

Education

Digital Tools

# Teacher EdTech

Innovation

Creativity

Guide  
2022



# Welcome

This Ebook has been designed for educators who need to get familiar with the latest creative educational tech tools. It is for you, if you are an educator who is keen on addressing new ways to stimulate your students in the learning process with experiences that emphasize creative content, imagination, and an engaging classroom environment. The Guide will teach you how to encourage students and help them develop new skills for synthesizing information in an integrated learning approach. This Guide will let teachers and participants develop new skills and abilities, along with effective methods which support a life-skills process, and essential competencies in the digital era.



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[VISIT MY PROFILE](#) ↗

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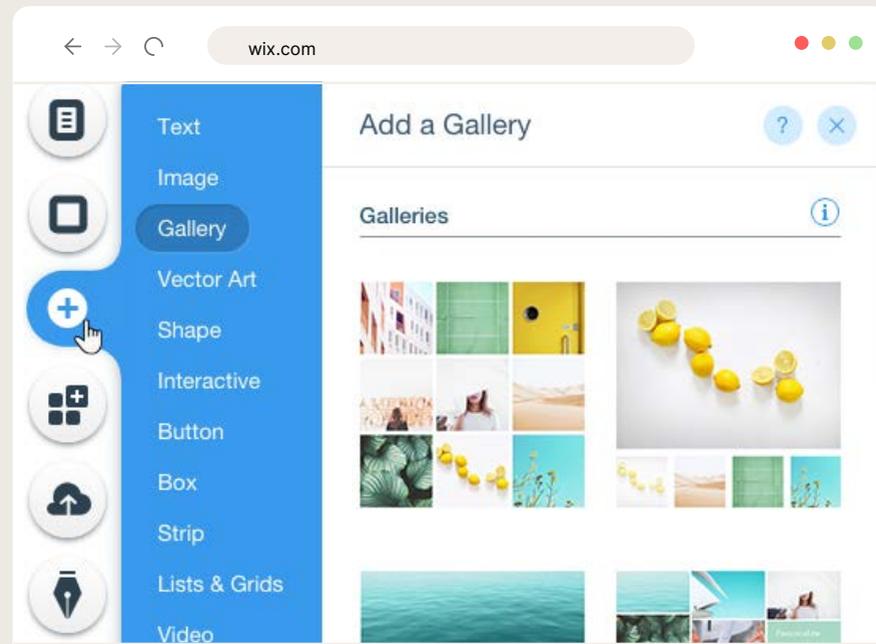
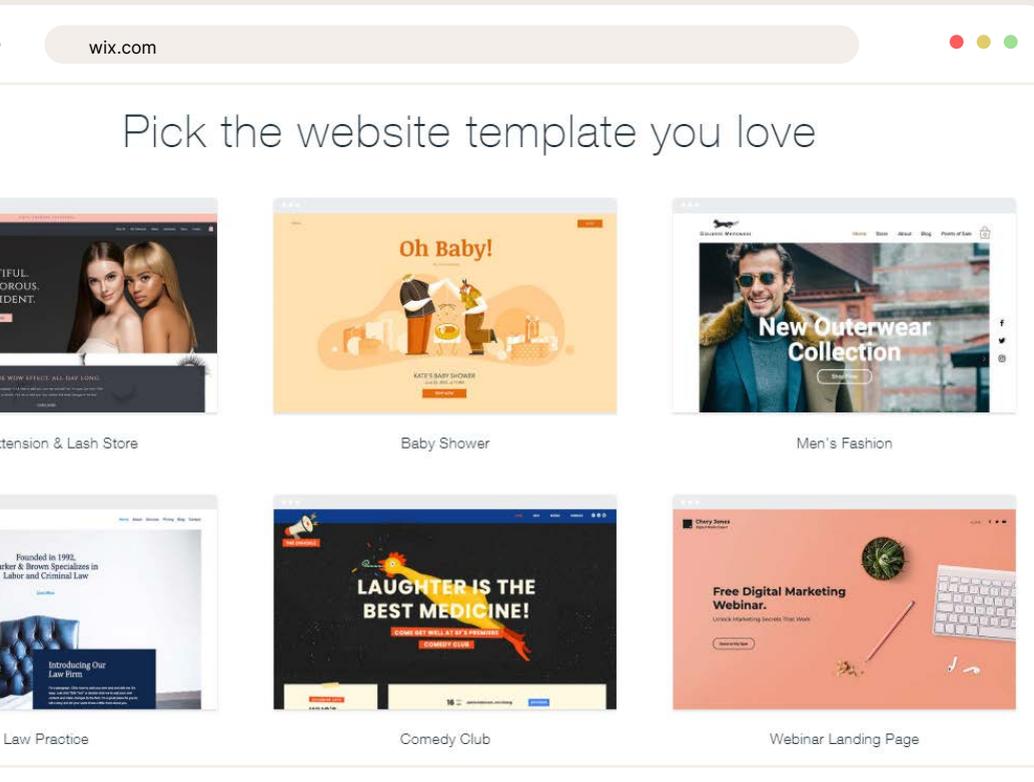
and



Educational websites and blogs can enhance the e-learning experience. The blog is a user-friendly platform that allows students and teachers to post material and engage in academic and social dialogue. Teachers can use blogs to post assignments and communicate relevant information to students and caregivers. In this way, students also learn to take initiative, as they can easily and independently access information about the syllabus, extra reference articles, coursework and even live online tutorial videos and lectures.

Building an educational website or blog isn't so complicated, either. Any of numerous website-building platforms can help you design your own website with no knowledge of coding necessary.

This chapter explores the tools necessary for creating, publishing, editing, and sharing content on a website or blog. Learn how to produce and pitch a project, write and edit an article, survey your readers, and perform analyses. Then, use your own website or blog in the classroom to promote students' active learning, as well as their development of essential reading, writing, and tech skills.



Wix

**DESCRIPTION**

Online platform & website builder with more than 500 templates.

**FUNCTION**

A comprehensive range of applications that allow you to make adjustments, add or erase text boxes, lightboxes, icons, videos, photos and more, all within a few clicks. Students can walk through any stage of building the website and teachers can track progress and access.

**PRICE**

Free of charge. Additional Features only for Premium options (payment).

**PROS**

Super intuitive interface based on user experiences; easy to use with powerful drag & drop editor.

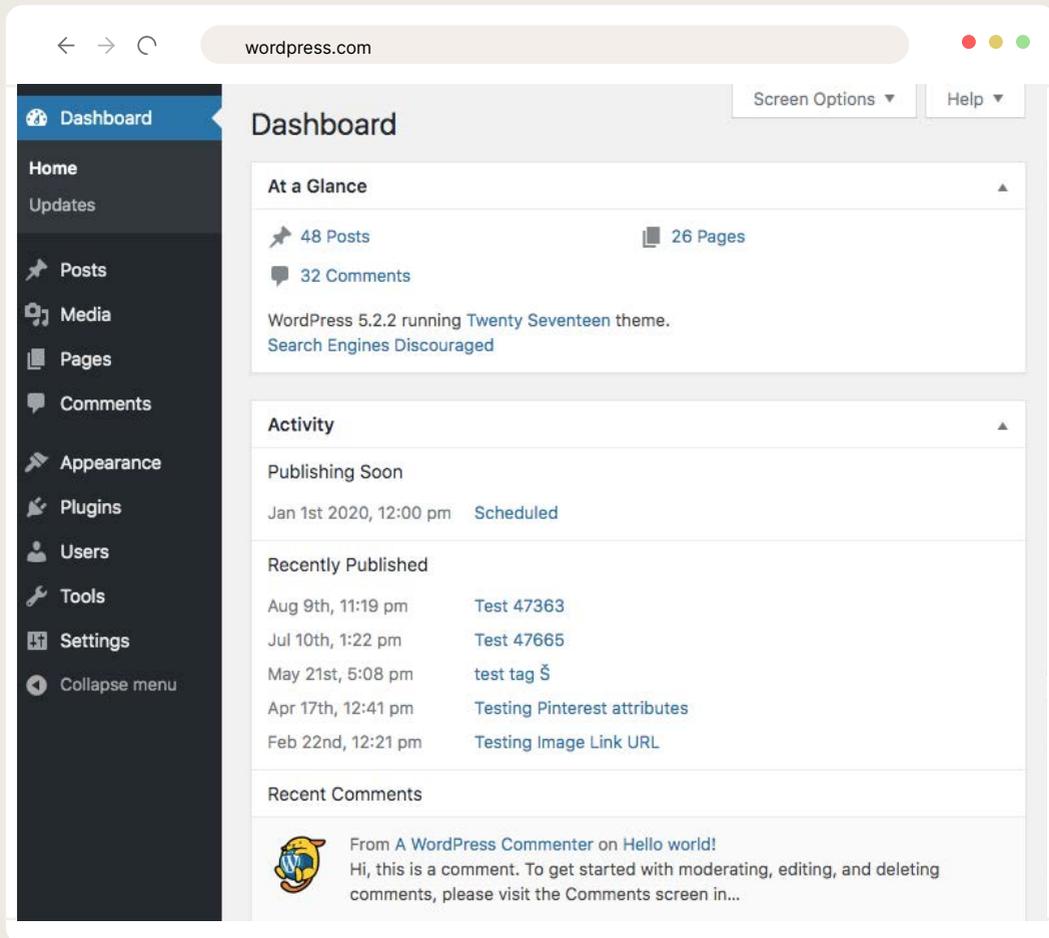
**CONS**

Ads can be removed only in Premium version.

**AGES**

10-16.

# Wordpress



## DESCRIPTION

WordPress is an open-source website platform. It is currently today's simplest and most efficient blogging and website content management system (CMS). WordPress is a popular platform for creating websites or blogs.

## FUNCTION

Basic blog setup takes a few minutes and several simple steps. Users can choose a theme for their own site. A tutorial guides users through the process of creating a first post. Basic functions in the dashboard panel are clean and organized in a way that makes everything straightforward and easy to find.

## PRICE

Free of charge. Additional features with payment options.

## PROS

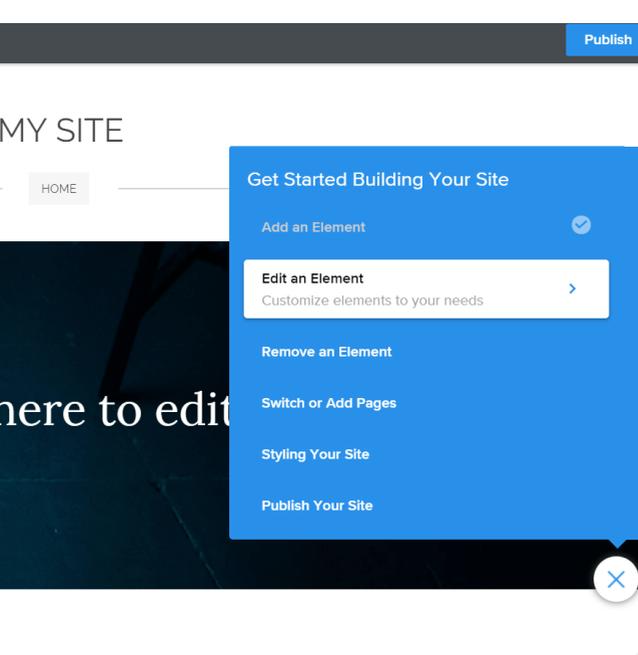
Easy configuration and activation allows students to easily start blogging, with design opportunities.

## CONS

Controlling and customising posts can be difficult, users can find menu options confusing.

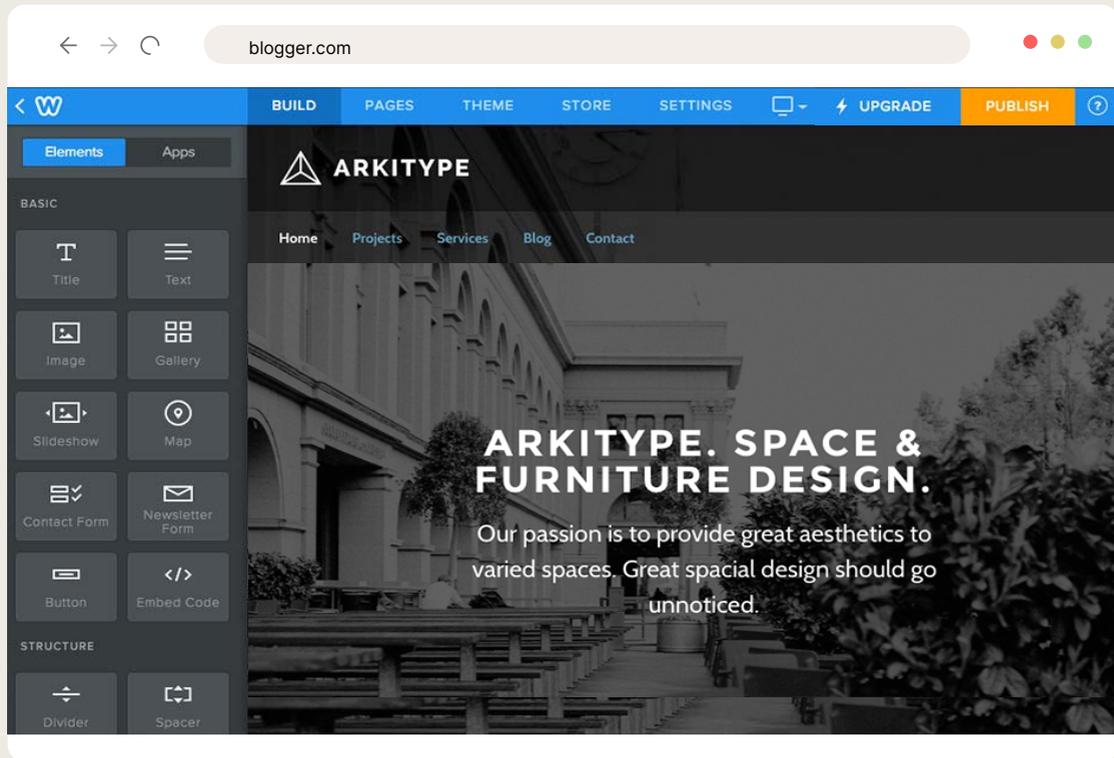
## AGES

13–16.



