accessibility	★★★★☆
Class Size	Unlimited
ISTE*S	Knowledge Constructor, Creative Communicator
COPPA/FERPA	Yes with conditions

Easel.ly Overview

Privacy

The tool has a privacy policy that references both COPPA and FERPA standards. Sign-up requires only an email address and password. Or, you can log in through third-party sites such as Facebook or Google. You can create groups of student accounts without using email addresses by creating a group name and group password and a user name for each student. Infographics created do not appear to be automatically shared publicly and are owned by the user, however, Easel.ly maintains the right to make it available to the public, unless you open a fee-based account. (4 stars)

Ease of use

Very easy to use for those with even limited experience manipulating shapes, objects, and text online. For those needing guidance, text-based and video tutorials are available through the site. (5 stars)

Impact on Student Learning

Easel.ly can be used to create attractive visual aids for knowledge-based learning, as well as a student-centered tool for creating, applying, and synthesizing information. Especially valuable for visual learners, and may strengthen visual literacy. (5 stars)

Cost

The tool requires you to purchase a plan to try its “7-day money-back guarantee” trial. It does not sell user data or embed advertisements. (4 stars)

Power & Bias

Access to limited templates may restrict the user’s ability to depict information precisely or completely avoid image biases where depictions of people are included in the template. As a student-centered tool, Easel.ly relies on the user to ensure the information presented in infographics is free of bias or deception. (4 stars)

Access

The tool can be used on any desktop or laptop device and does not require separate plug-ins. (5 stars)

Accessibility

This is a tool for presenting information visually, thus sight of the user is assumed. Multiple contrasting colors and zoom abilities may help those with impaired sight. Because of the sometimes delicate and fiddly adjustments needed with online design, fine motor skills are also necessary to be successful with Easel.ly. Additionally, you can’t embed alternative text for images and icons, so screenreaders may not be able to see the detail provide by the infographic (3 stars).

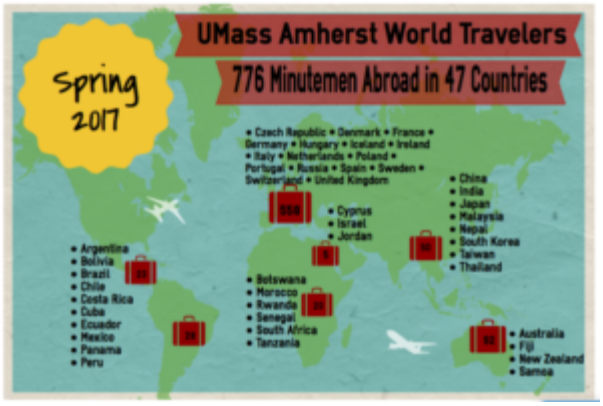
Welcome to Easelly Video (by Easelly)



Watch on YouTube

Easel.ly & the SAMR Model

- **Substitution:** Students will learn from a teacher-created infographic that provides information in a concise, attractive manner (taking the place of a diagram on the whiteboard, cardboard poster, or bulletin board).
- **Augmentation:** A teacher embeds links in the infographic to other online resources, and/or personalizes the infographic by including examples of student work.
- **Modification:** Students alter a teacher-created template to emphasize the elements most relevant to their own lives.
- **Redefinition:** Students synthesize information garnered from multiple sources or disciplines to capture learning in a particular week or month and use an infographic to depict it.



Sample infographic created with Easel.ly Pro.

Learning Activities

Math

Choose an article from the newspaper or current event with a mathematical element (sports statistics, budget concerns, weather patterns, etc) and create an infographic that would augment the story. Depict quantitative data in multiple ways and compare interpretation.

Science

Prepare diagrams of flora and fauna. Once students have each prepared infographics on a target subject, have the class as a whole design a cumulative infographic that incorporates elements of each. Choose two or more scientific fields and prepare an infographic that depicts the relationships between them.

English/Language Arts

Diagram sentences for grammar, or writing samples for rhetorical or literary devices. Create an infographic that compares and contrasts two works of fiction, poetry, or journalism. Have one group of students follow the procedures outlined in infographics created by another group of students and vice versa, identifying areas of confusion and need for revision.

History/Social Studies

Create maps and timelines related to events or issues. Chose an article from the newspaper and create an infographic that would augment the story. Create individual infographics of an event or shared experience then compare the documents (e.g., through a “seated poster session”) and discuss the reasons for differences and similarities.

Resources

From Easel.ly:

- E-booklet: Infographics For Your Classroom
- Examples: 10 Great Examples of Using Infographics for Education
- Common Core and Visual Learning

From other sources:

- Infographics as an Assessment Tool
- Infographics as Learning Tools
- Using Infographics in the Classroom
- Infographics as Multimodal Learning Tools

How to Use Easel.ly

1. Go to https://www.easel.ly
2. Click “Sign Up For Free” and register for an account.
3. Login.
4. Consider the type of information you want to communicate and choose a relevant template (also called “theme” in Easel.ly, or use the blank page to start from scratch.
5. Use the toolbar to add or modify objects, and text, and add links or media.
6. Save, export, or share the infographic by using the home menu.
7. The infographic will appear in the “My Visuals” section of the homepage unless you delete it.
8. If you have downloaded the infographic but deleted the item in your “My Visuals” you can upload the infographic again to continue editing by using the “Open” item on the home menu.

Research

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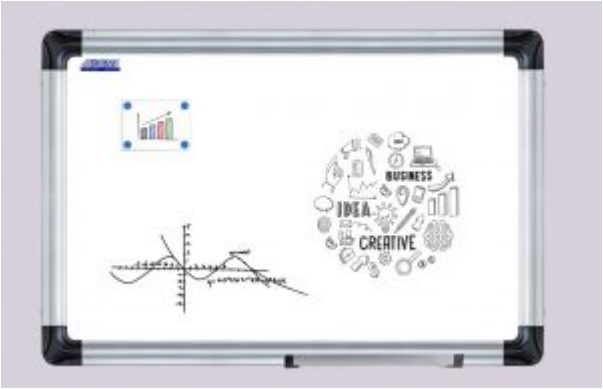
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EduCreations

Design | Cognitivism | Constructionism

Educreations is an interactive whiteboard drawing and recording tool that allows educators and students alike to design more enhanced and engaging presentations. On the Educreations site or iOS app, users can record, share, and view interactive lesson plans. Users can import images into their whiteboard with the free version and mark them up in real-time on a screen.



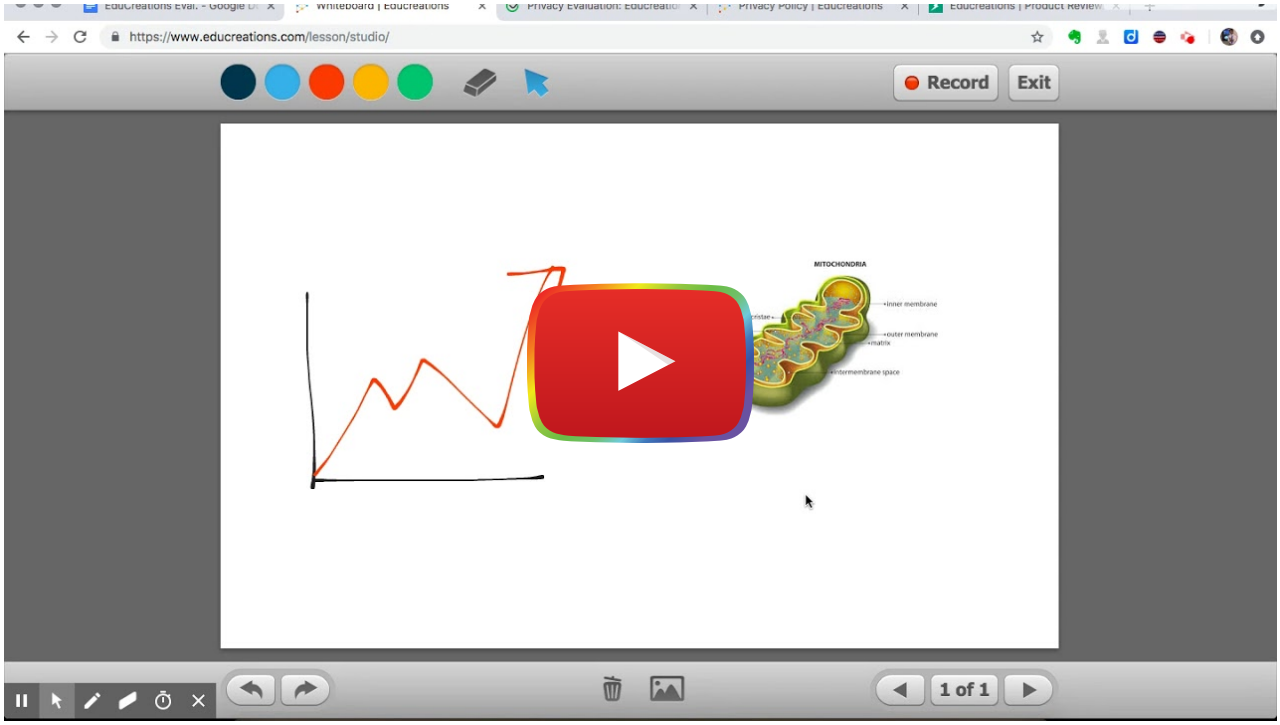
Screenshot of an Educreations App

Tool Snapshot

Price	Free Basic Account; Pro Classroom ($99/year) & School Accounts
Learning	Cognitivism & Constructionism
Ease of Use	★★★★☆
Privacy	★★☆☆☆
Accessibility	★★☆☆☆
Class Size	Unlimited
Login	Yes
ISTE*S	Knowledge Constructor & Creative Communicator

COPPA/ FERPA	FERPA: Yes. COPPA: No COPPA policy found. Check with your school IT administrator.

Educreations in 120 seconds video



Watch on YouTube

Educreations & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Educreations might fit within the SAMR model:

- **Substitution:** A teacher can simply use the Educreations interactive whiteboard instead of a traditional one, but essentially accomplish the same task
- **Augmentation:** The interactive whiteboard can do more than a traditional one, though, and a teacher or student can easily and seamlessly incorporate documents and graphics into the whiteboard.
- **Modification:** A teacher can post a video or interactive lessons on Educreations that students can follow along with at their own pace, in school, or at home. This can lead to more class time spent on hands-on activities and larger discussions.
- **Redefinition:** Students have the opportunity to create their own content for the teacher and their fellow students to see. This can allow for more engaging assignments, and lead students to develop a mastery of the subject matter by assisting in teaching their classmates.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Educreations to modify or redefine learning.

Learning Activities

Math

The interactive whiteboard, with uploadable graphics and tables, makes math come alive. Students can go at their own pace and even show their work more easily, allowing teachers to assist them more easily.

Science

Interactive labs are easy with Educreations. Advanced postings let students who may learn differently work at their own pace and students can share their steps following the scientific method with their teacher and classmates.

English/Language Arts

Guided reading notes and literature/poetry analysis become much more lively when used alongside the Educreations's interactive whiteboard.

Social Studies

Marking up documents as part of a video lesson is easier and much more readily accessible with Educreations. Also, with student-based creation, practicing document analysis with a video recording allows students to share their methods and findings.

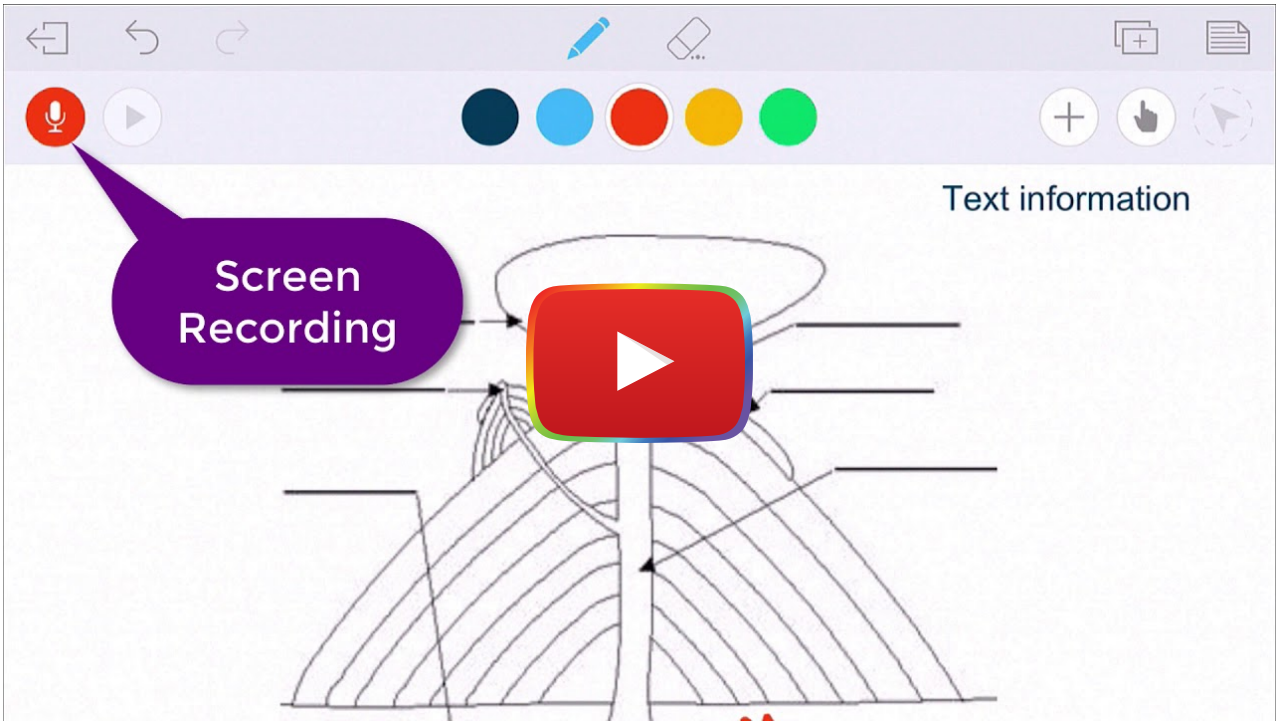
Resources

- Common Sense Education Review
- FAQs
- GettingSmart.com Review
- Common Sense Education Video
- Educreations Privacy Policy

How to Use Educreations

1. Create an account on Educreations as a student or a teacher. If your institution has a Pro account with Educreations, you can register with your school during this process https://www.educreations.com/
2. On the website or the app, there will be a “+” icon that allows you to create a new lesson. Clicking this will open up the whiteboard and start a voice recording.
3. Draw on your whiteboard, drag and drop images from your camera roll, and narrate in real-time.
4. When finished, there is a “Done” button in the top, left corner of the screen. It will give you the option to save your lesson or to start over.
5. For more in-depth FAQs, see Educreations’ website here https://www.educreations.com/faq/#creating

How to Use the App Educreations Video (by Classroom Tech Made Simple)



Watch on YouTube

Research

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Ibrahim, M. & Watts, A. (2014). Examining the Effect of Using Voicethread and Educreations on Preservice Teachers' Self Efficacy and Learning Outcome in Online Course. In M. Searson & M. Ochoa (Eds.), Proceedings of SITE 2014–Society for Information Technology & Teacher Education International Conference (pp. 554-560). Jacksonville, Florida, United States: Association for the Advancement of Computing in Education (AACE). Retrieved November 14, 2018, from https://www.learntechlib.org/primary/p/131143/.

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Access it online or download it at https://edtechbooks.org/onlinetools/educreations.

Genial.ly

Learner-centered Design | Social Learning Theory | Constructionism

Genial.ly is an online tool that can be used to create still, animated, or interactive visuals, such as posters, infographics, quizzes, and presentations. To create visuals, you can use pre-made templates or start from scratch. If you are a premium member, you can import your PowerPoint slides and have them be transformed into "Genially creations." Genial.ly can increase engagement in learning and allow students to express their knowledge and develop their communication skills.



Watch on YouTube

Tool Snapshot

Price	**Basic account:** Free; **Student:** $1.25/mo.; **Edu Pro:** $4.99/mo.; **Master:** $20.82/mo.; Note: All paid plans are billed yearly.

Learning	Constructionism, Social Learning
Ease of Use	★★★☆☆
Privacy	★☆☆☆☆
Accessibility	★☆☆☆☆
Class Size	Unlimited – Each student could setup their own individual account or work in groups on a shared account
Login	Yes
ISTE*S	Empowered Learner, Knowledge Constructor, Creative Communicator
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

Price

There is a multitude of different plans aimed at either education or professional use, all of which vary in both price, and choice of billing period. Below are the educational options.

	Free	**Student**	**Edu Pro**	**Master**
Price	$0	$1.25/mo. billed yearly	$4.99/mo. billed yearly	$20.82/mo. billed yearly
Unlimited Projects	✔	✔	✔	✔
Unlimited Views	✔	✔	✔	✔
Templates and Resources	Free only	10 Premium/year	Unlimited	Unlimited
Viewing Offline		✔	✔	✔
Download project as PDF or JPG		✔	✔	✔
Create Folders			✔	✔
Transfer Projects			✔	✔
Brand Personalisation				✔
Monitoring				✔
Advanced Collaboration				✔

Management of Corporate Resources				✔

*Table adapted from Genial.ly Pricing Page.

Note: There are a lot of premium templates, but you are able to filter them so you are only shown the free templates.

Ease of Use

- Genial.ly is relatively easy to use, especially if you are building on one of the available templates. When you sign up for Genial.ly, you are provided with a tour of the website, and you can access this tour at any point when using the site.
- Genial.ly offers a variety of design tools and features, however, this might be overwhelming for some users.
- When creating something on Genial.ly, you need to switch over to the "preview" mode to use the full functionality of what you've created, such as using interactive "buttons," so toggling between editing and preview mode can be frustrating.

Privacy

- Genial.ly stresses that they collect more usage data, such as IP addresses and activity within the site itself, than personal data like the user's name and address. However, there are vague statements about when and why they may access the data.
- There is no mention of COPPA or FERPA compliance within this privacy policy.
- Genial.ly does not appear to be allowed for users under the age of 13. For users ages 14-17, the privacy policy states that "it will be necessary for them [the users] to inform their parents or guardians of the data processing that will be carried out by GENIALLY and the Conditions of Contract for the Service to their parents or guardians" (2020, para. 28).

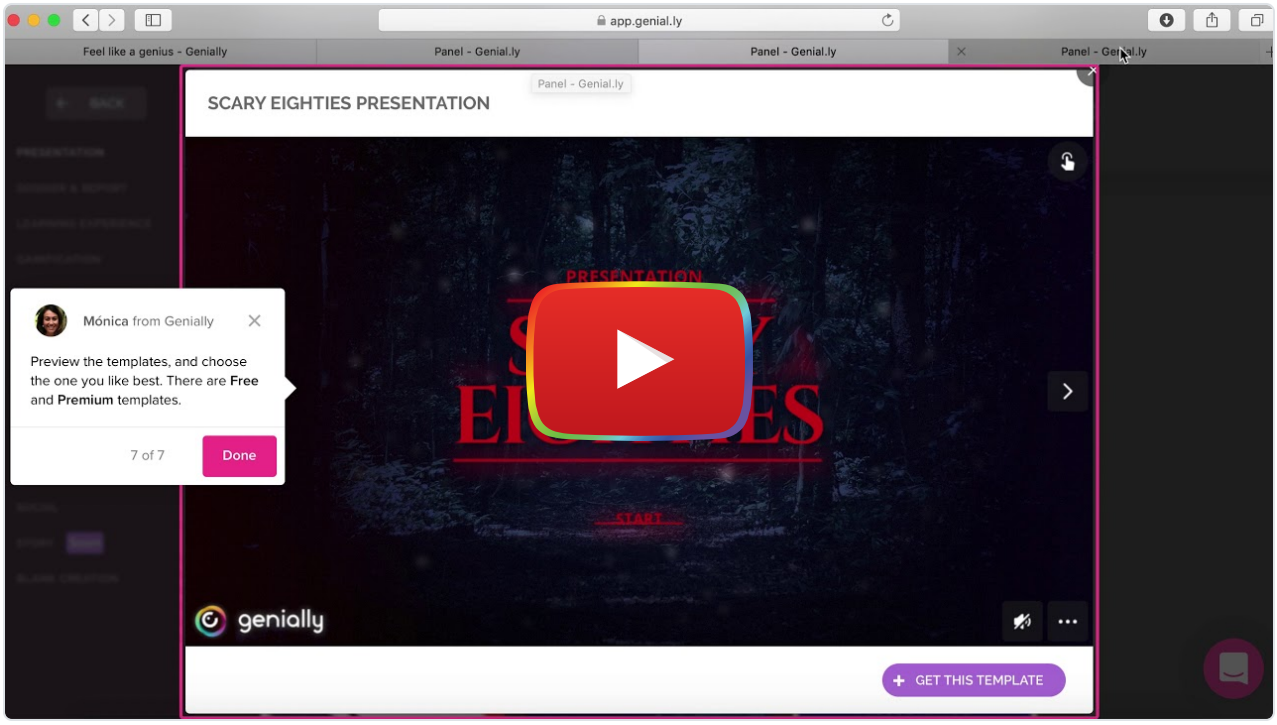
Accessibility

- There is no available information about accessibility features for Genial.ly.
- Our testing showed no ability to use this site through keyboard or voice functions.

Login

- Users must create an account to use the tool.
- Users can sign in using a previously made Google, Facebook, Twitter, Linkedin, or Office 365 account.

Genial.ly in 120 seconds video



Watch on YouTube

Transcript

Genial.ly & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how **Genial.ly** might fit within the SAMR model using the topic 'Global Warming':

- **Substitution:** Students create an infographic about global warming, instead of drawing it by hand.
- **Augmentation:** Students create a multi-modal presentation about climate change featuring embedded media (e.g., videos, images, animations).
- **Modification:** Students collaboratively work together with their classmates during school and outside of school time to create a multi-modal presentation about climate change. Watch this short video to learn how to collaborate on a genial.ly project: Genial.ly – Collaborative Work.
- **Redefinition:** Students collaborate with peers in different countries to design global presentations about climate change and share out their presentations on social media.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Genial.ly to modify or redefine learning.

Learning Activities

English

Students can create an infographic of the information in a novel to highlight the different parts of the plot.

Math

Students can create an interactive math quiz and take the quiz of another group with different problems.

Science

Students can create interactive images* to display the different plants, animals, and natural resources in a habitat. *Interactive images can have embedded multimedia as well as pop-up boxes that can show more information, images, videos, or links to external resources.

History

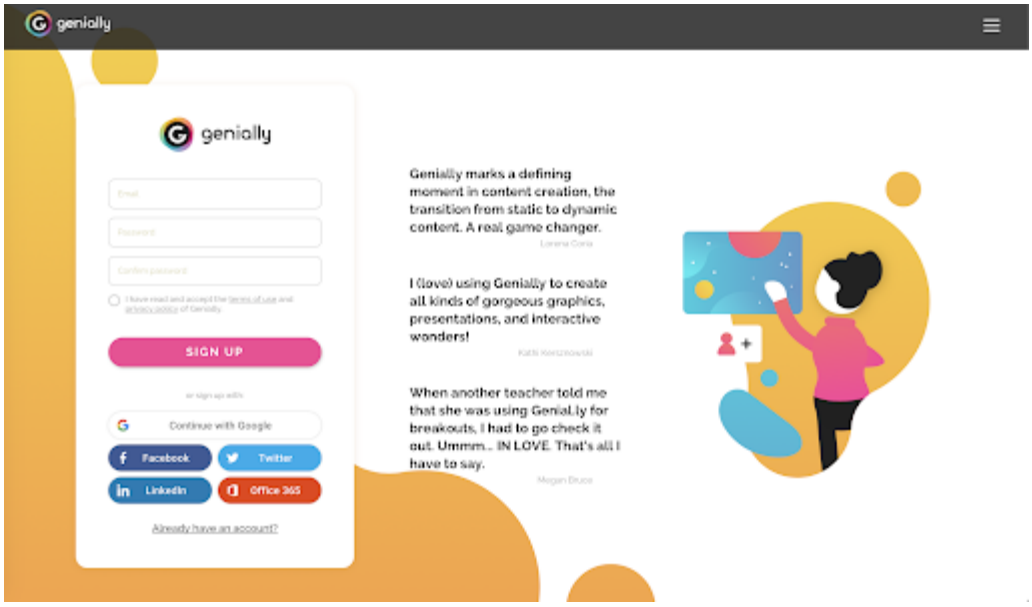
Students can choose from one of the “personal branding” visuals to show snapshots of information on presidential candidates. These specific visuals are a type of infographic that is specifically formatted to give an overview of information on a person.

Resources

- Back to school with genially and onenote: start the year off right with real teacher examples
- Tips and trick you need to know to do some magic with genially
- SnapGuide – How to use Genial.ly
- Genially – A quick tutorial for students (YouTube video)
- Genial.ly’s Pinterest page
- Genila.ly: Creating active visual learning resources

How to Use Genial.ly

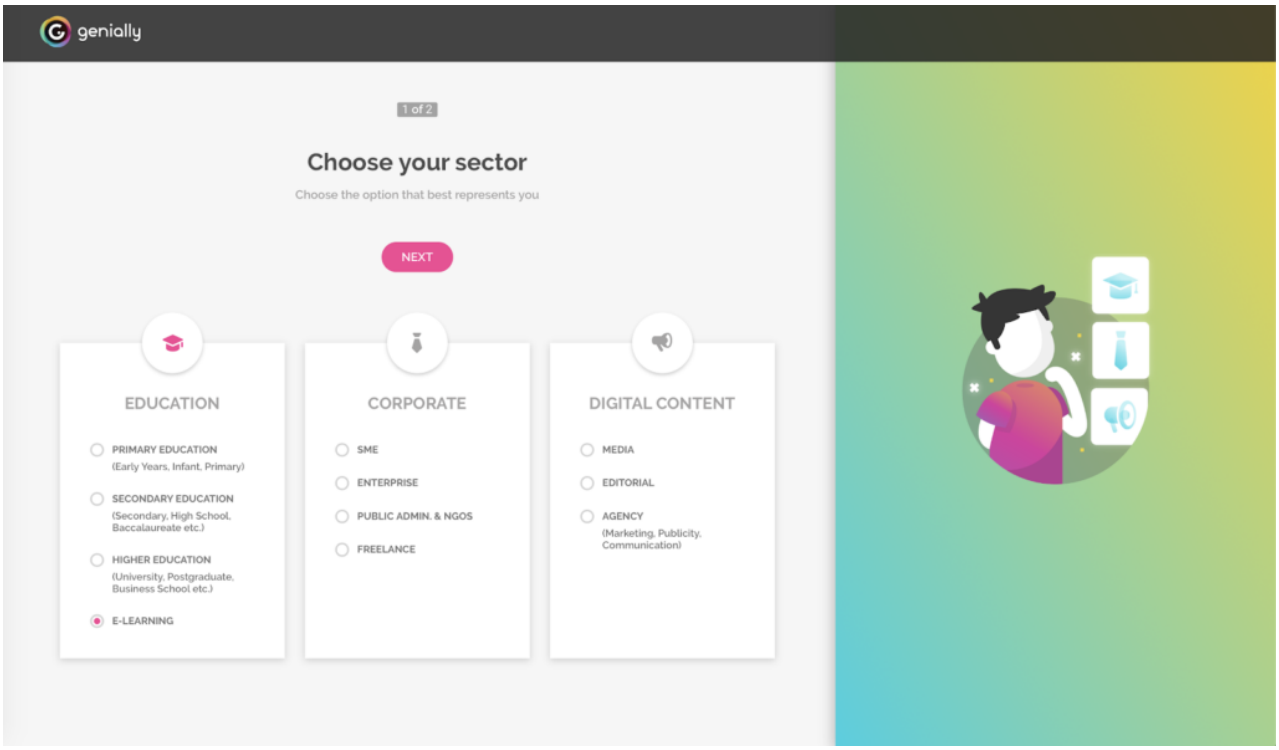
- Go to app.genial.ly.



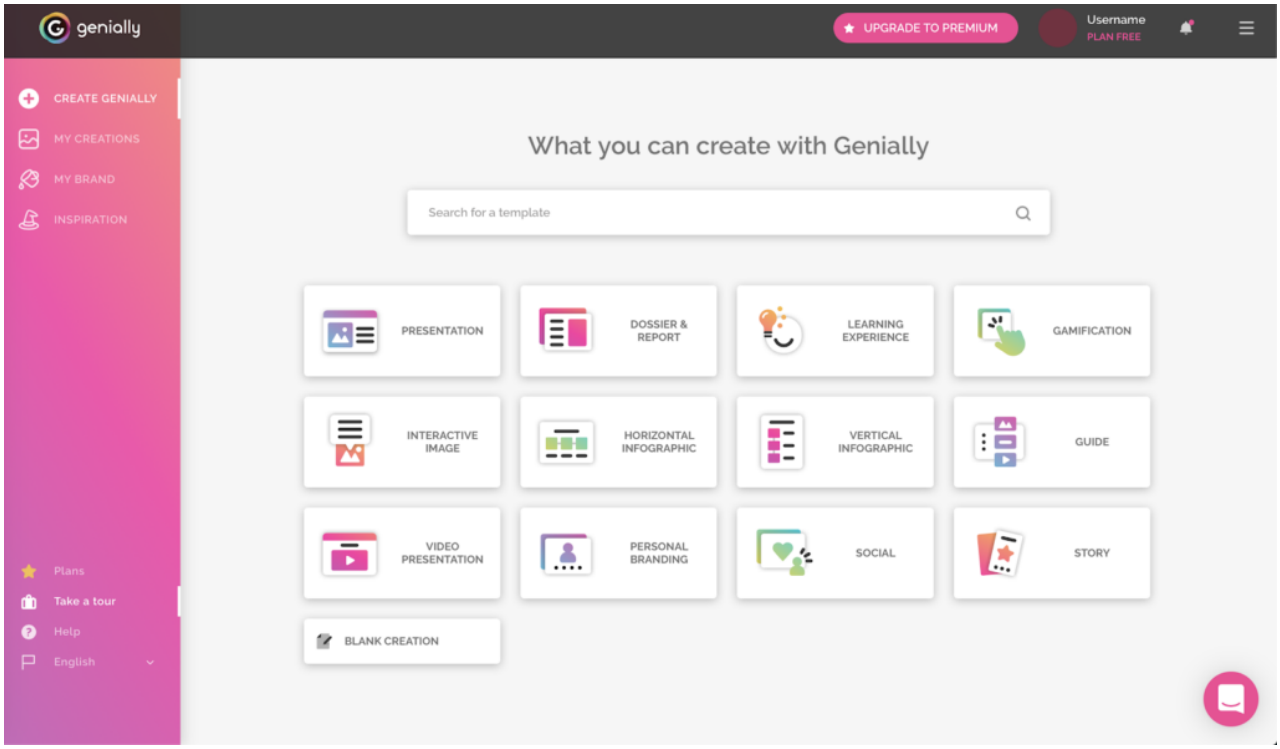
- Click the “Create your free account” button in the center of the page to create an account.



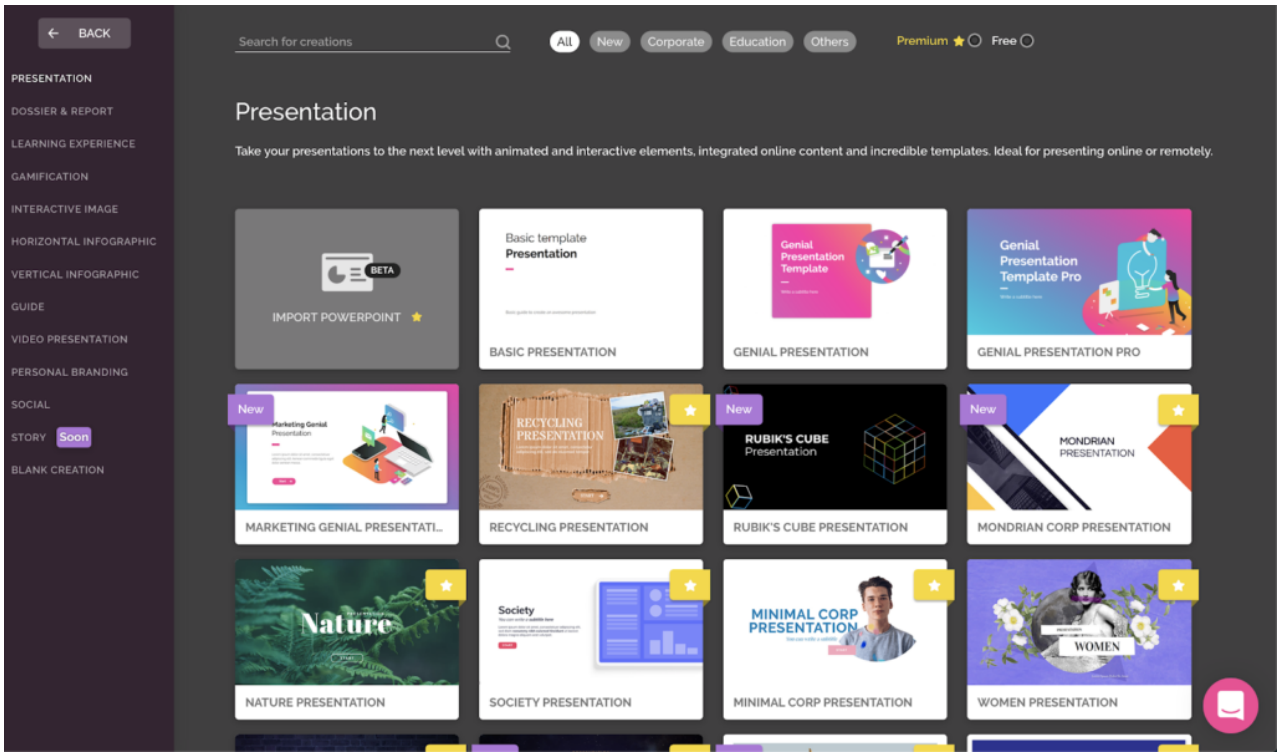
- Choose type of account: Education, Corporate, or Digital Content.



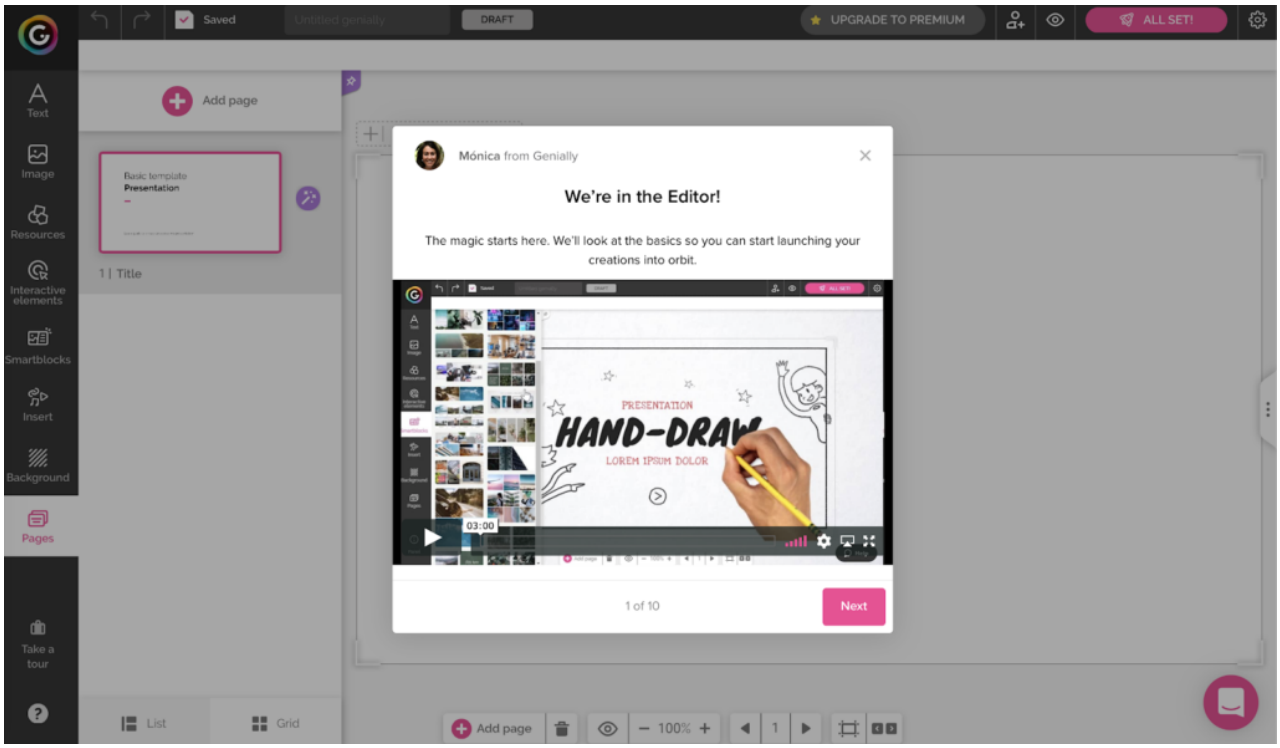
- Create a Presentation.
- Click the plus “+” icon in the upper left hand corner, next to “CREATE GENIALLY.”



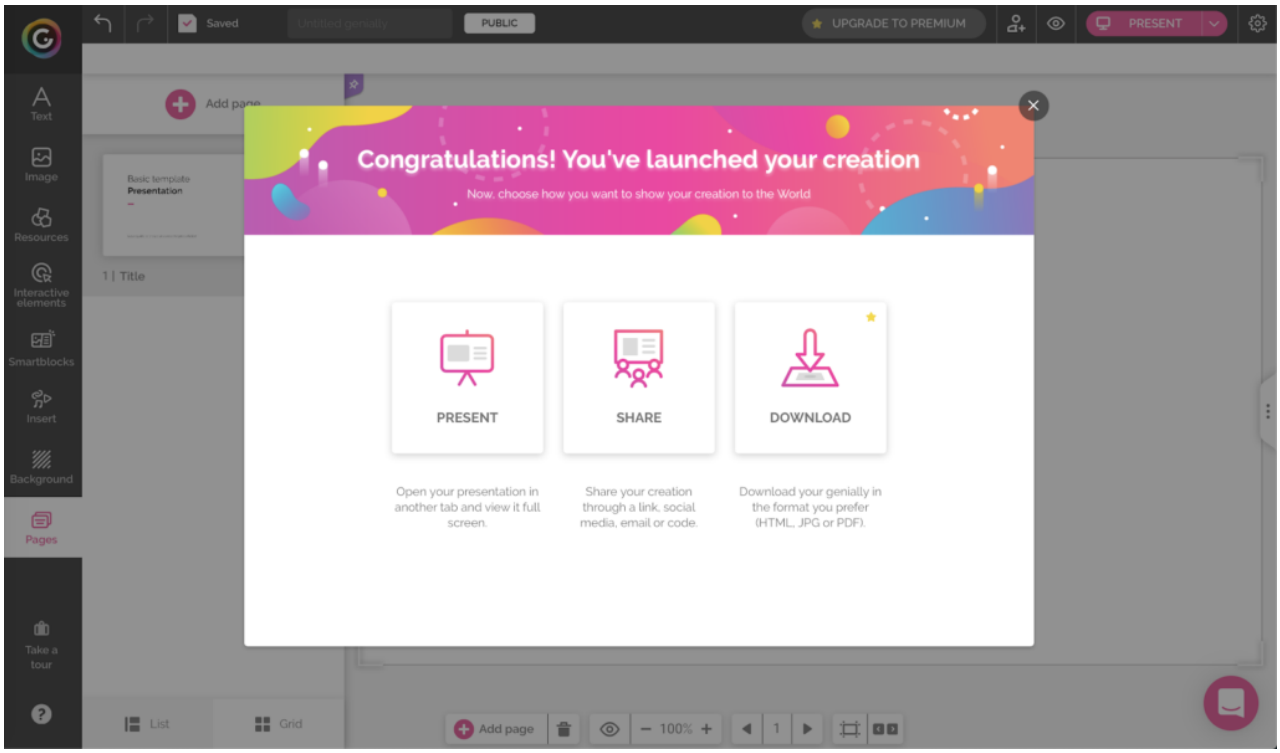
- Choose the type of presentation: General presentation, dossier & report, learning experience, gamification, interactive image, horizontal infographic, vertical infographic, guide, video presentation, personal branding, social, story, or blank creation.



- Choose a template.
- Choose a color palette.
- Choose pages to start your presentation.
- Watch Editor Tutorial.