# Weebly

weebly.com



## DESCRIPTION

Weebly is a website platform that helps people to instantly and efficiently create their own websites.



## FUNCTION

Users can set up accounts for up to 20 participants and keep track of their progress via the website (or the Chrome app). Students may create new websites using step-by step guides that are intuitive and well-organized. Students can practice using a wide variety of template designs and other written contents.



## PRICE

It is completely free to create and publish a website.



## PROS

Simple to use and the app offers connectivity for teachers and controls on privacy.



## CONS

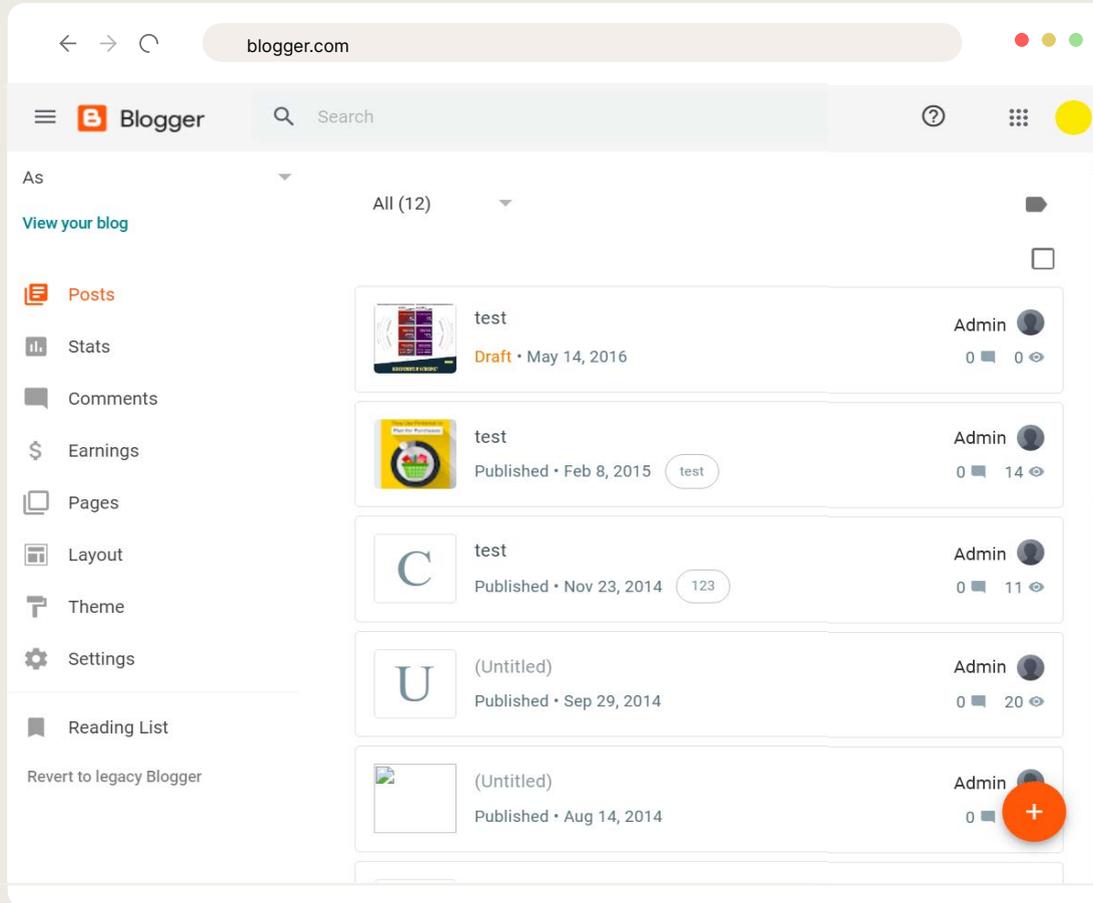
Learning quality relies hugely on the guidance of the educator; the platform may improve some design instructions.



## AGES

9 and up.

# Blogger



## DESCRIPTION

Blogger is an online blogging tool. The software is very easy to use, with any adult guidance, children can comfortably use it to share their thoughts and ideas in blog format.

## FUNCTION

Famous. More than 35% of the world's websites have been built with Blogger. Responsive to Smartphone. Visible Contents. Internal links.

## PRICE

Free of charge.

## PROS

Students love how easily they can start adding content, which is extremely easy to set up and format.

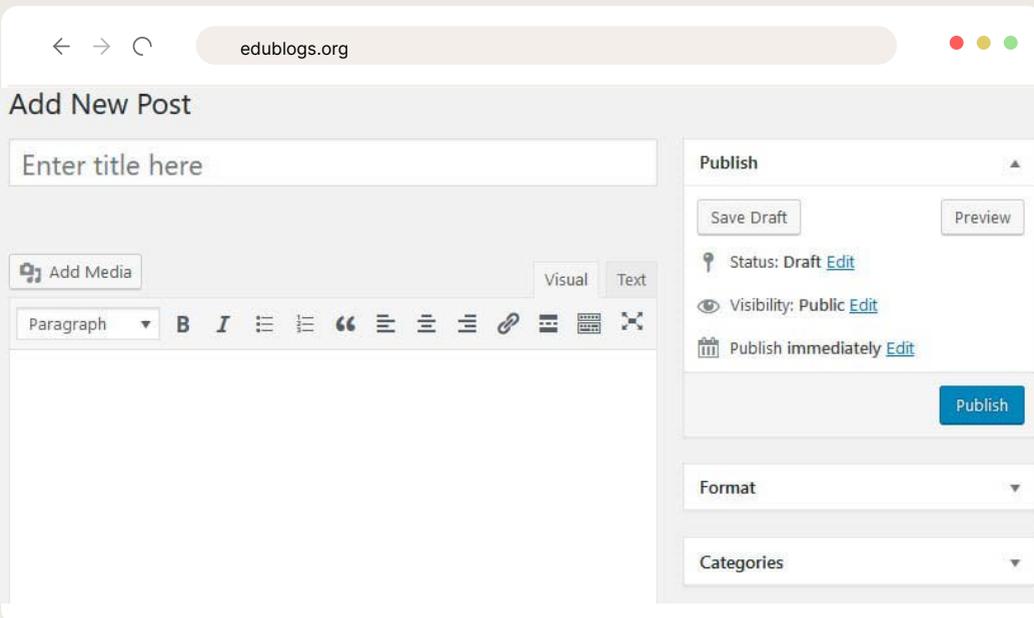
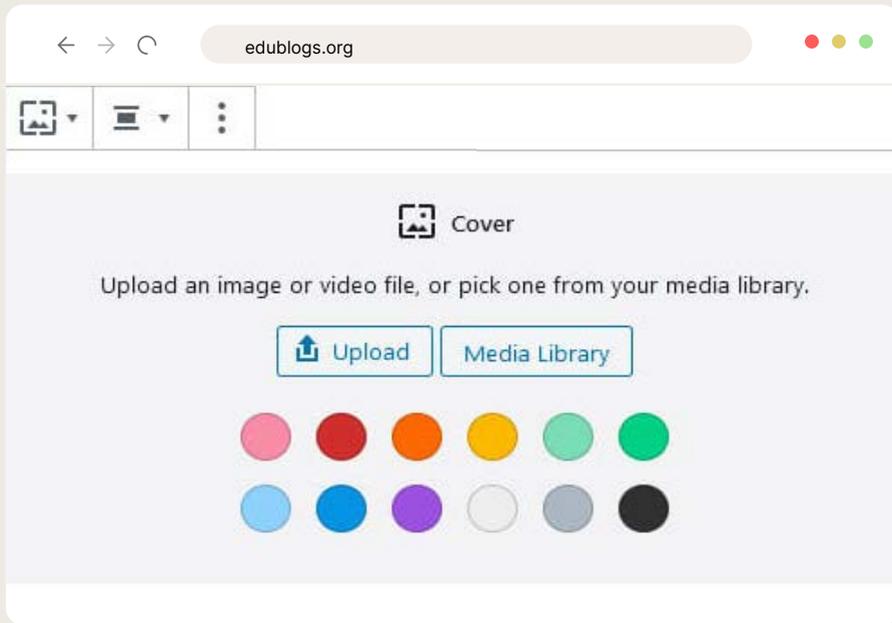
## CONS

To guarantee that the blogs are read by only the target audience, adults need to control safety features.

## AGES

10-16.

# EduBlogs



## DESCRIPTION

An edublog is a blog for educational purposes. Edublogs archive and promote student and teacher learning by encouraging thought, questioning, collaborating and offering opportunities to participate in higher-level thinking skills.

## FUNCTION

A comprehensive range of applications that allow users to make adjustments like: Customize Look, 250+ Premium Themes, Plugins & Advanced Features, Full Privacy Options, Ad Free & Student Safe, Mobile Friendly, 24/7 Support, Embedded Videos.

## PRICE

Free of charge. Additional Features only for Premium users (payment).

## PROS

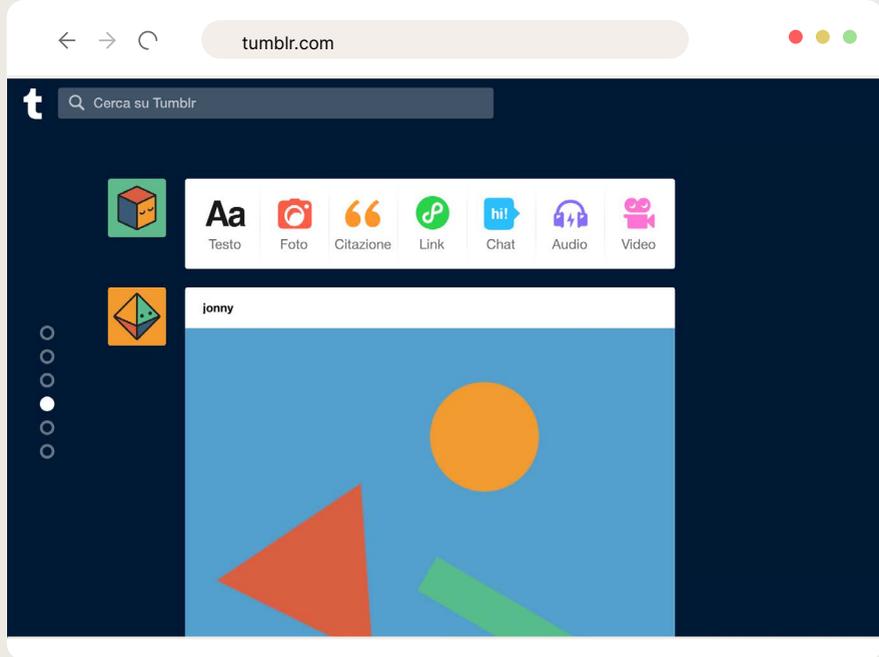
Creating student or instructor blogs is a plus; if necessary, large user tools are provided.

## CONS

It may be difficult for students with limited digital skills.

## AGES

10–16.



# Tumblr

## DESCRIPTION

Tumblr is a blogging and social networking platform that encourages users to write “tumblelogs” or short blog entries.

## FUNCTION

Tumblr is designed around seven different types of posts: text, picture, quotation, connect, talk, audio/video and basic blogging guide. This ensures that a broad and content-rich blog can be put together quickly and managed easily.

## PRICE

Free publishing platform.