- Use the sidebar to the left to add enhancements to your presentation.
- Click the “All Set” button with the paper airplane icon on the top right of the page when your presentation is complete.
- Choose if your presentation will be public or private (Premium feature).
- Click the “all set” button in the bottom left.
- Choose to either present, share, or download (Premium feature) the presentation.



Research

Jiménez, C., Arís, N., Magreñán Ruiz, Á. A., & Orcos, L. (2020). Digital escape room, using Genial. Ly and a breakout to learn algebra at secondary education level in Spain. *Education Sciences*, *10*(10), 271.

Kaźmierczak, P. (2020). Is the Genial. ly app really phenomenal? About potential of online tool during lessons of Polish as a foreign language. *Acta Universitatis Lodziensis. Kształcenie Polonistyczne Cudzoziemców*, *27*(1), 559-570.

Authors

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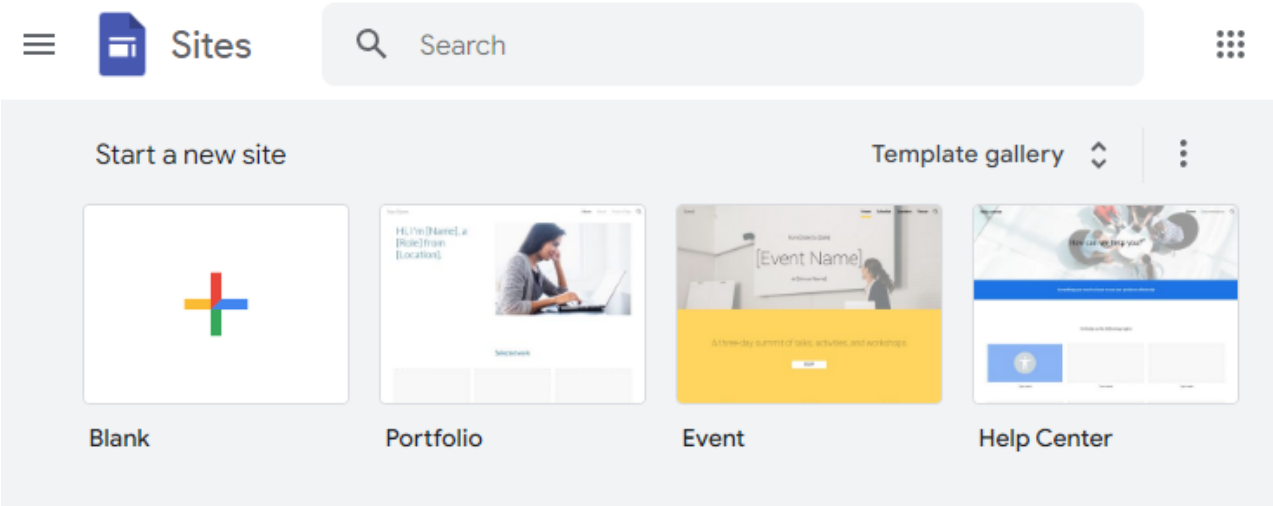
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Google Sites

Design | Social Constructivism | Constructionism | Website Builder

Google Sites is a Google web application that allows users to create wikis and websites, with ease of use and collaborative design. Google Sites is free to use (with a paid option that offers more storage capability) and is included in the Google Workspace suite. If you're looking for a simple drag-and-drop web design tool for developing class websites, student project sites, or encouraging students to show their knowledge in different ways, check out Google Sites.

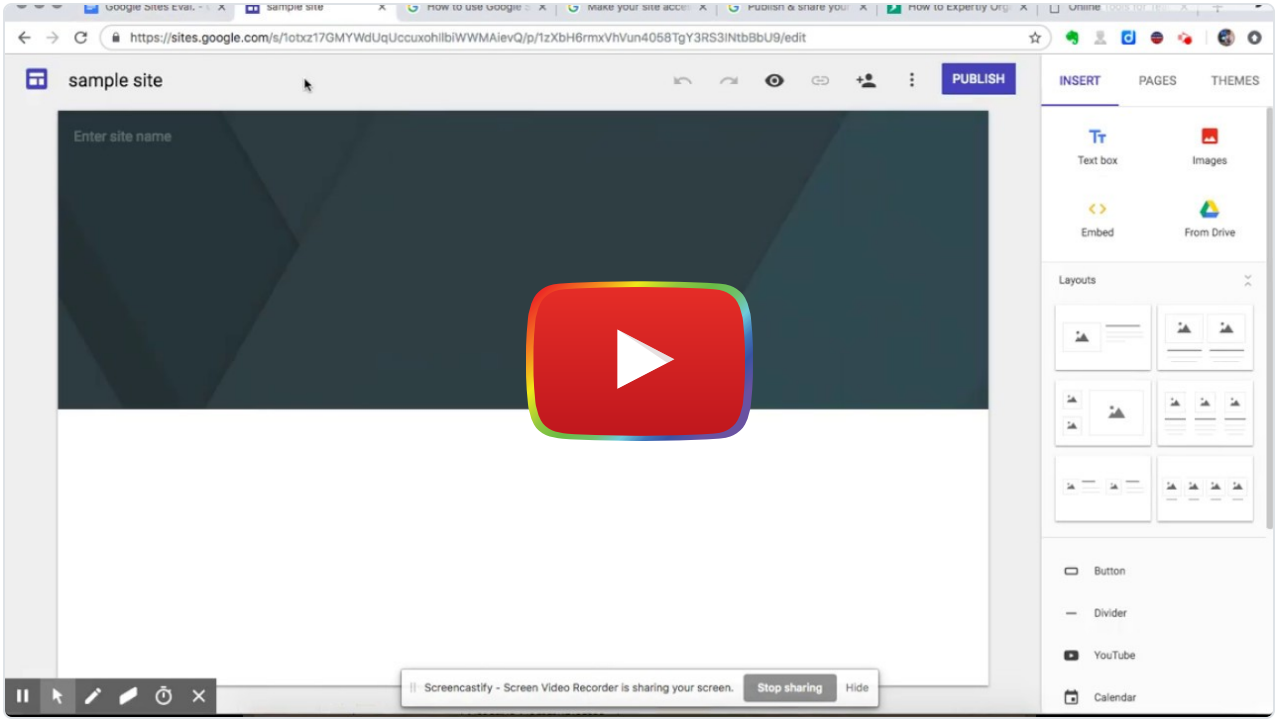


Tool Snapshot

Price	**Free**
Learning	Social Constructivism & Constructionism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★★★☆

Class Size	Unlimited
Login	Yes for site creation, no for site viewing
ISTE*S	Global Collaborator, Knowledge Constructor, Creative Communicator
COPPA/FERPA	Yes for G-Suite Users

Google Sites Overview Video



Watch on YouTube

Google Sites & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Google Sites might fit within the SAMR model:

- **Substitution:** Scrolling through a website with information instead of reading a textbook.
- **Augmentation:** Creating your own interactive, multimodal site that goes beyond a simple display of information.
- **Modification:** Taking information from a more traditional source, and using Google Sites to make the information more accessible to all students.
- **Redefinition:** Collaboratively designing a website in real-time with peers and professionals/experts around the world.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Google Sites to modify or redefine learning.

Learning Activities

Math

Students can create a math-based educational website. Examples being a tutorial for a certain math process, an overview of a branch of mathematics, or maybe an interactive biographical site about a given mathematician.

Science

Google Sites is a great tool for creating digital science labs that students can follow along with on their own. There are several great examples of science teachers that have created their own interactive lab sites.

English/Language Arts

Online book reports, classroom discussion forums, and informative sites about literary movements are some possible uses of Google Sites for an ELA classroom.

Other uses

More generally, any classroom teacher could use Google Sites to create a one-stop hub for their students. Homework reminders, important resources, syllabi, and discussion forums are just a few ways a teacher could utilize this tool to make their learning experience go beyond just the classroom.

E-Portfolios: Google Sites can be used to to track a student's learning or progression throughout their year or multiple years. Check out more info on E-Portfolios here.

Resources

- Google Sites Help
- G Suite Learning Center
- 10 Things to Know About Google Sites
- How to Expertly Organize your Classroom with Google Sites

Here are some Google Sites with examples and tips from educators about using Google Sites — How Meta!

- https://sites.google.com/a/whps.org/google-sites/classroom-uses
- https://sites.google.com/a/flippededucation.com/flippedevents/google-sites-for-teacher-web-pages-and-student-projects

How to Use Google Sites

1. Go to Google Sites.
2. Click on the "Create" button, signified by the + icon.
3. Now the content creation is up to you. Pick a theme from the options listed, choose how you want your website to be laid out, and drag and drop buttons and modules from the sidebar.
4. All of this is very dependent on your individual needs, but Google Sites has an extensive and easily navigable FAQ section here.

How to Use Google Sites - Tutorial for Beginners Video (by Teacher's Tech)



Watch on YouTube

Research

Coutinho, C. (2009). Using Blogs, Podcasts, and Google Sites as Educational Tools in a Teacher Education Program. In T. Bastiaens, J. Dron & C. Xin (Eds.), *Proceedings of E-Learn 2009–World Conference on E-Learning in Corporate, Government, Healthcare, and Higher Education* (pp. 2476-2484). Vancouver, Canada: Association for the Advancement of Computing in Education (AACE). Retrieved November 11, 2018 from https://www.learntechlib.org/primary/p/32834/.

Ramadannisa, R. F., & Hartina, M. M. (2021). The Design of Web-Based Learning Using Google Sites for Teaching Heat and Temperature Topic. *Jurnal Penelitian & Pengembangan Pendidikan Fisika*, *7*(2), 107-114.

Widayanti, F. D., & Khasanah, R. (2021). Online learning management using google sites in covid-19 pandemic era. *Jurnal Aplikasi Manajemen*, *19*(2), 346-353.

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iPiccy

Constructionism Photo

iPiccy is a web-based photo editing and sharing application that offers a simple yet powerful set of features to alter and transform pictures. From traditional editing tools, like sharpness and contrast, to RGB level shifting, iPiccy offers a robust palette of photographic adjustments. Additionally, iPiccy includes the ability to create several layers of pictures for a blending of images, similar to Adobe Photoshop.



iPiccy interface screenshot

Tool Snapshot

Price	**Free**
Learning	Constructionism
Ease of Use	★★★☆☆
Privacy	★★★★★
Accessibility	★★★★☆

Class Size	Unlimited
ISTE*S	Creative Communicator

iPiccy Overview

iPiccy was founded by Alex Bespechny in 2011. Bespechny, a lawyer in New York City, "wanted to make photo editing online really easy and interesting" that did not heavily rely on a computer's graphics processing and was available to the masses. iPiccy allows users to edit single photos through a robust set of photo manipulation features, including cropping, color correction, text boxes, and photo layering.

As a learner-centered tool, iPiccy promoted intrinsic motivation through creative expression and flexible decision-making through its variety of aesthetic variables. For ease of use, there are automatic settings to apply changes to best fit your needs. In regards to privacy, iPiccy does a great job protecting the information and ownership retention of its users. Users retain ownership rights to all content produced, and iPiccy has limited distribution exclusively for purposes of contest promotion of user work.

iPiccy Overview Video



Watch on YouTube

iPiccy & the SAMR Model

- **Substitution**
  - Students can edit photos digitally rather than manually.
- **Augmentation:**
  - Students can undo certain effects and manipulations applied.
- **Modification**
  - Students can engage in advanced photo editing and digital manipulation of images.
- **Redefinition**
  - Students can create any image from their imagination.

Learning Activities

Mathematics

Students can explore the Red, Green, and Blue values of pictures and the relation of luma curves to picture exposure.

Students can add pictures and annotations to graphs, charts, and other sources and have them embedded in one central photograph

Science

Students can create collages of pictures that highlight certain ecosystems or natural processes, connecting each component through a different layer complete with text and symbols (arrows, pathways, etc…)

History

Students can take a webcam photo of themselves and dress up in period-era clothing to discuss various styles and throughout different periods and cultures.

Resources

- iPiccy Chrome Extension.
- Video Tutorial: Edit Photos in iPiccy.

Research

Grandon, M. (2019). Learner Use of Photo-Editing Software in Classes. *Japan Association for Language Teaching (JALT)*.

Henriksen, D., Creely, E., Henderson, M., & Mishra, P. (2021). Creativity and technology in teaching and learning: a literature review of the uneasy space of implementation. *Educational Technology Research and Development*, *69*(4), 2091-2108.



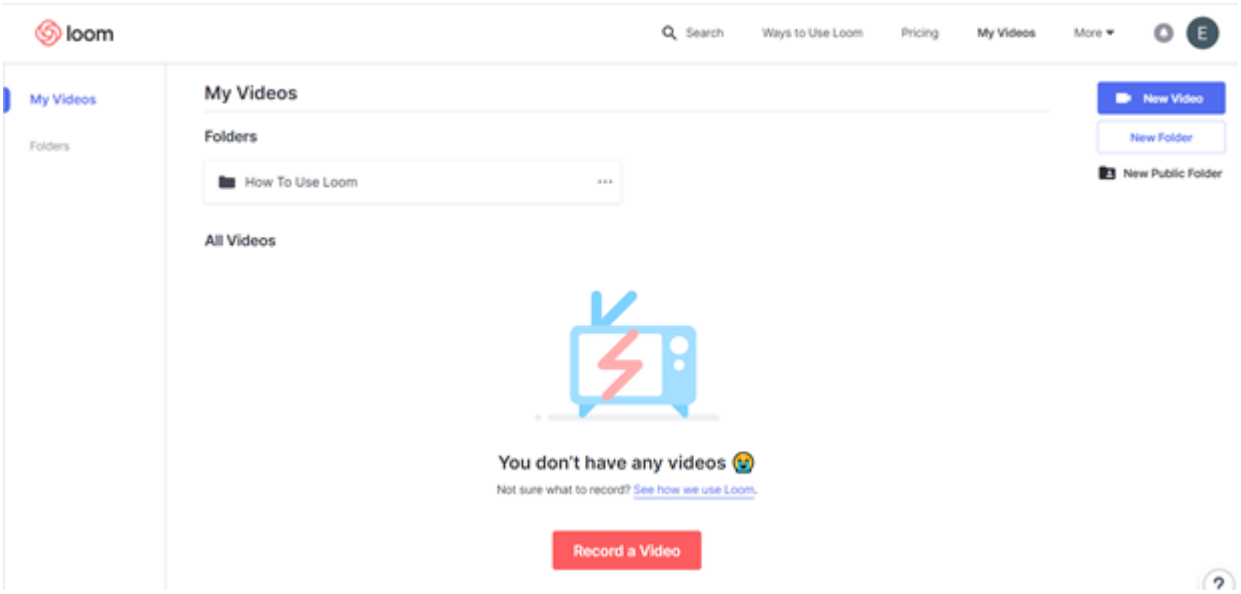
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Loom

Constructionism | Social Learning | Screen Recording

*Loom is a free **screencasting tool** that allows users to capture their computer's screen and record themselves with their camera. Loom can be used on both Mac and Windows computers. Once you are finished creating your screen recording video, you can edit it and share it on Twitter, Facebook, and Gmail, as a URL, or embed it on a website.*



Loom user interface

Tool Snapshot

Price	Basic: Free; Business: $8/month
Learning	Social Learning & Constructionism
Ease of Use	★★★★★
Privacy	★★★★☆
Accessibility	★☆☆☆☆

Class Size	Unlimited
Login	Yes
ISTE*S	Empowered Learner, Creative Communicator, Global Collaborator
COPPA/ FERPA	COPPA: No (According to the Privacy Policy, Loom should not be used by children under 13). FERPA: No FERPA policy found. Check with your school IT administrator.

Price

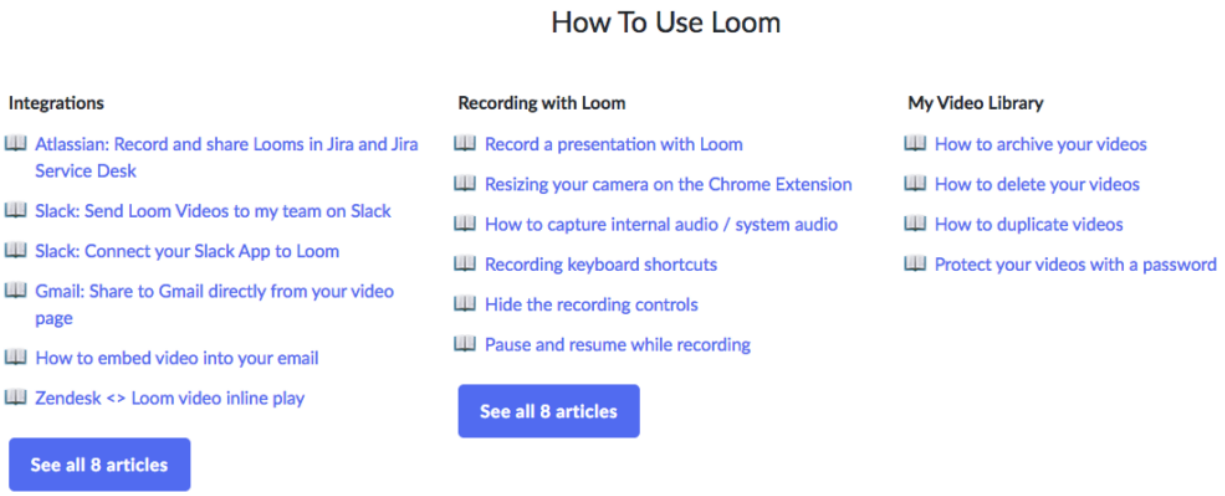
The basic plan is free, but there are business and enterprise options for upgraded features.

Type of Learning

- Social Learning: Students can learn from each other's screen recordings.
- Constructionism: Students can learn from designing their own screen recordings (e.g., evaluating a website, critiquing a YouTube video, annotating an online article, narrating presentation slides).

Ease of Use

Loom is user-friendly and intuitive and features a video series showing how to use the tool. There's also a page showcasing possible uses for the tool.



Screenshot of the Loom Help Center that outlines videos and articles for how to use the tool.

Accessibility

There is no accessibility statement released by Loom. Loom cannot be used without a mouse. It also cannot be used with voice control. However, creating videos that showcase visuals with added narration might make learning more accessible than traditional lectures (which can't be paused or replayed) and text-heavy materials.

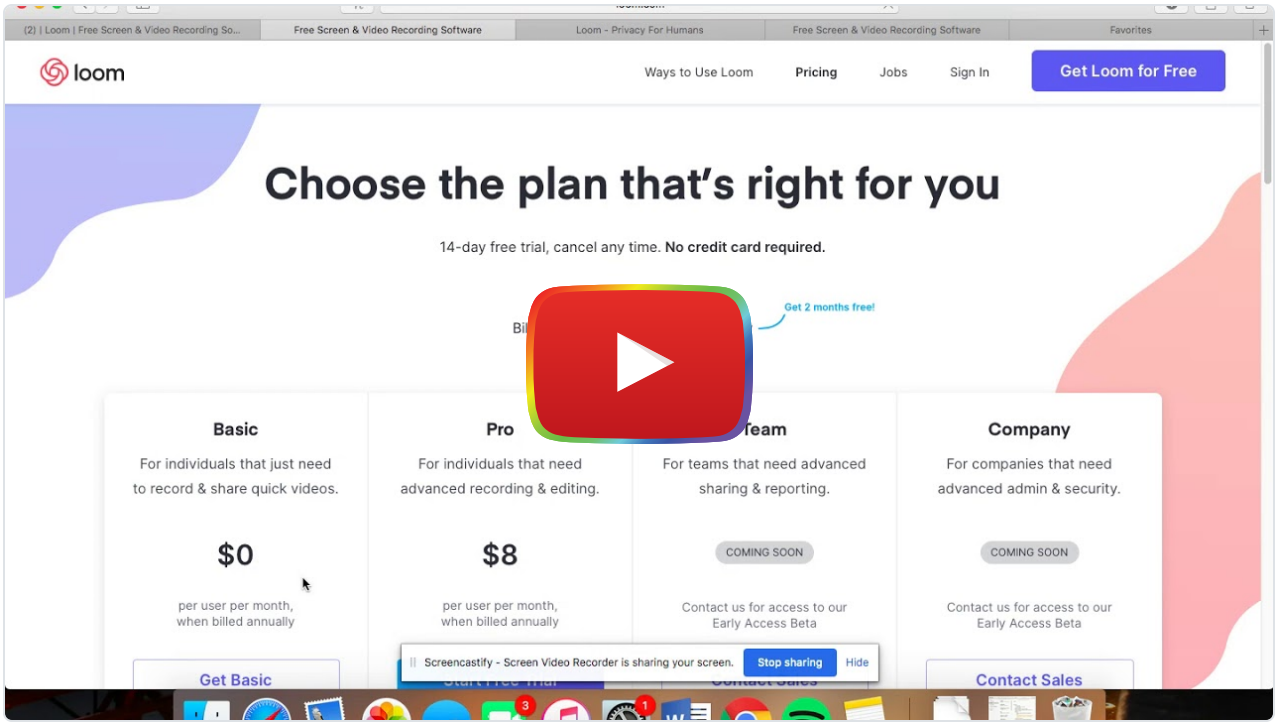
Privacy Policy

The Loom privacy policy outlines exactly what data is collected, how and why the data is used, and who has access to the data. Students under 13 years old are not able to use this tool due to COPPA. The policy also outlines GDPR compliance and the Chrome Extension Agreement.

ISTE Standards

- **Empowered Learner:** Students are able to demonstrate their learning with technology by creating screen recordings.
- **Creative Communicator:** Students can create screen recordings to express their ideas and communicate with others.
- **Global Collaborator:** Students can share their screen recordings with the online global community through social media and YouTube.

Loom Overview Tutorial



Watch on YouTube

Transcript

Loom & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool. Here is an example of how **Loom** might fit within the SAMR model:

- **Substitution:** Teachers can create a screen recording of their lecture for students to watch rather than presenting live in class.
- **Augmentation:** Students are able to extend learning beyond class time by accessing, watching, pausing, and replaying teacher-created videos at home.
- **Modification:** Students can record themselves reading, writing, or solving a math problem, while they brainstorm or think aloud. This allows teachers to better understand the thought processes of their students, as well as correct errors at specific steps.
- **Redefinition:** Students can create and share their Loom videos on Facebook, Twitter, Gmail, on the website, or through a URL so that they can get feedback from individuals around the world.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technical skills and knowledge), we encourage you to think about how you might use Loom to modify or redefine learning.

Learning Activities

Math

Teachers can create a screen recording to walk students through certain steps needed to take in order to solve a problem. Students can access this video outside of class to assist with their homework.

From a student perspective, students can record their problem-solving process to share with peers and teachers for feedback. Students can also record brief videos to teach their peers how to solve specific math problems.

Science

Students can record a video of an experiment with their phone or tablet, put the video on their computer, and then do their own narration over the video to explain the science behind what is happening.

English/Language Arts

Students can choose a scene from a book and recreate it with a modern twist by reenacting a scene to record via their camera (not their screen) or screen recording narration for a digital comic.

Social Studies

Students can record their screens as they showcase and discuss an interactive timeline, map, or virtual tour.

Other

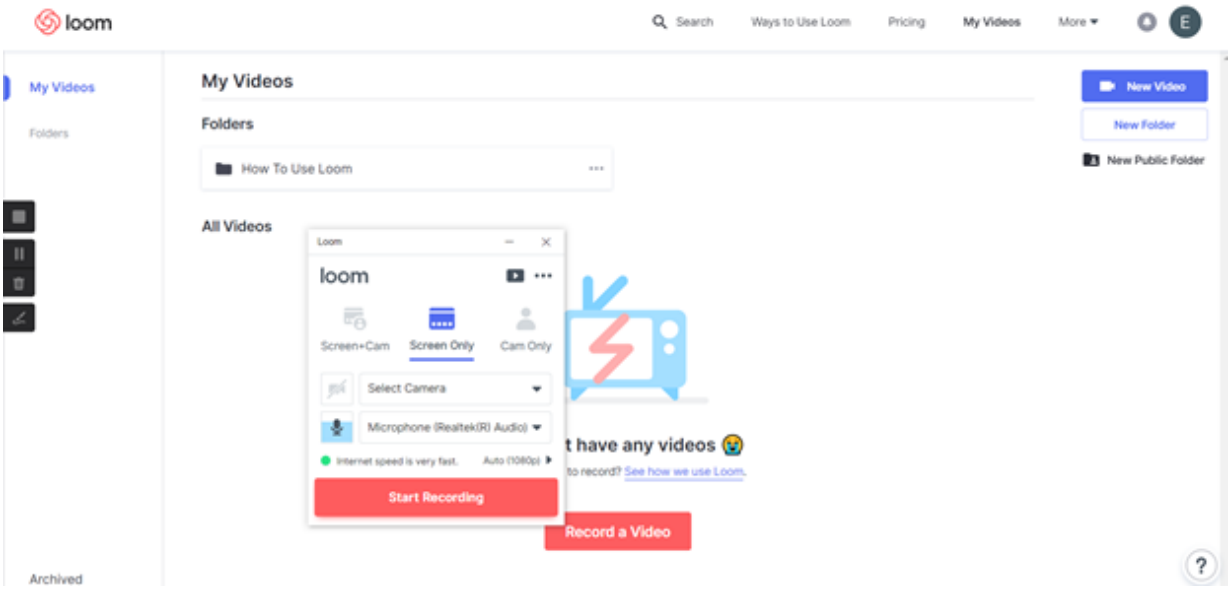
Students who are English Language Learners can use Loom to capture live virtual presentations done in English and then watch, re-watch, pause, or slow down the video to aid their understanding of the material. For example, they could pause the video to look up the words that they don’t know.

Resources

- How to use Loom folder with tutorials about how to use the different functions of Loom
- How to Use Loom Video Recorder YouTube video
- How to Use Loom Screen Recorder YouTube video featuring the Loom Chrome Extension
- Loom Privacy Policy
- Loom GDPR Compliance
- Chrome Extension Policy
- Is there a Loom mobile app?
- 10 Ways Screencasting Can Transform Learning
- Loom 2.0 – Create and Edit Screencasts

How to Use Loom

1. Go to: https://www.loom.com.
2. Click on “Get Loom for Free.”
3. You will need to download the desktop app or the Google Chrome extension for your web browser.
4. When starting a recording, you will need to choose what to record: screen and camera, the screen only, or camera only.
5. Choose the source of the microphone and the camera.
6. When you are done setting up the screen capture recording features, select “start recording.”



7. The screen recording will count down from 3 before it begins to record.
8. There will be a stop button that appears on the left side of the screen to stop the screen recording.
9. Once you stop the recording, it will be saved.
    - You have the option to invite people to see your video or add a password for the video. You will also be given a link that you can copy and share with others.
    - There is also the option to edit your video.
10. There are many different editing tools/effects you can use to modify your video. For example, you can cut out certain parts of the recording or add emojis for emphasis.
11. Once you are done editing your video, you can download, duplicate, delete, or share the video.
12. The video will appear in your Loom account and you can go back to the video anytime you want to view, edit, or share it.

Research

Snyder, C., Paska, L. M., & Besozzi, D. (2014). Cast from the past: Using screencasting in the social studies classroom. *The Social Studies, 105*(6), 310-314.

Waltemeyer, S. & Cranmore, J. (2018). Screencasting technology to increase engagement in online higher education courses. *eLearn Magazine*. Retrieved from https://elearnmag.acm.org/archive.cfm?aid=3236693

Authors

This page was created by Elisabeth Ng, Isabelle Wang, and Tyler Volpe-Knock.



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Marq (Formerly Lucidpress)

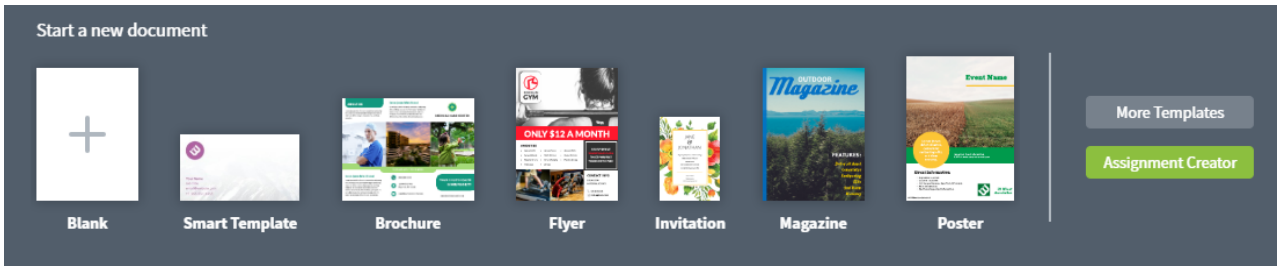
Design | Graphic Design | Constructionism

Marq (formerly LucidPress) is a web-based desktop application that can be **used to create brochures, flyers, newsletters, business cards, posters, magazines, and presentations.** Created in October 2013 by Lucid Software, it is an alternative to complex design applications like Adobe InDesign and Microsoft Publisher and can be used to produce all sorts of designs, from single-page to multi-page documents. To some, this tool may only sound like a useful one for businesses, but it can be a very engaging learning tool for K-12 teachers, as well. If you are struggling to get students motivated to create a presentation or a brochure with other common applications, like PowerPoint and Piktochart, this tool could heighten their interest and motivate them to engage in creating informative designs. It is also a useful tool for students that are interested in design. They learn how it's done through **cloud-based** practice, **templates**, publishing, and **collaborating** in groups.*

**Since LucidPress was extremely popular, the references to this tool will be kept as "LucidPress."*

LucidPress offers three online design tools that allow the easy and quick creation of documents without advanced design skills:

- Free Online Brochure Maker
- Free Online Flyer Maker
- Free Online Pamphlet Maker

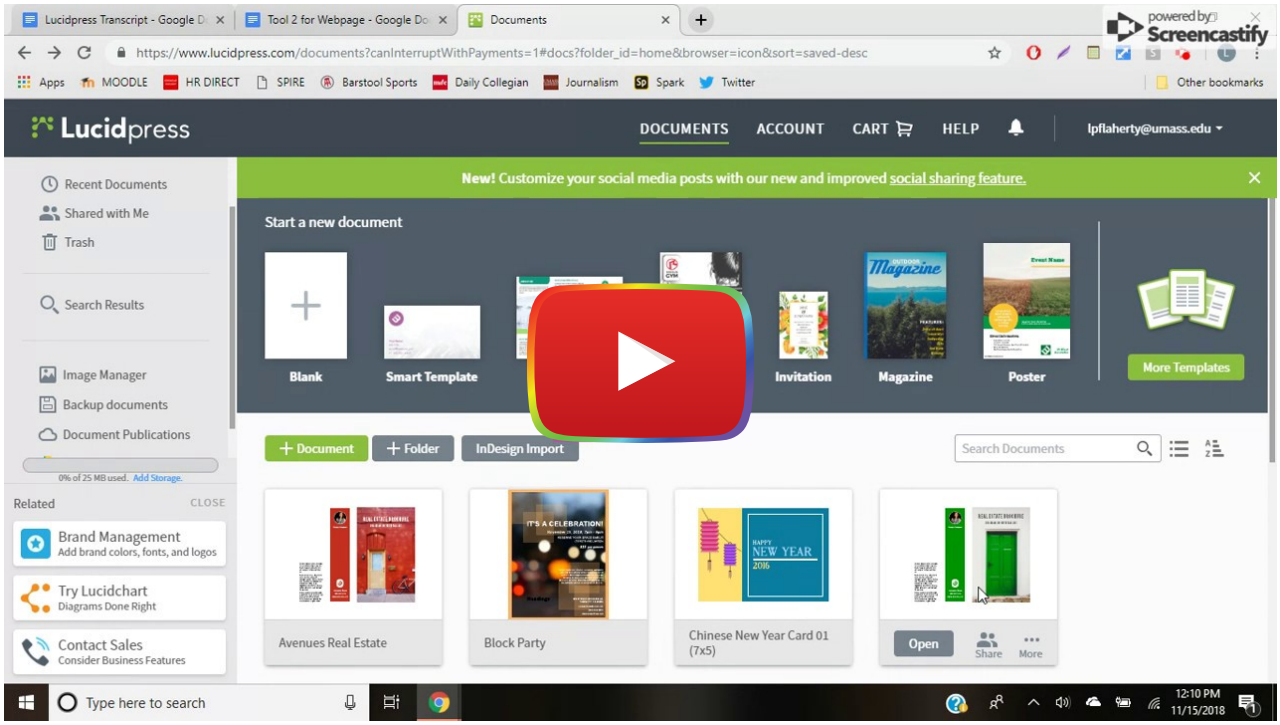


Tool Snapshot

Price	Free limited EDU version; **Pricing Plans for Upgraded Versions**
Learning	Constructionism
Ease of Use	★★★★☆
Privacy	★★★★☆

Accessibility	★☆☆☆☆ No accessibility features beyond zoom features
Class Size	Unlimited with one account per user or limited to 3 documents on a single account
Login	Yes
ISTE*S	Knowledge Constructor, Creative Communicator
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

Lucidpress Overview Video



Watch on YouTube

Lucidpress & the SAMR model

Dr. Ruben Puentedura's SAMR model offers a way to examine how technology has changed learning. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytical tool to determine if the learning benefits of Lucidpress fit your needs.

Here is an example of how Lucidpress might fit within the SAMR model:

- **Substitution:** Students use Lucidpress in place of paper/pencil presentation methods.
- **Augmentation:** Students can enhance their projects with digital media materials.
- **Modification:** Projects can be shared with other students for improvement or feedback.
- **Redefinition:** Instead of physically creating a design or presentation, students learn digital design techniques and practice different methods of creating pleasing aesthetics.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While it has some benefits (e.g., students develop their technology skills), we encourage you to think about how you might use Lucidpress to modify or redefine learning in your class.

Learning Activities

Media

Distinguish the difference between print and digital forms of media with tools like Lucidpress versus a newspaper, as well as the **design principles** and applications of each.

Math

With the ability to create all types of media on Lucidpress, students can create lessons and posts about mathematicians, math in the real world, and basic math skills tutorials, such as fractions.

Science

Students can create science posters, brochures, and other informative science-based graphics.

English

Students can create graphics to highlight grammar rules or step-by-step works cited lessons.

Resources

- How to make a brochure
- Learn how to make a newsletter
- Educational teaching resources
- Lucidpress Help Center

How to use Lucidpress

1. Go to https://www.lucidpress.com/
2. Click “Sign up for free”
3. Click “Free – single user”
4. Create a nickname, username, and password
5. Click **“Log in”**
6. Select a new document or choose a template type
7. Click **“Create new”**
8. Customize your graphic by dragging and dropping it into the design area
    1. Text, images, color links, shapes, graphics, etc.
9. Click **“Share”** in the top right to share with collaborators or publish your graphic
10. Click “Download” to download the graphic for sharing on your computer

Research

Henriksen, D., Creely, E., Henderson, M., & Mishra, P. (2021). Creativity and technology in teaching and learning: a literature review of the uneasy space of implementation. *Educational Technology Research and Development*, *69*(4), 2091-2108.



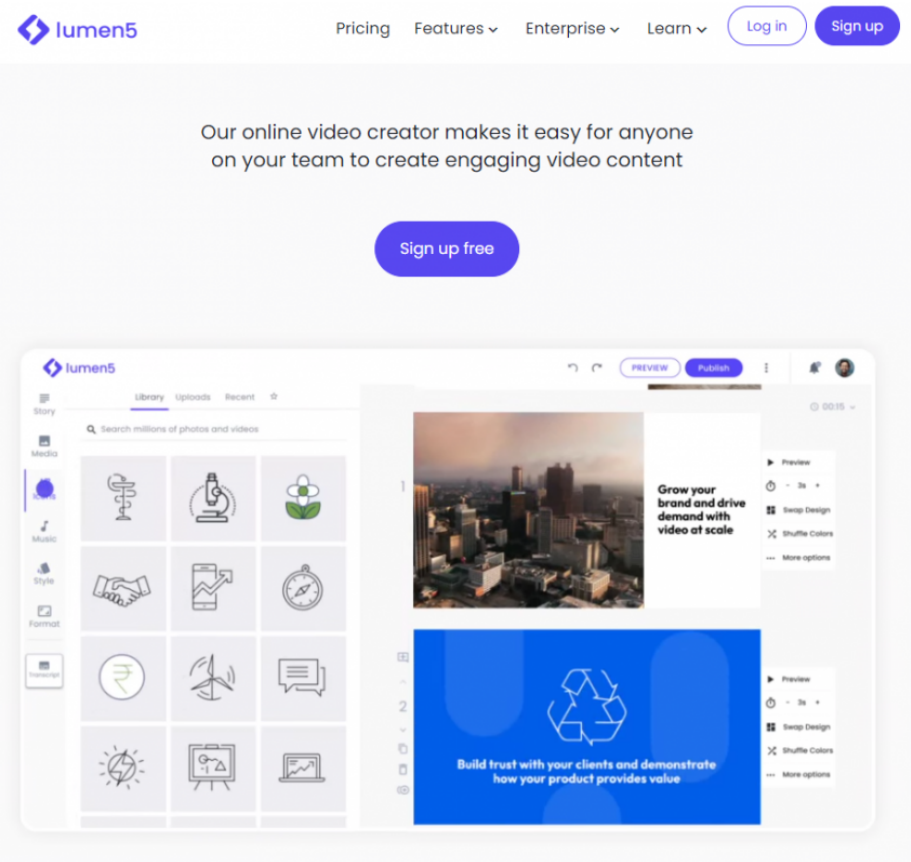
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Access it online or download it at https://edtechbooks.org/onlinetools/lucidpress.

Lumen5

Video | Learner-centered Design | AI | Constructionism

Lumen5 is an AI-powered tool that creates videos to accompany written content. Users can input a link to an article or blog post, or write some text, and Lumen5 will turn the text into a video (see the Lumen5 features page). Users can then tinker with the video by adding music, inserting new photos, and tweaking the format. Lumen5 can be used in education to inspire student interest in a topic, support student learning with multimedia, and facilitate knowledge construction through the design of videos.



Tool Snapshot

Price	Free and paid versions are available

Learning	Constructionism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★☆☆☆
Class Size	Unlimited
Login	Yes
ISTE*S	Knowledge Constructor, Creative Communicator
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

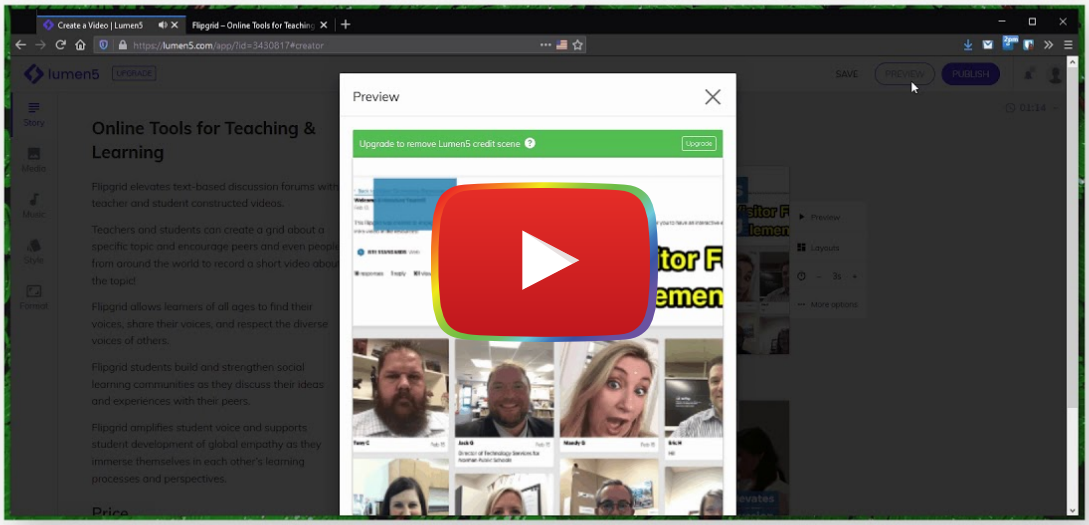
Price

Lumen5 offers free, starter, premium, and business memberships (see the Lumen5 pricing page). Paid subscriptions run from $59 for a starter account to $149 a month for professional accounts.

ISTE Standards for Students

- **Knowledge Constructor:** Using Lumen5, students can curate multimodal resources to aid their learning.
- **Creative Communicator:** Lumen5 allows students to express their knowledge, insights, and ideas through video.

Lumen5 Overview Video



Watch on YouTube

Lumen5 & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool. Here is an example of how **Lumen5** might fit within the SAMR model:

- **Substitution:** Students watch a teacher-created Lumen5 video rather than a PowerPoint presentation.
- **Augmentation:** Students turn their blog posts into videos.
- **Modification:** Students quickly design and share videos with others via social media to solicit feedback on their understanding of content or text.
- **Redefinition:** Students critically evaluate the Lumen5 AI-created videos (including which text and images were selected and which words were highlighted) to assess the effectiveness, accuracy, and authenticity of using AI to express information.

Learning Activities

Math

Students can make their own videos explaining a math concept or problem. Students can watch peers' videos for guidance when they get stuck on a concept or problem. Students can create videos about famous Mathematicians using curated texts from different websites.

Science

Students can identify different articles and blog posts about climate change and then use Lumen5 to make videos summarizing the main points and show them to the class.

English/Language Arts

Students can turn an act from a Shakespeare play into a video.

History/Social Studies

Students can turn a primary source text into a video.

Media Literacy

Students can analyze the visuals and text selected by Lumen5 when generating videos for blogs/online articles.

Other

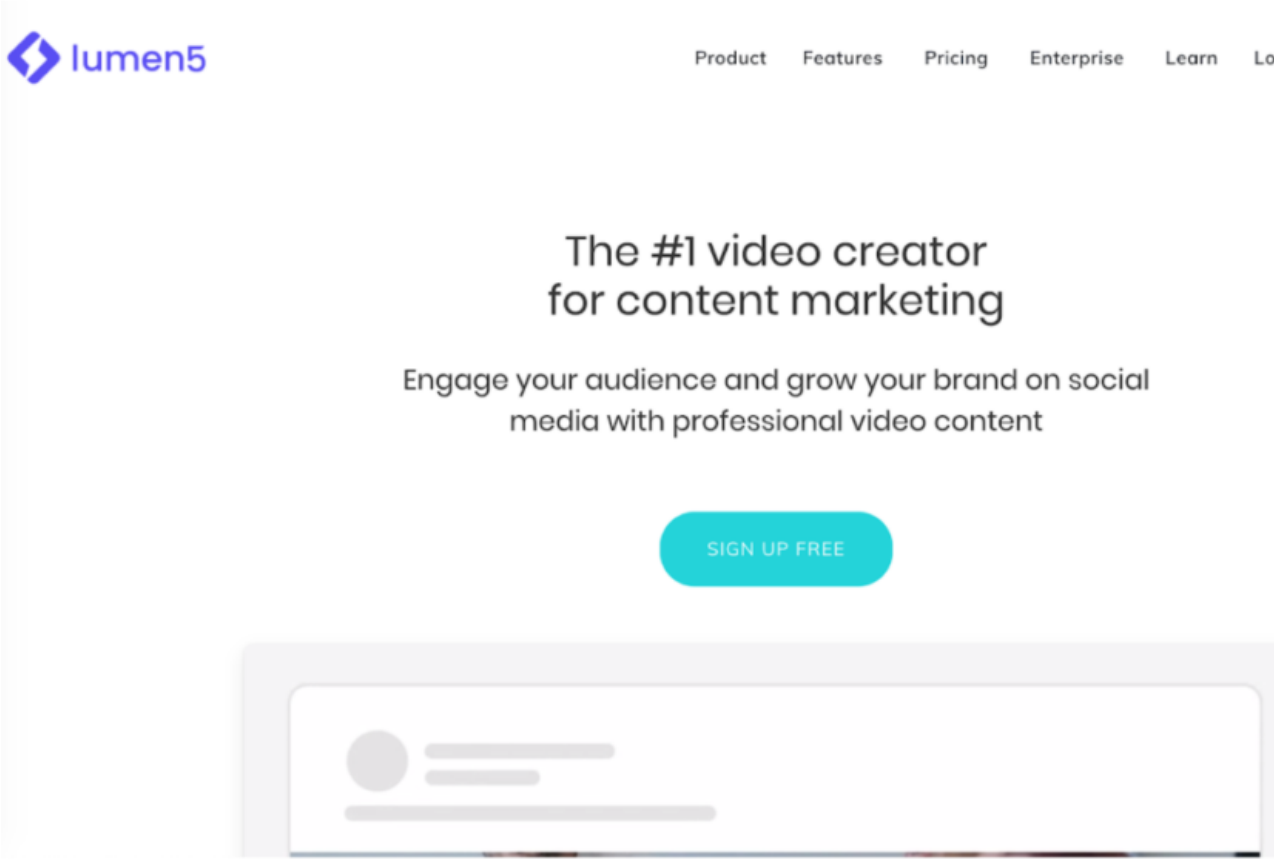
Teachers can make videos for a variety of subjects for students to watch if they want an alternative to a traditional lecture.

Resources

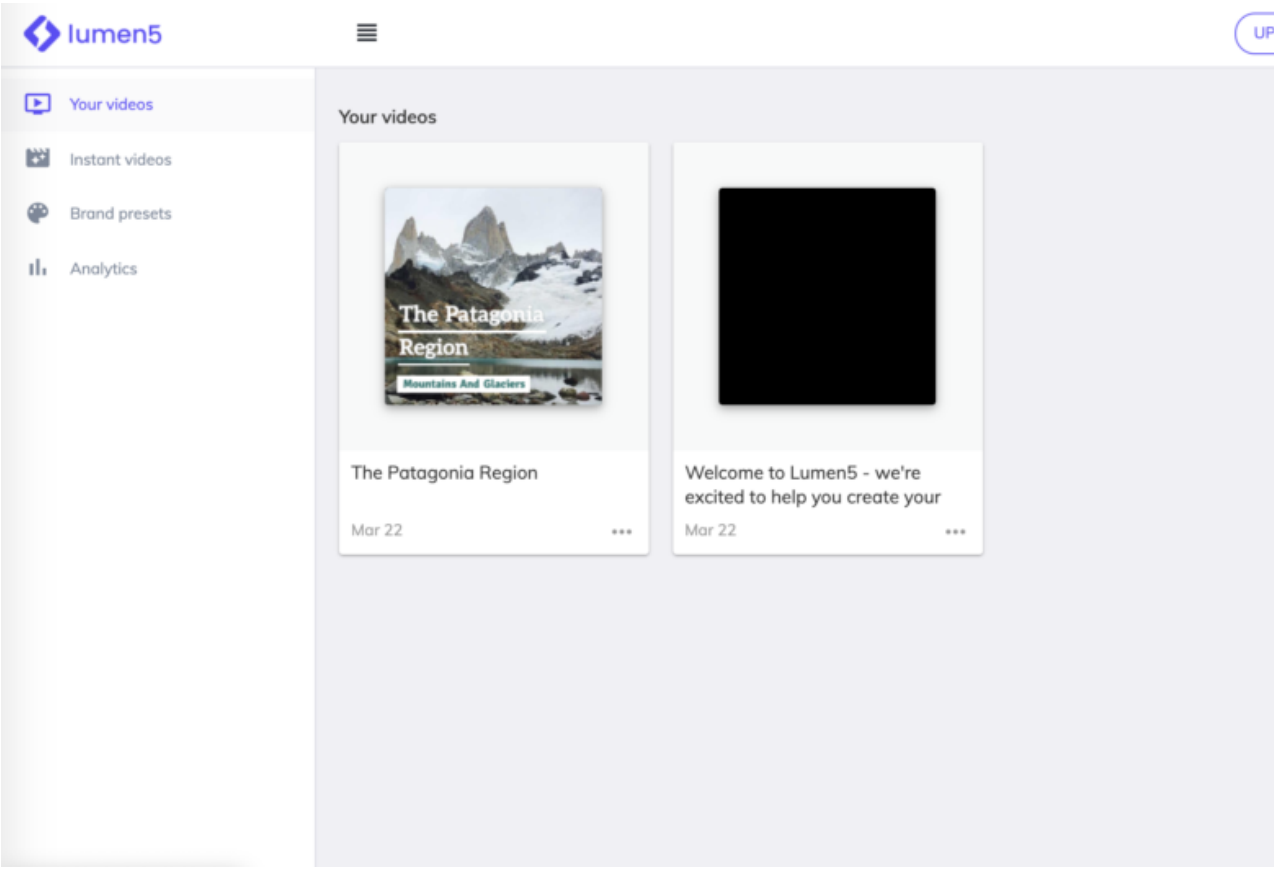
- Lumen5 Homepage
- Lumen5 tips from the Lumen5 website
- A Lumen5 review from Capterra
- How to build engaging videos with Lumen5
- Lumen5's Official Explainer Video

How to Use Lumen5

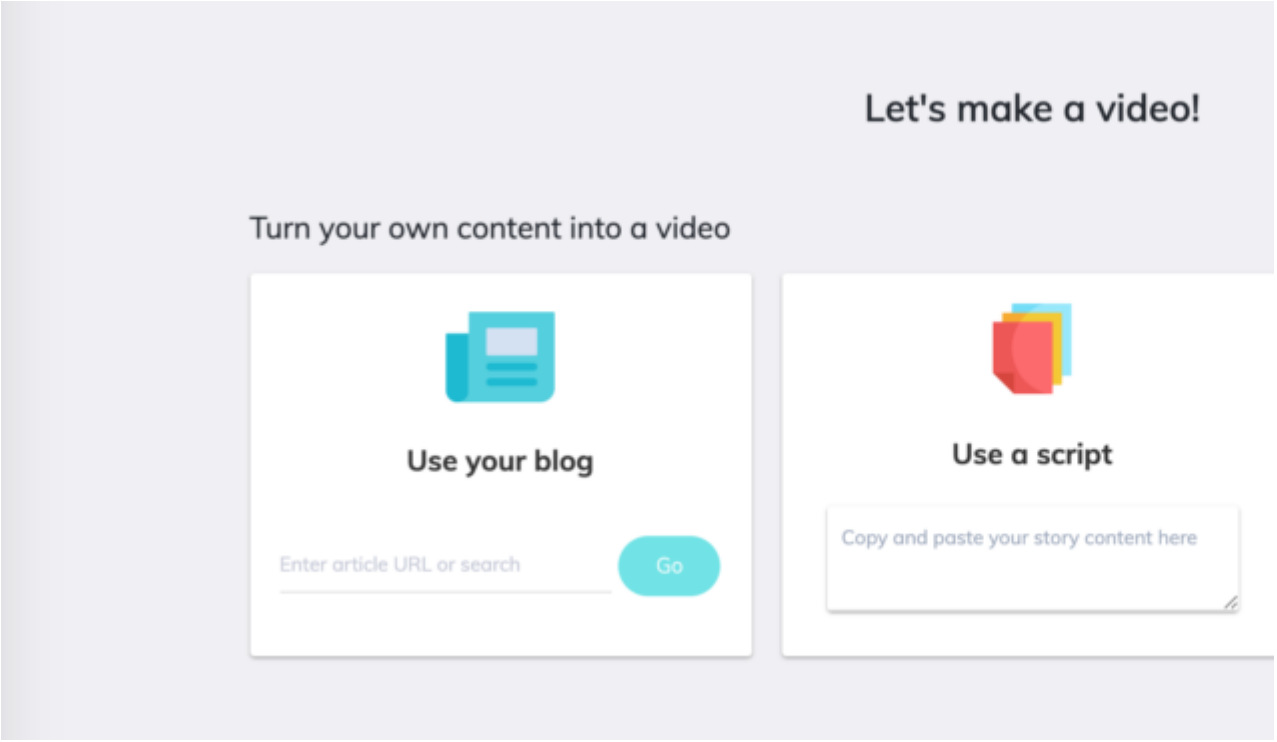
1. Go to www.lumen5.com. Sign up and register for an account.



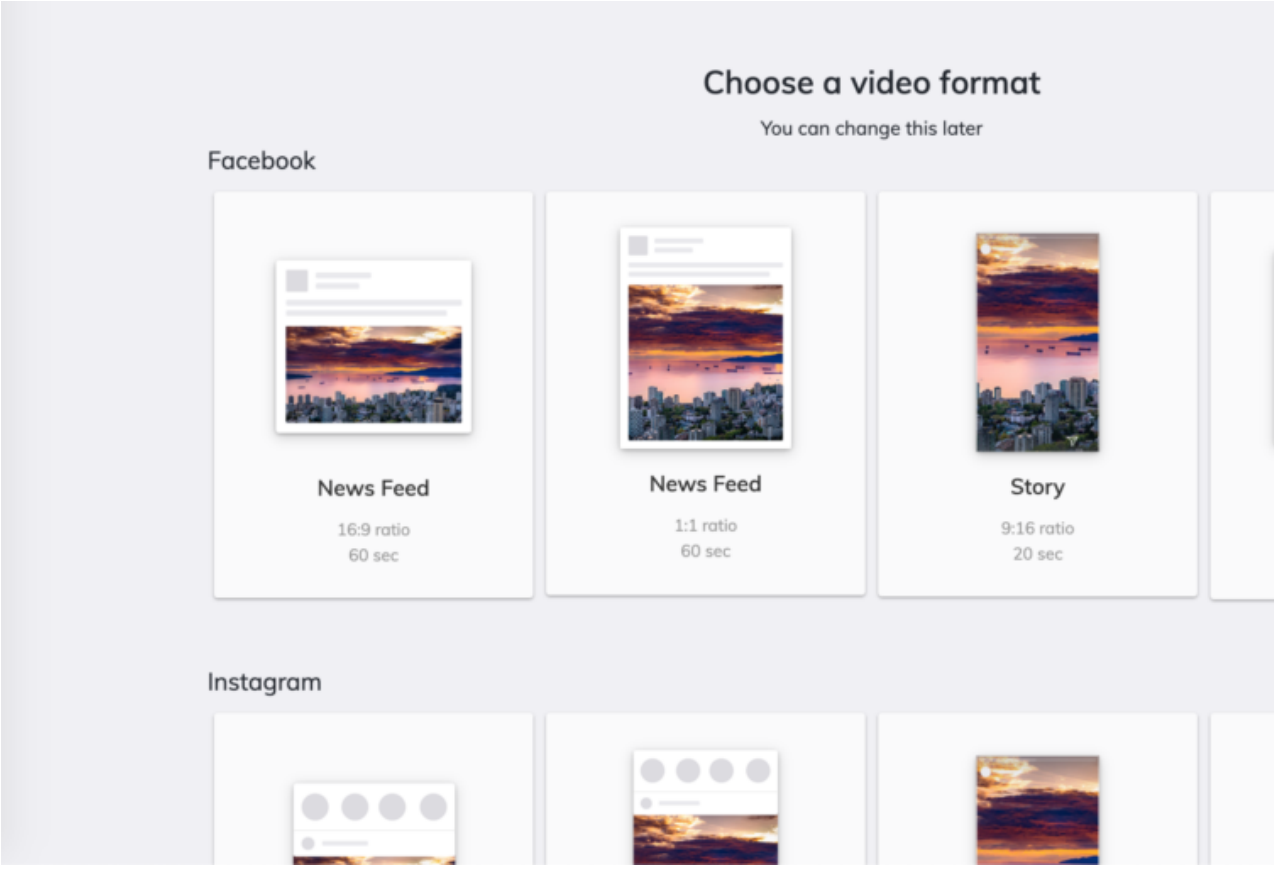
2. Tap on the “Create Video” button in the top right corner.



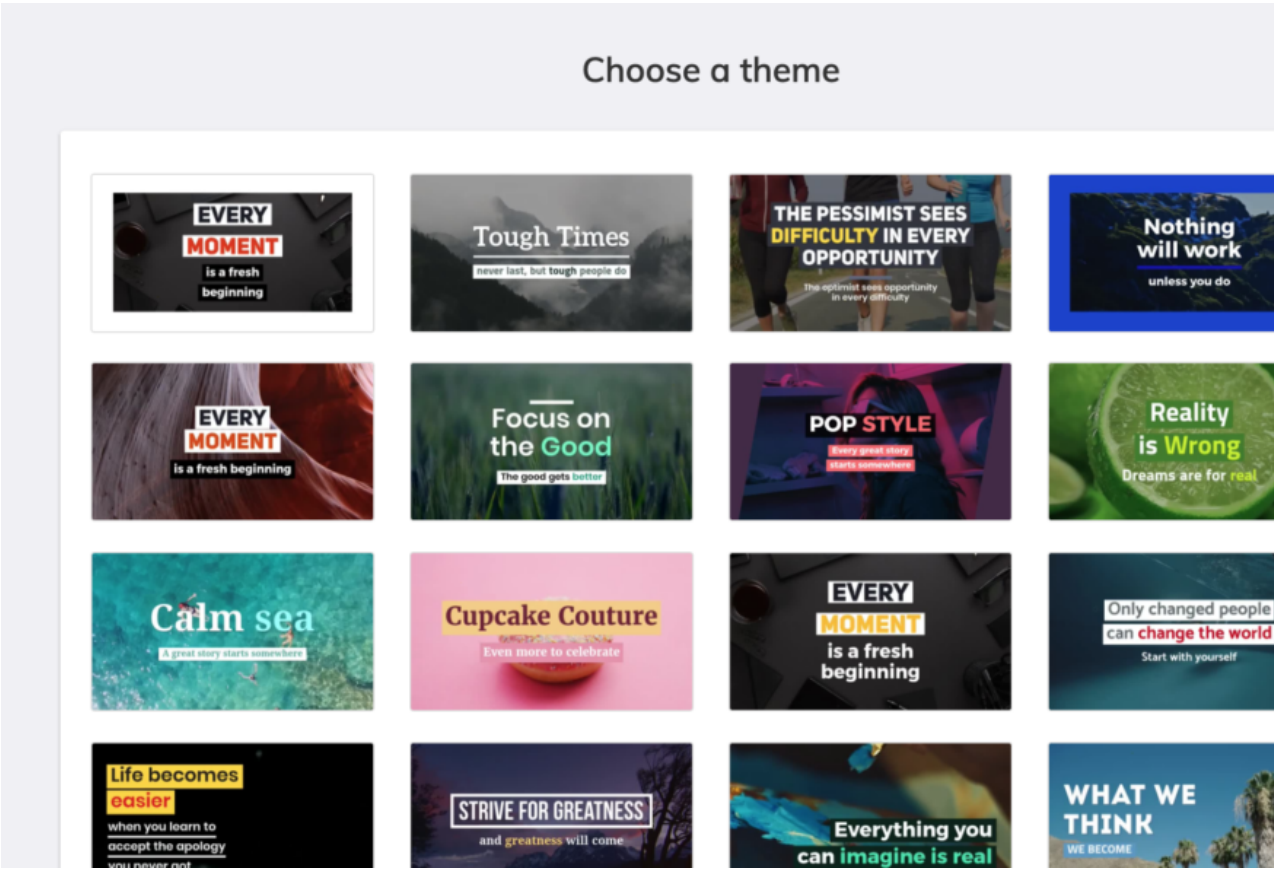
3. Choose which content you would like to use to create the video. You can paste a link to a blog or article, or insert your own text, or use your own media.



4. Choose from a large selection of video formats. You can make a video for Facebook, Instagram, Twitter, Snapchat, Youtube, LinkedIn, Pinterest, or a custom format.



5. Choose a theme.



6. Once your video has been generated, you can modify the text, visuals, highlights, and music.

Research

Goli, G., Babu, D. R., Laxmi, M. R., Kafila, & Rao, N. S. (2022, May). Image capturing and audio-video production to make five-shot and short film projects. In *AIP Conference Proceedings* (Vol. 2418, No. 1, p. 030072). AIP Publishing LLC.

Mahardika, I., Widiati, U., Bhastomi, Y., & Suryati, N. (2021). Camera Roll, Action! Non-specialist Undergraduate English Learners' Perceptions of Using Video Production in Learning English. *Journal of University Teaching & Learning Practice*, *18*(3), 08.

Norton, P., & Hathaway, D. (2010). Video production as an instructional strategy: Content learning and teacher practice. *Contemporary Issues in Technology and Teacher Education, 10*(1), 145-166.



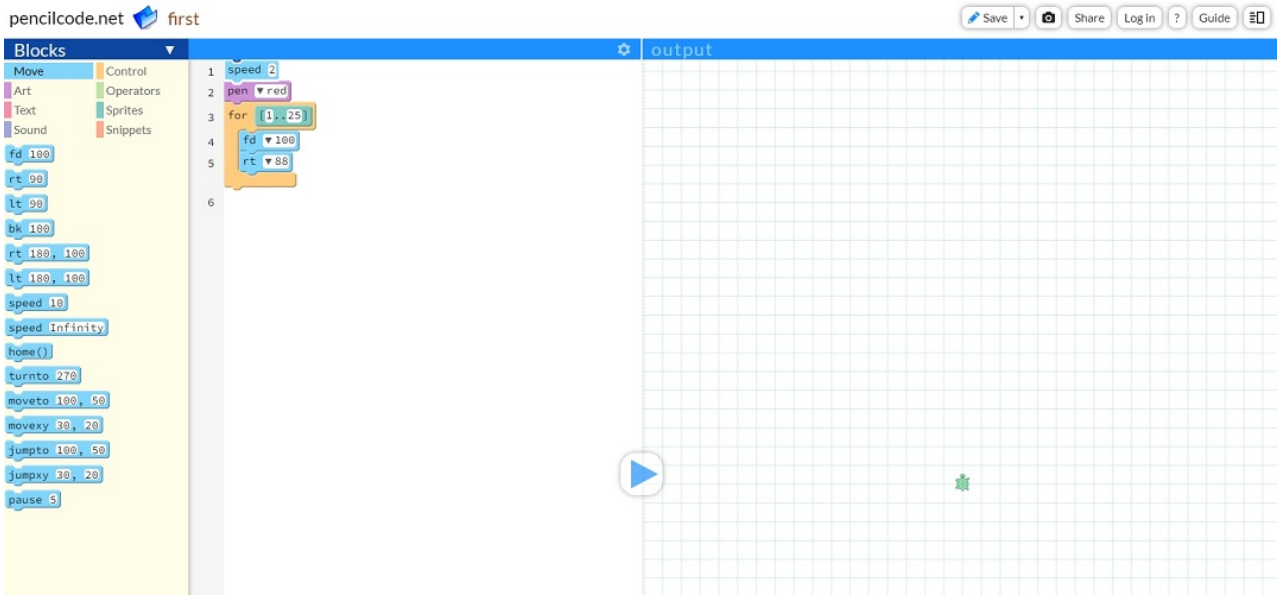
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Access it online or download it at https://edtechbooks.org/onlinetools/lumen5.

Pencil Code

Coding | Constructionism | Programming

[Pencil Code](), which is built on top of MIT's Scratch, is a programming site for drawing art, playing music, and creating games. It is also a place to experiment with mathematical functions, geometry, graphing, webpages, simulations, and algorithms (learn more here). Programs are open for all to see and copy. If you are trying to teach your students how to code in a creative engaging manner, then you should consider this tool.



Pencil Code interface screenshot

Tool Snapshot

Price	Free
Learning	Constructionism
Ease of Use	★★★☆☆
Privacy	★★★★★
Accessibility	★☆☆☆☆

Class Size	Unlimited
Login	No
ISTE*S	Innovative Designer, Computational Thinker
COPPA/ FERPA	Yes

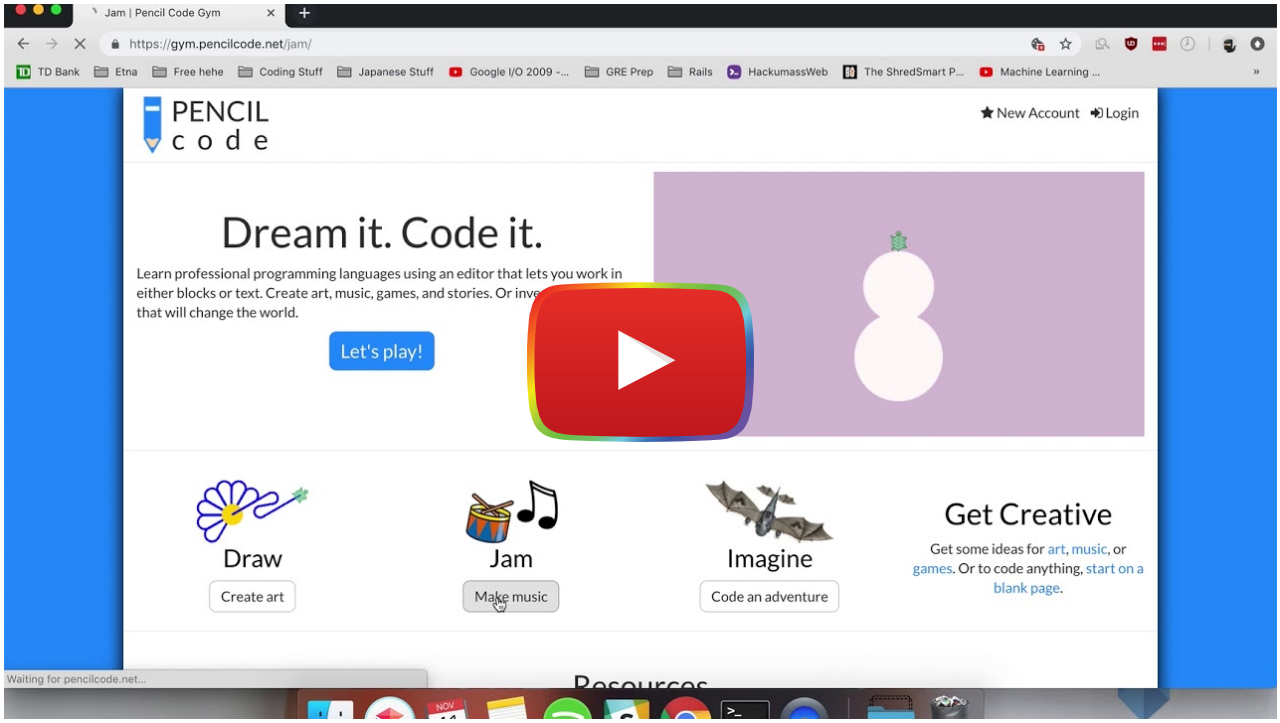
Pencil Code Overview

Pencil Code is a great tool. Overall it is easy to learn, but if you've never seen this tool or similar tools such as Scratch, it has a decent learning curve to get over.

Privacy-wise, Pencil Code is great as it is clearly stated that all tools are public to all users and no real names are allowed on the platform.

However, since Pencil Code's content is very dynamic, accessibility is an issue with the site since the output of the code is not supported by screen readers or similar tools.

Pencil Code Overview Video



Watch on YouTube

Pencil Code & the SAMR Model

Here is an example of how *Pencil Code* might fit within the SAMR model:

- **Substitution:** Students engage in the coding aspect of drawing (instead of using typical means, such as pen and paper).
- **Augmentation:** Students are able to create stories with music and narratives which are not typically associated with coding.
- **Modification:** Students can gather code from multiple sections of code pencil (i.e., music animation, etc...) and mash them all together in one project.
- **Redefinition:** Students are able to view all projects created on Pencil Code and are encouraged to edit them and make modifications to make it their own.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Pencil Code to modify or redefine learning.

Learning Activities

Math

Students can learn about mathematical concepts such as angles and degrees using Pencil Code. In order to move around the plane, students must know about the unit circle.

Music

Students can create their own music by writing code, they could choose individual instruments such as piano, or create their own by changing the pitch and frequency of provided sound effects.

English/Language Arts

Students can create interactive adventures using code. Using Pencil Code, students can create interactive stories in which they can receive input from users and perform different actions based on the inputs.

Creative Arts

Students can draw simple and complex objects using code. Ranging from a simple house using 8 lines of code, to an elaborate tree structure using 25 lines of code.

Other

Students are able to combine any and all of the resources previously mentioned to create their own projects, such as creating an interactive story that has a custom background noise depending on the what is currently happening in the story.

Resources

- Pencil Code Online Guide
- Pencil Code Manual
- Pencil Code Activities
- Pencil Code Music Example
- Pencil Code Story Writing Example
- Pencil Code Drawing Example
- Pencil Code Reference Guide
- Pencil Code All User Projects

How to Use Pencil Code

If you've ever used Scratch, pencil code will be very straightforward. If you've never used scratch or any drag and drop coding tool, a highly recommend you read the get started guide.

In order to get started follow these steps:

1. Go to the Pencil Code website: https://pencilcode.net/
2. If you want to get started quickly:
    1. Click the "Let's Play Button"
    2. Once in the code editor, drag and drop blocks to code!
3. If you want to simply create a new empty pencil code:
    1. Look at the bottom right corner under the "Get Creative" section
    2. Click "Start on a Blank Page"
    3. Once in the code editor, drag and drop blocks to code!
4. If you want to create an account:
    1. Click the "New Account" button on the top right
    2. Input your username and passwords, keep in mind that no real names are allowed on Pencil Code per the privacy policy
5. Once you're done with your Pencil Code project, click the save button on the top right to save it to your account
6. Or once you're done with your Pencil Code project, share it with peers or instructors by clicking "Share" on the right corner.

Research

Deng, W., Pi, Z., Lei, W., Zhou, Q., & Zhang, W. (2020). Pencil Code improves learners' computational thinking and computer learning attitude. *Computer applications in engineering education*, *28*(1), 90-104.

Author

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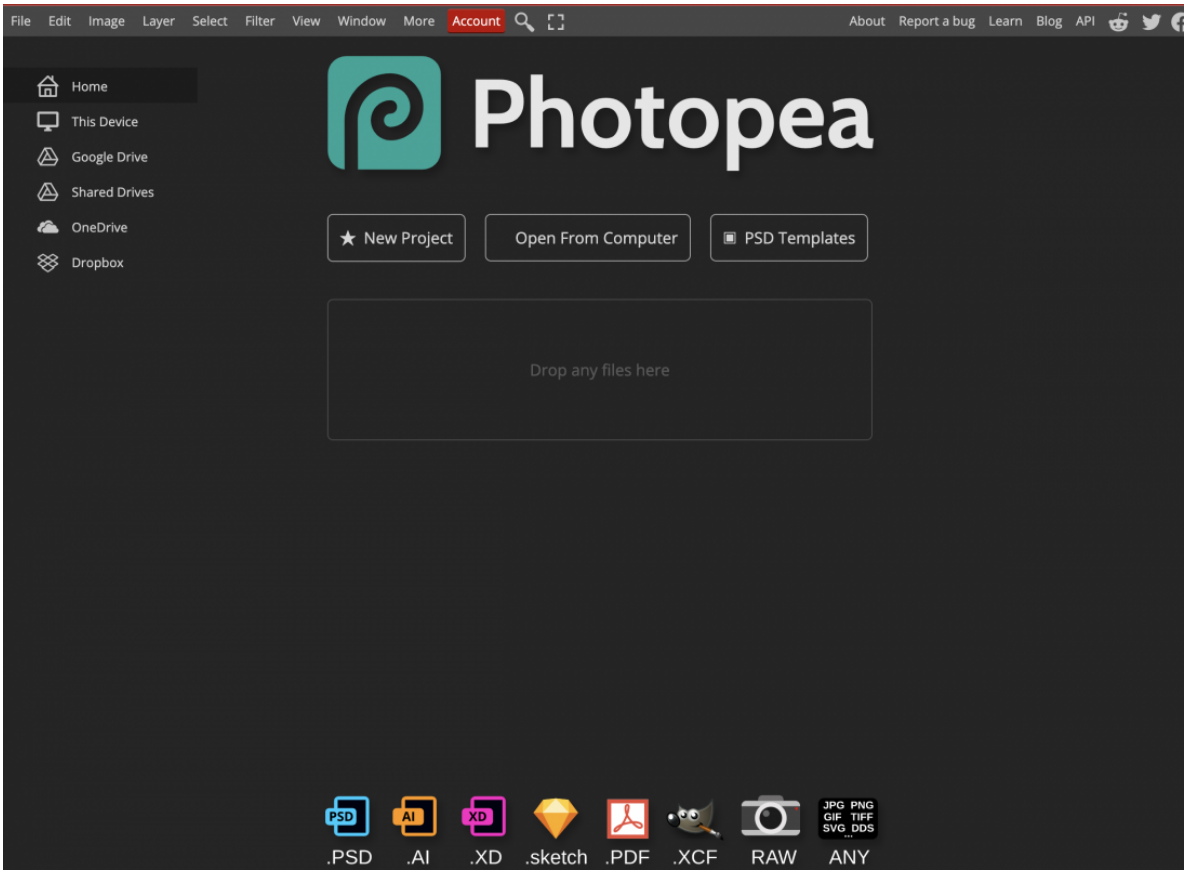
Photopea

Design | Graphic Design | Constructionism | Photo

Photopea is a creative learner-centered digital tool that serves as an advanced photo and graphics editor. ***This free alternative to Adobe Photoshop utilizes vector- and raster-based graphics (think Illustrator drawings and Photoshop digital photos) to help you create photos, posters, graphics, images, and other visuals in several different formats, including .psd, .tiff, and .jpeg.*** *If you are familiar with Photoshop, the transition to Photopea is practically seamless because the user interface is similar. Unique to Photopea, though, is that it does not need to be downloaded – it is an entirely online photo and graphics editor. One beneficial aspect of Photopea is that it does not save any data, including your information or your files (unless you sign into a paid account or save your file as a template, then Photopea collects some data).*

One advantage of using Photopea over Photoshop is that it is free and can be used with any computer with Internet access, which is especially important in remote and online learning settings and in in-person settings where schools and districts cannot afford or do not provide subscriptions to Photoshop. *Photopea is similar to Pixlr, another digital photo and graphics editor, but it is more user friendly with an interface that mimics Photoshop.*

Photopea is a niche program which is extremely useful for those teaching art, graphic design, and other creative design fields. *It is an extremely powerful tool that gives students and teachers access to a whole field of possibilities. If you want your students to become content creators, this is your program!*



Tool Snapshot

Price	Free: All features, 0.5GB storage; Premium ($5/month): All features, 5GB storage, No Ads, Email Support
Learning	Constructionism
Ease of Use	★★★☆☆
Privacy	★★★★☆
Accessibility	★☆☆☆☆
Class Size	Unlimited
Login	No
ISTE*S	Creative Communicator
COPPA/ FERPA	COPPA: No COPPA policy found. Check with your school IT administrator. FERPA: No FERPA policy found. Check with your school IT administrator.

Price

Photopea is free with targeted advertisements on the side of the screen. There are pricing plans from $9 – $100 per month for a single user and up to 50 users. The pricing plan eliminates advertisements and provides quick email support.

Type of Learning

Constructionism: People learn through making things. This is a tool where students can create from a blank canvas or start with a template.

Ease of Use

Photopea's ease of use is three stars. If you are unfamiliar with Photoshop, the learning curve might be a bit steeper (one to two stars), however, it is quick to learn using a whole host of tutorials provided by Photopea. YouTube is also a rich resource, featuring videos about Photopea created by teachers and design professionals— from introduction to advanced uses.

Privacy

The privacy policy earns Photopea a four-star rating because Photopea saves a small amount of your information on the free version and more data is collected if you choose to set up an account. Its policy is created with clear and simple language. The reason it did not receive a 5-star rating is the use of third-party tracking tools such as Google Analytics—Photopea does not control how those tools are used. Also, targeted advertisements are constantly displayed on the screen.

Note: In an online discussion forum some people mentioned that Photopea might not be COPPA compliant due to advertisements on the site. (Reddit, 2021)

Accessibility

Accessibility is a one-star, the lowest rating, as it is non-existent. There is no accessibility statement nor any alt text. Similar to Photoshop, there are keyboard shortcuts for most of the actions.

Class Size

Since Photopea is used on an individual computer, there are no limits on class size. Anyone with Internet access and a computer can use it.

Login

For the free version, there is no login. To create an account, you can login using your Google, Facebook, Github, or Microsoft account.

ISTE Standards

Creative Communicator: Students can visually communicate through Photopea by creating images that align with their goals–such as presenting a scientific data result in a visual way, sell an idea in English, or explain design principles through a poster design.

Photopea Review for Teachers by a Teacher



Watch on YouTube

Transcript of Photopea Review for Teachers by Teachers

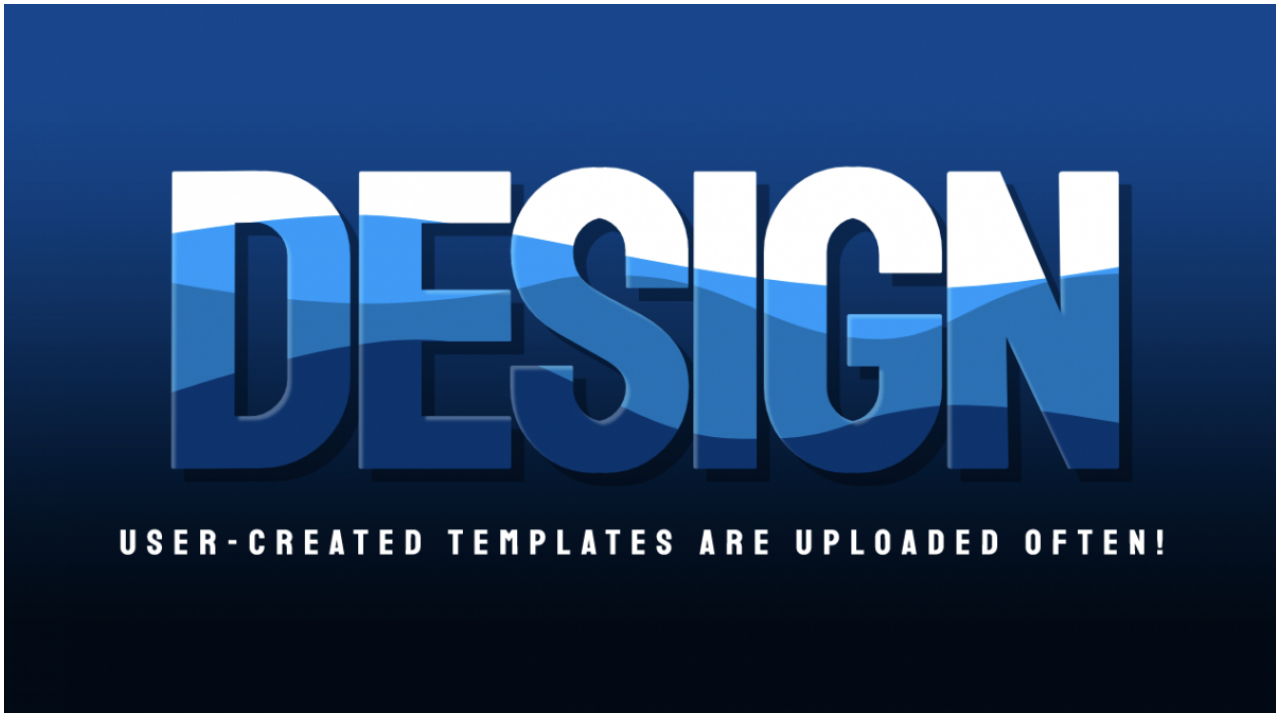
Photopea & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how **Photopea** might fit within the SAMR model:

- **Substitution:** Students create a digital poster on Photopea as a substitute for a hand-drawn poster.
- **Augmentation:** Students can quickly create and revise a digital poster featuring both text and visuals.
- **Modification:** Students create a digital poster using digital manipulation of imagery and text to critically develop their designs and graphics.
- **Redefinition:** Students innovate what it means to create a digital poster by designing, manipulating, and combining graphics and text in ways artists haven't yet thought of, perhaps incorporating animated images and personal typography to create their idea of what a poster looks like.

The real gem in a tool such as Photopea is the ability to enhance, change, and reimagine what is possible with visual imagery. There are minimal limitations with an app as robust as Photopea.



Graphic designed in Photopea

Learning Activities

Math

- Create pixel art using a grid. Show visual math problems by using images as a substitute for numbers.
- Create a visual word problem. Create a visual word problem based on a story, news topic, or event.

Science

- Create a poster visually representing osmosis.
- Make an animation of an inchworm walking for biology or a cell dividing for biology.
- Create icons to go along with a Google Doc presentation.
- Create graphics for a science fair poster.

English/Language Arts

- Design a cover for a short story. Create concrete poetry or blackout poetry.
- Create visuals to go along with the correct words to describe them.
- Create an infographic or timeline of 100 Years of Solitude.

Art

The opportunities are endless!