## PROS

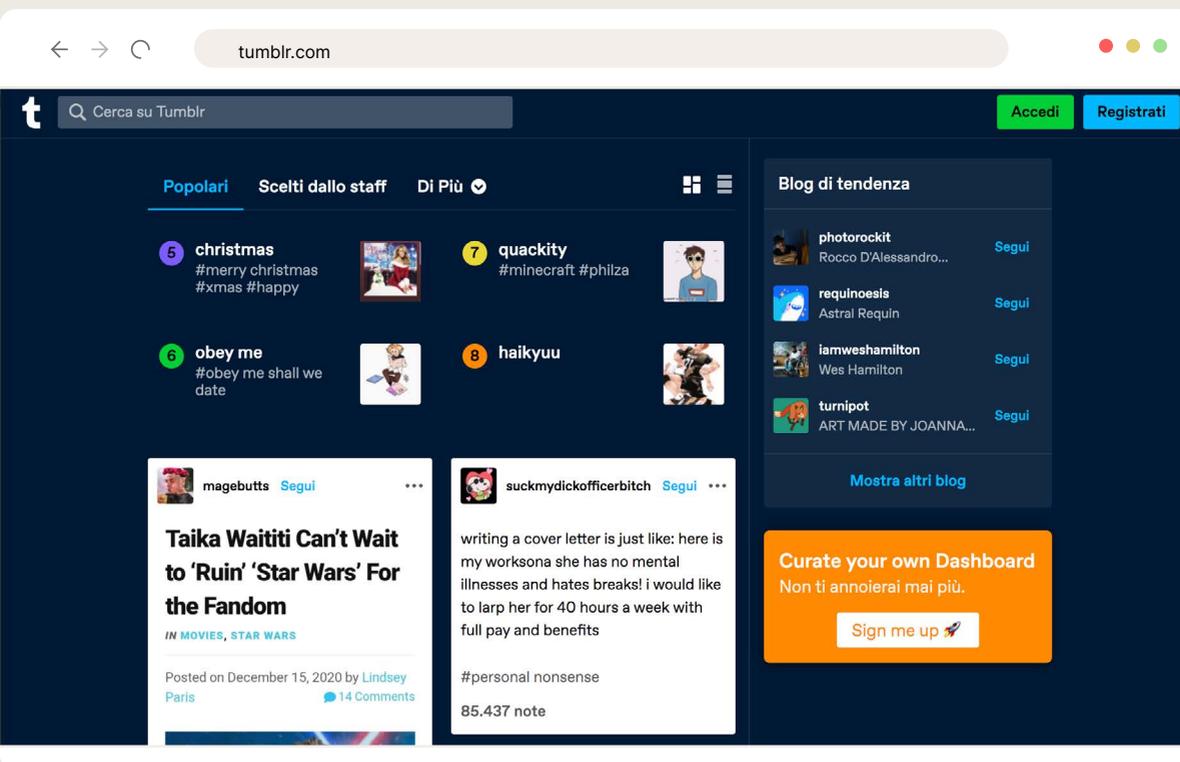
Users can curate their followings according to their tastes. Reading on the phone or tablet is easy and visually appealing.

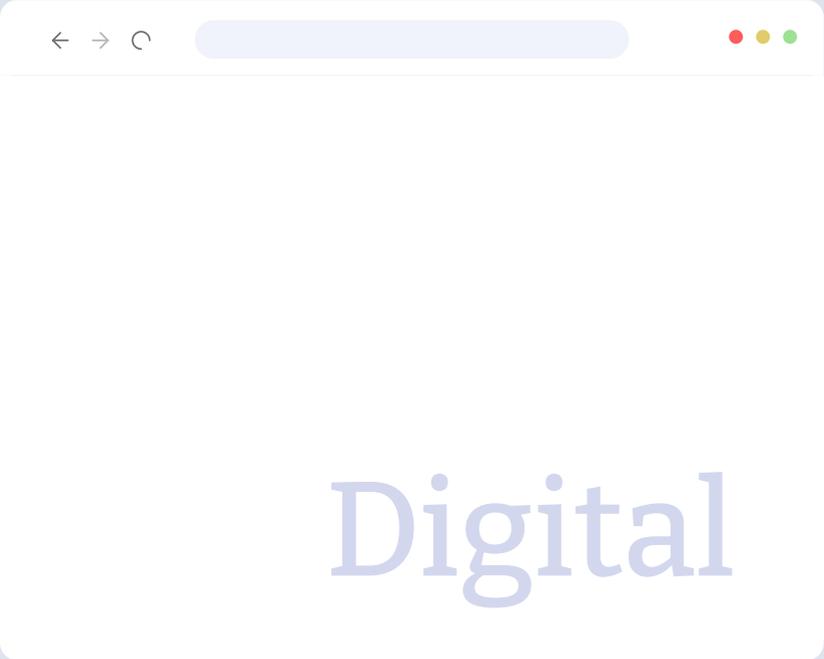
## CONS

Presents some misinformation/fake news. Mobile app is not so user-friendly.

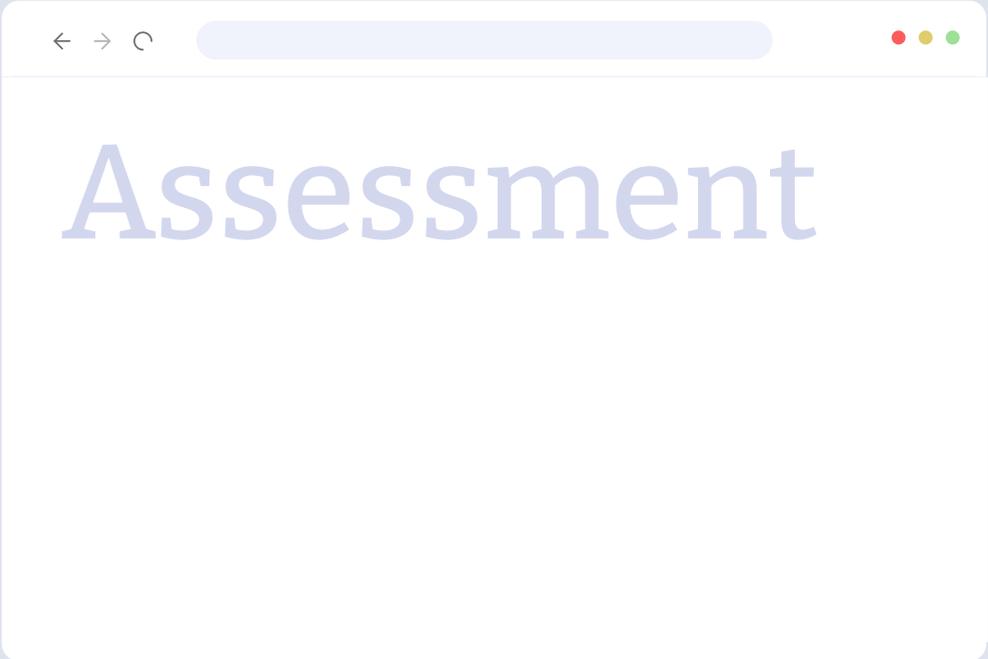
## AGES

15 and up.





# Digital

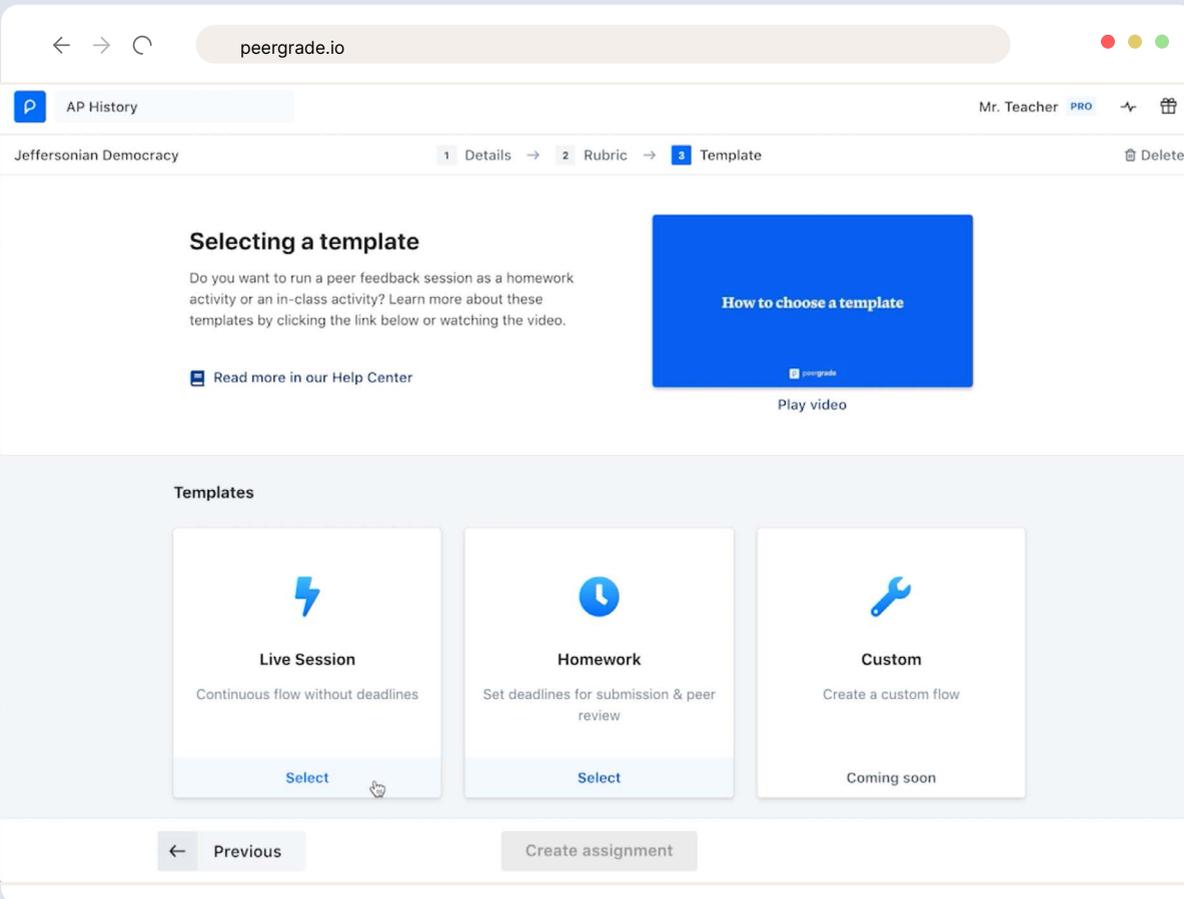


# Assessment

Digital evaluation, or e-assessment, refers to testing student achievement using technology. Examples include online essays, surveys, quizzes, or games. Correcting and grading assignments can be time-consuming on the part of the teacher, but thanks to new online platforms and the increased accessibility of mobile devices, educators can now evaluate students' work more efficiently. Teachers can use digital evaluation tools to create survey-based assessments, gamify answers, and provide students with more immediate feedback.

The following digital platforms allow users to create online tests that incorporate audio, video, and animation – to accommodate students with different learning styles. These online formative assessment tools provide opportunities for both self- and peer-assessment, encouraging students to reflect on their own progress and motivation.

# Peergrade



## DESCRIPTION

Peergrade is a website to help students receive written input on their written work.



## FUNCTION

Students can log in to view their class, connect with other students, and submit notes or edits. Educators can also monitor their students' comments and progress, exchanging reviews with students.



## PRICE

Free of charge.



## PROS

Easy design and stellar built-in headings enable students to quickly navigate one another's assignment and get reviews.



## CONS

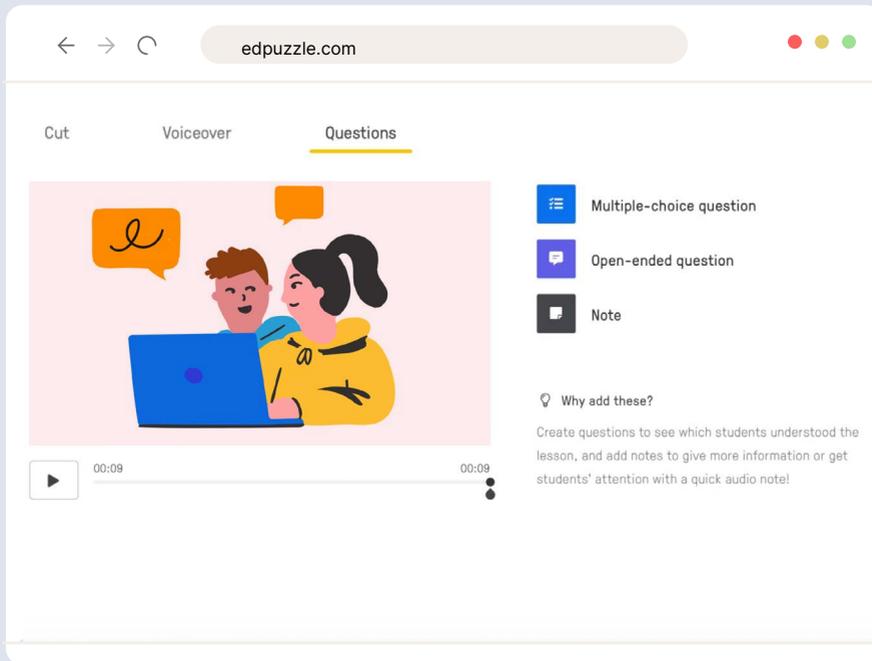
This tool is intended for higher education and may not be as accessible to younger students.



## AGES

6–12.

# Edpuzzle



## DESCRIPTION

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 in a video.

## FUNCTION

Edpuzzle helps teachers and students tailor multimedia videos in ways that promote more constructive learning.