- Create a logo for a brand.
- Design a business card.
- Simulate a new color on a house or add an extra eyebrow on a face.
- Learn how to manipulate an image to give a rhinoceros giraffe stripes or stretch out a car into a limo.
- Create a CSA poster, highlighting an important cause
- Use the photo editing tools to enhance photographs
- Create an animated ball bouncing on the floor.
- Create a poster for the classroom

Resources

1. Photopea sources
    a. https://www.photopea.com/learn/
    b. https://www.photopea.com/tuts/
    c. https://www.photopea.com/templates/
2. YouTube sources:
    a. 20 Photopea Tips and Tricks for Beginners (2021) (closed caption)
    b. Get Started with Photopea For Beginners, a Complete Guide (2021) (closed caption)
    c. Your First Photopea Project (2020) (closed caption)
    d. How to Start Designing with Photopea. The BASICS! (closed caption)
3. Other
    a. https://www.reddit.com/r/photopea/
    b. https://lbmslab.org/lab/photoshop-project-half-me-half-monster/ (closed caption)
    c. https://www.teacherspayteachers.com/Browse/Search:photopea

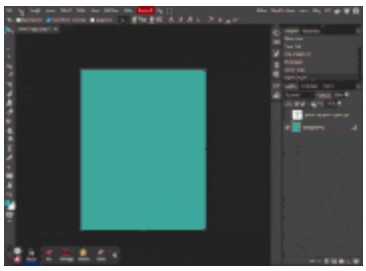
How to Use Photopea

1. Open Photopea.com.
2. New Project:
    a. New Project, choose a pre-made size or just use the standard.
3. Fill Background with color:
    a. Select background layer.
    b. Choose color.
    c. Edit > Fill > Foreground Color.



Photopea.com: how to create a new project and fill with foreground color.

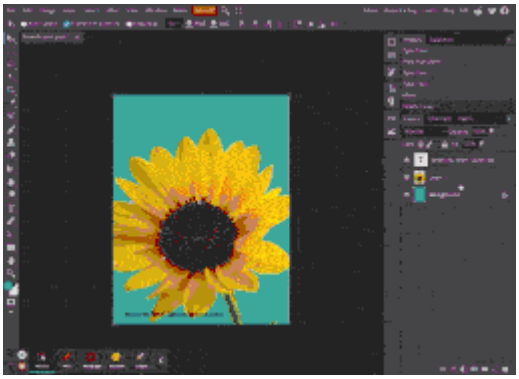
4. New Image:
    a. Find and copy an image and paste it into the file.
    b. Scale to fit.
5. Delete background of photo:
    a. Select background with a magic wand.
    b. Press Shift to add more to the selection.
    c. Delete or Backspace.



Photopea.com: paste background and delete background

6. Type:
    a. Choose the type tool.
    b. Write “Hello.”
    c. Make the layer transparent.
7. Save:

a. File > Export as > jpg.
b. Will save onto your computer.



Photopea.com: add text and save

Research

Grandon, M. (2019). Learner Use of Photo-Editing Software in Classes. *Japan Association for Language Teaching (JALT)*.

Honeyford, M. A., & Boyd, K. (2015). Learning through play: Portraits, Photoshop, and visual literacy practices. *Journal of Adolescent & Adult Literacy*, *59*(1), 63-73.

Ramlia, Harozila, Shuhaizam, Tajul, (2017) "The Impact of a Learning Module Based on Adobe Photoshop on the Teaching and Learning of Batik Pattern Designs" *Semantic Scholar.org*

Author

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Piktochart

Design | Design Tools | Graphic Design | Constructionism

Piktochart is a cloud-based application that allows users to easily create infographics. Users can embed interactive maps, charts, videos, and hyperlinks in a Piktochart infographic. To create an infographic, you start by choosing a blank or pre-designed template or theme and then add information and media. Piktochart provides a library of icons, images, fonts, and other design tools. Icons and images are organized by subject, including education, entertainment, people, and shapes. Once completed, each infographic can be saved for future editing, and the finished product can be exported as a PNG, JPEG, or PDF file.



Screenshot of Piktochart website

Tool Snapshot

Price	Free: Limited. Educational Pro: $39.99/year

Learning	Constructionism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	☆☆☆☆☆
Access	★★★★★
Class Size	One account per user
ISTE*S	Creative Communicator & Knowledge Constructor
Power and Bias	★★★☆☆

Piktochart Overview

The upgraded version of Piktochart provides more than 10 ways of visualizing data from the most basic dot, line, and bar charts to more multifaceted types, such as gauge and donut charts. The upgraded version of Piktochart also allows users to create interactive Piktocharts that can be embedded into websites. When saving in HTML, you will also see a nice hover effect to display the numbers over the chart and will be able to remove the watermark on your final product that comes on the free version.

Piktochart allows multiple representations of information and real-world data. It gives students an alternate way to demonstrate their knowledge, while also showcasing their design skills (e.g., Instead of writing an essay on a topic, Piktochart can be used to design a visual on that topic). Teachers can also use Piktochart to create infographics to provide an alternative way for students to access content knowledge (e.g., other than a lecture or reading from a textbook). Since Piktochart infographics are available online, students can access teacher-designed infographics before class to prepare their thoughts or after class to enrich their learning. Teachers can balance teamwork and individual work based on the students learning profiles.

Privacy

Personally identifiable information is shared with the Piktochart team. It also collects user information related to page views, hours spent, traffic source, browser type, location, and IP address and only shares it with 3rd party analytics tools – Intercom, Kissmetrics, and Google Analytics. https://piktochart.com/piktocharts-privacy-policy/

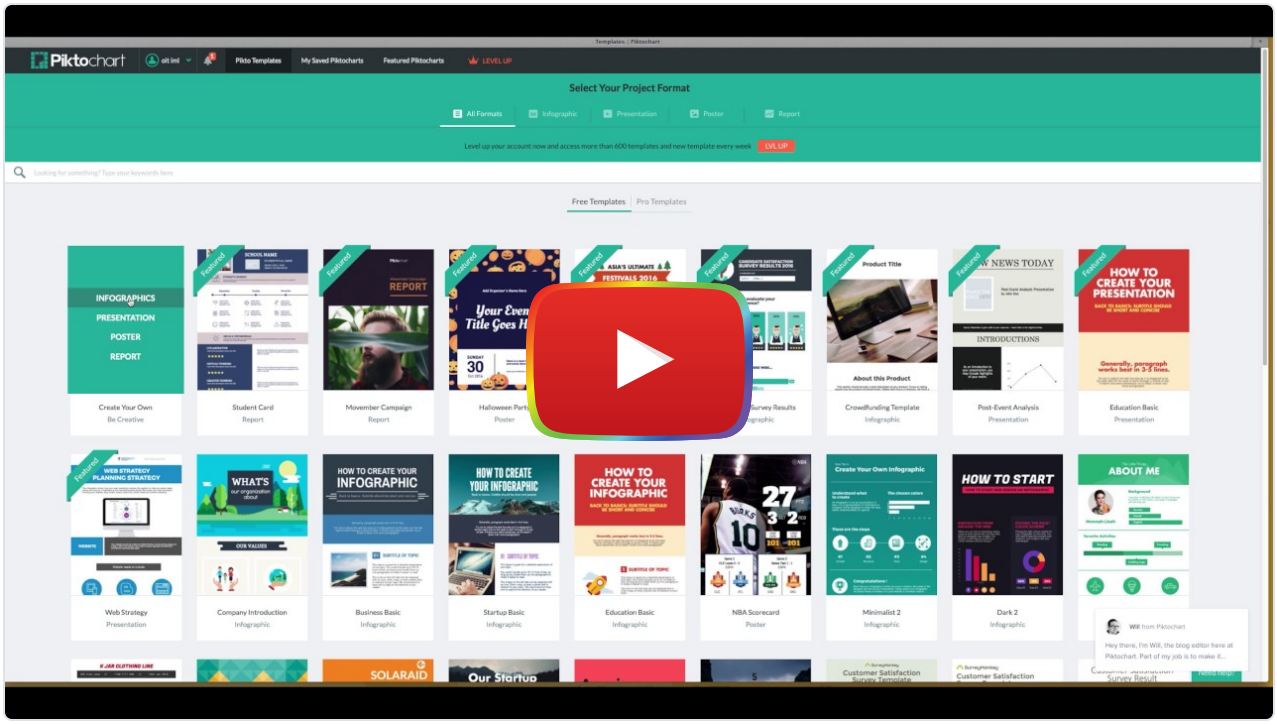
Accessibility

Font and colors can be customized. Infographics might not be accessible to learners who use screen readers.

Access

Piktochart works on all web browsers (Chrome or Firefox are preferred). Piktochart App for Ipad has essential features (but does not have advanced ones).

Piktochart Overview Video



Watch on YouTube

View the Piktochart Video Transcript

Piktochart & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool. Here are some examples of how using Piktochart might fit within the SAMR model:

- **Substitution:** Students design an infographic on Piktochart rather than drawing on paper.
- **Augmentation:** Students and teachers can create interactive, multimodal images that incorporate videos, maps, text, links, and graphics.
- **Modification:** Students can present data in a variety of ways with relative ease and speed.
- **Redefinition:** Infographics can be displayed locally or shared internationally to extend conversations and discussions globally.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Google Classroom to modify or redefine learning.

Learning Activities

For Teachers

See Beautiful Ideas for the Classroom You Can Design with Piktochart for several suggested uses, including creating a bedazzled syllabus, teaching skills, making a social media contract, and designing fun classroom posters.

For Students

Math

This exercise drives home the point that not all forms of visualization are appropriate in any given situation. Can you present a map as a scatter plot? Representational images as a line graph? A pie chart as a diagram? To help students understand that different visualization strategies are appropriate for different data and different situations, you could have them extract data (numbers) from one infographic, and then present that same data in a different form. For example, they could take the numbers from a bar graph and try to present them as a pie chart.

Science

Create digital posters in **Sociology** class, that would be culturally relevant and reflect the diverse background of students in the class. For example: creating posters of African-American scientists that were innovative and contributed things that we still use today.

Geography

Students use infographics to understand how a place, population, or culture changes over time. Students might create their own maps that offer a "before and after" view of a place, using two or more maps, other documents, or historical photographs.

Government and Civics

Students fact-check and annotate an infographic about government policy or politics. Or, students can use or create infographics to test classmates' knowledge of historical facts in creative ways like having them identify American presidents and first ladies by hairstyle alone.

Physical Science

Students use existing or original infographics to explain a process to the class. For example, those working with the aftermath of the earthquake and tsunami in Japan might use "Assessing the Radiation Danger, Near and Far " and "Hazards of Storing Spent Fuel" to prepare a presentation that incorporates other research and scientific principles as they walk the class through their infographics. Or, use an infographic to illustrate principles of physics. "How Mariano Rivera Dominates Hitters" for example, demonstrates spin, lateral movement, and the pressure exerted on a baseball.

Language Class

For example, in **Spanish**, students study the food and culture of a Spanish-speaking country. The assignment for them could be to research and then complete a brief report using Piktochart. This format enables students to complete their whole project using one tool. Within the tool, they have many choices regarding how they will enhance their work. Whether it's choosing between templates or deciding which artistic object to include, these options are all laid out for the student. It's durable and accessible to anyone at any time, and can easily be added to a digital portfolio.

Literature

Students use Piktochart to make a timeline of their own reading history. English classes could use Piktochart to diagram a book's plot or character sketches.

Technology

What are some important trends in technology? Students use infographics to explore topics like Technological evolution, Password security, and Twitter trends, among others, then create infographics on the topics of their choice, based on their own or available research.

Critiquing and Collaborative reasoning

Have students start by just thinking about what they like and dislike about an infographic. Have them study existing infographics from various sources and work together as a class to **highlight key patterns** that seem to have meaning in the real world. Talk about the difference between an infographic and a poster where information is scattered and unrelated. It would be best if you give them a rubric, criteria, or list of how they would judge the infographic.



Tools to create visuals at piktochart.com

Resources

- Use-piktochart-every-classroom
- Infographics-made-easy-with-Piktochart
- Infographics-as-an-assessment.html
- Teaching-with-infographics-a-student-project-model
- Teaching-with-infographics-language-arts-fine-arts-and-entertainment
- Infographics-as-alternatives-to-traditional-writing-assignments-what-why-and-how

Research

Chandler, M. (2016). Piktochart: Basic Designs for Beginning Designers. *Lexia: Undergraduate Journal in Writing, Rhetoric & Technical Communication*, *4*(1), 9.

Leaman, H., DiLucchio, C., & Fisher, M. (2016, March). Use of Piktochart to Enhance Teacher Action Research. In *Society for Information Technology & Teacher Education International Conference* (Vol. 2016, No. 1, pp. 2155-2155).

This content is provided to you freely by EdTech Books.

Access it online or download it at https://edtechbooks.org/onlinetools/piktochart.

Pixlr

Design | Graphic Design | Constructivism | Constructionism | Photo

*[Pixlr]() is a photo editing and graphic design tool that permits users to customize designs and modify pictures. From animations, presentations, and collages, to Instagram stories, you can create a wide range of creative projects with Pixlr. The application has won numerous awards and is considered a great alternative to the widely-known Photoshop. If you are looking for a way for students to **showcase their knowledge creatively** rather than via a standardized test, you might consider having them make a project on Pixlr to demonstrate their knowledge instead. It is a great tool for designing visual presentations, editing photography projects, or even making a professional business card.*



Watch on YouTube

Tool Snapshot

Price	Free (limited). Pixlr Premium: $7.99/month or $58.80/year. Creative Pack: $29.99/month, or $180/year.

Learning	Constructionism & Constructivism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★★☆☆
Class Size	Unlimited
Login	No login required for the Pixlr X free version. If you want to save projects you need to create an account. Login required for the paid versions.
ISTE*S	Knowledge Constructor, Creative Communicator, Global Collaborator
COPPA/ FERPA	Yes

Price

Pixlr is completely free and supported by advertisements. However, they have a Premium option and the pricing varies whether you pay monthly or annually ($7.99/month or $58.80/year). Their premium version comes with more editing options, overlays, stickers, texts, and templates, and it is advertisement-free. The Creative Pack ($29.99/month, or $180/year) comes with even more editing tools, overlays, and templates (this option would best suit a large and extensive art or graphic design class).

Types of Learning

Constructionism: We chose this because students can use Pixlr to create visual projects to demonstrate their learning

Constructivism: We chose constructivism because Pixlr allows students to actively learn as they work with the photo manipulation tools. By using Pixlr in the classroom, teachers facilitate learning by providing students with the necessa tools.

Ease of Use

We selected a four-star rating because everything is very straightforward and clear. Users can quickly learn how to operate Pixlr in under five minutes. The only instruction required is to learn how to upload photos from your device, an you learn from that point forward. Pixlr has a FAQ page and tutorials posted on their blog to further assist users on ho to operate the tool. However, users may find the Pixlr E version more difficult to use compared to Pixlr X, as it requires background knowledge in photo editing processes.

Privacy

We selected a three-star rating based on Pixlr's privacy policy. They collect and share data including browsing, registration profile, financial information and billing details, personal information, and email address. They primarily collect data through the use of cookies. Pixlr shares data with third parties for advertising purposes, to contact consumers, or to check the functionality of their service. Pixlr is a Swedish company, so they follow the European Union's General Data Protection Regulation (GDPR). They also uphold the United States Children's Online Privacy Protection Act (COPPA), as they have a Children's Privacy Policy specifically for Pixlr to be used in educational settings Pixlr still collects data from children, including browsing data, registration profiles, and photos/content, but they explicitly state that none of their content is made available to the public. Children's data is regulated through COPPA's

requirements. Teachers and school administrators consent to the child's data being collected. Overall, both of their policies are clearly stated and easy to follow on their website.

Accessibility

We gave Pixlr a three-star rating for accessibility due to there being no accessibility statement posted on their website However, the site itself received a great score on an accessibility test, having only seven errors. The greatest concern from the WAVE test, "a suite of evaluation tools that helps authors make their web content more accessible to individuals with disabilities," (via WAVE Web Accessibility Evaluation Tool) was some text boxes have very low contras which might provide difficulties for users with visual disabilities. Most of the images on Pixlr have alternative text, title and aria-labels, but several were still inconsistent. The site can be used with screen readers or other forms of voice control functionalities.

Class Size

As Pixlr is a free online tool, there are no class size restrictions since each student can use Pixlr on their device. You may use Pixlr in a small class of ten students, or a large lecture of over one hundred.

Login

Although you can make an account and log in to Pixlr, which you might choose to do if you'd like to save your projects on their website, it is not required to do so. You may create a Pixlr log-in via Gmail, Facebook, or Apple. Alternatively, yo can create a unique login by using your email and making a password.

ISTE Standards

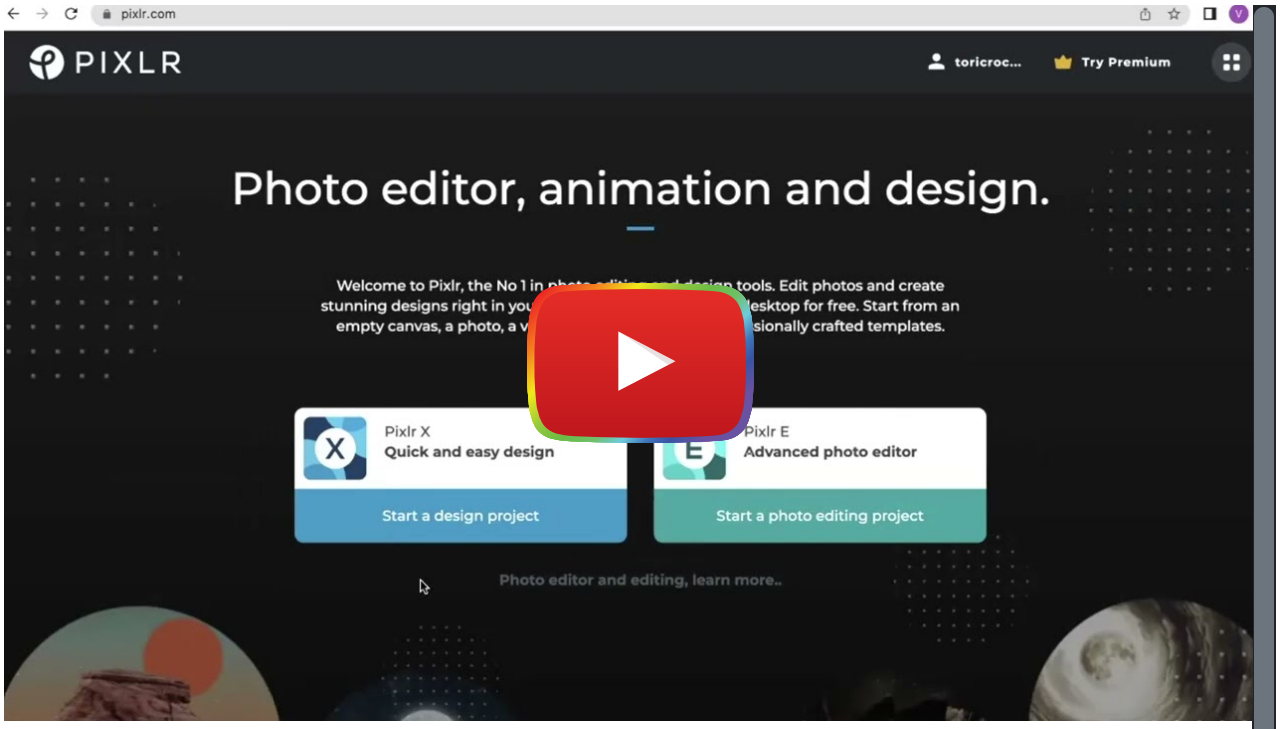
1.4 - Innovative Designer

- "Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts, or solving authentic problems."
- "Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks."

1.6 - Creative Communicator

- "Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication."
- "Students create original works or responsibly repurpose or remix digital resources into new creations."
- "Students publish or present content that customizes the message and medium for their intended audiences."

Pixlr in a 3-Minute Video



Watch on YouTube

Youtube Video Transcript

Pixlr & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Pixlr might fit within the SAMR model:

- **Substitution:** Students use Pixlr to design and create an infographic (instead of designing on a poster board).
- **Augmentation:** Students use the "add media" function to add images directly from their files, or to add elements such as overlays, borders, etc... **(**Overlays are unique added layers to a visual project: you can manipulate the additional layers to add extra details to a photo.)
- **Modification:** Students use a computer or mobile device to access their design projects on the Pixlr platform. Instead of constructing physical presentations or the typical Powerpoint slideshow, Pixlr offers extensive options for creativity.
- **Redefinition:** Students can virtually manipulate images in ways that are not possible in the real world.

Learning Activities

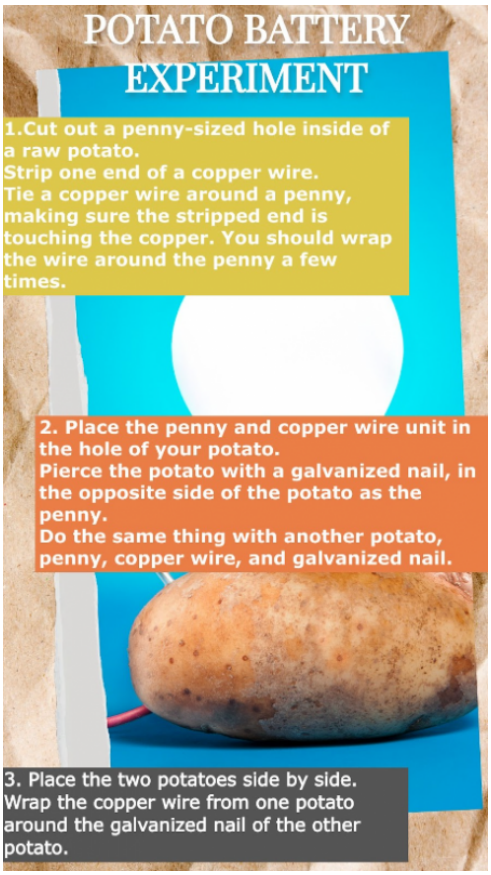
Math

Create a collage of examples of mathematics in the real world. Present the collage to the class, explaining each real-world use of mathematics.

Science

Create a virtual presentation of a science experiment that you completed. Include real photos that you took demonstrating each step of the experiment.

Use the collage function on Pixlr to create Punnett squares to show the genotypes that two individuals can create whe crossed. Share your collage with a classmate and write a problem for your classmate to solve based on your Punnett square.



Example science experiment poster made on Pixlr

English/Language Arts

Create a one-page, virtual book report on a book of your choice. Include elements such as a brief author bibliography, summary, setting, characters, and themes.

Design a new cover for a classic literature novel. Include quotes from the novel that you consider important to the themes. Design the back cover as well, including a summary of the novel in your own words.



Example book covers designed on Pixlr

Other

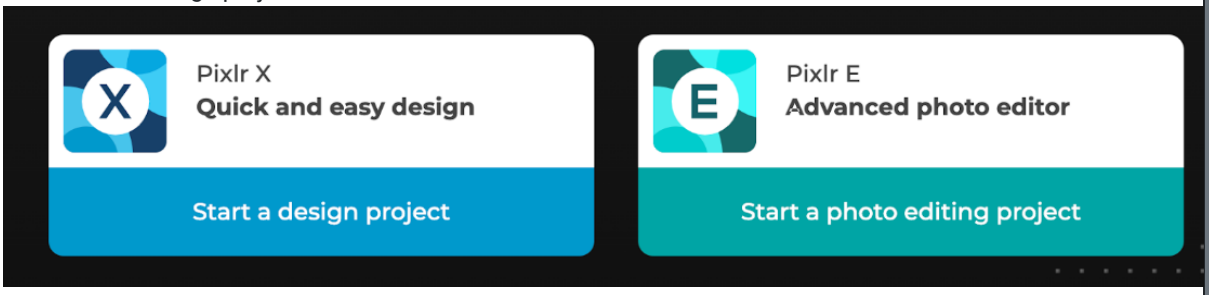
- Create a personal business card.
- Learn to manipulate images using technology (see How to Use Pixlr in the Classroom).
- Create a cinema poster for a film.
- Create an advertisement for a video game.

Resources

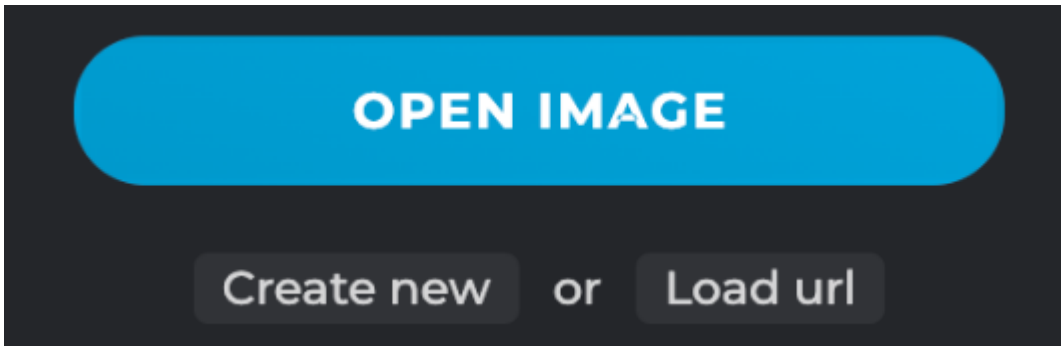
- Pixlr for Education
- How to Use Pixlr in the Classroom
- Pixlr - TeachersFirst Review
- The Pixlr Editor Toolbar Explained
- Pixlr Editor Projects (Lesson plan)
- Photo Editing with Pixlr Editor Online (Class website)
- Pixlr is a great tool for the classroom (quick overview + examples)

How to Use Pixlr

1. Go to www.pixlr.com.
2. Click “Start a design project” under Pixlr X.



3. Open an image or start with a template.
    a. To open an image, click the blue “open image” button in the top center of the screen OR click the “images” ico on the sidebar to the left of the screen.



    b. Click “create new.”
    c. To start with a template, click the “templates” icon on the sidebar.
    d. Click on a template, then click “use this template.”
4. Once in the editor, use the sidebar on the left to choose between ways to edit your design.
    a. Possible edits include “arrange and style,” “animation,” “layout and template,” “add text,” “add element/image,” “crop and rotate,” “cutout,” “adjust and filter,” “effect,” “liquefy,” “retouch,” and “draw.”
5. Explore these features and start designing!

Research

Grandon, M. (2019). Learner Use of Photo-Editing Software in Classes. *Japan Association for Language Teaching (JALT).*

Lesage, F., & Smirnova, S. (2015). “Keeping up” through Teaching and Learning Media Software: “Introducing” Photoshop. *Canadian Journal of Communication*, *40*(2), 223-241.

Matrix, S., Hodson, J. (2014) 'Teaching with infographics: Practicing new digital competencies and visual literacies', Journal of Pedagogic Development, 3 (2), pp.17-27.

Panjaitan, M. I., & Rajagukguk, D. M. (2020). DEVELOPMENT OF COMPUTER-BASED PHOTOSHOP LEARNING MEDIA USING COMPUTER-BASED INTERACTION METHOD. *Jurnal Scientia*, *8*(2, Feb), 37-41.

Authors

This page was created by Tori Crockett and Makayla Bumpus.



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Pixton Comics

Learner-centered Design | Constructionism

Pixton allows teachers and students to construct their own comic strips. There are a variety of comic strip layouts, numerous character and background choices, and a ton of creative options. This is a great learner-centered tool that allows students to construct their own knowledge and display it in a way that is meaningful to them by allowing them to create comics representing their concepts and ideas.



Watch on YouTube

Tool Snapshot

Price	Free 14-day trial & paid plans
Learning	Constructionism

Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★★☆
Class Size	Unlimited
ISTE*S	Knowledge Constructor & Creative Communicator
COPPA/ FERPA	Yes

Price

The pricing for teachers is $24.99 monthly or $99 annually. Discounts are available if a plan is purchased for 11 teachers or more. There's also the $9.99 plan but that doesn't include full access, or you can buy individual packs for $14.99 each without the Monthly Pack. Get a pricing quote here.

Usability

Pixton is accessible through any web browser and can be accessed on phones, tablets, and computers. Pixton offers a free app for smartphone or tablet use. The website does not specify if there is a preferred browser to use.

Ease of Use

Pixton is very easy to use. It is relatively intuitive when constructing comics because all of the icons have images indicating what they do. For example, the icon with a face can be clicked to add a character. Similarly, click the icon with a picture on it to add a background image. The Pixton website has a tutorial that runs the first time you access the program. You can also access the tutorial through the help center by clicking on the question mark icon at the bottom. In the help center, you will also find videos on how to do various things on the website and an FAQ section. You can also directly contact the owners of the help center.

For teachers, there are a ton of resources. You can create your assignments or borrow from pre-existing ones. There are a variety of layouts to suit your instructional needs including timelines, mind maps, and storyboards. Pixton also allows for a lot of creativity. You can upload your images for the background, you also have direct access to creative commons images.

Accessibility

Pixton has made significant efforts to improve the digital accessibility of the tool over the last few years. It now offers speech-to-text, keyboard navigation, and screen reader integration (learn more). Pixton used the WCAG 2.0 guidelines to evaluate the accessibility of its tool.

Privacy

Pixton Comics is COPPA and FERPA compliant by iKeepSafe. Pixton is also a signatory of the Student Privacy Pledge. However, they do still collect a lot of personal information. They use and share this information under a multitude of circumstances. They also use cookies. Take a closer look at their privacy policy here.

Pixton Intro Video (by Pixton)



Watch on YouTube

Pixton & the SAMR Model

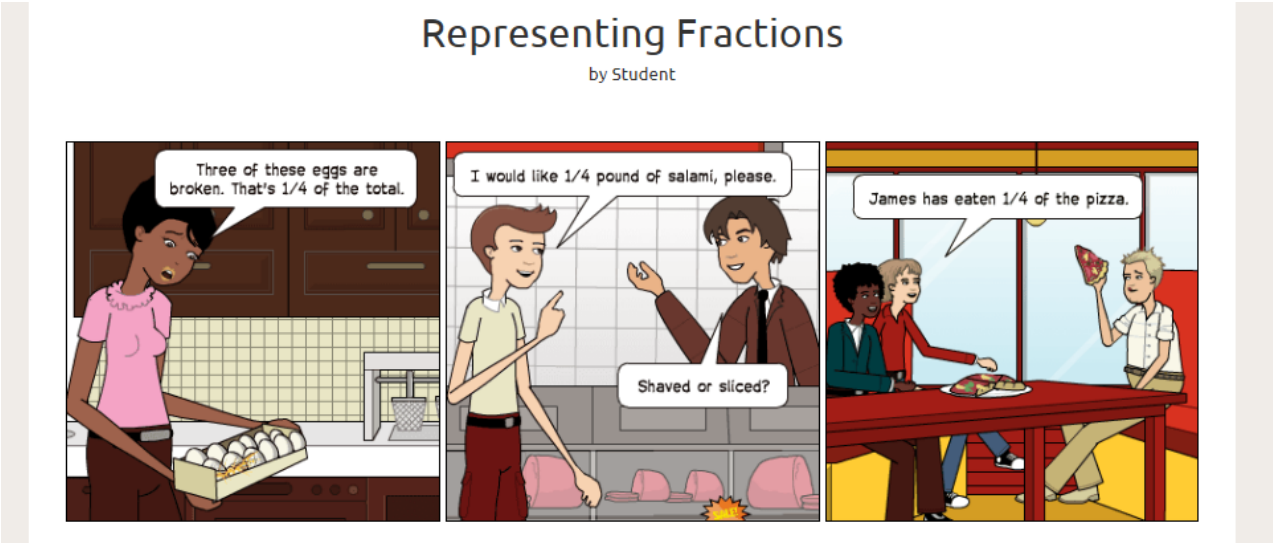
Here is an example of how *Pixton* might fit within the SAMR model:

- **Substitution:** Students can make comic strips digitally rather than by hand.
- **Augmentation:** Students can easily and quickly revise comic strips based on feedback.
- **Modification:** Students select diverse characters and media to create unique comics with ease. Students can customize backgrounds with their own images and change the color of skin, hair, and eyes of their characters.
- **Redefinition:** Students can easily share their comics with others via social media. Additionally, the digital aspect of this tool makes it easier for less artistically inclined students to be encouraged and inspired.

Learning Activities

Math

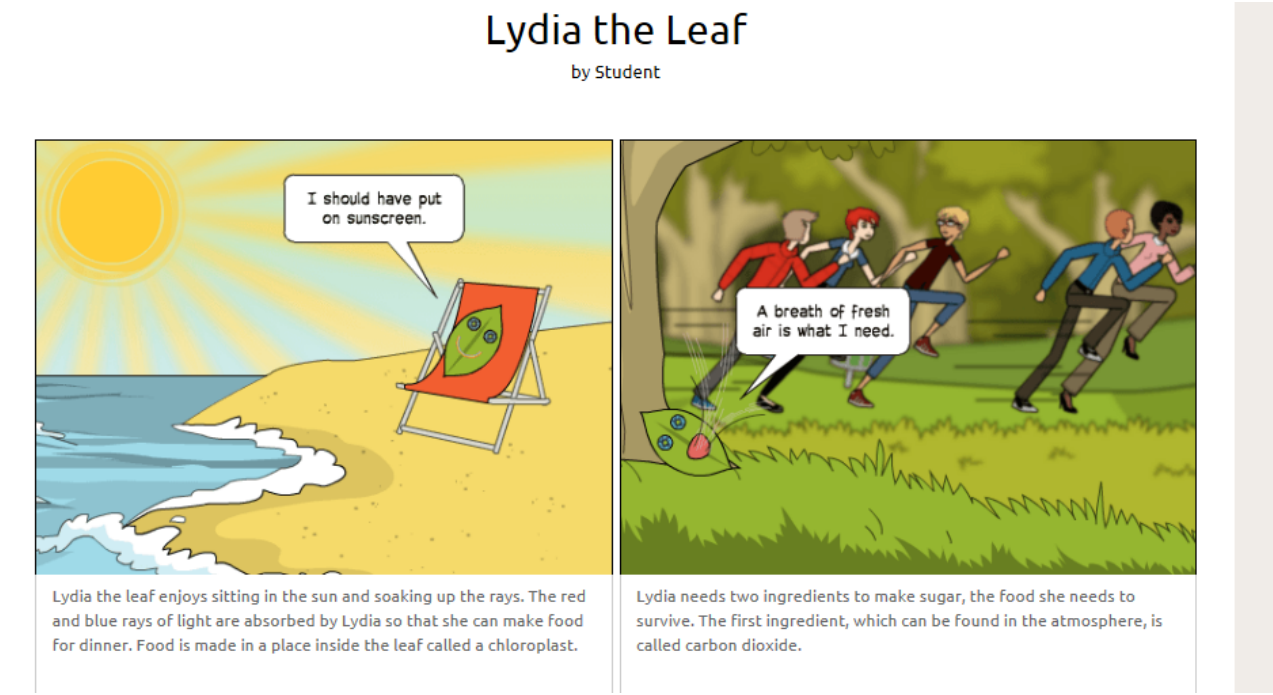
Have students create a comic strip outlining how to carry out certain mathematical processes, like long division, fractions, or order of operations. By adding in their own backgrounds they can include a visual and textual explanation.



"Pixton Comics" [screenshot] retrieved from https://www.pixton.com/

Science

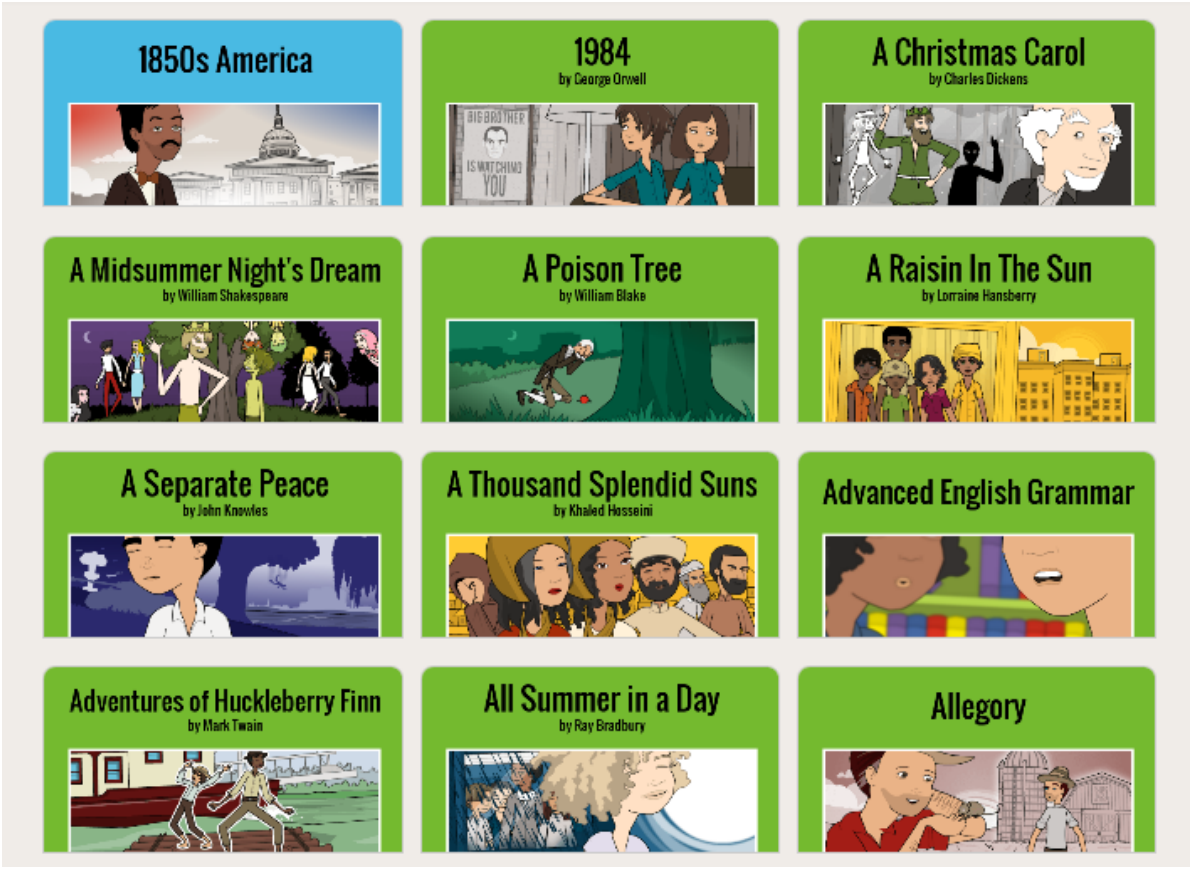
Have students summarize a scientific discovery or the evolution of a scientific concept in comic form. Or, have students construct a comic that illustrates a scientific process like photosynthesis.



"Pixton Comics" [screenshot] retrieved from https://www.pixton.com/

English/Language Arts

Have students summarize a scene, book, or character by constructing a comic strip. They could also construct a timeline for these developments.



"Pixton Comics" [screenshot] retrieved from https://www.pixton.com/

Art

Comics strips can encourage creative expression and Pixton is a way to motivate students who are self-conscious about their drawing skills to still be creative and expressive.

History

Students can break historical events down into digestible and relatable stories through the creation of a timeline. Have them tell the story of the Boston Tea Party or Genghis Khan in a fun and creative new way. Or, have them create their political cartoons to discuss current events.

Resources

- How to Teach with Comics (resource by Pixton)
- Pixton- Comic Making Website for Creative Students

How to Use Pixton

1. To setup a new account:
    1. Go to https://www.pixton.com.
    2. Click on the "For Educators" button.
    3. Choose from one of the SSO options: Clever, Microsoft, or Google.
    4. Add your personal info.
    5. Start exploring and creating!
2. If you already have an account go to https://www.pixton.com then click on the Login button at the top right.

Research

Meyers, E. A. (2014). Theory, technology, and creative practice: Using pixton comics to teach communication theory. *Communication Teacher, 2*8(1), 32-38.

Cabrera, P., Castillo, L., González, P., Quiñónez, A., & Ochoa, C. (2018). The Impact of Using" Pixton" for Teaching Grammar and Vocabulary in the EFL Ecuadorian Context. *Teaching English with Technology, 18*(1), 53-76.

Other Related Articles

Azman, F. N., Zaibon, S. B., & Shiratuddin, N. (2015, November). Digital Storytelling Tool for Education: An Analysis of Comic Authoring Environments. In *International Visual Informatics Conference* (pp. 347-355). Springer International Publishing.

Maldonado, N., & Yuan, T. (2011). Technology in the classroom: from Ponyo to "My Garfield Story": using digital comics as an alternative pathway to literary composition. *Childhood Education*, *87*(4), 297-301.

Rogers, M. F., & Myles, B. S. (2001). Using social stories and comic strip conversations to interpret social situations for an adolescent with Asperger syndrome. *Intervention in School and Clinic*, *36*(5), 310.

Tatalovic, M. (2009). Science comics as tools for science education and communication: a brief, exploratory study. *Jcom*, *8*(4), A02.



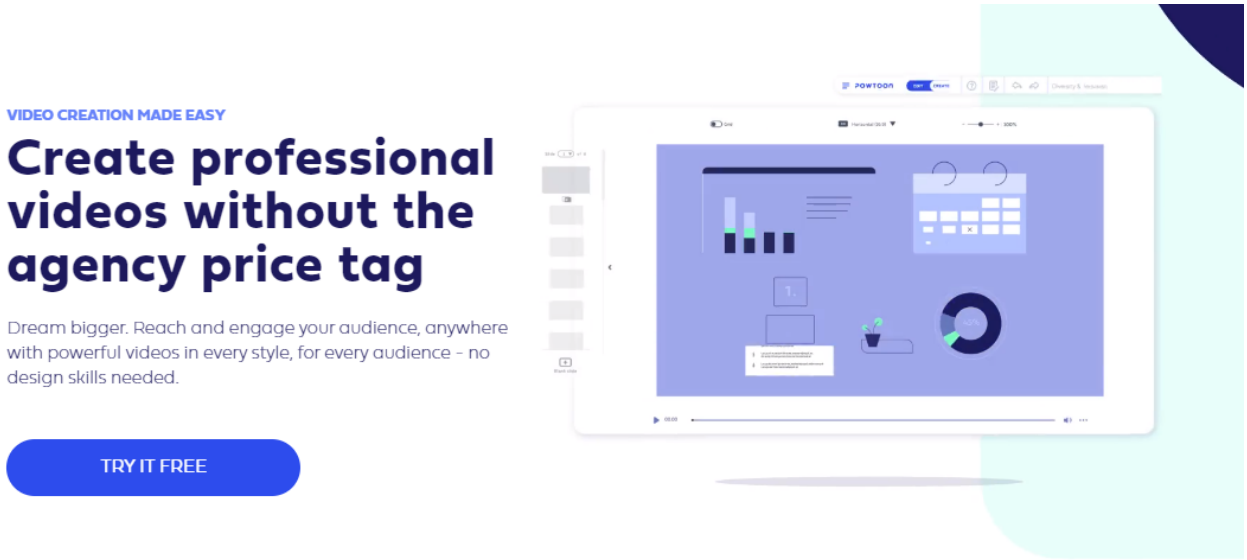
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Powtoon

Video Constructionism

*Powtoon is an online platform for creating short video presentations. Powtoon gives anyone the ability to create **professional** videos and presentations. You can select from royalty-free libraries of **animation, live-action video, images, designed backgrounds, soundtracks, and moving graphics**, or you can use your own visual content and voiceover.*



Tool Snapshot

Price	Student ($4/month), Teacher ($8/month), and Institution Plans
Learning	Constructionism
Ease of Use	★★☆☆☆
Privacy	★★★☆☆
Accessibility	★☆☆☆☆

Class Size	One user per account
Login	Yes
ISTE*S	Creative Communicator & Global Collaborator
COPPA/ FERPA	Yes

Powtoon Overview Video



Watch on YouTube

Powtoon & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Powtoon might fit the SAMR model:

- **Substitution:** Students use Powtoon to create a short, digital presentation (instead of giving an in-person presentation).
- **Augmentation:** Students create a multimodal video that presents their understanding and knowledge of a topic.
- **Modification**: Students have access to a library of royalty free music and objects to enhance their presentations.
- **Redefinition:** Students can create professional quality whiteboard animation video without any prior graphic design/animation knowledge or skills.

Learning Activities

Science

Students can create a Powtoon that takes you **on a tour of a cell or walks you through the step-by-step process of a lab experiment.**

English/Language Arts

Students can create a Powtoon as a **book report.**

Arts

Students can **describe significant historical painters or musicians** in their Powtoon.

Other

Students can **introduce themselves** to a new class by creating a Powtoon about them.

Resources

- Powtoon Tutorial
- Powtoon Twitter Page
- Powtoon Review For Teachers
- 11 Ways to Use Powtoon in the Classroom
- Using Powtoon to Enhance Teaching & Learning

How to Use Powtoon

- **Step 1: Script:** Create a script that describes what will happen in every "scene".
- **Step 2: Voice-Over Guide / Background Music:** Choose a **background track** for your music or record a voice-over guide. This means that you need an mp3 file of the TEXT PARTS of the script read out as they will appear in the Powtoon.
- **Step 3: Dividing the Slides:** Start creating slides **according to the script**. **Each slide represents a scene and an idea** as outlined in the script. Try to keep your slides short, this way you can put a lot of interesting visuals in your Powtoon.
- **Step 4: Populate the Slides:** Now it's time to **add graphics, background, props, images and characters** to your slides.
- **Step 5: Timing:** Now you have to **time it all.** This is the last step and is actually one that can have a significant effect on the "professional" look and feel of your final result. The PowToon timeline is designed to allow you to easily adjust the appearance and timing of all the elements on the screen.

Research

Oktaviani, L., & Mandasari, B. (2020). Powtoon: A digital medium to optimize students' cultural presentation in ELT classroom. *Teknosastik*, *18*(1), 33-41.

Rioseco Pais, M. H., Nogués, F. P., & Muñoz, B. R. (2017). Incorporating powtoon as a learning activity into a course on technological innovations as didactic resources for pedagogy programs. *International Journal of Emerging Technologies in Learning*, *12*(6), 120.



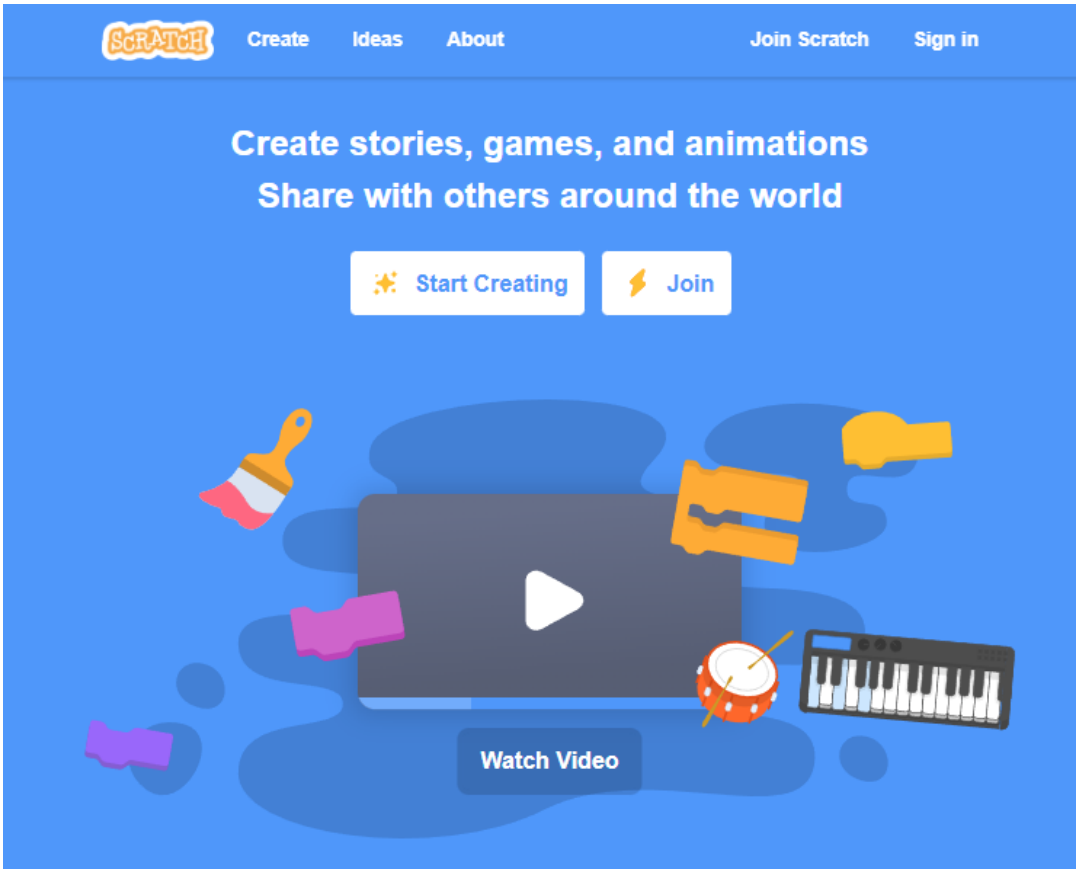
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Scratch

Connectivism | Coding | Gamification | Constructionism | Programming

Scratch is a free visual coding tool that was designed by the MIT Lifelong Kindergarten Group. Students can use Scratch to "code their own interactive stories, animations, and games. In the process, they learn to think creatively, reason systematically, and work collaboratively — essential skills for everyone in today's society" (Scratch for Educators, 2020, para. 1).



Tool Snapshot

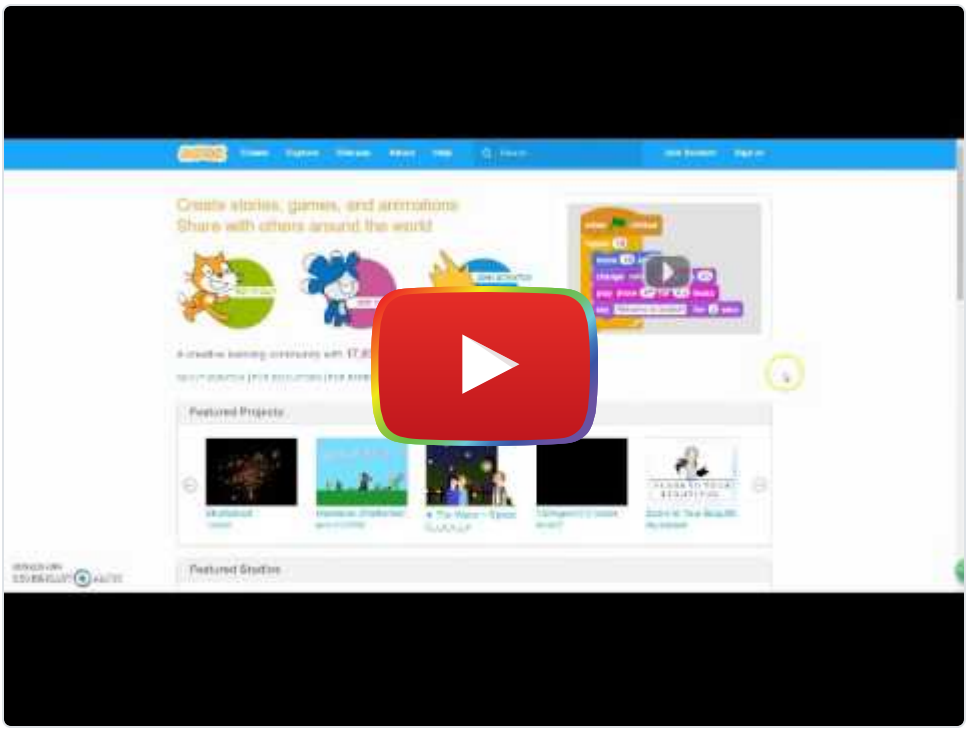
Price	**Free**

Learning	Constructionism, Gamification, Connectivisim, Social Learning
Ease of Use	★★☆☆☆
Privacy	★★☆☆☆
Accessibility	★☆☆☆☆
Class Size	Unlimited
ISTE*S	Creative Communicator, Global Collaborator, Knowledge Constructor
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

Scratch Overview

On its website, Scratch provides extensive resources, such as step-by-step interactive video tutorials, to guide beginners to get started, allowing users to self-pace their learning. The website also has subpages designated for parents and educators. In addition, there is a forum for new scratchers as well as a featured studio to showcase products designed by users.

Scratch Overview Video



Watch on YouTube

View the Scratch Video Transcript

Scratch & the SAMR Model

Scratch can be used in many different ways. For example, in a math class, you can ask your students to use Scratch to learn about and show their understanding of a coordinate graph.

- **Substitution:** Students use Scratch to draw a coordinate graph (rather than drawing a graph on paper).
- **Augmentation:** Students can use Scratch to create an introductory video to introduce coordinate planes.
- **Modification:** Students use Scratch to design an interactive coordinate graph game to play. They can share their projects with each other and critique each other's designs.
- **Redefinition:** Students use Scratch to create a step-by-step tutorial animation on how to draw a coordinate graph. Users need to interact with the animation, following prompts embedded in it. When they finish all the steps, they produce a coordinate graph.

Learning Activities

ScratchEd, a member of the Scratch family has many inspiring examples organized by grades, content types, curricular area, and language.

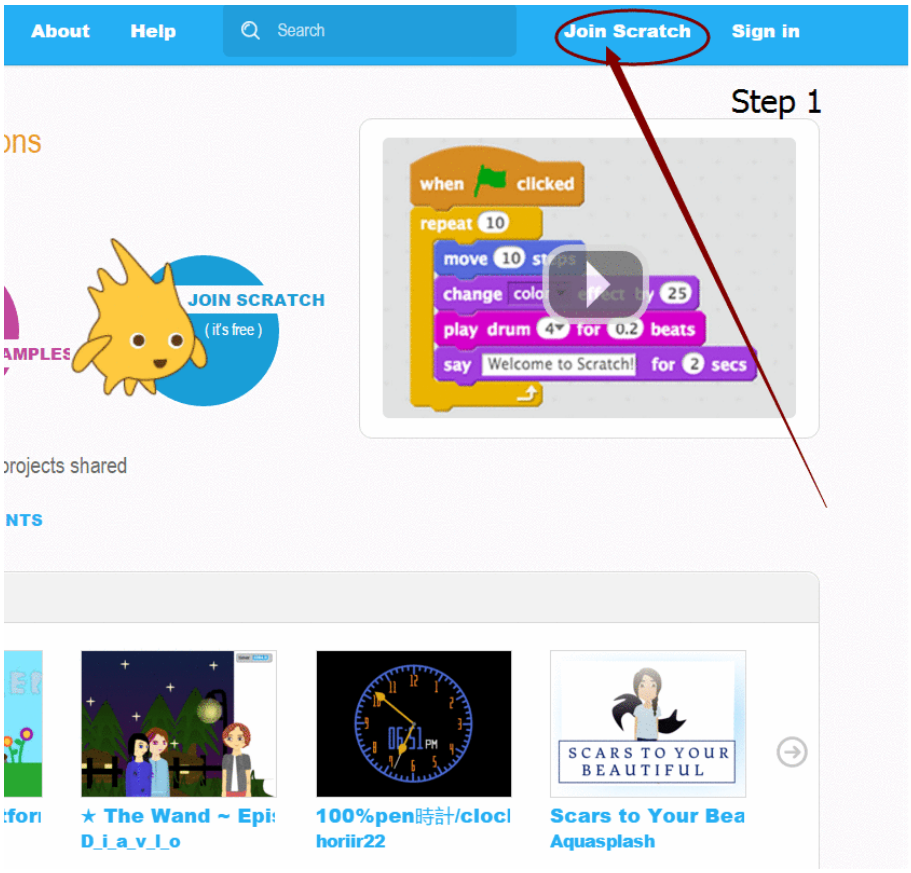
Resources

- ScratchED contains hundreds of projects made by users
- Embedding Scratch in the Classroom
- Scratch Lesson Plan
- Starter Projects
- Welcome to Scratch! Get started here! Discussion Forum
- Scratch Design Studio
- Creative Computing Curriculum

How to Use Scratch

For General Users:

- To use the online version, go to https://scratch.mit.edu.
  To use without registering:
  - Select the "Start Creating" button.
- To use with registering, click "Join Scratch" in the upper right corner.
- Fill out the information as shown in the animated GIF below.



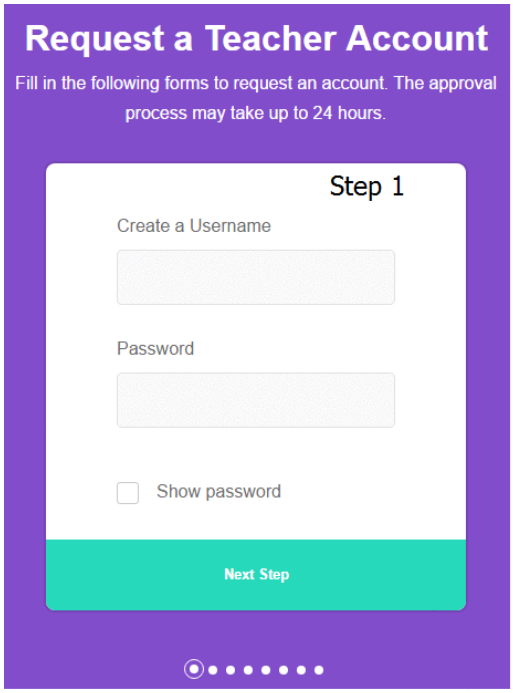
Signing up to use Scratch

- Watch a Getting Started tutorial by Scratch; you can also find many other video tutorials for Scratch on this page

For Educators who wish to set up their online Scratch classes:

Step 1: Fill out a “Teacher request form” at the address below, and follow the steps as shown in the GIF:
https://scratch.mit.edu/educators/register

Note that it might take 24 hours to confirm your account.



Requesting a Teacher Account

Step 2: Watch a tutorial video made by Scratch to learn how to set up classrooms step by step.

Also, you can find a written explanation on the teacher account on ScratchWiki, which is a subpage on Scratch website.

Research

Dohn, N. B. (2020). Students' interest in Scratch coding in lower secondary mathematics. *British Journal of Educational Technology*, *51*(1), 71-83.

Fagerlund, J., Häkkinen, P., Vesisenaho, M., & Viiri, J. (2021). Computational thinking in programming with Scratch in primary schools: A systematic review. *Computer Applications in Engineering Education*, *29*(1), 12-28.

Zhang, L., & Nouri, J. (2019). A systematic review of learning computational thinking through Scratch in K-9. *Computers & Education*, *141*, 103607.

Author

This page was created by Lian Duan.

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Access it online or download it at https://edtechbooks.org/onlinetools/scratch.

Showme

Connectivism | Video | Social Constructivism | Constructivism | Social Learning

Showme is a digital whiteboard app available on the iPad that allows users to draw and add voiceover narration. More than 65,000 schools are using Showme because it is a beneficial educational tool for all ages that allows students to ***demonstrate their knowledge*** *in any subject, including math, science, social studies, English language arts, and art. The app is easy to use and has tutorials to guide users through the process. Since the COVID-19 pandemic, it has increased in popularity because of its teacher- and student-friendly nature and ability to be used in remote and online learning settings. Students can show and explain their work in an easy and fun way. They can also view video lessons that other teachers and users on ShowMe have created and posted. This app is a knowledge-centered tool because students can construct, mind map, and organize information that makes sense to them. It is also a learner-centered tool because it can foster personalized learning experiences and empower students' thinking and learning. Because this app is* ***user-friendly***, ***not age restrictive***, *and can be used in a* ***synchronous or asynchronous setting***, *teachers in elementary, middle, high school, and even higher education should consider using this app as a way of engaging and tracking student progress.*



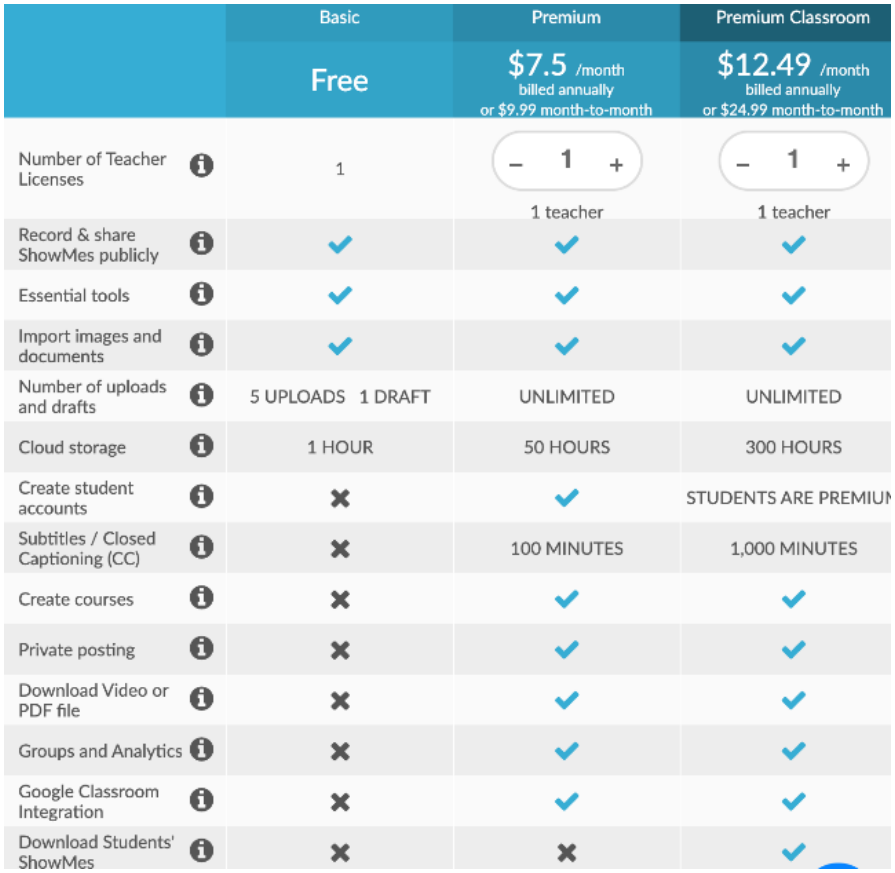
Watch on YouTube

Tool Snapshot

Price	Basic account: Free. Premium: $7.50/month. Classroom Premium: $12.49/month.
Learning	Social constructivism, Constructivism, Social Learning, Connectivism
Ease of Use	★★★★☆
Privacy	★☆☆☆☆
Accessibility	★★☆☆☆
Class Size	Unlimited
Login	Log in required to create videos and watch other user videos. No login required to watch videos that other creators have made.
ISTE*S	Empowered Learner, Innovative Designer, Creative Communicator
COPPA/ FERPA	No FERPA/COPPA policy found. Check with your school IT administrator.

Price

The basic version of ShowMe is free. With the free version, users can record and share videos (as long as the combined minutes in all the videos are under 60), access essential tools, upload 5 videos to ShowMe, and import documents and pictures. With the premium version, users can have an unlimited amount of uploads and drafts, create student accounts, include subtitles and closed captions, create courses, post privately, download files, include groups and analytics, integrate into Google Classroom, and with premium classroom also download the Showme student app. (Showme.com/pricing).



	Basic	Premium	Premium Classroom
	Free	$7.5 /month billed annually or $9.99 month-to-month	$12.49 /month billed annually or $24.99 month-to-month
Number of Teacher Licenses	1	– 1 + 1 teacher	– 1 + 1 teacher
Record & share ShowMes publicly	✓	✓	✓
Essential tools	✓	✓	✓
Import images and documents	✓	✓	✓
Number of uploads and drafts	5 UPLOADS 1 DRAFT	UNLIMITED	UNLIMITED
Cloud storage	1 HOUR	50 HOURS	300 HOURS
Create student accounts	✗	✓	STUDENTS ARE PREMIU
Subtitles / Closed Captioning (CC)	✗	100 MINUTES	1,000 MINUTES
Create courses	✗	✓	✓
Private posting	✗	✓	✓
Download Video or PDF file	✗	✓	✓
Groups and Analytics	✗	✓	✓
Google Classroom Integration	✗	✓	✓
Download Students' ShowMes	✗	✗	✓

ShowMe pricing plans (image from: https://www.showme.com/pricing)

Type of Learning

Constructivism: The ShowMe app allows users to write and draw what they know and then speak over it to explain what they are doing. This follows a constructivist learning theory because users are building their knowledge through doing and explaining.

Social Constructivism: Users can post their ShowMe videos to a community page if desired, where other users can view what they did. Users can also access video lessons on countless topics for a variety of ages that other users have created and posted.

Social Learning: Sharing videos with the community of users help build others' knowledge as well as individual knowledge. Students can create videos and share what they have learned or teachers can create mini-lessons and post them on ShowMe for other users to watch and use all over the world. The video lessons created can also be shared on social media or through email.

Ease of Use

The ShowMe app is user-friendly and, therefore earned a 4-star review. A 5-star review means the user can quickly learn how to use the app with ease, there are minimal instructions needed to understand the tool, and there are tutorials and FAQs available. And a 3-star rating means the user needs about 5-15 mins to get to know how to use the app through video tutorials, reading directions, and experimenting with features. This app falls right in between because the user can relatively quickly learn to navigate the app, but could benefit from watching a tutorial.

Right from the start, the user can click the "create" button that allows them to instantly start drawing on the whiteboard. Some specific features that are easy to use are the drawing tool (with many color options), typing tool, the uploading of an image or background button, the eraser, the undo button, and the record button. Everything is clearly labeled. Once the user draws on the whiteboard and records their voiceover explaining what they did, they can save the video as a

draft or save and upload it to ShowMe. The user names the video and chooses what category the video topic falls under. When a video is posted, the user has a clear option if they want to post it publicly on the app or privately. There are also tutorials as well as a FAQ section if the user needs any assistance while navigating the app as well as on the Showme.com website.

Privacy

The ShowMe app receives a 1-star rating. A 1-star rating means the user needs to share personal information, which includes their name, email address, and location and has no control over how that information is being shared or used. The ShowMe app does not have any statements regarding a Coppa/Ferpa privacy policy. Nevertheless, it does have a section dedicated to protections against children. If a child is under 13 years old, the app collects the full name of the child, their username, password, email address, birthday, location, and parent's email address. If the child's username is appropriate, ShowMe will display their username and videos publicly on the app. ShowMe asks for parent approval to register and collect additional information through the parent's email. If this is approved, ShowMe will show the child's city and state and the ShowMe videos they create. While this information is collected and used on the app, the child's information is never shared with third parties. Parents can choose to cancel their child's registration and all of the child's information will be deleted. A classroom cannot use ShowMe without asking for parental consent or else ShowMe will delete all information on the students. Users 13 years and older provide additional information, including "name, email address, birthday, password, school affiliation, friend list, teacher's name, location, photo, bio, and additional personal information" (Showme Privacy Policy, 2018). Users can opt-out of providing some of this information, but it might limit their full range of tools on the app. The app also collects information about IP addresses and ShowMe cookie information automatically. There is a statement claiming the personal information of users is not rented or sold to anybody. However, on the contrary, it then states how they do not control affiliated businesses and there are situations where businesses or third parties that ShowMe affiliates with will sell or provide services through ShowMe. They state that they have no control over what third parties do if the user allows for transmissions so the user should also review the third party privacy policies because they might differ from the ShowMe privacy policy. Users can access information in their user profile, connections list, preferences, and photographs and content. If at any time a user wants to opt out of sharing certain information, they can, however, it will most likely limit their ability to use certain tools in the app. All of this information is directly taken from Showme's privacy policy linked here https://www.showme.com/privacy.

Accessibility

ShowMe app receives a 1-star rating for accessibility. A 3-star rating means the app has some accessibility features but is not accessible to everyone. And a 1-star rating means the tool lacks any sort of accessibility features and does not integrate with any assistive technology. This app falls right in between. The app does not offer an accessibility statement which makes this rating on the more difficult side because it does not clearly state what it is doing to be accessible to users. If a user wants to create their own ShowMe video, the app is accessible to those who can use their fingers or apple pencil/stylus to write on an Ipad. Another not fully accessible feature of this app is that closed captioning is only available to users who have the premium and premium classroom versions of the app. Users who have the premium version can view 100 minutes of videos with closed captions and users with premium classrooms have access to 1,000 minutes of closed captioning on videos. Therefore, **users who are accessing ShowMe for free cannot add closed captioning to their videos**, **so it does not support every user and their needs**. There also should not be a time limit on closed captioning because it limits all users. And since closed captioning is so limited, there is no option to have closed captioning in languages besides English. When the ShowMe website is put through an online accessibility checker, Wave (Web accessibility evaluation tool), it had a total of 12 errors, specifically 47 contrast errors, 78 total alerts, and 10 good features. When a video is selected from the Showme website and put through the same accessibility checker, it had a total of 23 errors because the video does not include alternative text, the images linked do not have subtitles, there are no language alternatives, and the text used is small and has poor contrast against the background color.

Class Size

There is a pricing plan called “Premium Classroom,” which costs $12.49 a month. With this premium plan, teachers can have any size class of premium users who can upload and draft as many videos as they want. There is no specific information about the class size limit for other plans.

Login

When creating an account and logging into Showme.com, there are a few options for users. Users can sign in with Google, as well as Apple, Facebook, Twitter, Clever, or Office 365. If the user does not want to sign in with any third-party account, they can create an account by putting in their first and last name, email, password, and birthday. If a teacher is using the app with the premium classroom account, then they can invite students to join the class. Student accounts include the student’s first and last name as well as stating if they are under 13 years old or not. Teachers can view all of their student accounts and have access to the students' first and last names, usernames, passwords, and if they are under 13 years old.

ISTE Standards

Empowered Learner: In this standard, students, “customize their learning environments in ways that support the learning process.” ShowMe aligns with this standard because users can draw on the app in a way that makes sense to them and then record what they did over the video to support their learning.

Innovative Designer: In this standard, students "use a variety of technologies within a design process to identify and solve problems by creating new, useful or imaginative solutions.” ShowMe aligns with this standard because users can use the app to work throughout a design process (especially to create prototypes, storyboards, and mindmaps) as they solve real-world problems and voiceover what they are doing. They can also create new, useful, or imaginative solutions.

Creative Communicator: In this standard, students "create original works or responsibly repurpose or remix digital resources into new creations.” ShowMe aligns with this standard because students can create their media or upload media and draw or add text over it to customize it.

ShowMe in 120 seconds video



Watch on YouTube

Showme & the SAMR Model

Dr. Ruben Puentedura's SAMR model is a 4 level template that teachers can use when reflecting up on how to integrate technology into their lessons. The 4 levels are: substitution, augmentation, modification, and redefinition.

Here is an example of how **Showme** might fit within the SAMR model:

- **Substitution:** Users use Showme to draw and write on a digital whiteboard rather than on a physical whiteboard.
- **Augmentation:** In addition to writing and drawing on the digital whiteboard, users can upload images and PowerPoint presentations to annotate with text.
- **Modification:** Users can add voice recordings to narrate what they write and draw on the digital whiteboard.
- **Redefinition:** Users can share their video lessons to a public page on ShowMe to teach others around the world about what they have learned and created.

Technology is beneficial in the classroom when it goes beyond the substitution and augmentation sections of the SAMR model, but rather incorporates modification and redefinition to enhance student learning beyond what was previously able to do in the classroom.

Learning Activities

Math

Elementary school level: Students can solve math problems by being given a prompt and recording how they think through the process of solving it.

Science

Students can watch a ShowMe video on the life cycle of a frog. Then, create their own ShowMe video by drawing and labeling the life cycle of a frog with a voice recording to show how they are thinking through what they are doing.

English/Language Arts

Students can create a story using the ShowMe app. They can draw a story mountain that includes the exposition, rising action, climax, falling action, and resolution. Add a voice recording to explain each point.

Geography

Students can add a picture of a map to the background of the Showme video. Then highlight 3 main geographical features (ex. Mountain ranges, bodies of water, major roadways). Explain one significant fact for each of the main geographical features.

World Languages

Students can draw a picture of something that happens in school (e.g., Eating lunch in the cafeteria, taking a test, studying with a friend) and write a few sentences in a foreign language below it explaining what they drew. Then add a voice-over reading the sentences you wrote that describe the scene you created.

Resources

- Character Traits Lesson plan with Showme
- Showme Interactive Whiteboard App
- Showme Blog
- Creating a flipped classroom with Showbie and ShowMe
- How to create a student account
- How to explore ShowMes and search for courses
- ShowMe Twitter page
- Introducing ShowMe shapes
- ShowMe Instagram
- Twitter Post

ShowMe: Interactive Whiteboard App Video by ATechnoTeacher



Watch on YouTube

How to Get Started in ShowMe

1. Download the ShowMe app on an IPad.
2. Create an account.
    a. Include first and last name, email, password, and birthday or sign in with Google.
3. Setting up accounts for students:
    1. In the drop-down menu click on the "invite students and friends"option.
    2. Create a student account/profile.
        a. Enter their first and last name.
        b. Also check off if the student is under 13.
        c. After filling the student information out, the teacher will receive an email with the username and password of the student.
4. Creating a ShowMe video:
    a. Click the "Create" button in the top corner of the main screen.
        i. Draw by selecting the white squiggle icon and then select what color to the right side of the screen.
        ii. Add text: Select the "Aa" icon near the top left corner.
            1. Highlight the text and select any color to change it.
        iii. To erase select the eraser icon near the top left.
        iv. To add a background, select the square icon with a mountain in the middle (options: upload own image, take a photo, search image on the web, chose a background, Dropbox, or Google Drive).
        v. To record over drawing once it is done, select the red circle icon in the top middle of the screen.
        vi. Save as a draft or post.
            1. Select topics the video relates to.
5. Watch other user's ShowMe videos:
    a. Click the explore tab on the top menu.
        i. Select a category of video you want to watch (e.g., math, science…).
        ii. Then select the specific content video you want to watch (e.g., elementary math, arithmetic, algebra…).
        iii. Scroll through videos and watch what other users have created.

Research

These two research articles reference studies on digital whiteboards and how apps can increase student interest, productivity, and learning as a whole. The upgrade from a normal whiteboard to a digital one does positively impact student learning and keeps them motivated and demonstrates their knowledge in ways that make sense to them specifically.

Heemskerk, I., Kuiper, E., & Meijer, J. (2014). Interactive whiteboard and virtual learning environment combined: Effects on mathematics education. *Journal of Computer Assisted Learning*, *30*(5), 465–478. https://doi.org/10.1111/jcal.12060

Castek, J., & Beach, R. (2013). Using apps to support Disciplinary Literacy and Science Learning. *Journal of Adolescent & Adult Literacy*, *56*(7), 554–564. https://doi.org/10.1002/jaal.180

Author

This page was created by Kelly Costello.



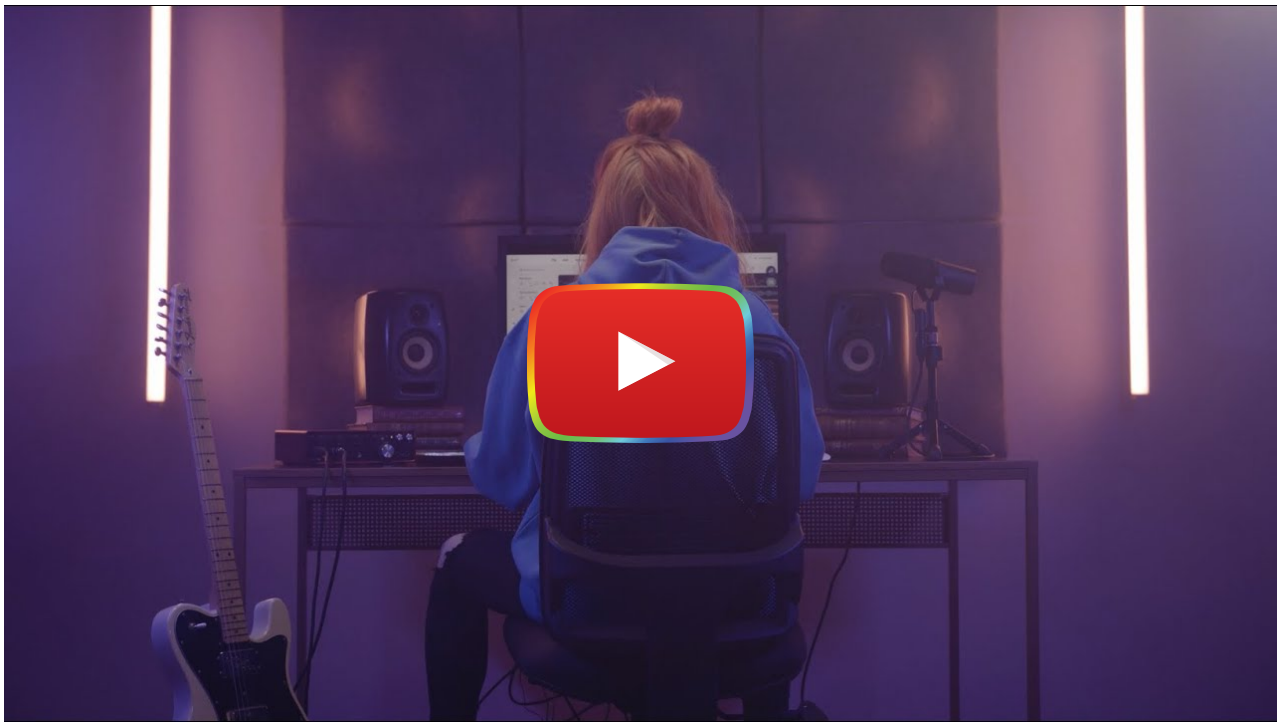
This content is provided to you freely by EdTech Books.

Access it online or download it at https://edtechbooks.org/onlinetools/showme.

Soundtrap

Learning Management Systems | Music | Constructionism | Social Learning

Soundtrap is a community-based creative sound production tool that allows users to collaborate with classmates, teachers, and other users worldwide. Sountrap can be accessed directly by the user's browser. As a cloud-based tool, users can access Soundtrap on a variety of devices, such as smartphones, laptops, and tablets. Students can use the tool to design music for presentations and projects, collaborate with classmates to create a song, and record podcasts to share knowledge on various subjects and topics. Soundtrap has an integrated ***LMS (learning management system)****, which allows classroom features such as lesson plans and assignments to be uploaded by instructors for the students to access. The platform offers over 20,000 high-quality beats and presets (e.g. basslines), making songs even easier to create for students!* ***If you are struggling with getting students to develop their creative thinking and communication skills****, you might consider giving Soundtrap for education a try.*



Watch on YouTube

Tool Snapshot

Price	30-day free trial for educators. $4.98 per student, 50 students minimum, purchased by school.
Learning	Constructionism & Social Learning
Ease of Use	★★★★★
Privacy	★★★★★
Accessibility	★☆☆☆☆
Class Size	Unlimited
Login	Yes
ISTE*S	Digital Citizen, Creative Communicator, Global Collaborator
COPPA/ FERPA	Yes

Price

Sounds and districts looking at implementing the use of Soundtrap for creative and educational learning can expect to pay $4.98 per student, with the minimum amount of students being 50. This gives students unlimited projects, 4,750 loops, 430 instruments to incorporate, and over 150,000 sound effects (Soundtrap).

Type of Learning

Soundtrap is a tool that supports social learning and constructivism. As a cloud-based service, all projects can be shared and collaborated on with other users. Allowing students to work with their peers while observing their behaviors and thought processes gives them the opportunity to learn from each other which embraces a social learning style. From a Constructionist perspective, Soundtrap has a wide variety of tools that allows users to create, manipulate, and customize their sound recordings and projects, which follows the notion that building knowledge best occurs through building things that are tangible and shareable.

Ease of Use

The education version of Soundtrap offers so many tools to get started, especially if the user has no prior experience in sound recording and using sound effects. Whether the users want to engage in music production or podcasts, Soundtrap is a good tool for anyone new to the idea. For example, the user can use electronic instruments like pianos, keyboards, synthesizers, and drum machines. There are also tutorials on how to use each of these. Collaboration is made easy with the “Collaborate” option right on the user's home screen. This way, the user can easily share, comment,

and view others' projects. Soundtrap can be used not only to teach the basics of using audio to students but to also increase their creativity.

Privacy

We rated privacy ★★★★★ because not only does Soundtrap not collect much data on their users, but they also do not share it for any arbitrary reasons. In order to create an account, users will need to provide their email and name. Other than that, the only data being collected is platform data usage (e.g. which sounds are being used - which the company will use for platform improvement). Soundtrap is both COPPA and FERPA compliant. The privacy policy states the platform “will not collect, maintain, use or share student personal information beyond that needed for Students to use our Education Services.” The information that Soundtrap does collect will not be disclosed unless it is required by law or to protect the security of Education Services or others. Students' information is never sold, rented, or traded.