## PRICE

Free.

## PROS

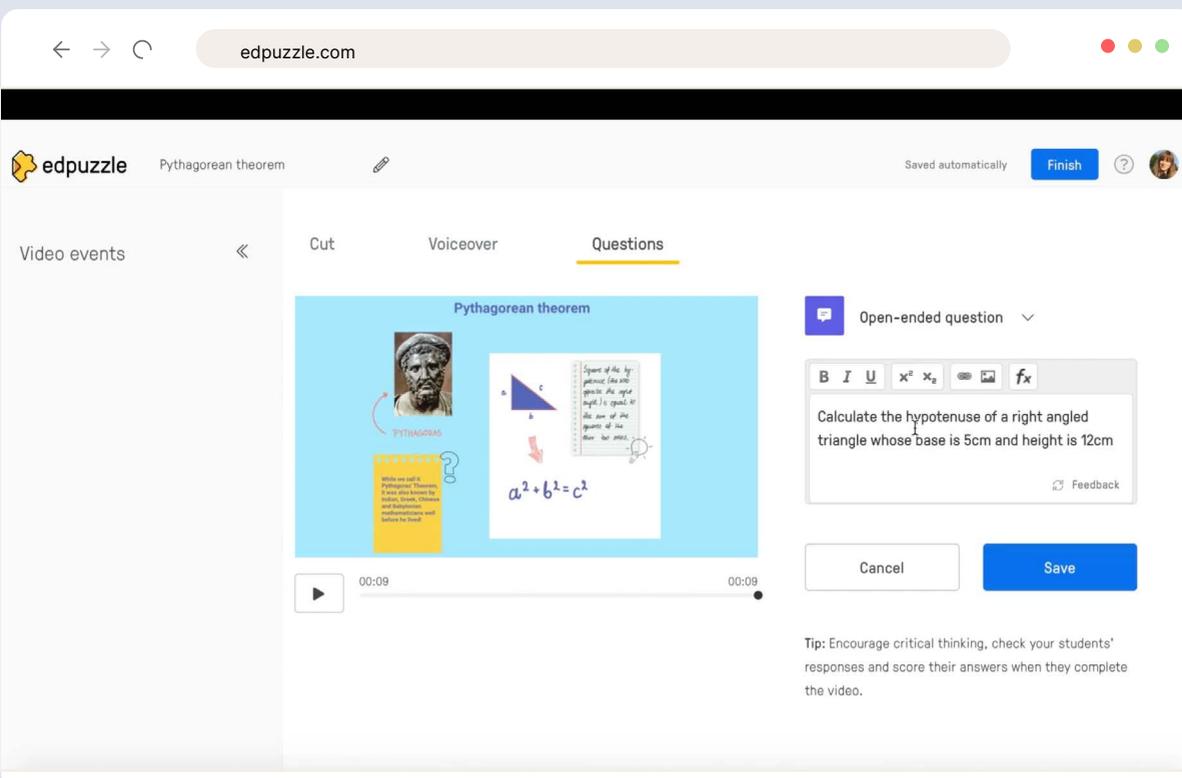
Intuitive video editor allows teachers and students to incorporate voiceovers, feedback, tools and quizzes to real web files.

## CONS

Searching through uninspiring video content can be overwhelming, and the web features multiple different copies of the same videos.

## AGES

4–16.



valuable than those which divide

alone, our home that must be  
y round. I believe I never knew  
pace.

ck over history, people have put  
eve in what we're doing. Now it's

t march to glory. You have to get  
before being allowed in the

d for the hundreds and perhaps  
ainly changes your perspective.

valuable then those which divide



# Kaizena

## DESCRIPTION

Kaizena is an addon to Google Docs for student writing reviews. Teachers who have gone paperless with Google Classroom and Google Docs may want to take advantage of this tool as it supports fast and simple reviews in Google Docs. Teachers can offer feedback in any of four different formats: audio messages, text messages, skill scores, and lesson connections.

## FUNCTION

Give your students fast, high quality feedback on their work. Record voice comments to convey emotion, embed explanatory videos, save reusable comments, and more.

## PRICE

Free.

## PROS

Easy design and compatibility with Google Classroom.

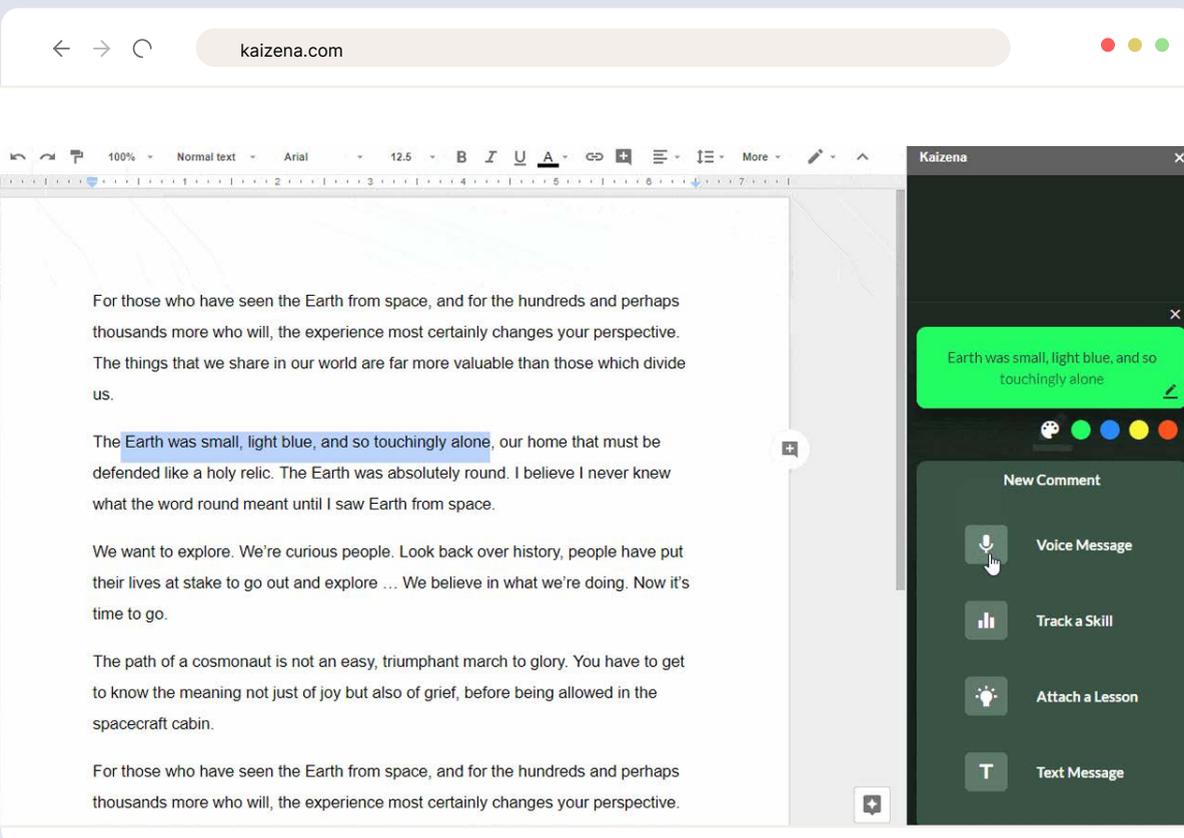
## CONS

There is no way for teachers to exchange their expertise with one another.

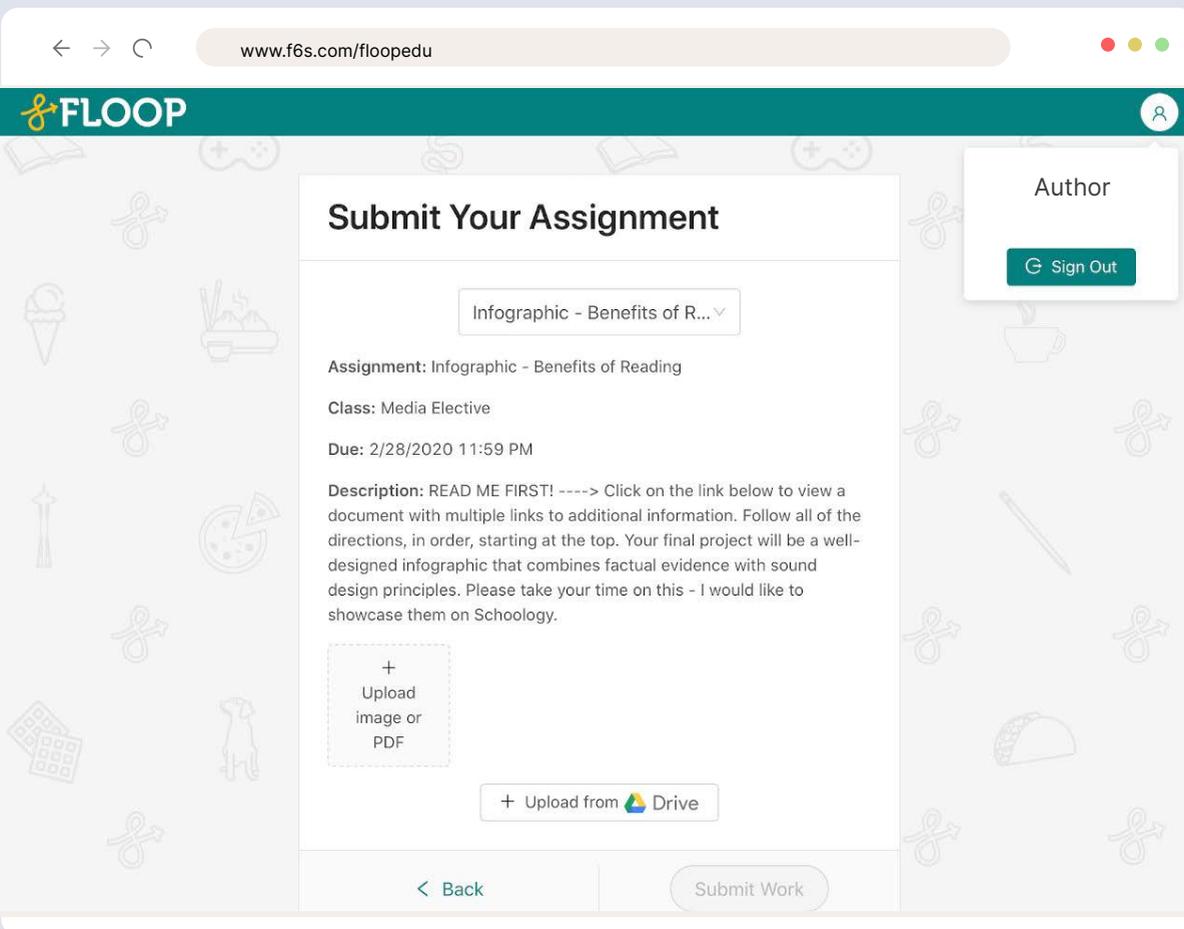
## AGES

6-12.

DIGITAL ASSESSMENT



# Floop



## DESCRIPTION

Floop is a cloud-based platform where learners can receive feedback from the instructor and from their classmates.



## FUNCTION

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.



## PRICE

Free.



## PROS

Optimizes the delivery of direct guidance to students and encourages them to work together to establish learning goals.



## CONS

Teachers can not respond to student feedback by using the peer review function.



## AGES

6 - 12.

# GradeCam

The screenshot shows the GradeCam web interface. At the top, there's a navigation bar with a back arrow, a refresh icon, and the URL 'gradecam.com'. Below that, a green banner reads 'View and analyze your data' with a link to 'viewing reports'. The main content area is titled 'Syllabus Signature' (5 pts) and has tabs for 'Scans' and 'Reports'. A 'New' button is visible. On the left, there's a 'POINTS' slider set to 5. The main table shows 'No students' with columns for 'Student', 'ID#', and 'Class'. A modal window is open for 'Elise, Merritt (6)' and 'Media Assistant (1)', showing a score of 100% and a max score of 5. The modal has a 'SAVE' button at the bottom right.



## DESCRIPTION

On-site and cloud-based suite of applications that allow teachers to rate handwritten assessments and share scores with students from any location



## FUNCTION

Great for daily warm-ups, exit passes or fast checkups after a unit or class. Students can take online quizzes and earn direct input in the form of scores and correct responses.



## PRICE

Free of charge. Additional Features only for Premium options (payment).



## PROS

An efficient grading system, with continuous reviews in order to measure student comprehension and progress over time.