Accessibility

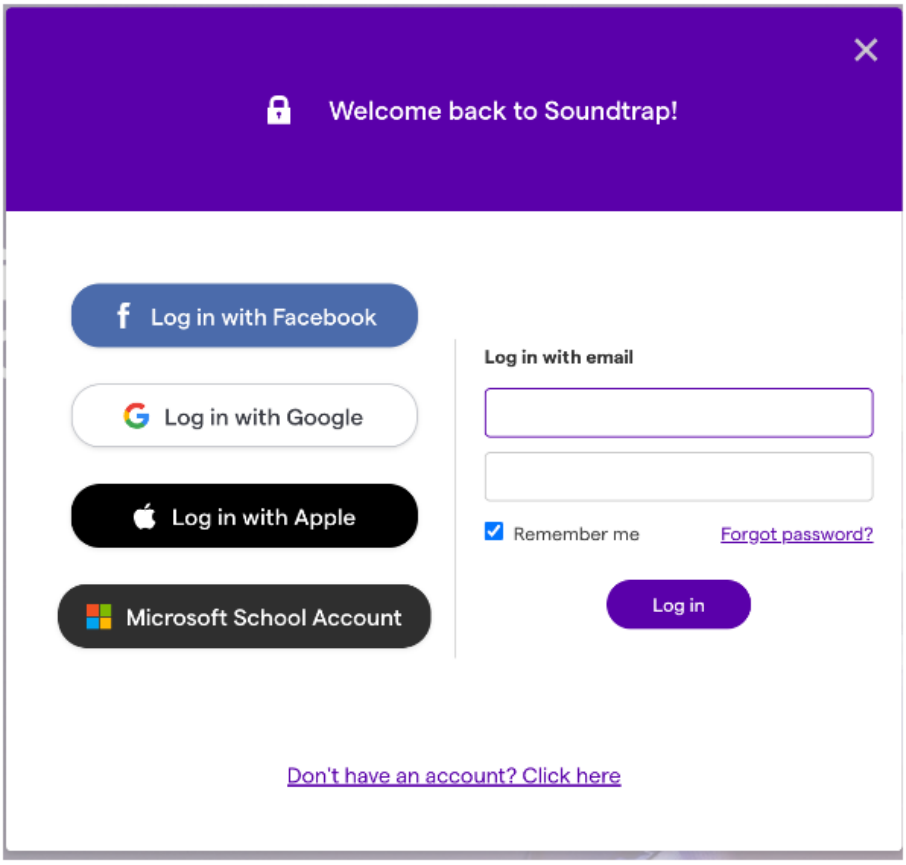
When running the page through an online accessibility checker, there were many issues, such as missing alt text and labels, which makes using the tool with voice control or a screen reader very difficult. The website was found essentially unusable when conducting the no-mouse challenge. The company also has no official Accessibility Statement, which is why Soundtrap earned 1 star in accessibility.

Class Size

While there are no restrictions on class size, in order to purchase access for students, the school must buy at least 50 subscriptions.

Login

Students and teachers must create an account to use Soundtrap. Accounts can be made with an email address, Facebook, Google, or Microsoft account.



ISTE Standards

Soundtrap, when used as a tool for educational purposes, follows the following ISTE standards for students: Digital Citizen, Creative Communicator, and Global Collaborator. As digital citizens, students learn to work in an interconnected world, in safe, legal, and ethical ways. Not only does Soundtrap encourage students to use media, such as audio files, legally and ethically, it also helps them gain experience using technology and the skills that come with it. As creative communicator, students can creatively express themselves through audio. As Soundtrap is inherently creative, it allows students to express themselves in a creative way through various mediums such as songs or podcasts. As global collaborators, students use digital tools to expand their perspectives and knowledge by collaborating with others and working as a team. Due to Soundtrap offering collaboration between all users, students using this tool will be able to work with their peers and improve their team-working skills.

Soundtrap in 120 seconds video



Watch on YouTube

Transcript

Soundtrap & the SAMR Model

Here is an example of how Soundtrap might fit within the SAMR model:

Original Assignment: Memorize a poem to perform for the class

- **Substitution:** Students can use Soundtrap to record themselves reading a poem rather than reciting the poem for the class.
- **Augmentation:** Students can comment on peers' Soundtrap projects, even on direct timestamps, and offer suggestions.
- **Modification:** Students can use Soundtrap to explore adding audio effects to the reading of poems. For example, one of the features of Soundtrap is remixing. Students can either remix the lyrics from other songs into a new song on Soundtrap, or even add sounds that alter the meaning of the original poem.
- **Redefinition:** Students can collaborate on projects with a class from another part of the country to get diverse viewpoints.

Learning Activities

Math

Students can record themselves thinking aloud as they solve a math problem. Then, they can invite group members to listen to their recordings and offer feedback.

Science

Students can record themselves talking about their observations and then add appropriate soundtracks to accompany their findings. Once compiled, students can post their Soundtrap project for others to learn from and teachers to grade, essentially making an audiobook-style lab report.

Writing

Students record a piece of their writing by reading it aloud. Then, classmates pair up and listen to each other's recordings, offering feedback. Students will then edit their projects, adding intro/outro music, sound effects, etc, to create a finished product.

Topic Review

As a class, create a list of past topics/concepts they need to review. Then, have students choose one they are familiar with, which they will have to teach to their classmates. Use Soundtrap to record an informational podcast to be shared with the class to be listened to as a study tool.

History/Social Studies

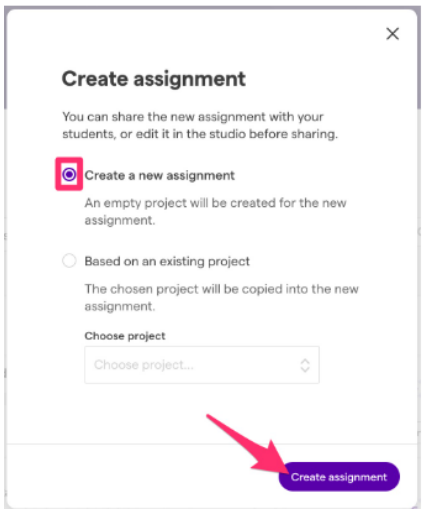
Record an interview with a relative about their life. Edit the interview, adding background music and sound effects. Another option is to have students find public domain recordings from historical events and speakers, such as the ones found here, and then remix them with new audio.

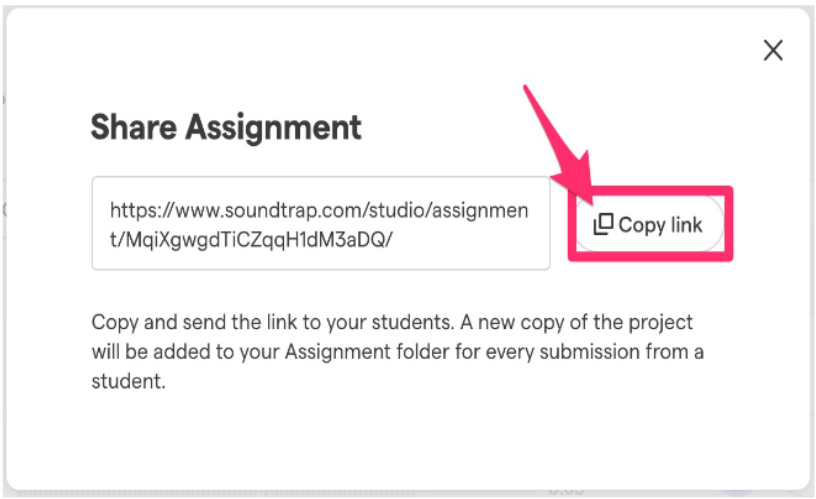
Resources

- Soundtrap Review for Teachers
- Soundtrap Songwriting Teacher Guide
- Create Assignments in Soundtrap for Education
- Lesson Plans (detailed lesson plans to inspire activities)
- How to Make Beats (Google Classroom Activity)
- A Music Teacher's Guide to Soundtrap
- Enhanced FAQ - Assignment VS Invite
- Audio Effects
- Top 4 Recording Tips & Terms
- How to Start a Student Podcast with Soundtrap

How to Use Soundtrap

1. Go to www.soundtrap.com.
2. Click "Sign Up" under the option of "Educational Use."
3. Use your email address to register for an account.
4. Add students by clicking "Add Students."
    a. Copy the invite link and share it with students (this contains the group code).
        i. These codes must be activated (60 minutes - 30 days).
    b. The students will be able to create their account with their email address.
5. Organize and create groups.
    a. All users must be in the same group to collaborate.
6. Create assignments and share using the link.





Soundtrap for Education - Getting Started



Watch on YouTube

Research

Hicks, J., Winnick, L., & Gonchar, M. (2018, April 19). *Project audio: Teaching students how to produce their own podcasts*. The New York Times. Retrieved April 29, 2022, from https://www.nytimes.com/2018/04/19/learning/lesson-plans/project-audio-teaching-students-how-to-produce-their-own-podcasts.html

Hani Morgan (2015) Focus on Technology: Creating and Using Podcasts Promotes Student Engagement and Learning, Childhood Education, 91:1, 71-73. https://www.tandfonline.com/doi/full/10.1080/00094056.2015.1001680?scroll=top&needAccess=true

Authors

This page was created by Blaine Wiley and Krista DiCunzolo.



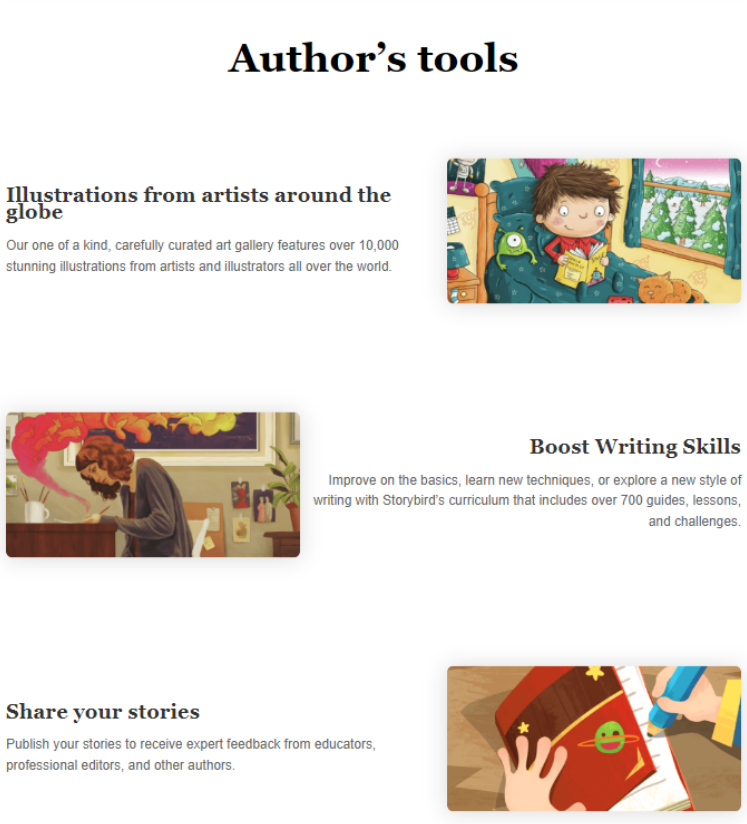
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Storybird

Design | Constructionism | Storytelling

Storybird is a digital tool for designing visual stories. Students can design picture books on their own or work in teams (e.g., author and artist) to create visually appealing representations of their knowledge. Teachers and parents can pay to have students' books printed through the online shop. Storybird allows students to showcase their creative thoughts through storytelling and art online. Storybird also offers more than 700 lessons, quizzes, and writing prompts to support the development of writing skills. If you are looking for a tool to excite students about writing, this might be the one!



Tool Snapshot

Price	7-day free trial; Upgraded plans: $8.99/month, $59.88/year, school, or district plan
Learning	Constructionism
Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★☆☆☆☆
Class Size	Unlimited
ISTE*S	Knowledge Constructor, Creative Communicator, Global Collaborator
COPPA/ FERPA	Yes

Price

Storybird has four options for payment: Individual $8.99/month, Individual $59.88/year, School Plan, or District Plan. There are plans for educators and plans for families. Printing books and artwork also involves payment.

Ease of Use

Storybird is ease to use for all ages.

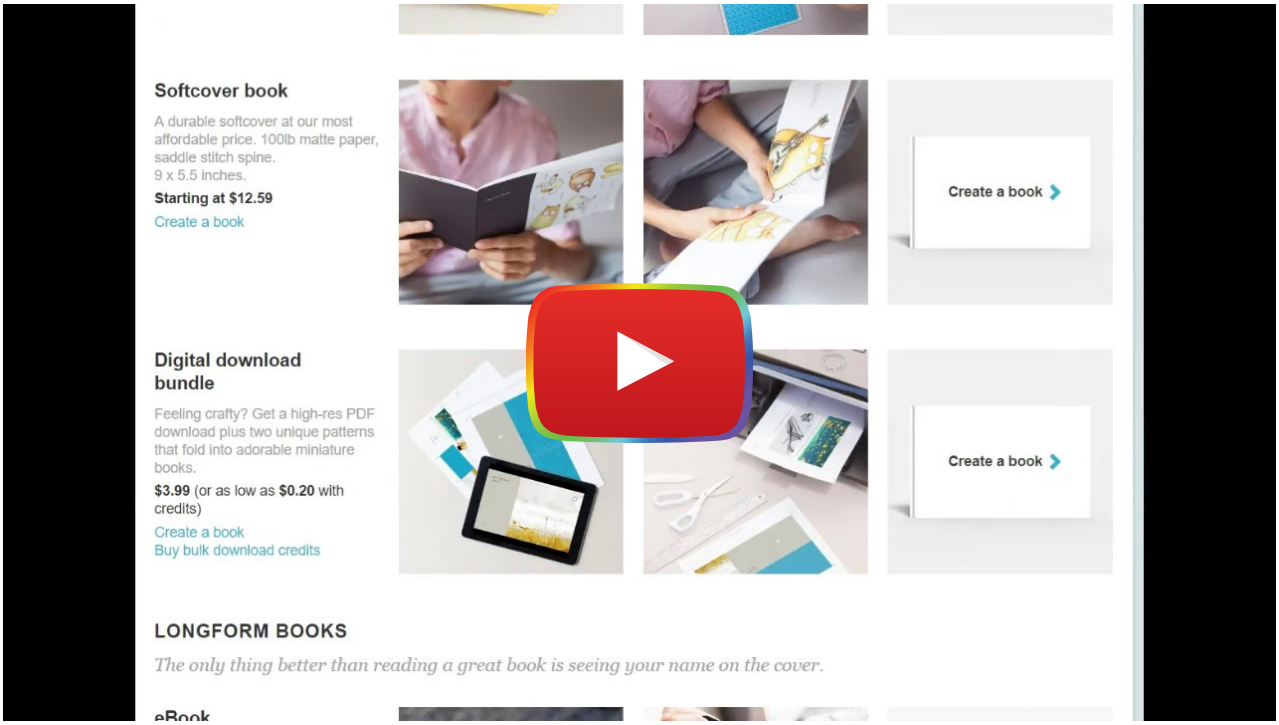
Usability

Mobile phones, desktop computers, and especially iPad/iPhone/tablets are great access for Storybird. iPad is one of the recommended ways for Storybird owing to smooth interaction for readers and writers.

Accessibility

Storybird is unable to be used with a screen reader, and acoustic function, as well as sound effects, are not employed in completed artworks. There is no accessibility statement found on the site.

Storybird Overview Video



Watch on YouTube

Storybird & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

- **Substitution:** Students read a book on Storybird rather than in print.
- **Augmentation:** Students read and interact with a multimodal book on Storybird.
- **Modification:** Students design their own books.
- **Redefinition:** Students collaboratively design their own books and publish them in print.

Learning Activities

English Reading Task

English language instructor conducts picture book read aloud in the 3rd grade classroom. Students are expected to pick one picture book from Storybird for independent reading, and then give comments after reading. Next, every student wraps up a thought to create their own picture book. Storybird involves students to work on draft based on individual's creative ideas. Students are given feedback after peer review in the Storybird community, and further move to edit draft before finalized product.

STEM Artwork and Writing

Science-Leaves, Stems, and Roots

Students are guided to create artworks inclusive of related vocabulary: leaves, stem, root, flat, provide, fruit, bury, soil, nutrient, and fix. Next, students brainstorm ideas with (1) what keeps leaves in the light? (2) what fixes the plants to the ground? Think and speak before working on writing through a picture book. Ultimately, writing a draft is produced with

students' creative thoughts and accompanied artwork. Students are given peer review respectively before the finalized product is done.

Poetry Writing Workshop

Emergent bilinguals in the ESL Pullout program are encouraged to create poetry for fun. First, choose one preferred art and employ imagination by implementing three or four English sentences. Users are able to arrange various narratives for poetry in Storybird, inspiring English language learners to explore focal elements of syntax, fluency, pragmatics, and vocabulary.

Longform Writing Fun within Collaboration

Instructor of English language arts prompts a reading and writing activity for 6th graders**.** Longform reading involves reading comprehension and shared feedback during either peer discussion or group activity. After the first phase of Longform reading is completed, students design artwork of individual Longform products in the subsequent classes. Collaboration is a focused discourse in Storybird. Students perceivably have a concept mapping on Longform draft, and cordially invite your collaborators to work on editing and adding texts for writing practice, which significantly help literacy construct based on integrated reading and writing process. Thus, students benefit from "thinking in English and collaboratively reproducing artwork of creativity" via Longform writing fun in Storybird wonderland.

Resources

- Visual storytelling for everyone
- Storybird Blog
- Twitter @Storybird
- Storybird Website Review
- Storybird for Educators
- Super Storytelling with Storybird
- Storybird Crunchbase
- How to: Write and Read using VoiceThread and Storybird
- With 2 million members, Storybird is 'reverse-engineering' the picture book
- Storybird: The Ultimate Online Storytelling Tool
- Lark, by Storybird. Make and share art-inspired poetry
- Storybird: Glen Lake Community Schools
- EDUTOPIA: New Teacher Boot Camp Week 3 – Using Storybird
- Storybird Snippets
- Education World: Storybird
- The Storybird has flown the nest
- Storybird Launches Longform Format
- Storybird Aims to Attack the Last Bastion of the Printed World, the Kids' Bookshelf
- Storybird: Publishing as a 2 Million-strong "Breakdancing Circle"
- Using "Storybird" in Young Learners' Creative Writing Class
- Storybird: Writing for Kids (While Raising Them)
- Exploring Social Justice with Storybird
- More from the annals of micropublishing: Picture books from Storybird

How to Use Storybird

1. Go to https://storybird.com
2. Two options for log in:
    1. You can choose “Sign Up with Google”
    2. Click “Sign up for Free”
3. Choose what best describes how you plan to use Storybird
    1. Regular user, educator/teacher, or student
4. Confirm your role
    1. Regular users need to input their age, username, email, and password
    2. Children under age 13 are required to include their parent’s email address
        1. Parents: Activate your child’s account via email
5. All Set. Welcome to Storybird.

Research

Giacomini, L. (2015). Teaching Techniques: Using" Storybird" in Young Learners' Creative Writing Class. In *English Teaching Forum* (Vol. 53, No. 4, pp. 35-37). US Department of State. Bureau of Educational and Cultural Affairs, Office of English Language Programs, SA-5, 2200 C Street NW 4th Floor, Washington, DC 20037.

Nordin, Y. (2010) Web 2.0 and Graduate Research: Storybird.

Wertz, J. (2014) *Bitstrips and Storybird: Writing Development in a Blended Literacy Camp.* National Council of Teachers of English, 24-32.



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Storyjumper

Design | Connectivism | Creativity | Constructivism | Storytelling

Storyjumper is a popular tool for creating storybooks. It is easy to use for students of all ages and it can help them create their very own storybooks. Students can use their imagination and create new storybooks from scratch or customize pre-designed templates. Students can also have their digital storybooks converted into hard-cover books so that they become authors of printed books!

*Teachers can use Storyjumper to create a digital classroom, encourage student collaboration, and provide instant review and feedback on student work. If a teacher wants to add **joy and creativity** to the classroom and make learning more **engaging**, this tool is worth giving a try.*



Watch on YouTube

Tool Snapshot

Price	Creating and publishing books digitally is free of cost. Price of books, if ordered in print, varies

Learning	Constructionism
Ease of Use	★★★★☆
Privacy	★★★★★
Accessibility	★☆☆☆☆
Class Size	Unlimited
Login	Yes
ISTE*S	Knowledge Constructor; Creative Communicator; Global Collaborator
COPPA/ FERPA	Yes

Ease of Use

The tool can be used by young students easily. There is a tutorial available for beginners. There are templates available as well, which students can use for convenience. They need very little guidance from the teacher to use storyjumper.

However, the feature of creating books on mobile devices is currently unavailable. The website will open on a mobile device, but it will not allow students to make stories.

Privacy

Storyjumper is COPPA, FERPA, and PPRA compliant. It requires some personal data when logging into it, such as birth date, user name, password, and parent's or legal guardian's email address. Student data is not shared with any third party except in some unique circumstances which are clearly stated in the privacy policy.

Accessibility

The website is partially accessible. Users can listen to the audio of stories, which may be helpful for students who are blind or visually impaired. However, children with limited fine motor skills may not be able to make a story on this website because making a story without the use of a mouse won't be possible. There is no accessibility statement on the website.

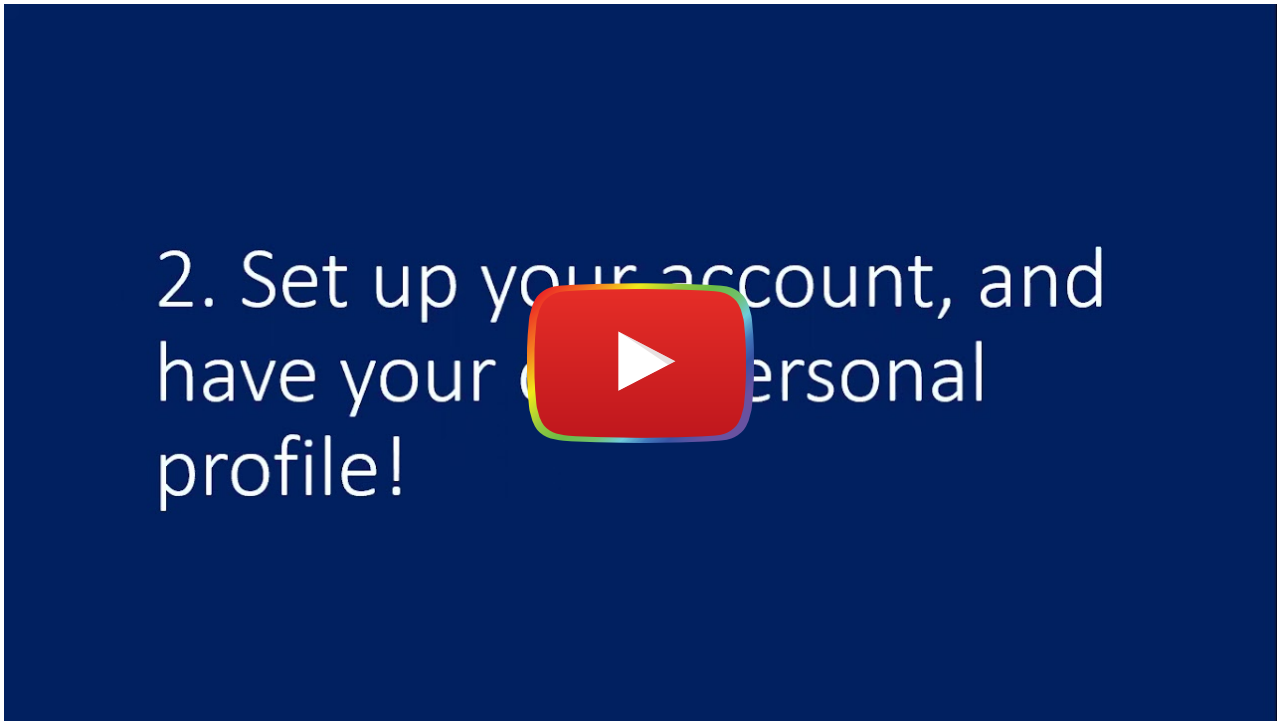
ISTE Standards

Knowledge Constructor: This tool can be used by students to create their own storybooks. In the process, they may be locating relevant information from multiple sources and curating it in the form of a book.

Creative Communicator: Students can create their own storybooks through storyjumper. They can make their own characters, develop their own scenes, design illustrations, and craft dialogues in stories using the multiple features available in this tool. Hence, it can be used by students to express their imagination and their ideas creatively.

Global Collaborator: Students can work with their peers when they use this digital tool. Moreover, they can read storybooks created by other students and teachers around the world.

8 Reasons to Use Storyjumper in Your Classroom



Watch on YouTube

Storyjumper and the SAMR model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

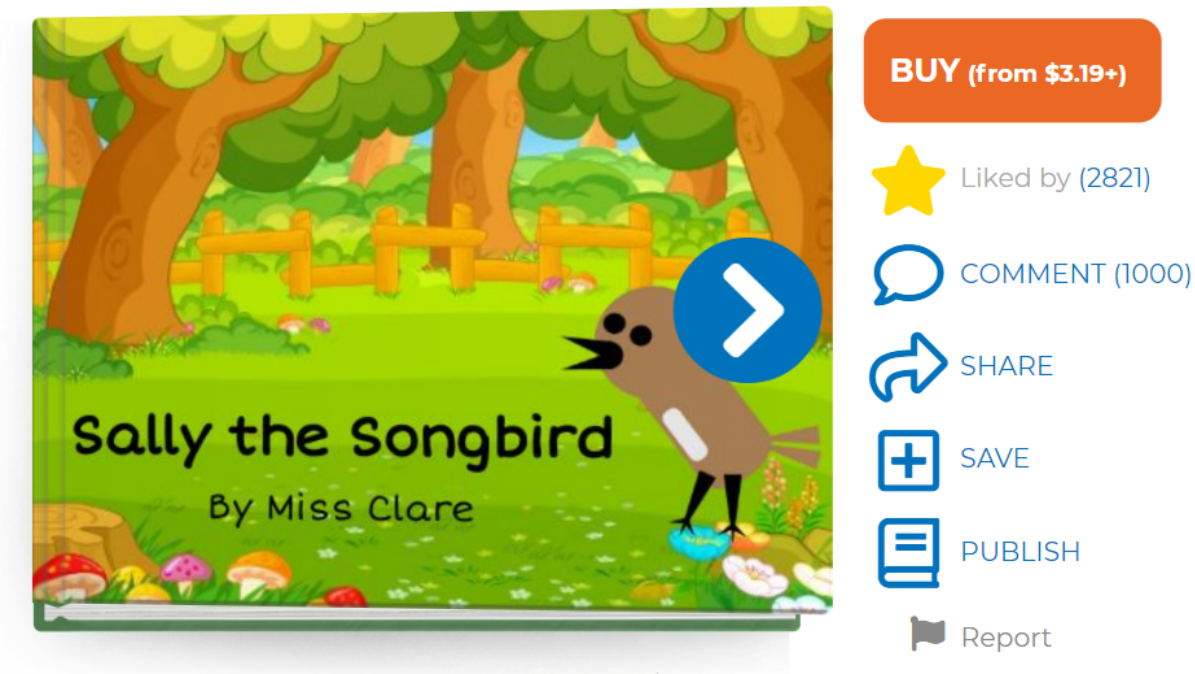
This is an example of how Storyjumper might fit into the SAMR Model:

- **Substitution:** The teacher uses the tool to read aloud digital stories in the classroom rather than reading aloud a book themselves.
- **Augmentation:** The students are able to not just read, but also listen to the stories using the audio.
- **Modification:** The students are able to collaborate and create their own digital storybooks.
- **Redefinition:** Children are able to publish in print and make their stories available to an audience across the world.

Possible Learning Activities

English Literature

Students create their own storybooks by writing an existing story from a different point of view. For example, writing Cindrella's story from the perspective of the prince. They can create their own stories from imagination or based on a specific prompt.



Science

Students conduct research about a woman scientist or a scientist from an underrepresented race, culture, or ethnicity whose work influenced present-day society and create a digital story about that particular scientist. Students could also show different scientific processes such as the water cycle through a creative fiction or non-fiction story.

Mathematics

Students can create a math book to teach their peers, explain math concepts, or provide practice questions.

History

Students can write stories about people from the past, such as Nelson Mandela, after conducting basic research.

Language Subjects

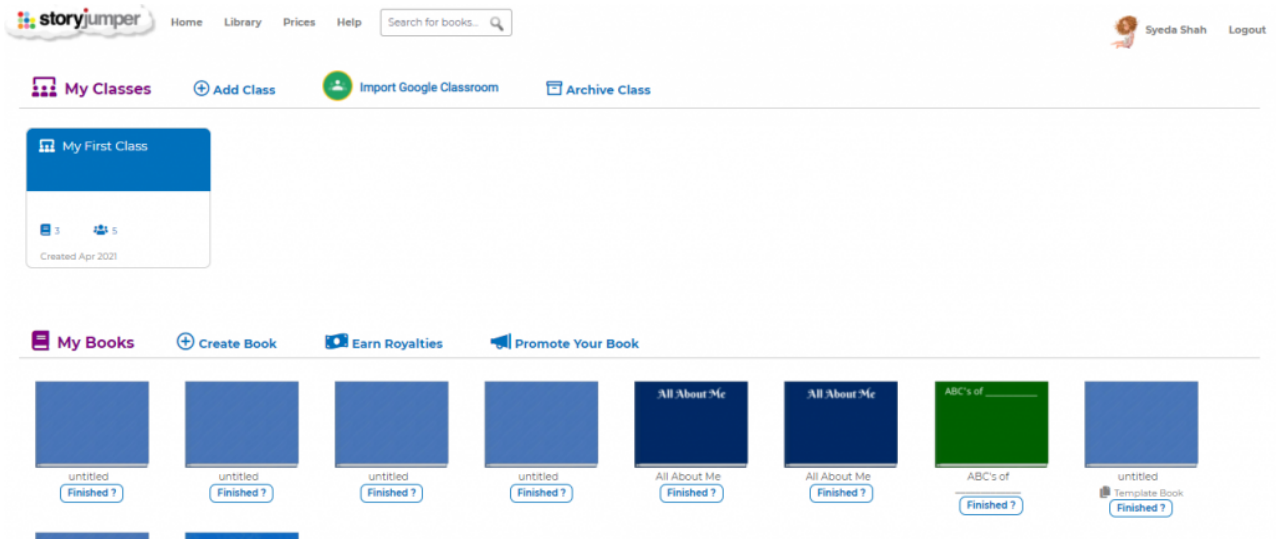
Students can create stories with multiple scenes, dialogues, and characters.

Resources

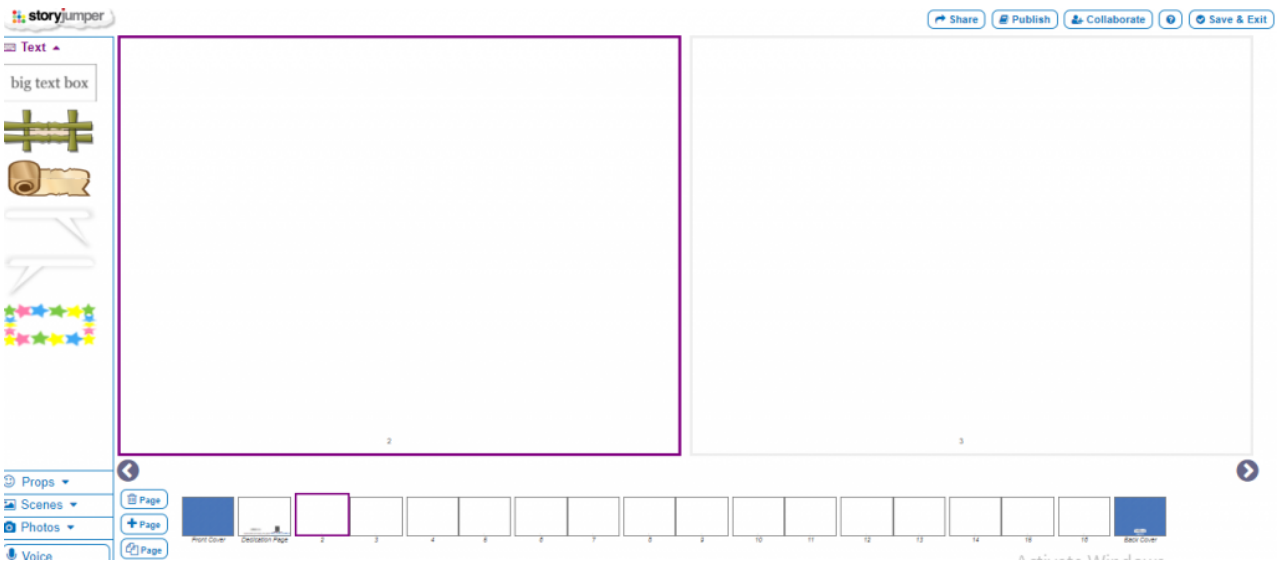
1. How teachers can use storyjumper (Youtube video)
2. Lesson plans and writing projects
3. Storyjumper Review by Common Sense Education
4. Storyjumper on Linkedin
5. Storyjumper on Twitter
6. Student guide to storyjumper
7. Sample book created by storyjumper tool

How to Use Storyjumper as a Teacher

- Go to www.storyjumper.com.
- Click ‘sign up’ and make your own account.
- For making your account, either use Facebook, Google, or an existing email address to create a new account. Note: If you log in via Facebook or Google, Storyjumper might take data about you from those platforms.
- To create a new account, provide details such as some basic personal information, school zip code, and school name.
- Add as many classes as you want. Each class should be given a name and a password. When a student wants to enter the class, they will be required to open the class link and provide the password.



- Start creating your own books or guiding your students to create their own by clicking on the ‘create book’ icon.



How Teachers use StoryJumper Video (by StoryJumper)



Watch on YouTube

Author

Ezeh, C. (2020). Multimodal Spaces for digital translanguaging: Using "storyjumper" to Engage Bi/Multilinguals in Interactive Storytelling. *Teaching English with Technology, 20*(2), 118-130.

Ezeh, C. (2020). A Comparison of Storyjumper with Book Creator, and Storybird for Multimodal Storytelling. *TESL-EJ, 24*(1), 1-9.

Authors

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Sutori

Student Centered | Constructivism

*Sutori is a **collaborative instructional and presentation tool for the classroom.** It can be used as an alternative to traditional presentations such as PowerPoint or Prezi. The stories can be viewed one panel at a time, like a slideshow, or scrolled through, like a timeline. Sutori is made for student-centered classrooms since it requires students to be engaged in putting many resources together. Also, teachers can use Sutori to create linear presentations that students will view in class or at their own pace.*

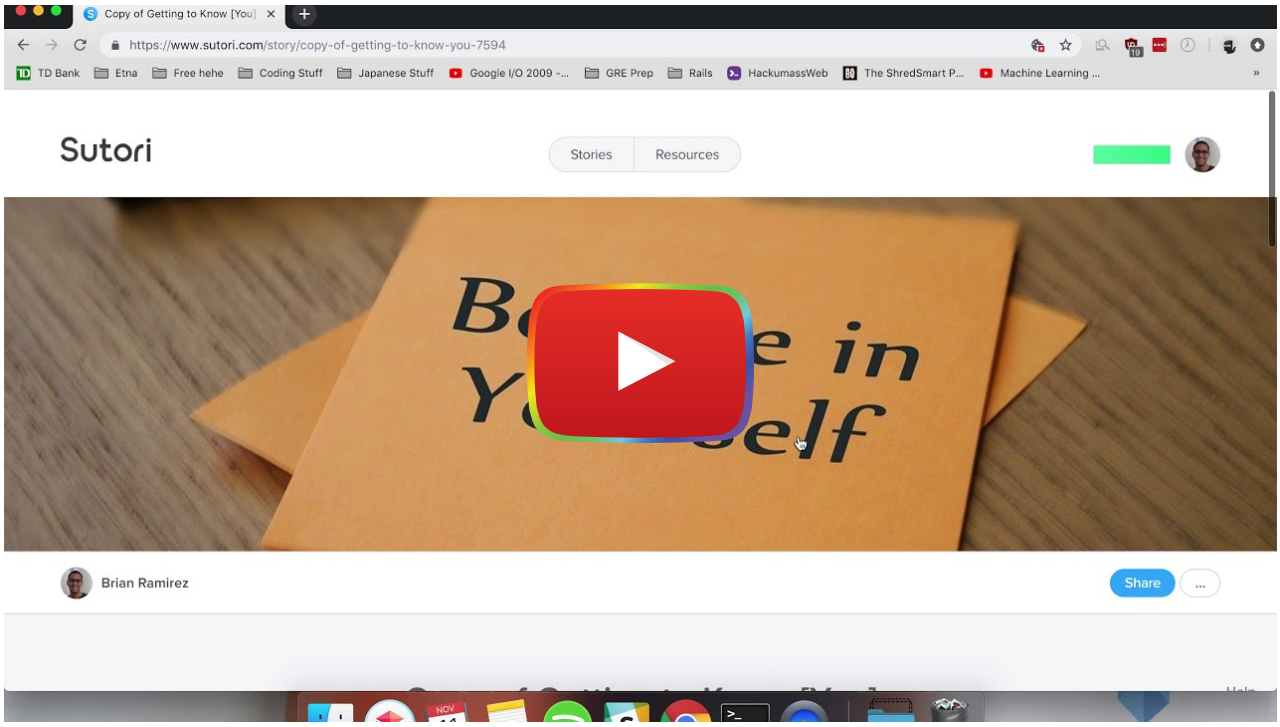


Tool Snapshot

Price	Limited version: Free. Full version (30-day free trial) or Educator: $120/year.

	Departments (6 educators): $500/year. Schools: $2,500/year.
Learning	Constructionism
Ease of Use	★★★★☆
Privacy	★★★★★
Accessibility	★★★★☆
Class Size	Unlimited
Login	Yes
ISTE*S	Knowledge Constructor, Creative Communicator, Global Collaborator
COPPA/ FERPA	Yes

Sutori Overview Video



Watch on YouTube

Sutori & the SAMR Model

Here is an example of how Sutori might fit within the SAMR model:

- **Substitution:** Students can create a text-based timeline using Sutori rather than writing one on paper.
- **Augmentation:** Students can easily share their timelines through social media or email to solicit feedback and quiz responses from the broader public community.
- **Modification:** Students can add multimodal content to create an interactive, visually appealing timeline.
- **Redefinition:** Students can collaborate with experts worldwide in real-time on the development of a timeline.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Sutori to modify or redefine learning.

Learning Activities

Math

Students can create a Sutori about a specific mathematician of their choosing, laying out their life accomplishments in chronological order

Science

Students can create a Sutori about their experiments and showcase their findings in chronological order from hypothesis to results

English/Language Arts

Students can create an outline for a book report. Making one point along the timeline for each chapter and each meaningful event mentioned in the book

History

Students can create past-present-future timelines that draw connections between historical events or social/political issues and present-day society and predict how that might influence the future.

Art

Students can create a timeline of what has happened to a piece of art during its lifetime, for instance, the Mona Lisa being made in 1503, being sold to Napoleon in 1800, and then stolen in 1911. Students can also curate pieces of art in a timeline format of when they were painted

Resources

- Resources for English Instructors
- Resources for Math Instructors
- Resources for Art Instructors
- Editor's Pick of Sutori Project Examples

How to Use Sutori

1. Go to the Sutori website: https://www.sutori.com/.
2. Click the “Sign Up” button at the top right.
3. Once logged in, it will take your dashboard. To create a story click on “Create Story.”
4. Choose if you want to create an empty story or start from a template.
5. Type the title for your story.
6. Hover the mouse underneath the title to add new elements such as text, video, or image.
7. Once you choose an element, fill out the element with the appropriate information.
8. Click away from the element to save the edit and move on to adding more elements.
9. Once your Sutori is done, click on share to share it with peers or the instructor.

Author

This page was created by Brian Ramirez.



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Sway

Connectivism | Social Constructivism | Constructionism | Multimedia

*Sway is a web-based Microsoft Office tool that allows users to **convey information as a newsletter, presentation, or document**. Users can customize their Sway with headings, text, video, and images. Sways can be created from scratch, from a template, or from an existing file such as an outline created in Word. Content is then organized into sections called cards which can be easily dragged and dropped to reorder the information. Sway allows presenters, teachers, and students to visually organize the information they want to share and each Sway has its own link so that Sways can be shared easily on the web and through email or social media.*





Watch on YouTube

Tool Snapshot

Price	Free with Office 365
Learning	Social Constructivism, Connectivism, Constructionism

Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★★★★
Access	★★★★☆
Class Size	Unlimited
Login	Yes
COPPA/ FERPA	Yes/Yes
ISTE*S	Empowered Learner, Knowledge Constructor, Creative Communicator

Ease of use

Microsoft provides a good tutorial on its website; YouTube users have posted their own guides to using Sway, and the help feature is useful. Microsoft offers a written tutorial on how to create a project in Sway. However, it takes some playing around to get used to the tool. Since it's a web-based app, the menus are different than standard Office menus. Learning to use the features to make your Sway go beyond a substitution for PowerPoint takes time.