## CONS

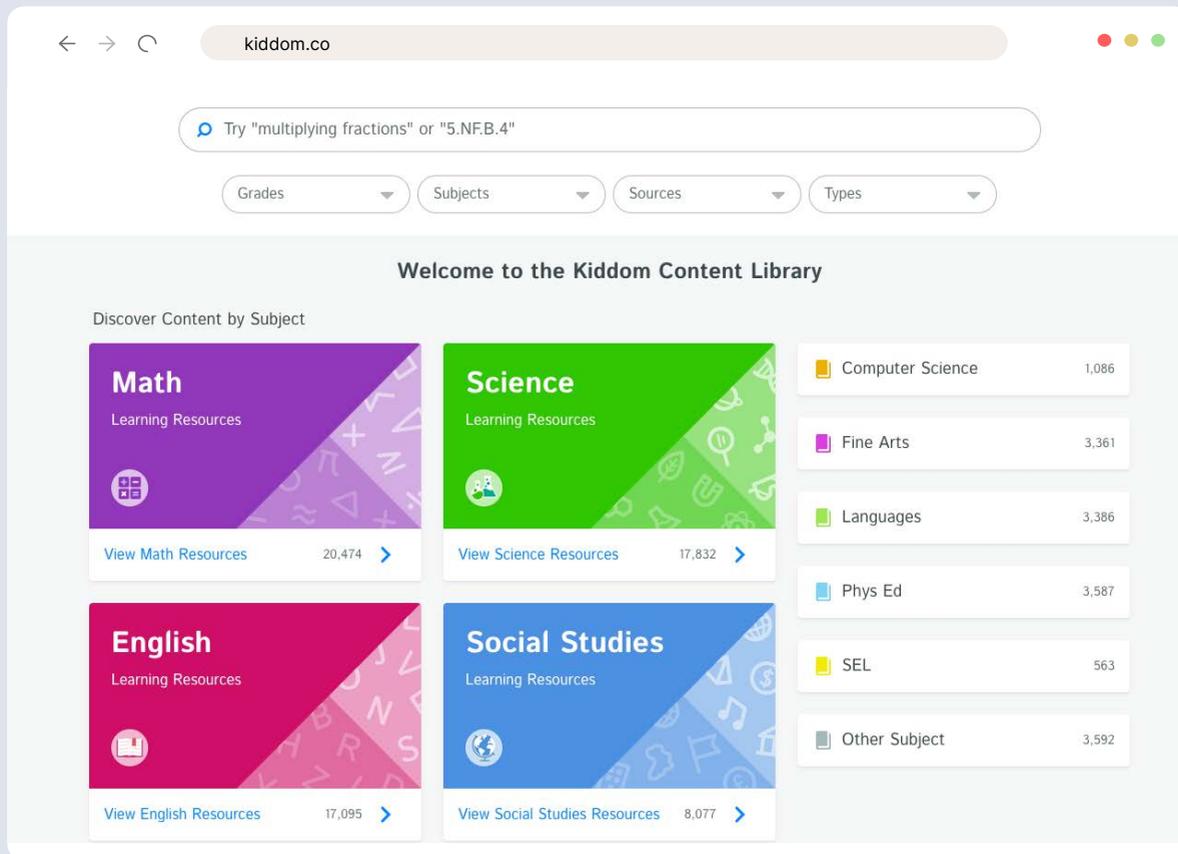
Most services are only accessible for paying accounts.



## AGES

6 - 12.

# Kiddom



## DESCRIPTION

Kiddom is a combination gradebook and standard-based customized LMS (learning management system).



## FUNCTION

Kiddom main features include: Assignment management, calendar management, chat, class summary, class scheduling.



## PRICE

Free for teachers.



## PROS

Provides teachers with access to ready-made lessons and tools.



## CONS

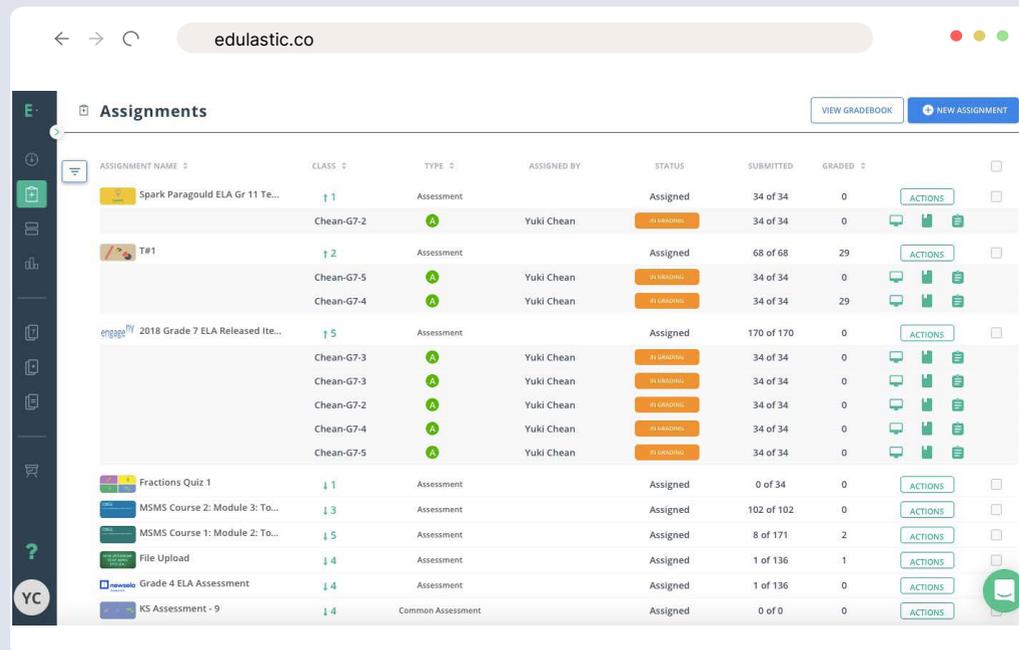
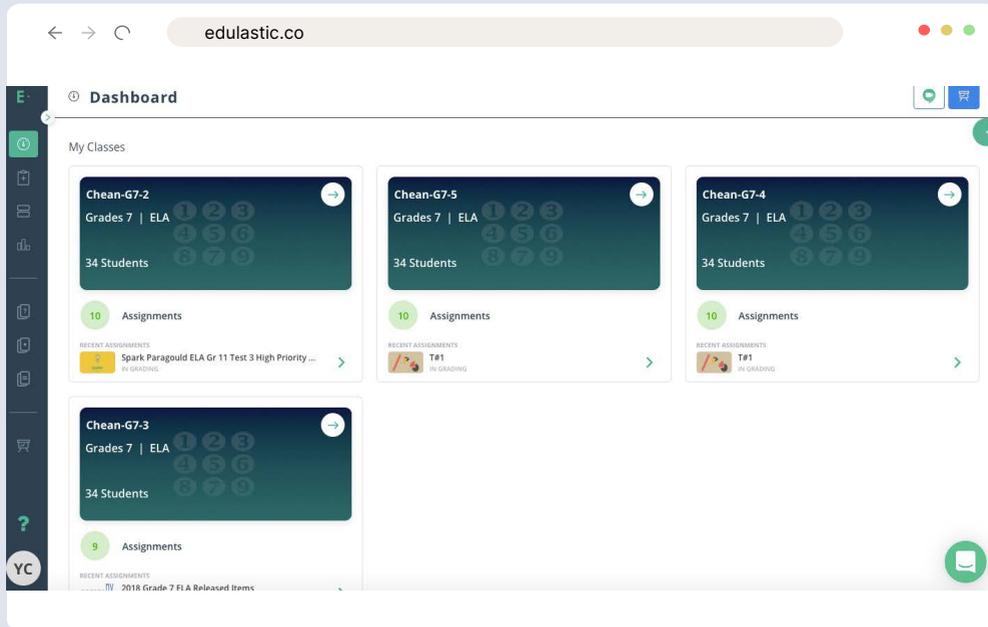
Lacks interactive or networking functionalities. One-on-one entrance process could feel tedious.



## AGES

14 - 17.

# Edulastic



## DESCRIPTION

Edulastic is a technology-enhanced testing solution for teachers that tracks and organizes classroom data in order to show teachers which students are on target and which students may need additional support

## FUNCTION

Teachers are able to create assessments with main features such as: in-depth reports, shuffle question order, show students their scores but hide questions & answers, readaloud.

## PRICE

Free, pay for premium options.

## PROS

Ready-Made Assessments, also teachers can create their Own Assessments.

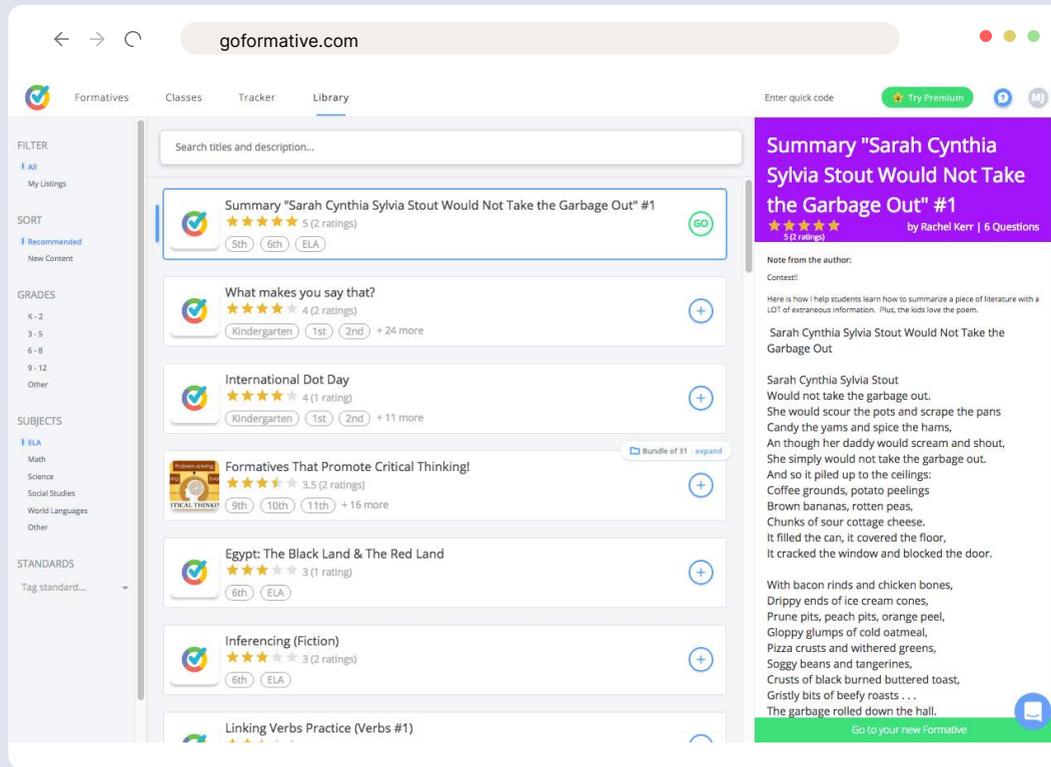
## CONS

Assessments are mainly geared towards math and reading subjects. Software is not adaptive.

## AGES

13 - 16.

# Formative



The screenshot shows the 'Admin' page on goformative.com. It features a table titled 'Common Formatives' with columns for 'Students', 'Average', 'Distribution', and four percentage ranges: '100-80%', '79-70%', '69-25%', and '24-0%'. The table lists various assessments and their corresponding student counts, average scores, and distribution data.

Common Formatives	Students	Average	Distribution	100-80%	79-70%	69-25%	24-0%
7th Grade Pre-diagnostic assessment	557	34%		13 (2%)	57 (10%)	253 (45%)	234 (42%)
7th Grade Benchmark	1119	18%		22 (2%)	13 (1%)	176 (16%)	908 (81%)
8th Grade Post-assessment	592	17%		17 (3%)	17 (3%)	68 (11%)	479 (81%)
8th Grade Pre-diagnostic assessment	978	39%		31 (3%)	88 (9%)	520 (53%)	339 (35%)
8th Grade Benchmark	261	11%		6 (2%)	2 (1%)	33 (13%)	220 (84%)
8th Grade Unit Assessment	361	47%		55 (15%)	24 (7%)	210 (58%)	72 (20%)
9th Grade Pre-diagnostic assessment	694	42%		84 (12%)	78 (11%)	283 (41%)	249 (36%)
9th Grade Benchmark							
9th Grade Lab Final							

## DESCRIPTION

GoFormative is a web-based platform that enables educators to construct automated formative tests, assignments, or activities that can be conveniently accessed from any mobile device: desktop, tablet, or smartphone.

## FUNCTION

Teachers can add classes via class code, URL, or Google Classroom upon registration. Teachers will then choose whether to take advantage of comprehensive lessons demonstrating ideas for use, or to upload or build assignments of their own that allow students to type, record audio, sketch, upload an image, answer multiple-choice questions, and more.

## PRICE

Free.

## PROS

Flexible features allow for the development of quick and extensive evaluations, and student reactions can be displayed in real time, allowing teachers to reach students remotely.

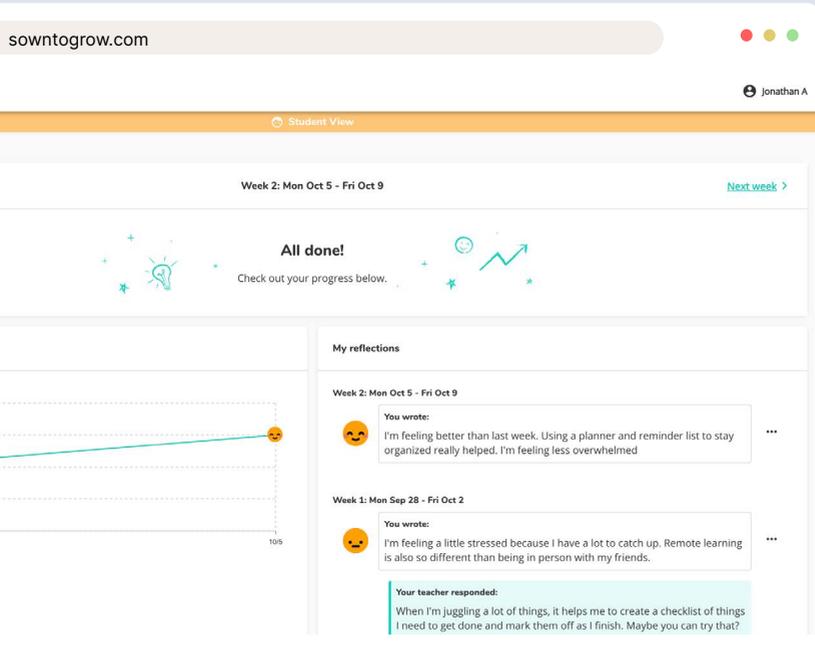
## CONS

Lacks resources for peer collaboration.

## AGES

8 - 15.

# Sown to Grow



## DESCRIPTION

Sown to Develop is a method that students can use to set learning goals and also focus on their results.

## FUNCTION

Teachers start using this tool by creating an account, signing in, and inserting student details to create a class profile. In the 'Activities' panel, teachers picked an exercise or assignment from online affiliate services, such as Khan Academy, Exit Ticket, etc., and delegate to students.

## PRICE

Teachers can sign up for a 2-month fully functional free trial.

## PROS

Gives students the resources to think objectively about their priorities and success by quickly applying a self-reflective layer to each task.

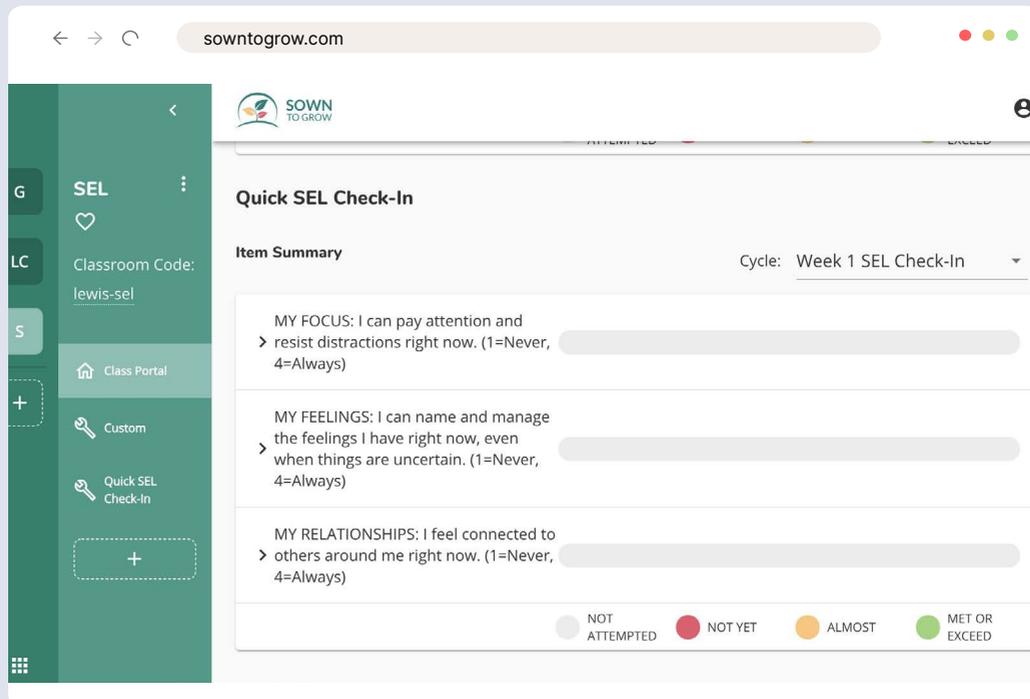
## CONS

Finding time to review instructional assignments and an additional layer of student reflection can be difficult for busy educators.

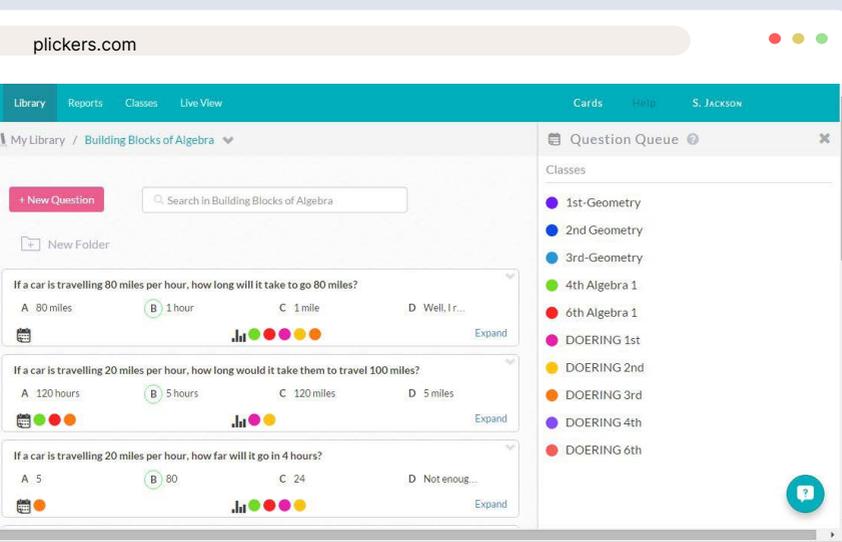
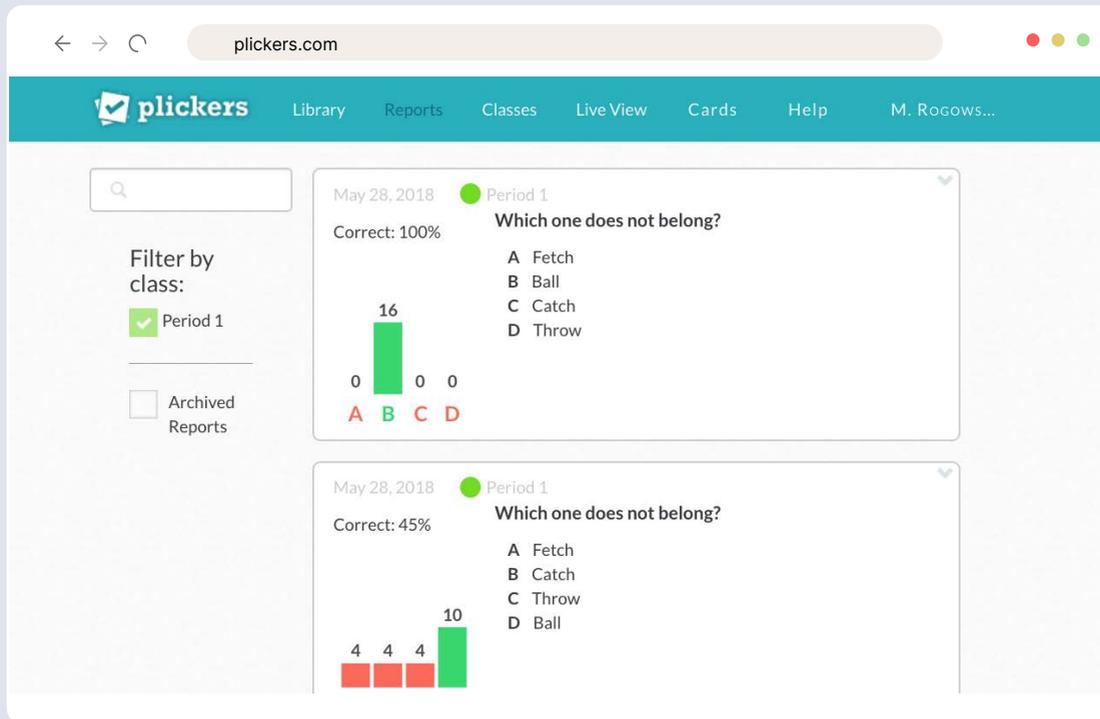
## AGES

9 - 15.

DIGITAL ASSESSMENT



# Plickers



## DESCRIPTION

Plickers is a creative way to elicit immediate multiple-choice answers from pupils, without requiring them to have clickers, laptops, or tablets.



## FUNCTION

There are iOS and Android applications as well as mobile interfaces. Teachers can generate single questions on-the-go or pick a collection of questions from their individually selected libraries to add to their queue. After projecting the question on the board, students hold up their customized answering cards, switching the cards in various ways to show their answers. The teacher carries a computer, such as a phone or a notebook, and scans the student's answers, which the app then collects and organizes.



## PRICE

The core of Plickers will always be free for teachers!



## PROS

Paper Answer Cards cleverly integrate basic tools with mobile devices to allow teachers to adapt instruction in real time.



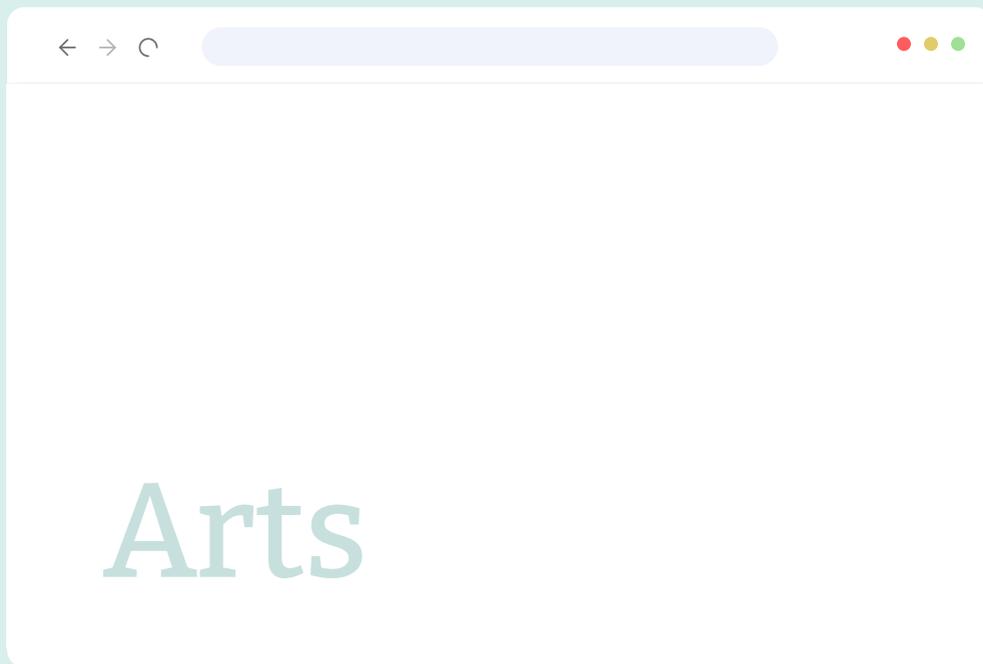
## CONS

One-at-a-time question submission takes a considerable amount of time. Questions are limited.



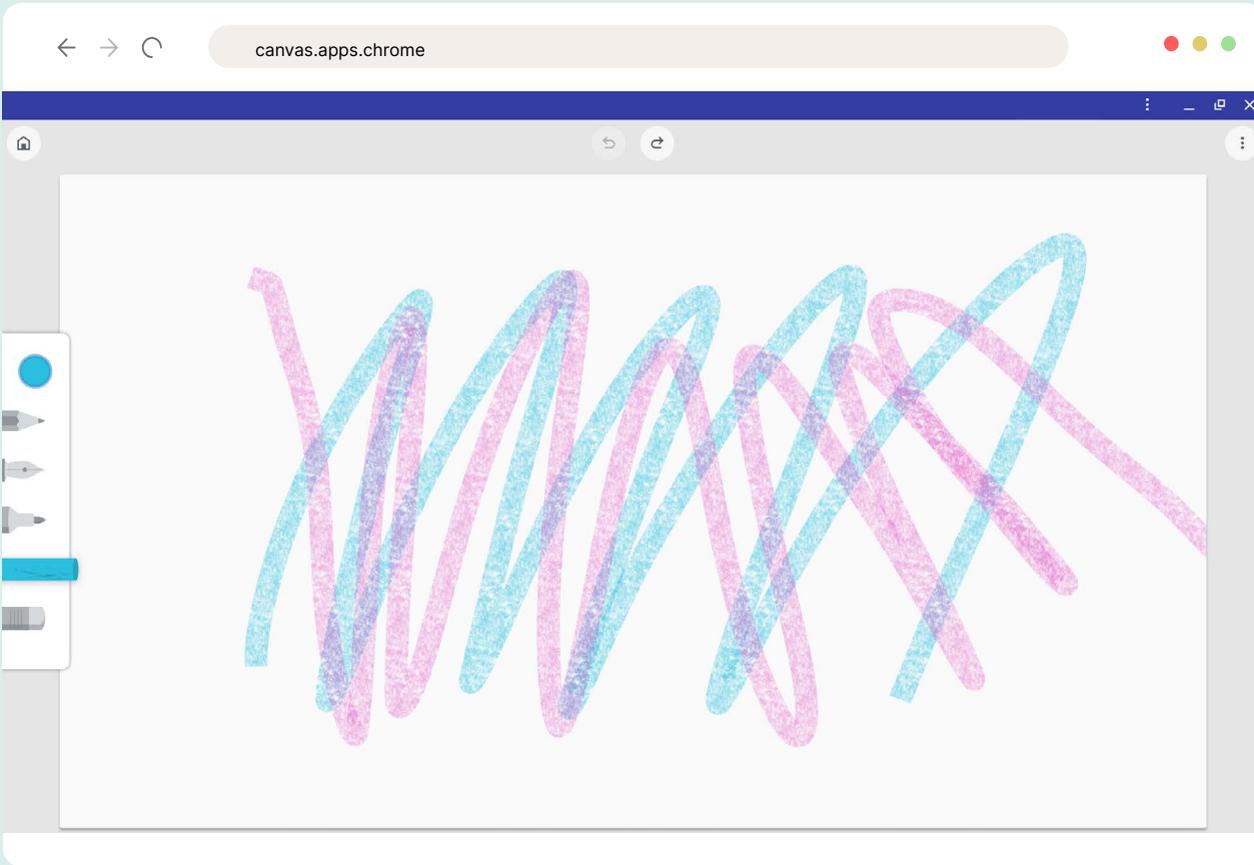
## AGES

9 - 15.