Privacy

Microsoft's privacy statement is robust and complete, but still fairly easy to read. Users can control how much data they provide, however, some data is required to make a tool like Sway work (email address, password). Data is shared with 3rd parties, but some settings can be adjusted. Microsoft is Privacy Shield compliant.

Price

There is no cost to use Sway as long as you have a Microsoft account. Free accounts are available to schools for both students and teachers and Sway is included in the free package. Sway is also ad-free. However, a Microsoft login in is required and Microsoft's privacy policy indicates user data is shared with 3rd parties including advertisers.

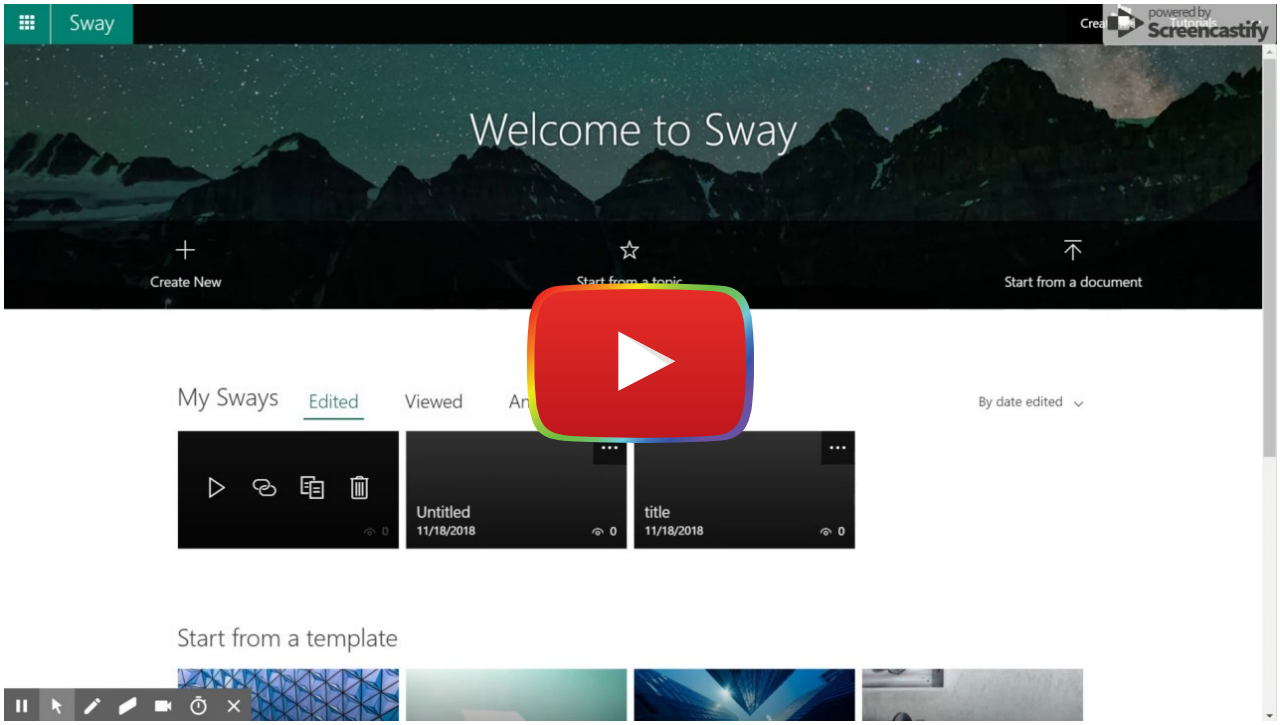
Accessibility

Microsoft has an accessibility statement. In Sway, there are tips/best practices provided to make your Sway as accessible as possible. There is also an accessibility checker to review your work. Sway works with screen readers/narrators and can be used with just a keyboard (no mouse required).

Access

Sway can be used on all desktops and tablets and can be used without downloading any software or plugins. A high-speed connection isn't required. Sways can be viewed on mobile phones, but editing on iPhones isn't possible and the Sway app for iOS is being discontinued.

Sway Overview Video



Watch on YouTube

Sway & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Sway might fit within the SAMR model:

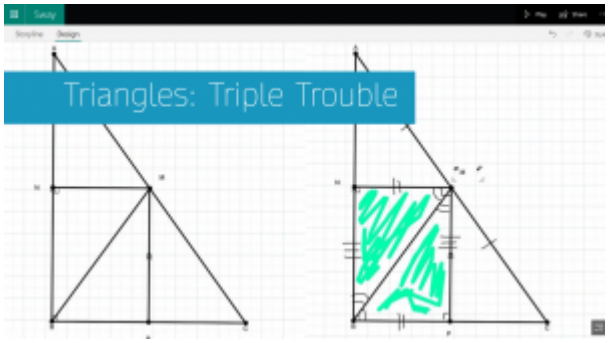
- **Substitution:** Students create a Sway instead of a written book report.
- **Augmentation:** Students include photos, videos, and other graphics in their Sway to help classmates visualize the setting and time period of the book.
- **Modification:** Students utilize the voice-over capability in Sway to present their reports virtually instead of in the classroom
- **Redefinition:** The teacher can create a Sway linking all of the presentations together to create a gallery of reports. Students can also add editors to their projects to work on them together in real-time.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Sway to modify or redefine learning.

Learning Activities

Math

- Students make a Sway that includes a video explanation of the different types of triangles and includes a gallery of images showing where the triangles occur in their environment or in everyday life.



The first card of a Sway about triangles

Science

- Students “adopt” a mountain and use Sway to present maps and photos of their mountain, images of the types of rock that make up the mountain, etc…
- Students photograph insects they find in their homes and neighborhoods and use Sway to organize their photos by order or family

English/Language Arts

- Students contribute articles to a classwide newsletter displayed on Sway.
- Students practice technical writing by creating a user manual for their favorite kitchen appliance and publish the manual on Sway as documentation.

Other

- Art teachers could use Sway to create a gallery of their students’ work for a particular unit and then share the gallery with students in different classes, grades, or schools in the same district.

Resources

- Teacher reviews of Sway
- Ask a teacher about Sway
- Sway on TeachersFirst
- Teaches. tech tutorial
- Microsoft’s Tech Community on Sway

How to Use Sway

- Text tutorial
- Sway tutorial
- Video tutorial

Research

Khazanchi, R. & Khazanchi, P. (2018). “Use of Microsoft SWAY in making Engaging Digital Stories for Students with Disabilities in K-12 classrooms”. In E. Langran & J. Borup (Eds.), Proceedings of Society for Information Technology & Teacher Education International Conference (pp. 2436-2441). Washington, D.C., United States: Association for the Advancement of Computing in Education (AACE). Retrieved November 5, 2018 from https://www.learntechlib.org/primary/p/183618/

Reeves, J., Karp, J., Mendez, G., Veloso, E., McDermott, M., Borror, J., & Capo, B. (2018). "Developing and implementing an online course framework." *Distance Learning, 15*(1), 41-50. Retrieved November 5, 2018 from http://silk.library.umass.edu/login?url=https://search-proquest-com.silk.library.umass.edu/docview/2086277182?accountid=14572

Usman, R. K. (2020). The Use of Microsoft Sway 365 in Teaching Reading Descriptive Text: A Response to Pandemic Situation. *Journal of English Language Teaching and Cultural Studies*, *3*(2), 82-88.



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Thinglink

Video | Virtual Reality | Constructionism | Multiliteracies | Multimedia

ThingLink *is a tool for creating interactive images and videos by adding tags. Tags can link to websites, social media pages, videos, maps, images, and audio. Interactive Thinglink images can be shared on social networks, including Facebook, Twitter, and Pinterest. There is an option to embed the Thinglink image on other websites as well.*

Another feature that Thinglink offers is 360 degrees tours with tags. Users can upload 360 degrees pictures and add audio and video tags for a 3D virtual reality experience. This feature is only available with a Professional or Premium subscription.



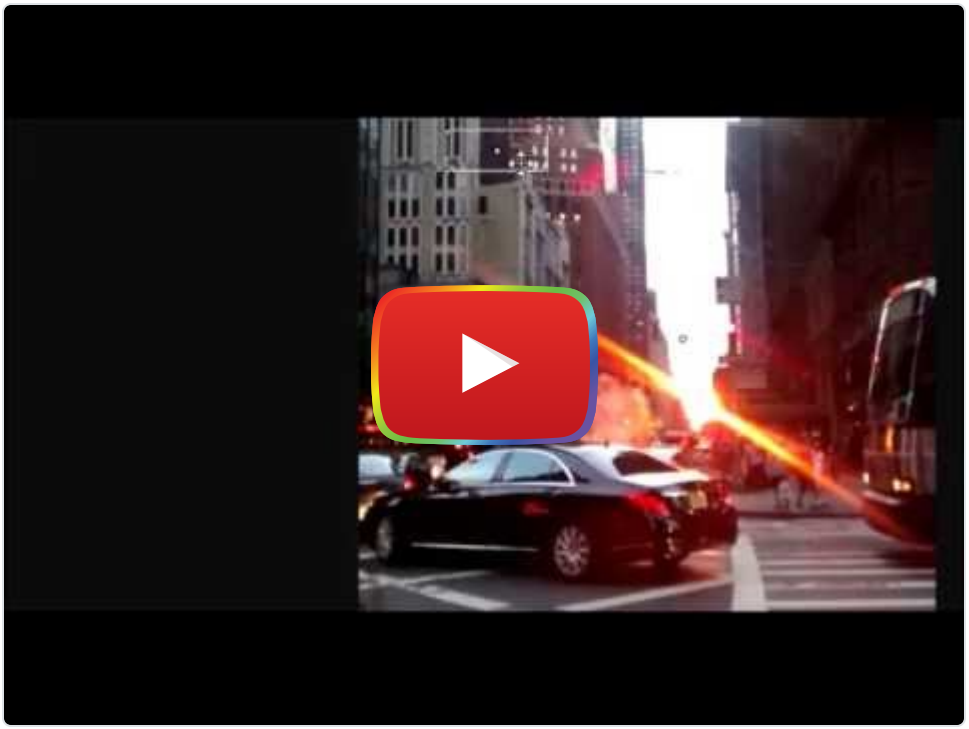
Watch on YouTube

Tool Snapshot

Price	Free trial version. Professional Teacher License: $35/year. Premium & Academic Enterprise plans as well.
Learning	Constructionism
Ease of Use	★★★☆☆
Privacy	★★★☆☆
Accessibility	★★★★☆
Class Size	60 for professional teacher license plan; Unlimited for upgraded plans
ISTE*S	Knowledge Constructor, Creative Communicator, Global Collaborator

COPPA/FERPA	Requires teacher/school official to provide consent on behalf of parents.

ThingLink Overview Video

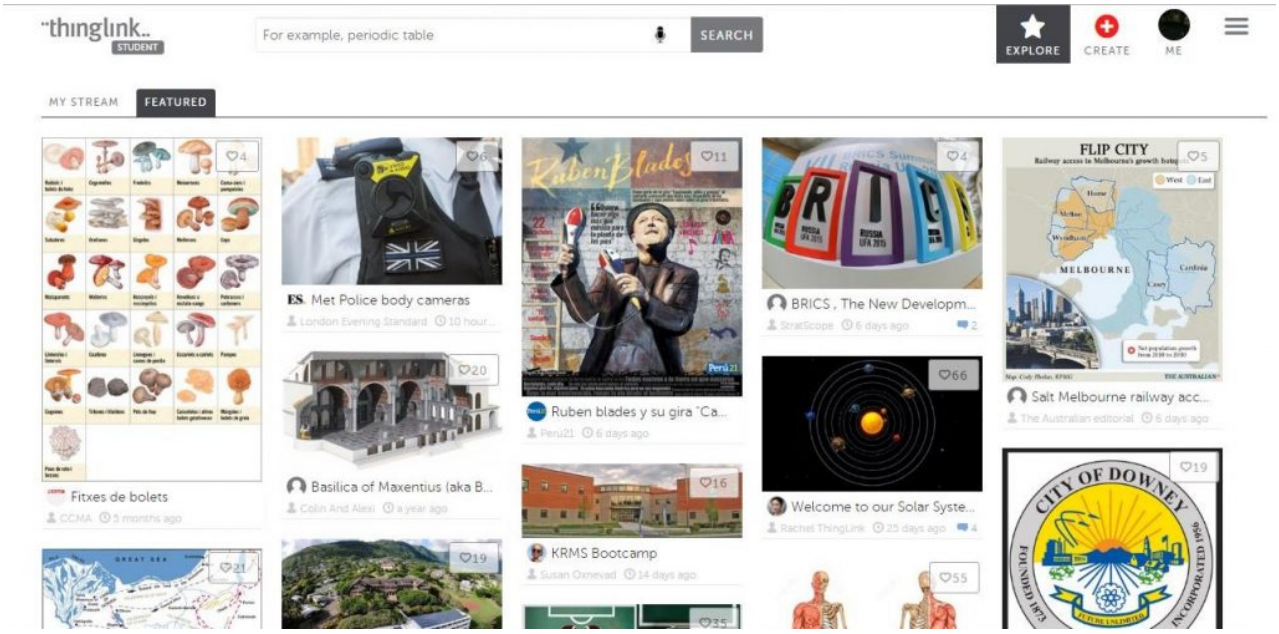


Watch on YouTube

ThingLink & the SAMR Model

Here is an example of how *Thinglink* might fit within the SAMR model:

- **Substitution:** Students can view a static image on Thinglink (as opposed to in a textbook).
- **Augmentation:** Students can view a multimodal, interactive image in Thinglink.
- **Modification:** Students can create their own interactive images.
- **Redefinition:** Students can design virtual 360 degree tours with embedded audio, video, and hyperlinks.



Screenshot of the Thinglink database

Learning Activities

Thinglink can be especially useful for science, geography, history, language, and visual arts.

Science

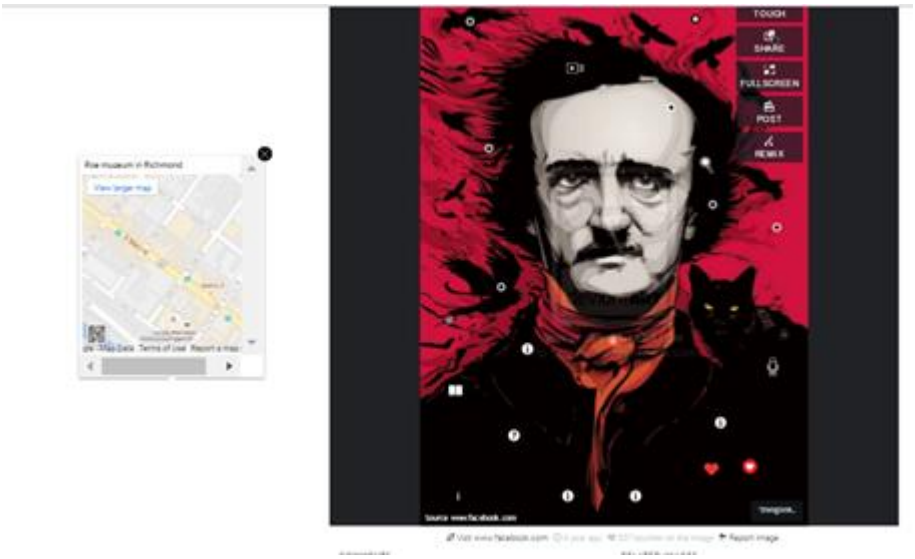
Students can create an interactive image to develop or demonstrate their knowledge about a scientific concept or topic. Check out this example of the solar system:



Thinglink Solar System example

English/Language Arts

Students can make their own vocabulary mind map and tag related words and images. Students can also annotate images of their favorite authors and texts. See an example in which the image links to Edgar Allan Poe's birthplace, major works, and related websites.



Thinglink for Edgar Allen Poe

Geography

Students can pinpoint the names of places and landmarks. They can also include definitions or annotate historical facts on maps.



Thinglink geography example

Arts

Have you ever wanted to show your students a virtual tour to the Louvre? Better yet, your students can create one by tagging paintings to artists, times, and movements. See an example here.

How to Use ThingLink

1. Go to https://www.thinglink.com/.
2. Sign up by creating an account using an email or sign up using your Facebook, Twitter, or Google account.
3. Explore or follow popular users or topics.
4. Upload an image from your hard drive, the Internet, or Facebook.
5. Select a position on the image and tag it to a website, video, or map.
6. Share your interactive image on Facebook, Twitter, or Gplus, or obtain a code to embed it in your website.

Resources

More ideas for how to use ThingLink

- Build Your ThingLink Classroom
- Best Examples of ThingLink for Education

Research

Appasamy, P. (2018). Fostering Student Engagement With Digital Microscopic Images Using ThingLink, an Image Annotation Program. *Journal of College Science Teaching*, *47*(5).

Nakatsuka, K. (2018). Making history come to life: ThingLink virtual museums. *Social Studies Review*, *57*, 47-52.

Roslan, N. N. A., & Sahrir, M. S. (2020). The Effectiveness of ThingLink in Teaching New Vocabulary to Non-Native Beginners of the Arabic Language. *IIUM Journal of Educational Studies*, *8*(1), 32-52.

Image Sources

All images sourced from https://www.thinglink.com/

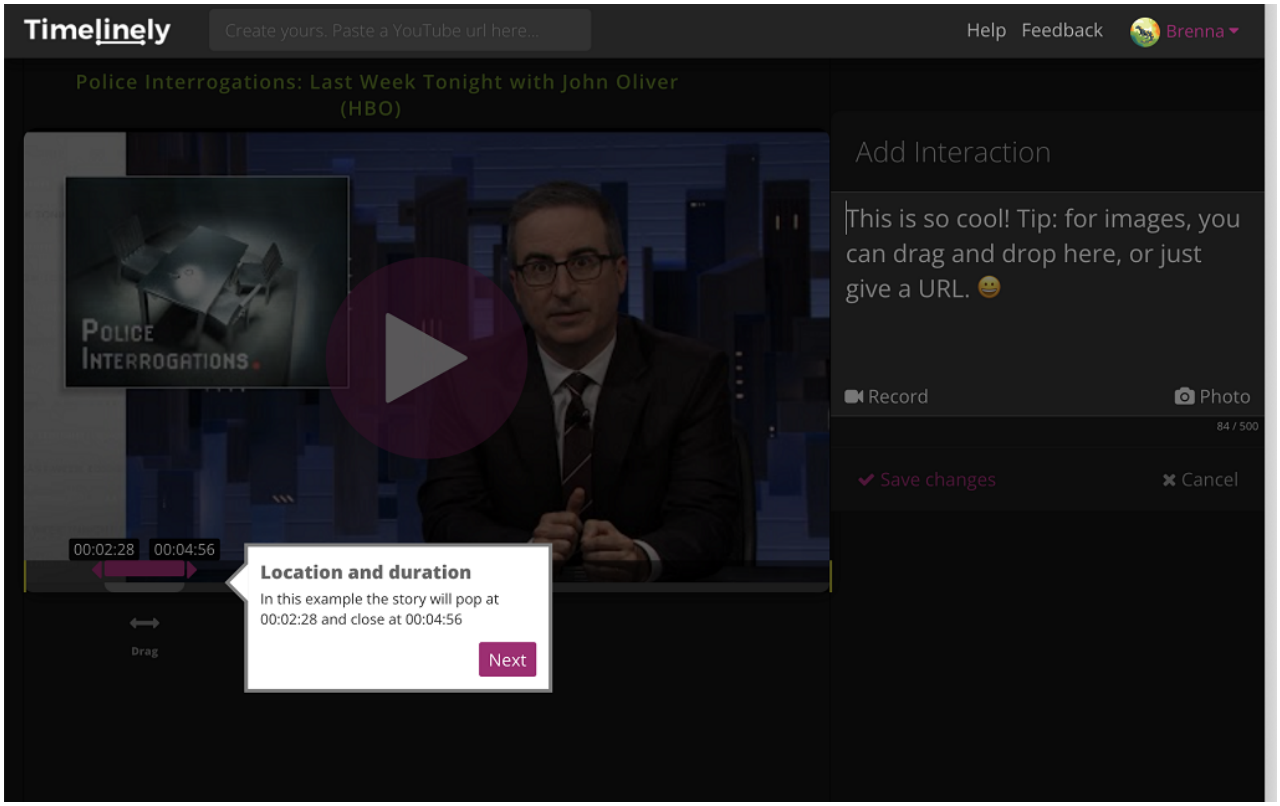
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Timelinely

Video | Cognitivism | Annotation | Constructivism | Constructionism

Timelinely is a free video annotation tool. Users simply paste a video's URL into the search box on Timelinely's home page and from there they can add written, audio, image, and video annotations to the video. Educators can use Timelinely to encourage ***higher-order thinking*** *by asking students to make connections between the video and content practiced and taught in class. If you are a teacher who loves assigning videos for students to watch for homework, you can use Timelinely to ensure that students are fully engaging with the content of that video and doing so in a way that allows them to creatively present their thoughts in a* ***multimodal*** *fashion. If you're struggling with getting students to critically evaluate course videos or share their thoughts in the classroom, you may find Timelinely to be a true game-changer. This tool is especially great for flipping the classroom and remote or online learning, and it is also aligned with the Universal Design for Learning principles by supporting Multiple Means of Action and Engagement. A knowledge tool like no other, Timelinely allows students' to voice their opinions and ask questions in the moment, when the thought arises.*



Screenshot of the Timelinely interface

Tool Snapshot

Price	Free (paid premium version coming soon)
Learning	Cognitivism, Constructivism, Constructionism
Ease of Use	★★★★☆
Privacy	★★☆☆☆
Accessibility	★☆☆☆☆
Class Size	Unlimited
Login	Yes
ISTE*S	Knowledge Constructor & Creative Communicator
COPPA/ FERPA	No FERPA/COPPA policy found. Check with your school IT administrator.

Price

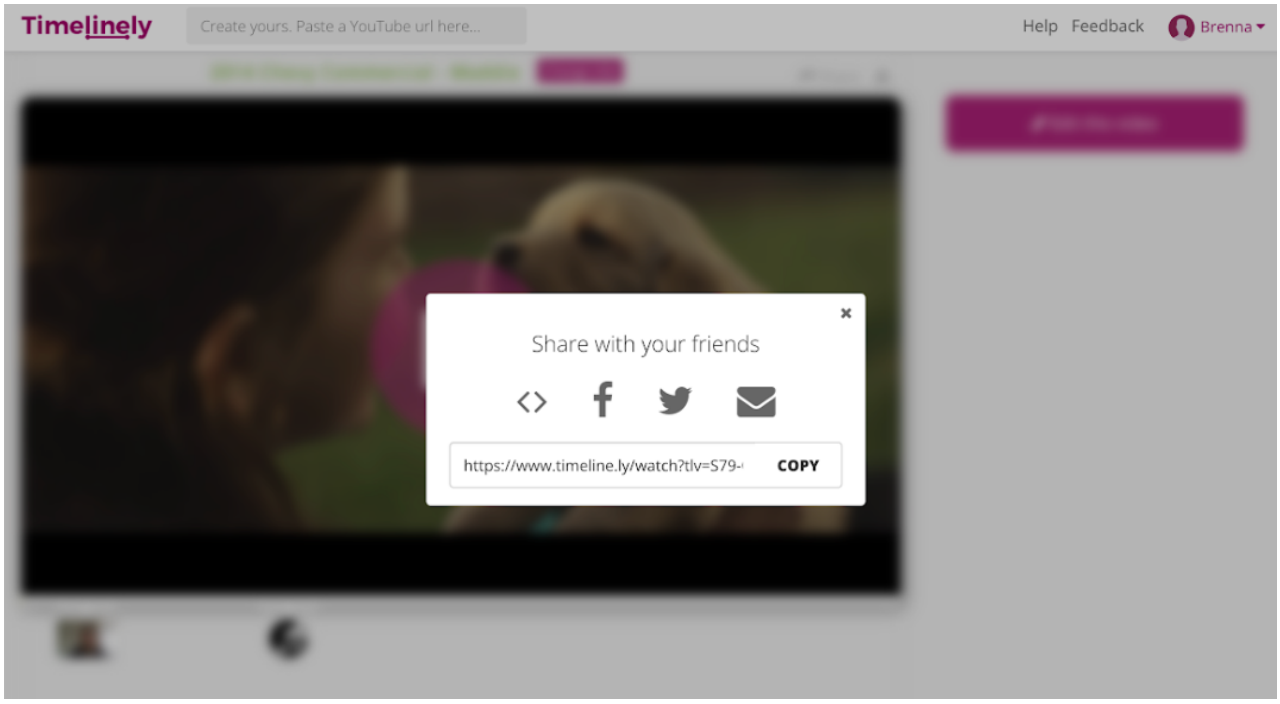
Timelinely is free, and “always will be.” However, the site will eventually offer paid versions of the tool, in which users will be able to change the privacy settings of videos and upload videos via Google Drive.

Type of Learning

Cognitivism: Timelinely supports cognitive learning because students can comment on what they are thinking at the moment as they view content. They may interject questions or comments throughout the video, allowing teachers to see what connections students are making or struggling to make.

Constructivism: Timelinely can support constructivist learning when students are asked to examine, reflect upon, and consider aspects of a video through the lens of their personal experiences and identities. Creating open-ended lessons in which students use Timelinely to construct meaning through different annotation styles supports constructivist learning.

Constructionism: Students can annotate videos and share them out as a digital artifact.



Screenshot of the sharing feature

Ease of Use

I gave Timelinely 4 stars for ease of use because the tool is fairly intuitive. Additionally, for first-time users to enter the tool, a tutorial is provided showing what buttons to use and the various features embedded in the tool. The tool interface is not overwhelming, especially since there is only one thing the tool is used for–video annotation. Additionally, the tool's help center includes a video demo and FAQ page.

Privacy

I gave this tool 3 stars for privacy. Timelinely's privacy policy is extremely easy to read and understand, and it is also especially short compared to other privacy policies. With that being said, the tool offers no information about COPPA or FERPA compliance and instead advises "parents and guardians to take an active role in their children's online activities and interests." Additionally, the privacy policy states that users have the option to reject all cookies, however, if users do choose to do so they cannot log in to their account and they cannot publish content. Timelinely collects personal information such as name, email address, phone number, and passwords as well as non-personal information and aggregate information such as users' IP addresses. Timelinely does not sell or share this information unless required by law or when they believe users violate the tool's terms of use.

Class Size

There are no classroom management features within Timelinely. Students may have their own accounts but there is no way for a teacher to link these accounts or view class data in one place within Timelinely.

Login

Users must login in order to publish any content with Timelinely. Users can create an account using email, Google, Facebook, or Twitter.

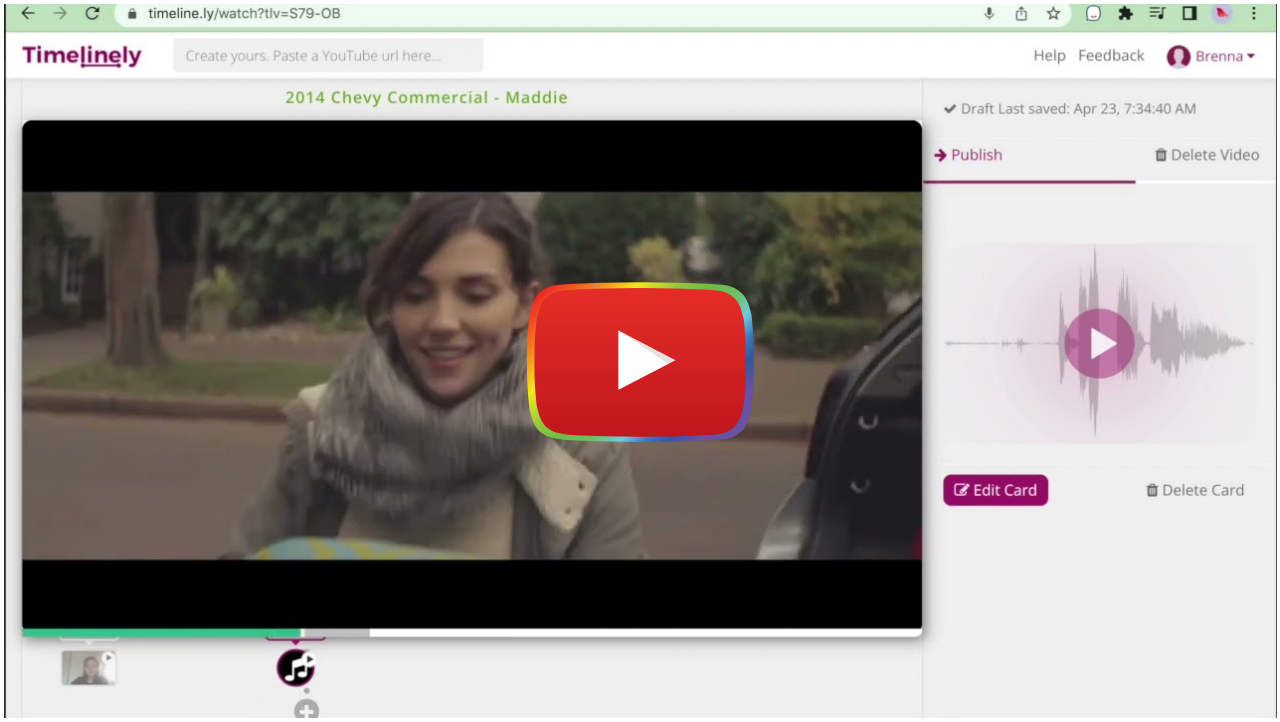
ISTE Standards

Knowledge Constructor: Students may use Timelinely to evaluate the perspective and content of video content. Additionally, Timelinely allows students to interact with new and challenging ideas and create discussion about those

ideas through their annotations.

Creative Communicator: Timelinely allows for text, video, audio and graphic annotations. This allows students to express themselves in a medium most comfortable (or most challenging!) to them.

3 Creative Ways to Use Timelinely



Watch on YouTube

Video transcript

Timelinely & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how **Timelinely** might fit within the SAMR model:

- **Substitution:** Students are given the option to take notes on a video assigned in class through Timelinely instead of in their notebooks.
- **Augmentation:** Students can annotate a video at home that would otherwise be watched in class.
- **Modification:** Students annotate assigned video for homework, using a variety of methods (audio, video, etc…).
- **Redefinition:** Students select their own videos relating to class content matter and annotate these videos using Timelinely, explaining their relevance to classroom material. Students can then publish their annotated videos and share their unique perspectives and critiques through social media, reaching a global audience.

When using digital tools and apps in the classroom, we encourage educators to think about how those tools and apps can truly change and improve students' learning experience. Instead of simply using Timelinely as a way to ensure students are taking notes on lecture material, think about how Timelinely can enable students to think deeply and connect with a global audience, redefining the learning experience.

Learning Activities

Math

Identify geometric shapes in a music video. Explain math concepts in an HGTV video clip. Discuss the life and work of well-known mathematicians by watching and annotating biographical videos.

Science

Students can record themselves conducting an experiment at home and then annotate their video to include observations and other thoughts that came about during the experiment. Students can insert a Timelinely video supporting their hypothesis for a project. Students can be an investigative reporter, providing perspective on a hot-button scientific issue.

English/Language Arts & Social Studies

Respond to a popular music video as a historical fiction character. Compare a movie trailer to the text version of a work. Provide narrative about how a news story supports or contradicts a persuasive argument.

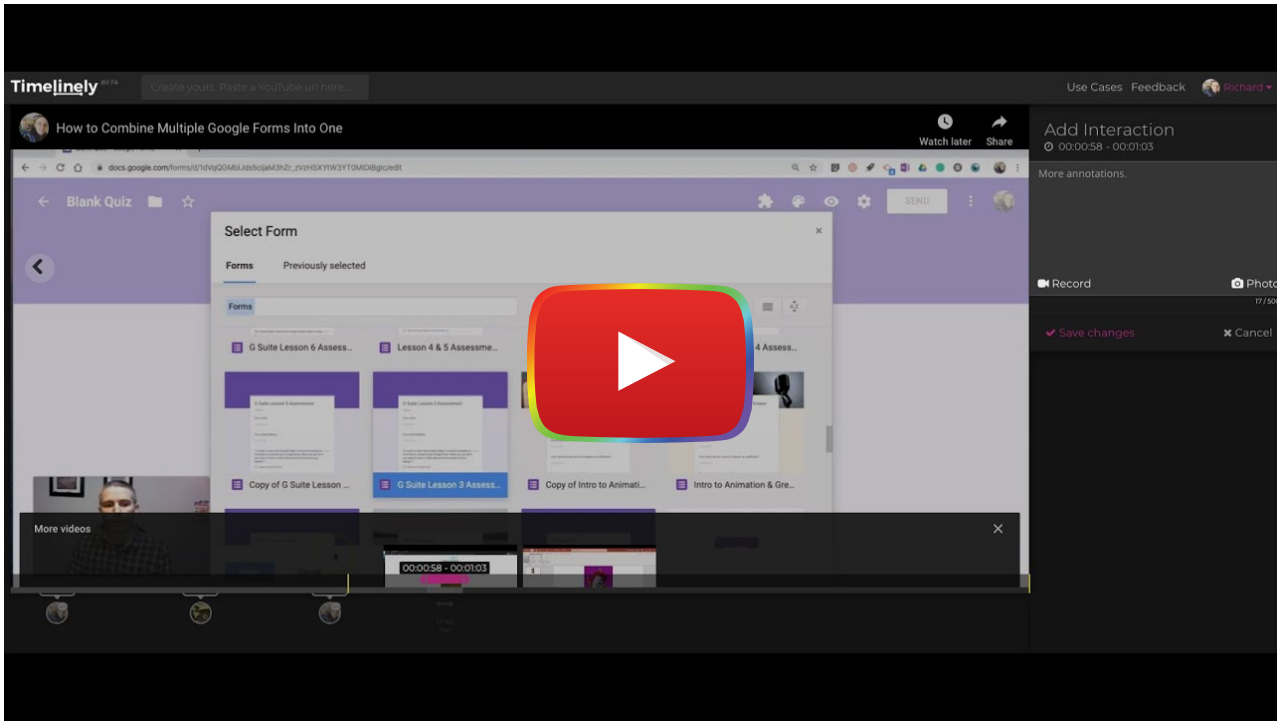
Resources

- Editing and Annotating Video
- Using Video Content to Amplify Learning
- Use Video in the Classroom to Stimulate Critical Thinking
- Video Annotations: A Powerful and Innovative Tool for Education
- Watch-Think-Write and Other Proven Strategies for Using Video in the Classroom
- Effective Educational Videos
- Student-Created Videos in the Classroom
- Author Commentary that's Simply App Smashing
- Teaching with Flipped Classrooms
- Teaching Students How to Write Insightful Commentary

How to Use Timelinely

1. Go to https://www.timeline.ly/login.
2. Click “Sign Up” and register for an account.
3. Find a video you would like students to annotate.
4. Return to Timelinely and login.
5. Paste the URL to selected video in top right corner search box.
6. Click the play button on the video and watch until you identify where you would like to add commentary.
7. Click ‘add me’ where you would like to add an annotation and drag the blue cursor to decide how long you would like the annotation to be present in the video.
    1. Choose how you would like to add your commentary: Write a comment, record audio or video or add a picture.
8. Click save changes until you find a spot where you would like to add another annotation.
9. Repeat step 7
10. When you are finished watching the video/adding commentary check that all the annotations are the length you desire them to be (you can change the length by selecting your profile picture below the video on the annotation you’d like to edit and then select ‘edit card’).
    1. Once again drag the blue cursor to the desired length.
    2. Edit any other part of the annotation you see fit.
11. Select "Publish."
    1. Share the video using the provided URL or social media links.
    2. Note: Unpublished work is automatically saved to the “My Videos” section of your dashboard.

How to Annotate Videos with Timelinely Video (by Richard Byrne)



Watch on YouTube

Research

Catherine Chui Lam, N., & Habil, H. (2021). The Use of Video Annotation in Education: A Review. *Asian Journal of University Education*, *17*(4), 84. https://doi.org/10.24191/ajue.v17i4.16208

Rich, P. J., & Hannafin, M. (2008). Video Annotation Tools. *Journal of Teacher Education*, *60*(1), 52–67. https://doi.org/10.1177/0022487108328486

Author

This page was created by Brenna Jorgensen.



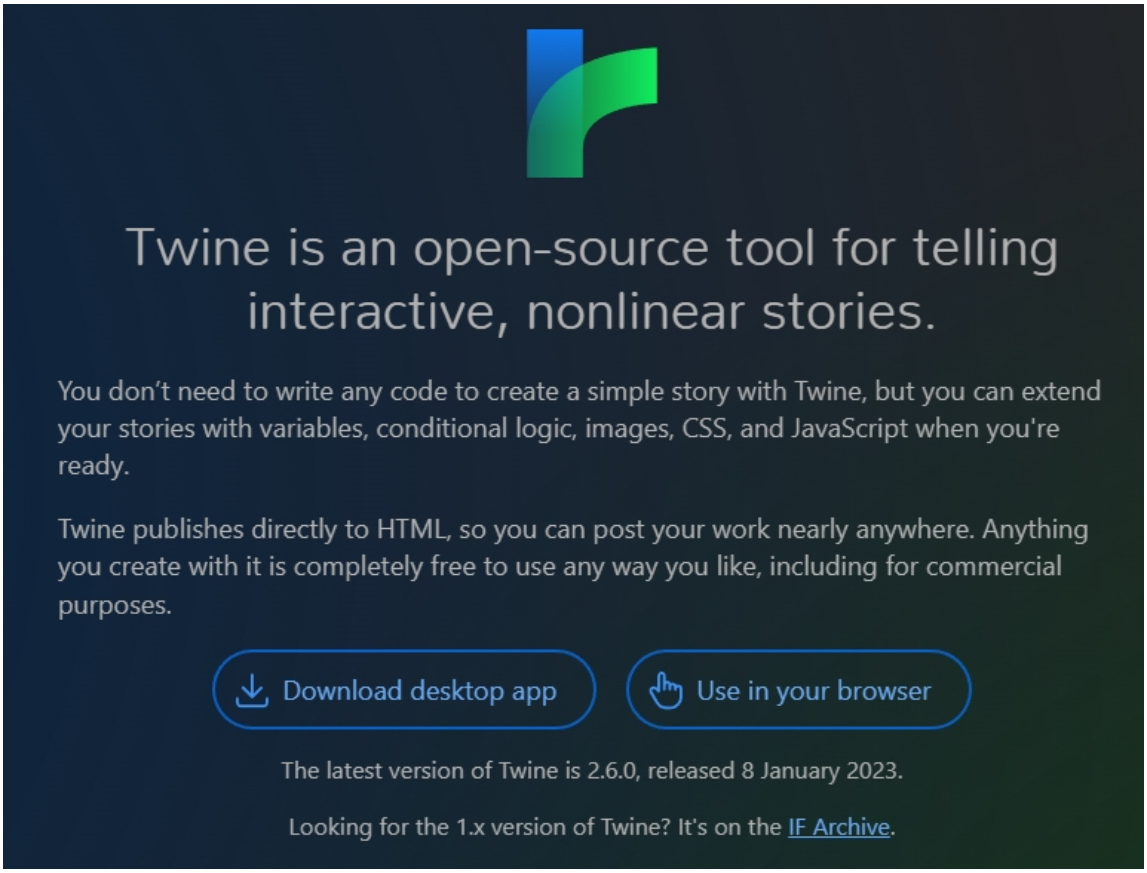
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Twine

Cognitivism | Constructionism | Storytelling

Twine is an "open-source tool for telling interactive, nonlinear stories" (Twine, 2020, para. 1). With Twine, users can create and choose their own adventure stories, games, and hyperlinked texts (example Twine "Arcadia" by Jonas Kyratzes). Twine was created in 2009. As an open-source tool, several individuals have expanded and modified Twine. Twine is available on Mac OS X, Windows, and Linux. Designing with Twine can increase students' interest, enhance engagement, and deepen their learning.



Twine homepage screenshot

Tool Snapshot

Price	**Free**

Learning	Cognitivism & Constructionism
Ease of Use	★☆☆☆☆
Privacy	★☆☆☆☆
Accessibility	★☆☆☆☆
Class Size	Unlimited
Login	No
ISTE*S	Knowledge Constructor & Creative Communicator
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

Ease of Use

Twine is difficult to learn to use due to limited instructions on the site. Instructions are needed to navigate smoothly.