The arts are a vehicle for self-expression and an accessible learning tool for students of diverse backgrounds or abilities. By integrating art activities and digital multimedia into the classroom, perhaps as part of a school's STEAM curriculum, teachers of any subject can stimulate student engagement, collaboration, creativity and imagination. Through the use of digital multimedia, students can actively engage with educational material, while practicing alternative modes of communication. In using the following digital art tools, students can create slides and presentations, quantify information with charts and graphs, make storyboards, practice their design skills, and more.

# Google Chrome Canvas



## DESCRIPTION

Canvas for Chrome is an in-browser drawing app that is automatically synced with your Google account.

## FUNCTION

Features include a toolbar with a pencil, pen, marker, chalk, eraser, and color palette. Export your drawing as a PNG file when you're done, or pull up the same drawing on your phone.

## PRICE

Free to use; compatible with Google Chrome browser.

## PROS

Quick and easy to use.

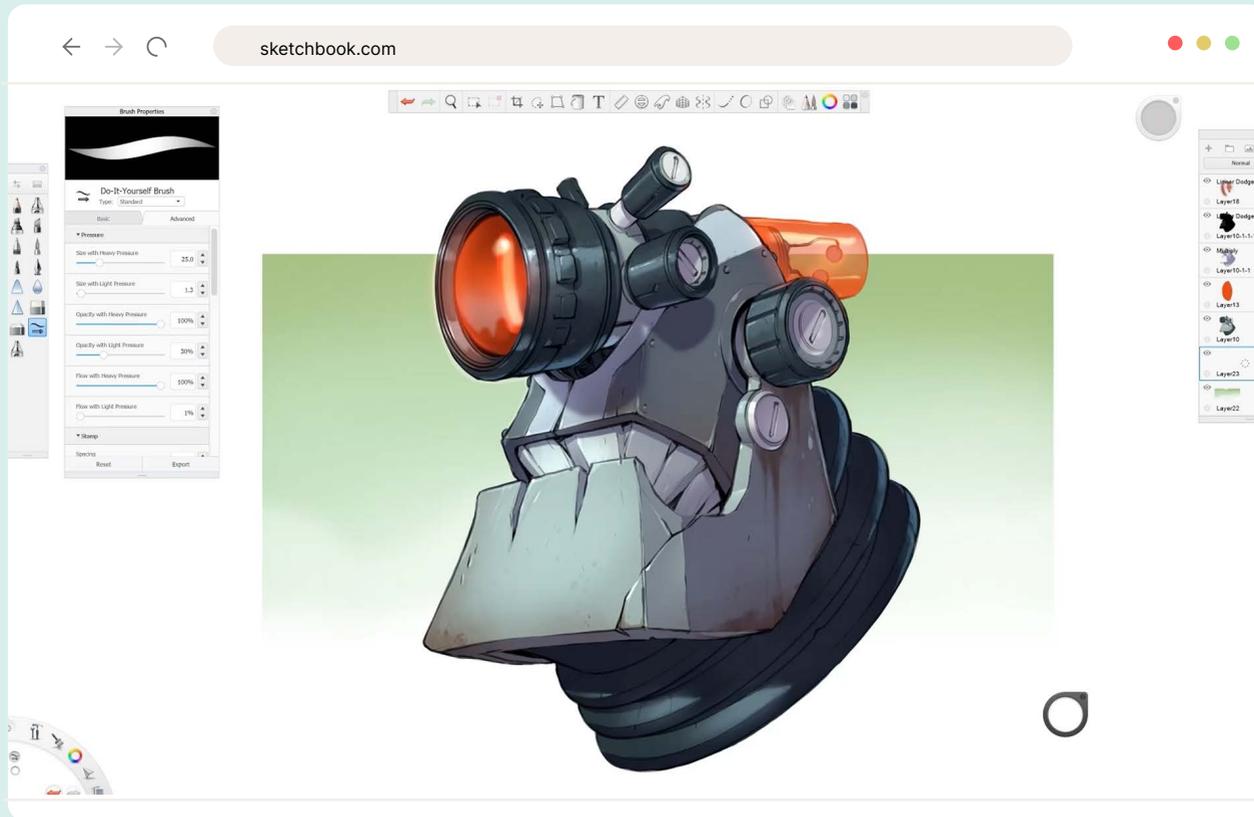
## CONS

Limited selection of education-themed layouts.

## AGES

7 - 15.

# Autodesk Sketchbook



## DESCRIPTION

Autodesk Sketchbook is an app with a variety of resources for producing digital art, with tools available in a laptop edition or for an iPad or mobile device.

## FUNCTION

Features are simple to use: pencils, ink, markers, and over 190 customizable brushes with different textures and shapes.

## PRICE

Full-feature version of SketchBook is free.

## PROS

Wide variety of tools; compatible with computer or tablet.

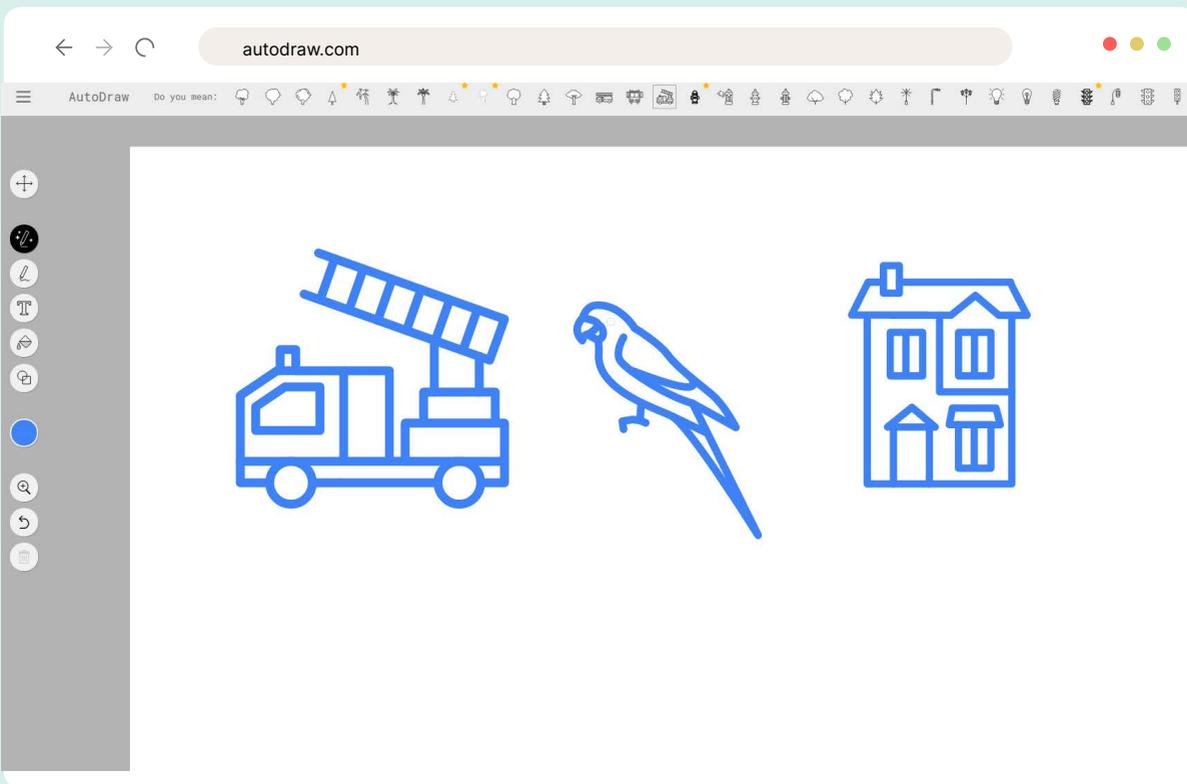
## CONS

May be challenging for students with limited tech skills.

## AGES

8 - 15.

# AutoDraw



## DESCRIPTION

AutoDraw combines machine learning with illustrations by talented artists to help you create something visual, fast. Uses artificial intelligence to interpret your drawings and replace them with more professional images.



## FUNCTION

Potential uses include: sketch notes, infographics, illustrating a story, creating a scene, desktop publishing (flyer, poster), creative drawing.



## PRICE

Free.



## PROS

Works on any device including computers, laptops, Chromebooks, phones, and tablets. Very simple to use, can share or download final product.



## CONS

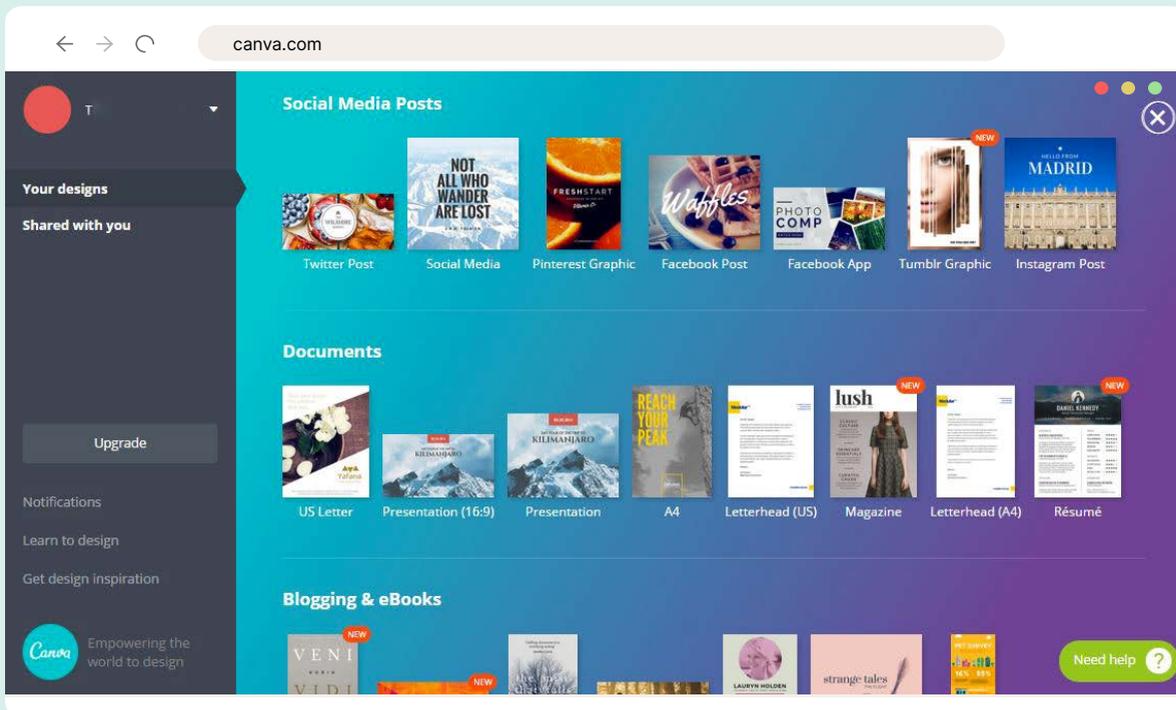
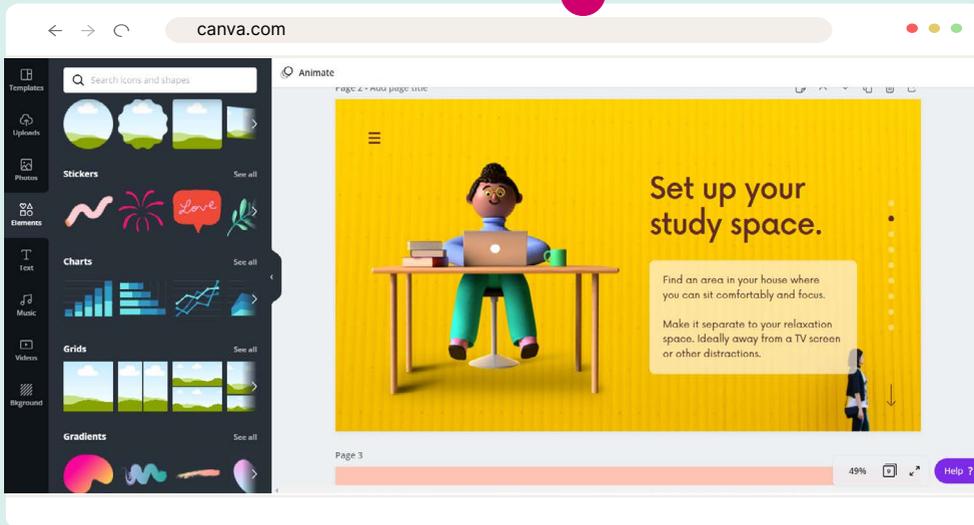
Lacks more advanced functions when compared to other drawing tools. Not collaborative.