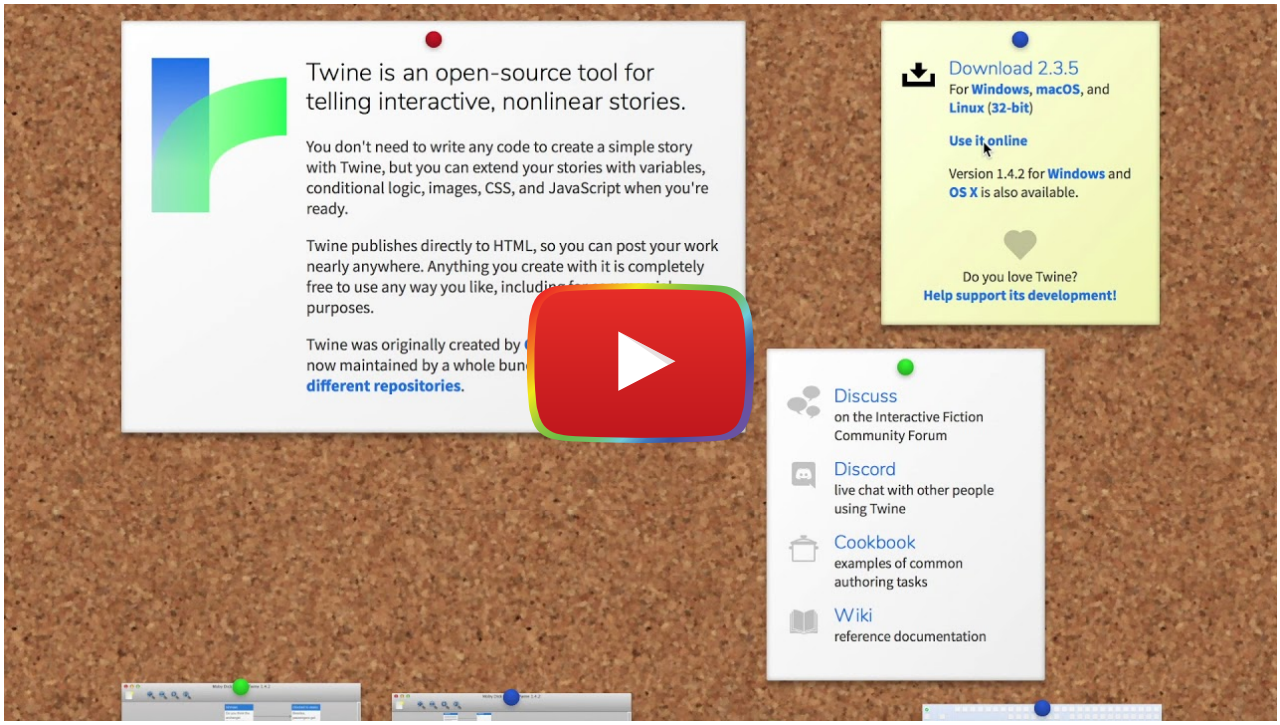
Privacy

There is no privacy statement available for Twine.

Accessibility

Twine does not have an accessibility statement or VPAT available. The Twine homepage features images without alt text descriptions, which indicates a lack of willingness to design for accessibility.

Twine in 120 Seconds Overview Video



Watch on YouTube

Twine & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how **Twine** might fit within the SAMR model:

- **Substitution:** Students can use Twine to read text-based stories instead of reading from a book.
- **Augmentation:** Students can use Twine to interact with text, games, and stories to deepen their understanding.
- **Modification:** Students can choose several outcomes of what they read. Students can choose the direction in which they want the story to go and explore different endings.
- **Redefinition:** Students can create their own interactive stories/games on their own to share with classmates.

Far too often, technology is used as a direct substitute for other low-tech tools (e.g., pencil and paper). While substitution has some benefits (e.g., students develop their technology skills and knowledge), we encourage you to think about how you might use Twine to modify or redefine learning.

Learning Activities

Math

All students start with the same math problem and are given the final answer. They use Twine to map out the middle portion of the problem-solving process. Then, they share their work with peers and decide which of their peers' mindmaps to use to create an interactive math story on Twine.

Science

Students can create interactive stories about the process of plant growth. The story can change depending on how much sun exposure or water is received by the plant. Or, students could create a story about the cell cycle including different outcomes such as cancerous versus healthy cells.

English/Language Arts

Students can recreate a famous story on Twine, but add a twist in the plot or alternate ending.

History

Students can create timeline stories of historical events. They can add different variations depending on whose side of the story is being told.

Art

Students can create an interactive game about a famous artist. They could also use Twine to create an explanation of the steps that they used to create their final art project.

World Language

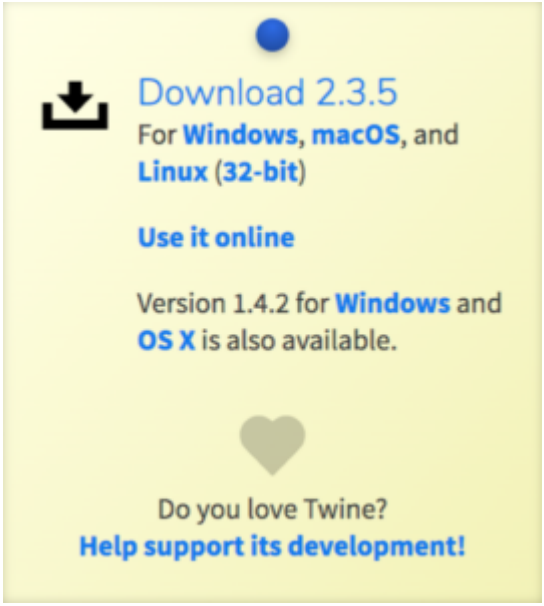
Students can use Twine to explain how verbs are conjugated depending on whom the verb is referring to. Also, they can use Twine to illustrate the history of a country that speaks that specific language. For example, students could use Twine to create an interactive story about the history of Flamenco for a Spanish class.

Resources

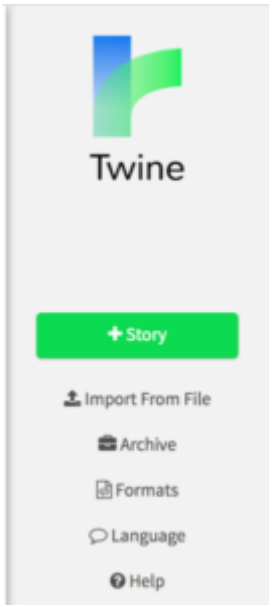
- Teaching with Twine: Lesson Plans
- Twinery
- Twinery Start
- Education and Twine
- Twine 2.0 – Introduction / Tutorial #1
- The Twine® Grimoire – “an unofficial introduction to using CSS and HTML to customize the appearance and behavior of projects made in Twine 2.0”
- Interactive Fiction in the Classroom

How to Use Twine

1. Go to www.twinery.org.
2. Use Twine online or download the latest version for Windows, macOS, and Linux.



3. Click '+Story' to create a new story.



4. Name your story and click add.
5. To edit your story, go to your story on the grid and click the edit button.
6. Begin typing your story.
7. To create an interactive story, put two square brackets on the left and right of the text.
    - This will bring you to the next default page and you can go on from there adding however many interactive clicks you desire.
    - For interactive choices on the same page, [[add two brackets each]] to both sides of the text.
    - To have your interactive clicks labeled [[different than what is in the bracket]] put a -> right after the text with your desired label to click on. Ex: [[words in text]] ->desired label.
    - Clicking the rocket will start your story on what page you want.
8. To save your file, right-click on test and click publish to file, saving to your downloads.



Research

Starks K., Barker D., Cole A. (2016) Using Twine as a Therapeutic Writing Tool for Creating Serious Games. In: Marsh T., Ma M., Oliveira M., Baalsrud Hauge J., Göbel S. (eds) Serious Games. JCSG 2016. Lecture Notes in Computer Science, vol 9894.

Tran, K. M. (2016). "Her story was complex": A Twine workshop for ten-to twelve-year-old girls. *E-learning and Digital Media*, *13*(5-6), 212-226.

Wang, H. (2014). Learner autonomy based on constructivism learning theory. *International Journal of Social, Behavioral, Educational, Economic, Business and Industrial Engineering, 8*(5), 1552-54.

Wilson, R., & Saklofske, J. (2019). Playful Lenses: Using Twine to Facilitate Open Social Scholarship through Game-based Inquiry, Research, and Scholarly Communication. *KULA: knowledge creation, dissemination, and preservation studies*, *3*(1), 1-10.

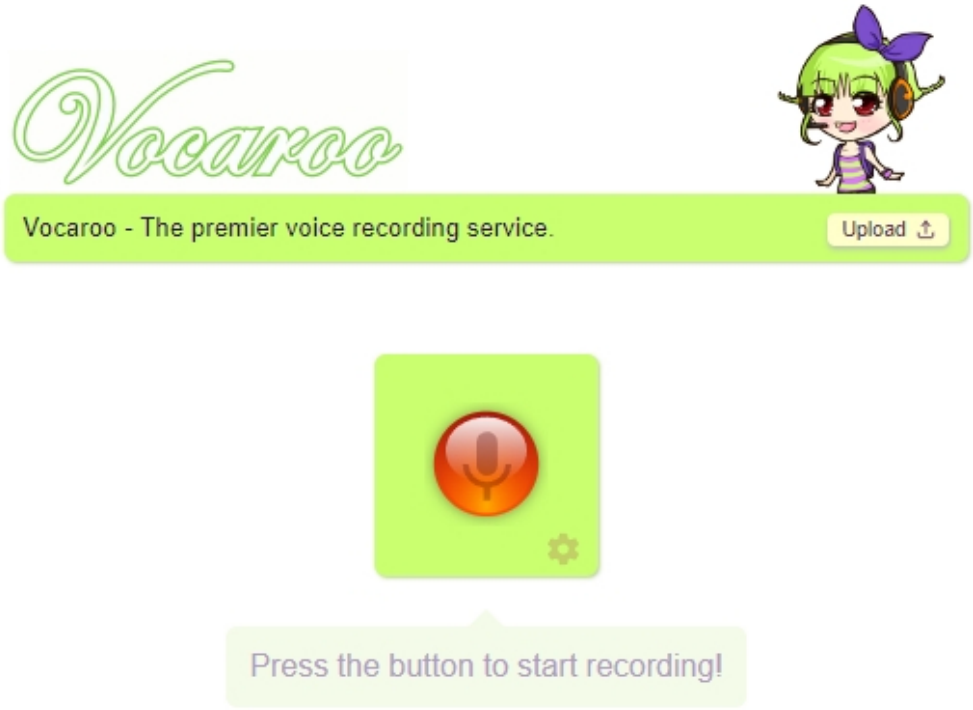
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Vocaroo

Crisis Communication | Constructionism | Podcast | Storytelling

Vocaroo is an online tool that allows users to record, send, and download voice messages. Teachers and learners can use Vocaroo in different activities, such as podcasting, digital storytelling, broadcasting, and giving feedback. Recordings can be downloaded, sent, or even scanned with a QR code reader.



Vocaroo interface screenshot

Tool Snapshot

Price	Free
Learning	Constructionism

Ease of Use	★★★★☆
Privacy	★★☆☆☆
Accessibility	★★☆☆☆
Class Size	Unlimited
ISTE*S	Empowered Learner, Creative Communicator
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

Vocaroo Overview

Vocaroo is simple and user-friendly. The tool can be accessed directly without logging in to an account. The audio files created on Vocaroo can be shared as a link on blogs, websites, and social networking sites. Recordings are available for a few months (three months usually). The Vocaroo widget can be embedded on another website, so that, for example, your students can record voice messages via Vocaroo directly from your class website. This tool does not require knowledge of HTML. The recordings can be downloaded in different formats, including mp3, Ogg, flag, and wav.

Access and Equity

The site is free and can be accessed from any place in the world through an online browser. In the past, Vocaroo was a flash-based tool. Today, it no longer requires Adobe Flash to function. Recorded messages can be listened to on most mobile devices that support HTML5.

Ease of Use

Once you have a microphone, it is easy to use.

Accessibility

The website does not provide special options for users with hearing or visual disabilities.

Privacy

Vocaroo uses the following services to track cookies: Google Adsense (for advertisements), AddThis (for social media sharing), and DISQUS (for commenting on public messages). DISQUS is only enabled if you click “comments” under a message.

Power & Bias

Vocaroo is not responsible for the content of the messages recorded. Students need to learn how to use the tool ethically.

Vocaroo Overview Video



Watch on YouTube

Vocaroo & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how Vocaroo fits the SAMR Model :

- **Substitution:** Students can use the online tool to record an audio presentation instead of presenting in person.
- **Augmentation:** Students can download and listen to Vocaroo audio files from the teacher and/or classmates multiple times to deepen their learning.
- **Modification:** Students can include audio in tasks that were traditionally text-based (e.g., summarizing content that they have studied in class).
- **Redefinition:** Students can produce audios to share with classmates and family. In the past, the possibility of having students or teachers broadcast their audio productions to thousands of people around the world was inconceivable. Tools like Vocaroo make this feasible.

Learning Activities

Feedback and Comments

Learners and teachers can provide voice comments (rather than text-based comments). They can share a link to the voice comments in a Google Doc, blog, or learning management systems, such as Moodle, Blackboard, or Google Classroom.

English Language Learning

Learners can record and listen to themselves. Students can take notes on their grammar and pronunciation. They can also use Vocaroo to rehearse their presentations. Record their presentations, listen, and practice.

Class Activities

Podcasting, making a character interview or historical event dramatization, online discussions, explaining a process or procedure in Math or Science, the possibilities are endless for classroom activities.

Combining Vocaroo With Other Tools

The Vocaroo recorded messages can be embedded in Google Earth, Padlet, or Thinglink. Look at an example of digital geography.

Resources

Tips on how to use Vocaroo:

- Tammy's Technology Tips for Teachers: Vocaroo
- 10 Easy Activities Your Students Can Do With Vocaroo

Research

Butarbutar, R. (2021). How does Technology Vocaroo Improve Students' Speaking Ability? A Study from Learner, Teacher, and Researcher's Perspective. *Journal of Positive Psychology and Wellbeing*, *5*(3), 1635-1640.

Mahoney, J., & Hall, C. (2017). Using technology to differentiate and accommodate students with disabilities. *E-Learning and Digital Media*, *14*(5), 291-303.

Serafini, T. M., & Blair, R. (2017). Can You Hear Me Now? An Innovative Approach to Assess and Build Connections with Online Learners. *Systemics, Cybernetics, and Informatics*, *15*(6), 6-11.



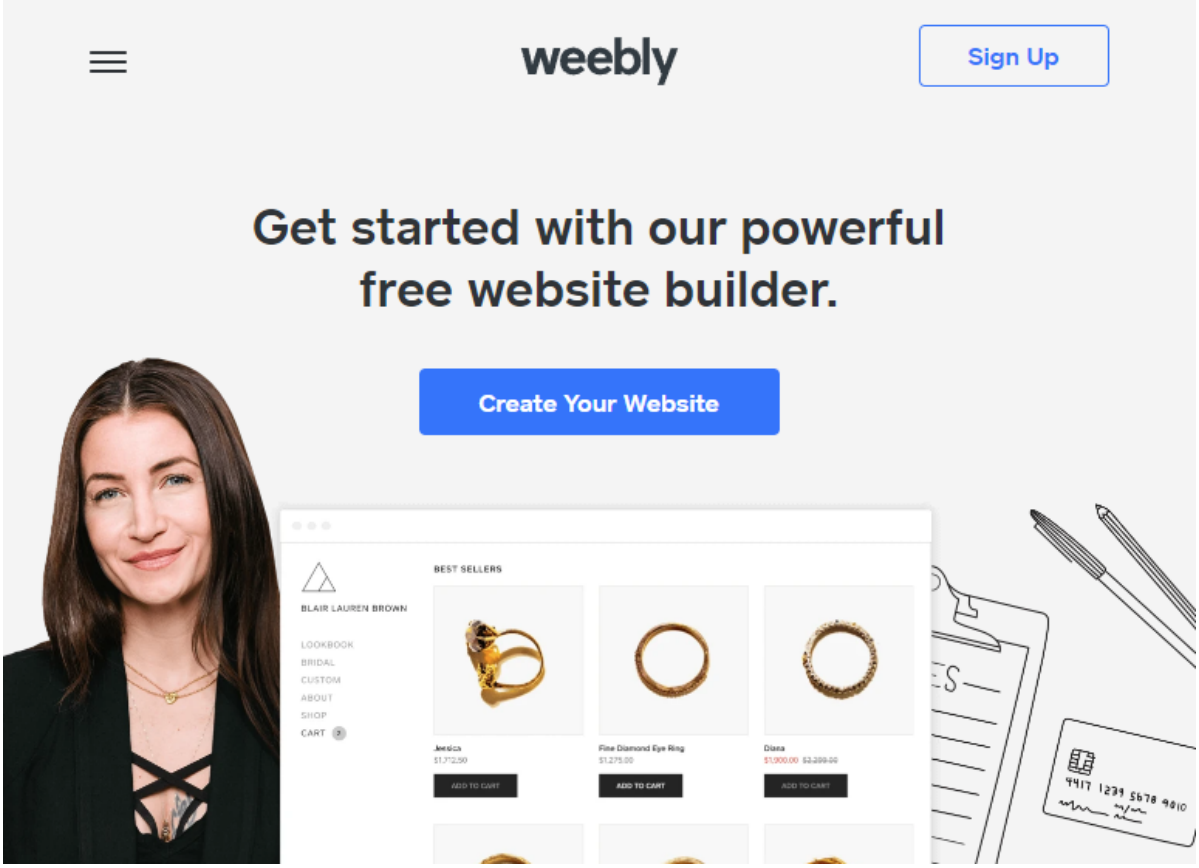
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Weebly

Constructionism | Website Builder

Weebly is a web-design tool that offers professional-looking, high-quality templates for creating websites. Originally, the website was intended to host e-portfolios and personal webpages but currently, it is widely used by artists, educators, and anyone who wants to create a website by dragging and dropping elements on a template. Weebly was created by David Rusensko, Chris Fanini and Dan Veltri in 2007. The company has worked collaboratively with Paypal, Google Ads, and Apple, making it compatible with these and other technologies.



Tool Snapshot

Price	Free basic account; Personal/Pro plans available ($6-$26/month)

Learning	Constructionism
Ease of Use	★★★★☆
Privacy	★★☆☆☆
Accessibility	★★★★☆
Class Size	Unlimited
ISTE*S	Knowledge Constructor, Creative Communicator, Global Collaborator

Usability

Weebly can be accessed from multiple devices. The company has developed free applications for Android and Apple devices that allow basic editing of Weebly sites (e.g., creating, revising, managing pages). The website is available in 17 languages.

Ease of Use

The drag-and-drop functionality of Weebly makes the web design process simple and easy.

Price

There is a free basic version. Users can upgrade for more features. The company requires the website developer to be older than 17.

Privacy

The company shares information with Google Ad services. For e-commerce, they guarantee some security features. See the Weebly Privacy Policy.

Accessibility

Weebly complies with the following criteria to make the websites accessible for people with visual or hearing impairments: contrast and colors adjustable, resizable text via (CTRL +), responsive design, headline structure, descriptive links, and ALT-text for images.

Power & Bias

The company is not responsible for the content of the websites and the platform is accessible to anyone who wants to create a website - this creates an ethical problem since there is no control of the content and purposes of the websites hosted in Weebly. A very famous case of misuse of Weebly occurred in 2014 when the terrorist group ISIS hosted its websites on this platform. The Indian Government ordered a blockage of such websites based on their dangerous contents.

Weebly Overview Video



Watch on YouTube

Weebly video transcript here

Weebly & the SAMR Model

Dr. Ruben Puentedura's SAMR model offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool. Here is an example of how Weebly fits the SAMR model:

- **Substitution:** Students can use the website in place of a physical portfolio to organize and showcase learning products.
- **Augmentation:** Multimodal content, including videos, images, and sounds can be incorporated on Weebly sites, making e-portfolios richer than ever. Learners can customize their own website by selecting their favorite design, images, and content.
- **Modification:** Weebly offers students the possibility to reach a wider audience. Students can showcase their work not only for their teacher and peers but to anyone with Internet access.
- **Redefinition:** In the past, designing a professional looking website required advanced web development skills. Weebly makes possible website development by simply dragging and dropping elements in templates. Students and teachers can become producers of digital creations (e.g., web quests, courses, tutorials) via Weebly to educate people around the world about a specific topic.

Learning Activities

Math

Students can create a website about a historically marginalized individual (e.g., woman, Black American, disabled individual, Asian American, Pacific Islander, Latino/a) who shaped the development of a math theorem or formula.

Science

Students can design a website to present data about the everyday science they encounter (e.g., cloud formations, changes in leaf colors, temperature).

English/Language Arts

Students can curate a collection of artifacts (e.g., images, videos, audio files) to inspire their creative writing.

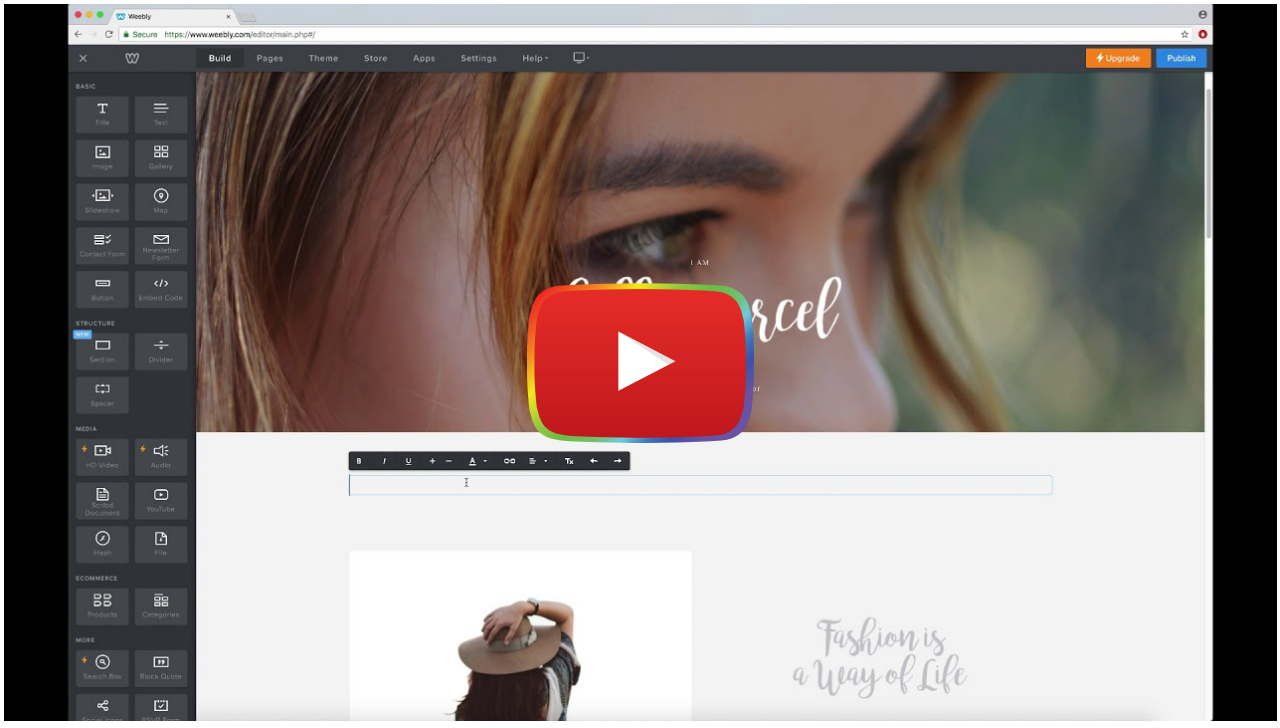
Other

E-portfolios, or digital portfolios, serve to collect documents, videos, and images that showcase learning outcomes in all subjects. It requires a process of curation, reflexive organization, and design. When learners curate and showcase their own work they are more reflexive about the audience and can see a purpose for their *learning process* beyond the classroom. This also helps students create a digital identity, and collaborate with peers. In terms of assessment, e-portfolios help teachers track and organize the different learning stages and learning outcomes of their students all in one place.

Resources

- Advice on how to use e-portfolios in education
- Weebly student ePortfolio examples
- Example of a weebly site for educational technology

Weebly Introduction Video (by JMU Digital Communication Consulting)



Watch on YouTube

Research

Bayraktar, D. M., & Bayram, S. (2018). Teachers' Website Design Experiences and Usability Test: The Case of weebly.com. *World Journal on Educational Technology: Current Issues*, *10*(4), 203-220.

Çukurbaşı, B., & Kıyıcı, M. (2018). A review on opinions of preservice teachers on the electronic portfolio: The example of Weebly. *İnönü University Journal of the Faculty of Education*, *19*(1), 1-14.

Giannopoulos, D. (2015). Italian presence in the Dodecanese 1912–1943: teaching a history topic in weebly environment. *Procedia Computer Science*, *65*, 176-181.

Author

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Wixie

Creativity | Collaboration | Constructionism | Multimodal

Wixie is a publishing and creativity platform that allows students to "share their ideas, imagination, and understanding through their writing, art, voice, and video" (Wixie.com, 2022, para. 1). With Wixie, students can add text and voice recordings with their own artwork. Their work is stored online and connected to teacher accounts. It's accessible to all grade levels, particularly the younger ones.



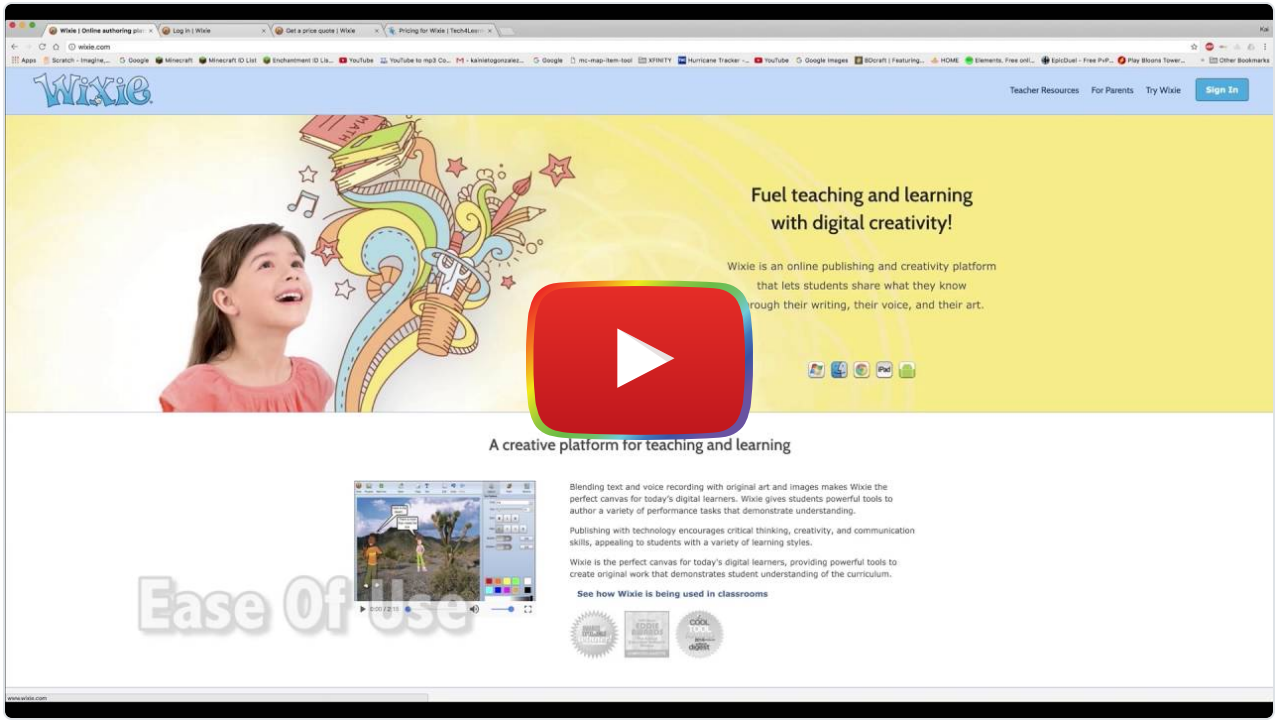
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Tool Snapshot

Price	Free 30-day trial. Personal: $2/mo. or $20/yr. Classroom: $3.75/mo. or $25/yr. Subscriptions: $0.75/student/mo or $5/student/yr.
Learning	Constructionism

Ease of Use	★★★★☆
Privacy	★★★★☆
Accessibility	★★★☆☆
Class Size	Depends on the account
ISTE*S	Knowledge Constructor, Creative Communicator, Global Collaborator
COPPA/ FERPA	Yes

Wixie Overview Video



Watch on YouTube

View video transcript

Wixie & the SAMR Model

- **Substitution:** Students use Wixie to draw or write digitally instead of using traditional crayons, pencils, and paper.
- **Augmentation:** Students can use colorful drawings, text, audio, and videos to create a multimodal piece of art.
- Modification: Students can also have a common “canvas” to which they all add to and use as a common starting point.
- Redefinition: Students can create digital work that can be shared with other schools or classrooms. Students can view what other classrooms and schools have done while studying the same subject matter and compare the work to theirs.

Learning Activities

Math

Kindergarten or first-grade students can practice their counting skills by creating a counting book.

Science

Students can draw the life cycle of a Monarch Butterfly showing the different stages with pictures and labels.

English/Language Arts

ABC Book – students explore initial sounds through the creation of a classroom ABC book.

Writing

Students can use Wixie to draw and write a story. They draw and write a beginning, middle, and end of their story as part of the personal narratives unit or the realistic fiction writing unit.

After studying folktales and tall tales, and identifying the main characteristics of these genres, upper elementary students create their own folktale or tall tale to teach a lesson or explain why something is the way it is.

Resources

- Wixie PD Party Choice Board
- Integrate Wixie in the Curriculum
- Wixie: Sign In Page
- Webinar Wixie Paint Tool
- Wixie Tutorials for Teachers
- Curriculum Integration Guides
- Teachers Sharing Wixie Ideas

How to Use Wixie

- Go to Wixie.com.
- Click on “Try Wixie”, you will be taken to a page set up to “Request an Evaluation Account.”
- Fill in the submitting form and press the blue button that says “Request an account”.
- After submitting the form, a member of Wixie will prepare an account and email you with the information to access the account.
- Go back to https://www.wixie.com and press “Sign In.”
- You will be asked to log in to your Wixie account using your Username and Password, press “Log In” OR you can press the link to “Log in with Google”, “Log in with Gaggle”, or “Log in with Clever”.
- Once you log in you will be taken to your Wixie Home Page.
- Once in your home page, you will be able to access “Assignments”, “Projects”, “Students”, “Training”, “Activities”, and “Assessments”. You will also find “settings” where you will be able to add a profile picture, change password, and edit your account, authoring, and activities.
- From this page, you can also click on “Create or Edit a Wixie project.”
- This link will take you to the actual Wixie application.
- From here you can see your projects and your templates.
- To start a New project, go to the Wixie Hand on the upper left corner of your screen. This will activate a roll-down menu.
- Click “New Project."

Research

Grade, F., Grade, F., Maker, R., & Maker, G. O. Engagement, Language, and Learning. The Creative Educator.



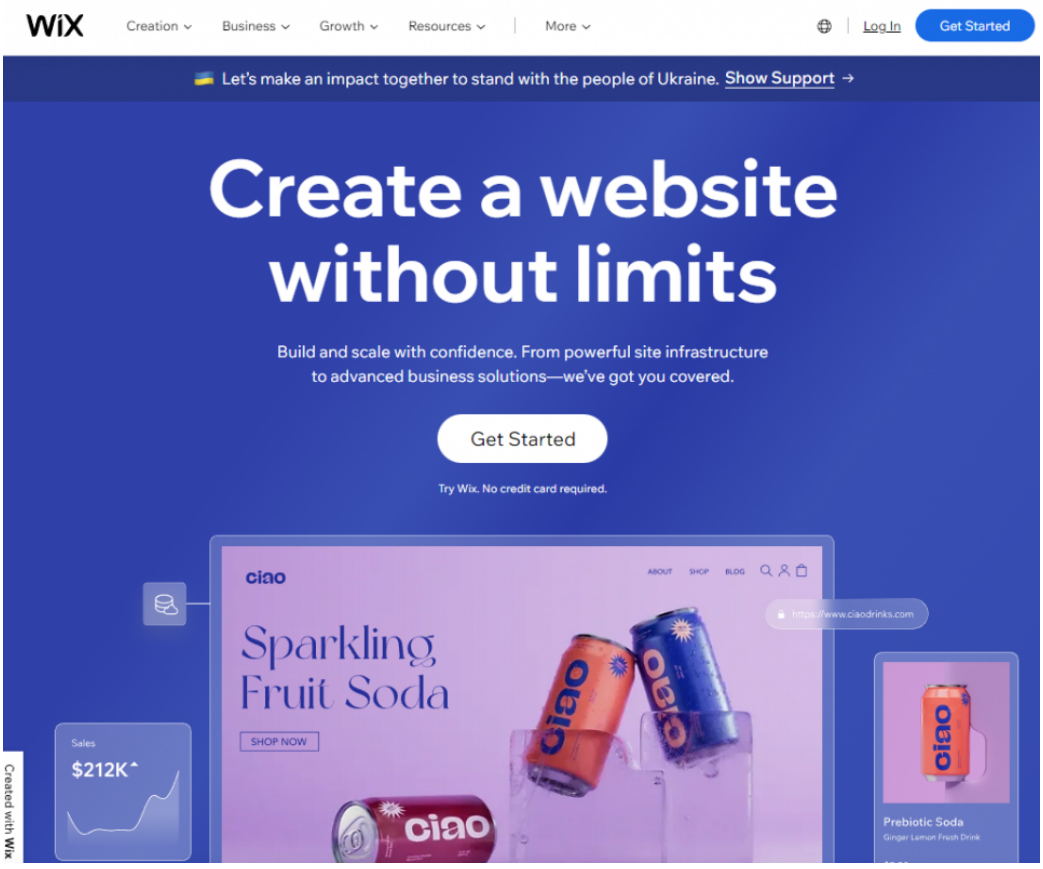
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Wix

Constructionism | Website Builder

Wix is a web development platform that enables anyone to create a website using simple cloud-based creation and management tools without any coding skills. Wix offers customers more than 510 professional templates that are updated to match today's design trends and available in multiple languages other than English. For students and teachers who are new to web-design, having pre-designed templates makes it easy to develop professional-looking websites. Advanced web designers can start with blank template and develop their own unique styles.



Tool Snapshot

Price	Free Basic Account; Upgraded Plans from $16-45/month.
Learning	Constructionism
Ease of Use	★★★★☆
Privacy	★★★☆☆
Accessibility	★★☆☆☆
Class Size	Unlimited
ISTE*S	Knowledge Constructor, Innovative Designer, Creative Communicator
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

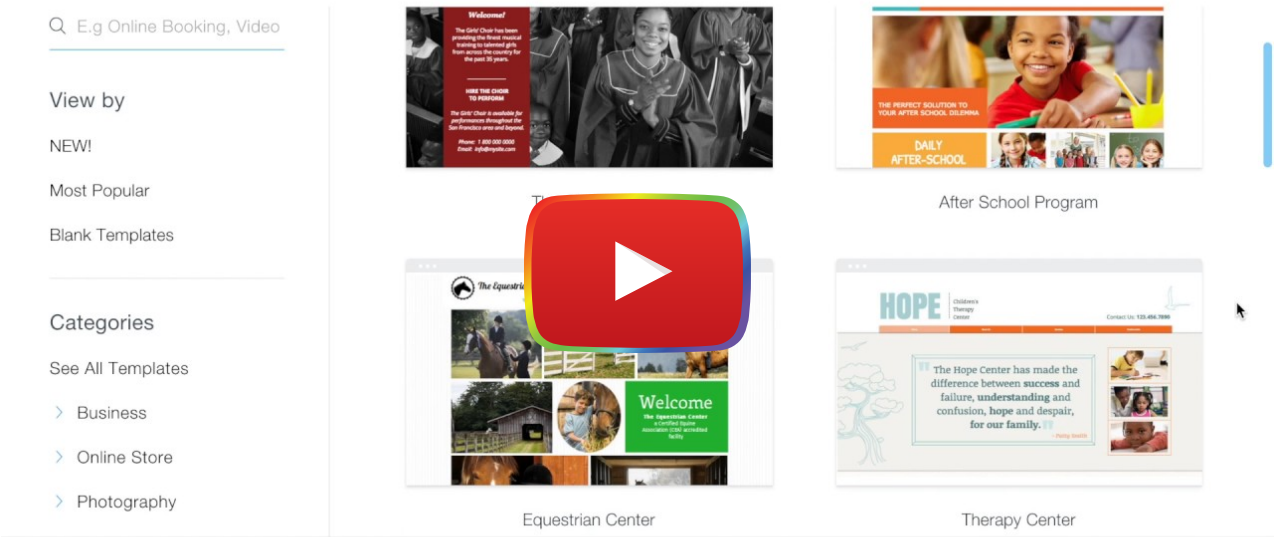
Ease of use

Due to the “Drag & Drop” functions and the professional ready-to-use template, it is very easy for learners to navigate and plug in their content. It has specific tutorials for each feature of the web design process.

Privacy Policy

Wix claims that they truly respect the privacy of its users and are fully committed to protecting users’ personal information (e.g., name, email address, locations) and use it properly. They collect and use users’ personal information and non-personal information (eg. visiting data) in order to provide their services and make them better and safer.

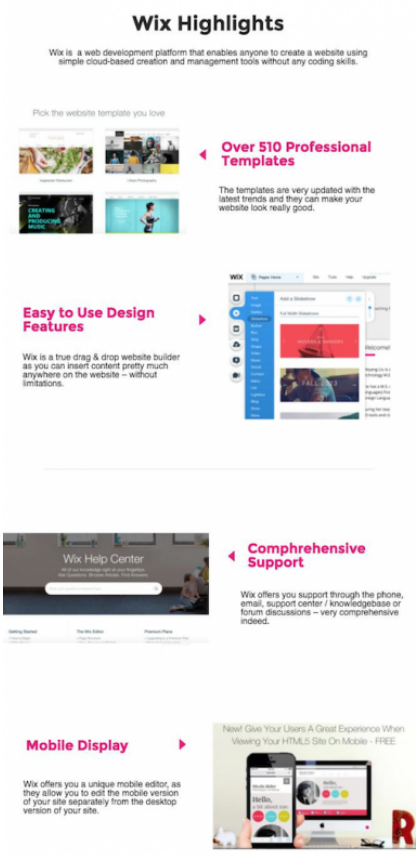
Wix Overview Video



Watch on YouTube

- **Substitution:** Teacher creates a website on Wix with text for students to read (rather than having students read from a textbook).
- **Augmentation:** Teacher creates a webquest for students to use to learn new content knowledge.
- **Modification:** Students create their own websites to showcase their expertise in specific subject areas.
- **Redefinition:** Students create educational web tools or resources that can be used by other learners. Students share their Wix websites via social media.

Wix Highlights



Learning Activities

Digital Storytelling

Wix can be used as a tool to for students to build a photography gallery to go along with text they write.

Digital Portfolio

Wix enables students (and teachers!) to construct an e-Portfolio to showcase to future employers their professional work on specific subject area. (Example Teaching Portfolio)

Reflection

Rather than writing a reflection paper, students can design a website. In this reflection website, students can put infographics, audio recordings, video clips, and text together to describe and assess their learning experiences as well as sharing how to apply what they learned in this course to future profession. This activity is an alternative way for traditional reflection paper, which allows for multiple means of action and expression (Example: Reflection on a course)

Blogs & Discussion Forum

Teachers can have students build a series of blogs and interactive with learning contents. With Wix, students can enable the discussion functions within the blogs, to engage their classmates in conversations. In this way, it allows students multiple means of engagement. (Example: Art Blog)

Educational Tools & Resource

Students can use Wix to design a website/online course to deliver knowledge contents or address a skill gap. These website products can be used as educational tools and resources. (Example: A website for learning Chinese Food

Culture)

Resources

- Step-by-step guide to Wix
- Wix Review 2016 | Top 12 Things You Need To Know About Wix.com
- Using Wix to Make Free Websites for Teachers
- Create Your Class Website Using Wix
- How to Make a Website in 11 Steps
- Learn How to Make Your Own Website using Wix.com
- What You Need to Build a Website – The Definitive Checklist

Wix Tutorial - A Step-by-Step Guide for Beginners Video (by Tooltester)



Watch on YouTube

Research

Holland, J. (2020). Learn How to Create a Wix Website: Current Best Practices. *Journal of National Social Science Technology*, *8*(2), 50-58.

Sams, B., & Warner, L. B. (2019). Implementing ePortfolios in English Education: Delights, Dilemmas, and Recommendations. *English Leadership Quarterly*.



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