## AGES

8 - 15.

# Canva



## DESCRIPTION

Canva is a graphic design tool that enables users to create social media images, displays, bookmarks, flyers, documentation and other visual materials. Users can select from several professionally designed models, edit them, and upload their own images using a drag-and-drop application.



## FUNCTION

Built-in images and design templates with the following features: layouts for every occasion, stock images, illustrations, social media graphics, a library of fonts, drag & drop editor, custom templates, customizable branding, photo editing.



## PRICE

Basic version is free. Pro version is free only for registered nonprofits.



## PROS

Variety of free models will turn aspiring artists into competent designers.



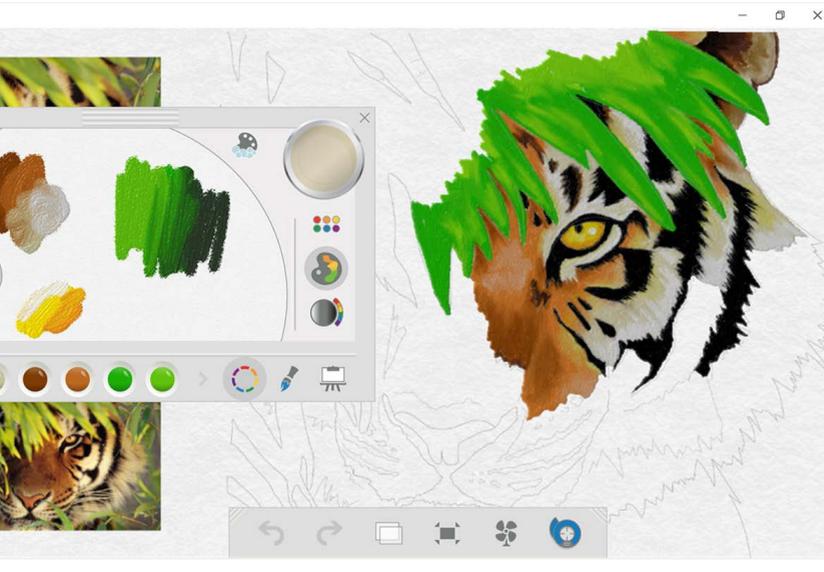
## CONS

Can be easy to confuse “layouts” with “designs” and lose work in the process.



## AGES

9 - 16.



# Fresh Paint



## DESCRIPTION

Fresh Paint is a pleasant and easy-to-use painting app with resources for artists of all ages. Develop original artwork, transform images into stunning drawings, or select an activity kit that will help you get started quickly. From images to breathtaking landscapes.



## FUNCTION

Features: intuitive, supporting touch, mouse, and stylus input. Draw or paint with watercolor, oil, pencil, pastel and pen. Natural pressure sensitivity allows precise control of the thickness of brush strokes. Import images, photos.



## PRICE

Free.



## PROS

Fun, graphical interface, easy to use, lots of options.



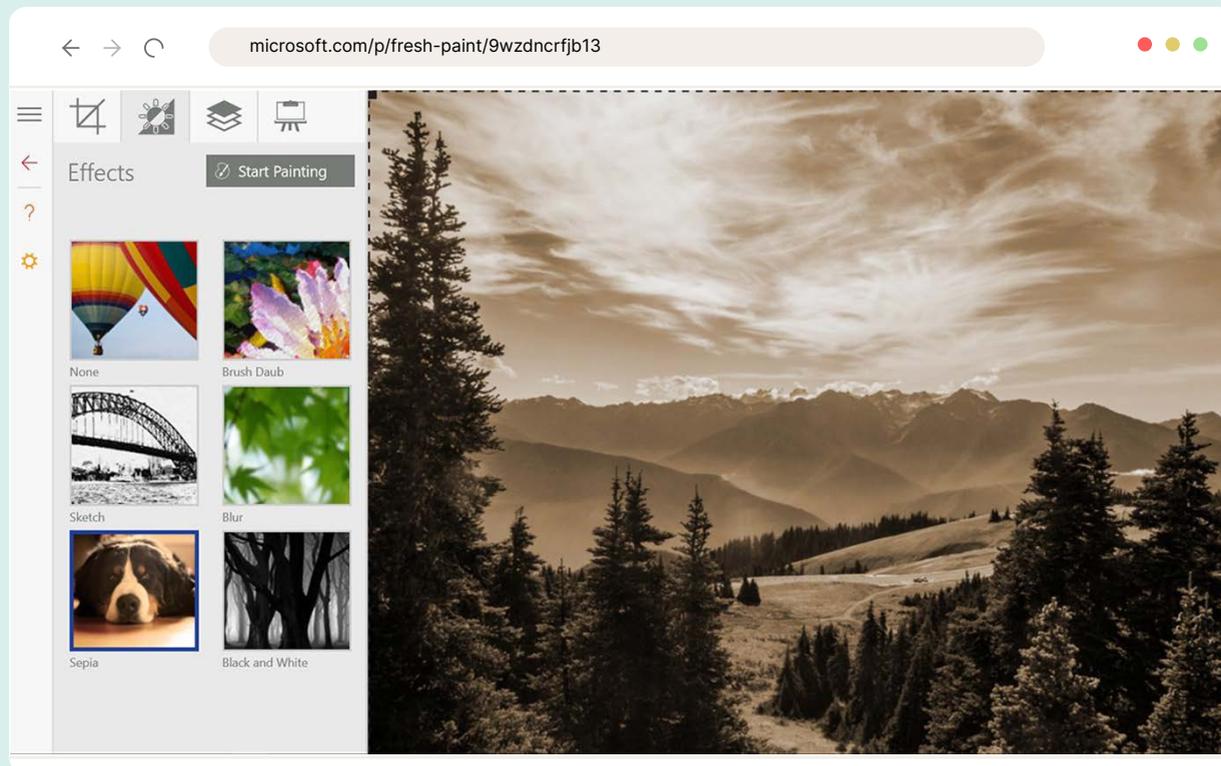
## CONS

Missing some key features like color fill; crashes randomly and frequently upon launch.

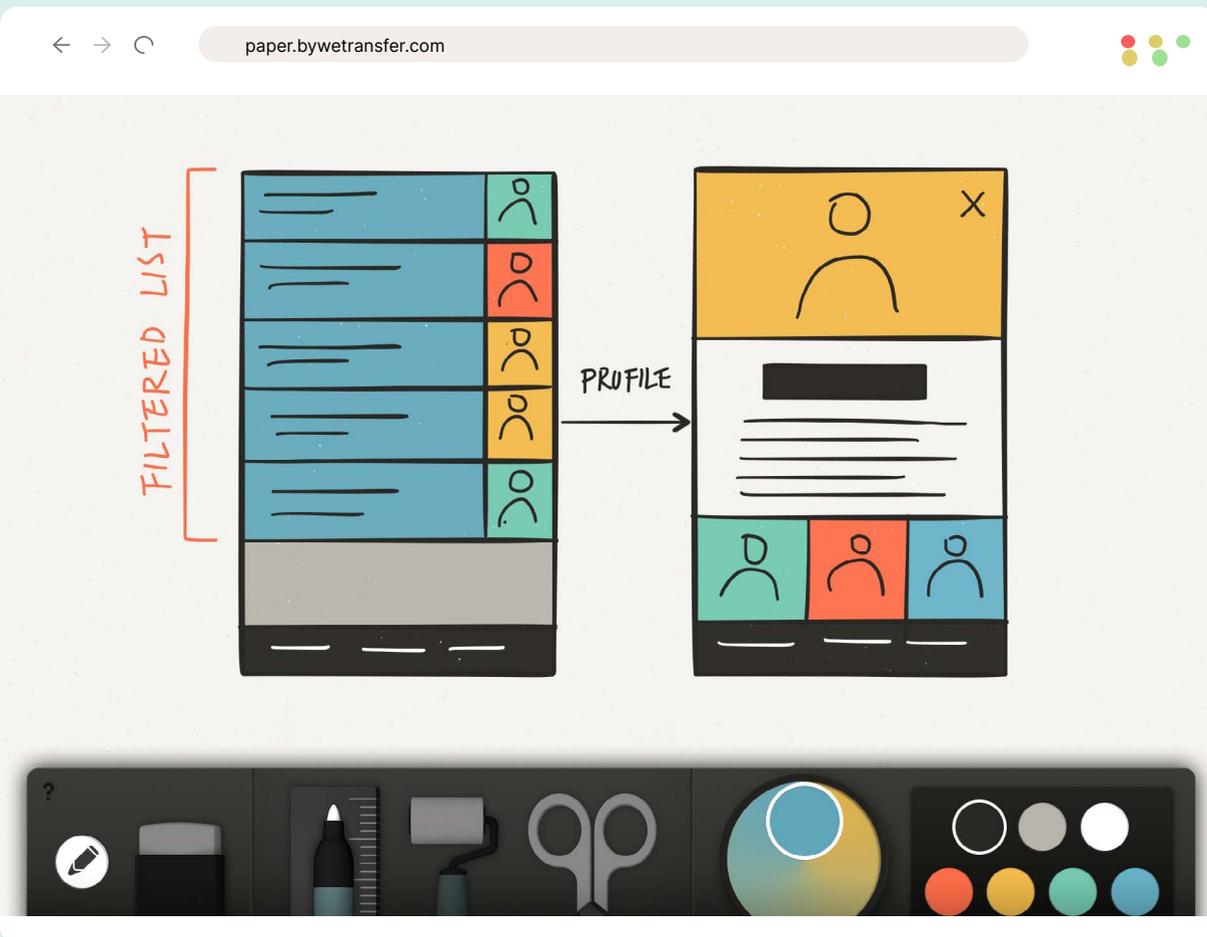


## AGES

9 - 16.



# Paper



## DESCRIPTION

This tool is perfect for teachers who wish to incorporate the arts and multimedia technologies into the classroom. The drawing feature is outstanding for sketching thoughts. The software is designed to look and sound like you're picking up a notebook.

## FUNCTION

Features: Import multiple photos, cut and slice imported photos. Multiple brush sizes. Copy and paste ink from one page to another. Multiple page selection.

## PRICE

Free.

## PROS

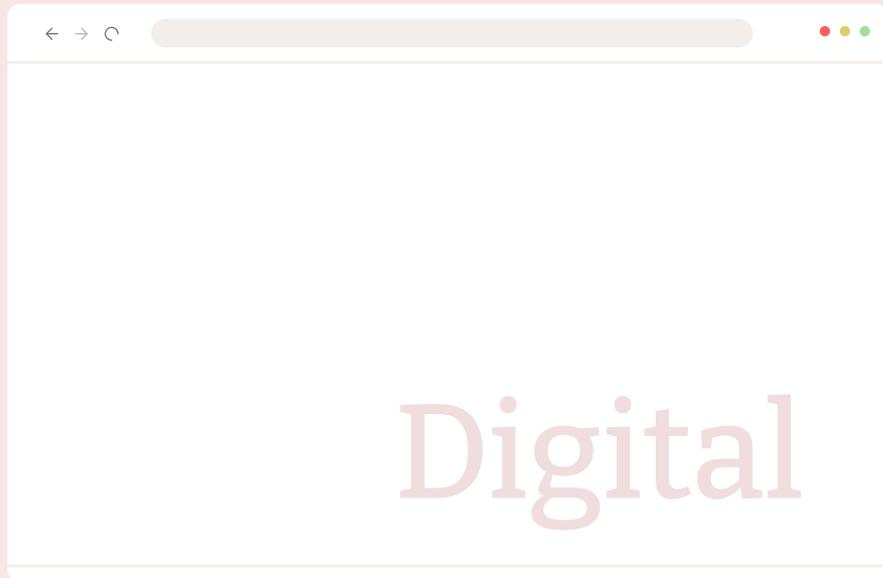
Simple interface is easy for all to use.

## CONS

In order to take full advantage of the app's functions, users should purchase a pencil stylus (may not be cost-effective for all classrooms).

## AGES

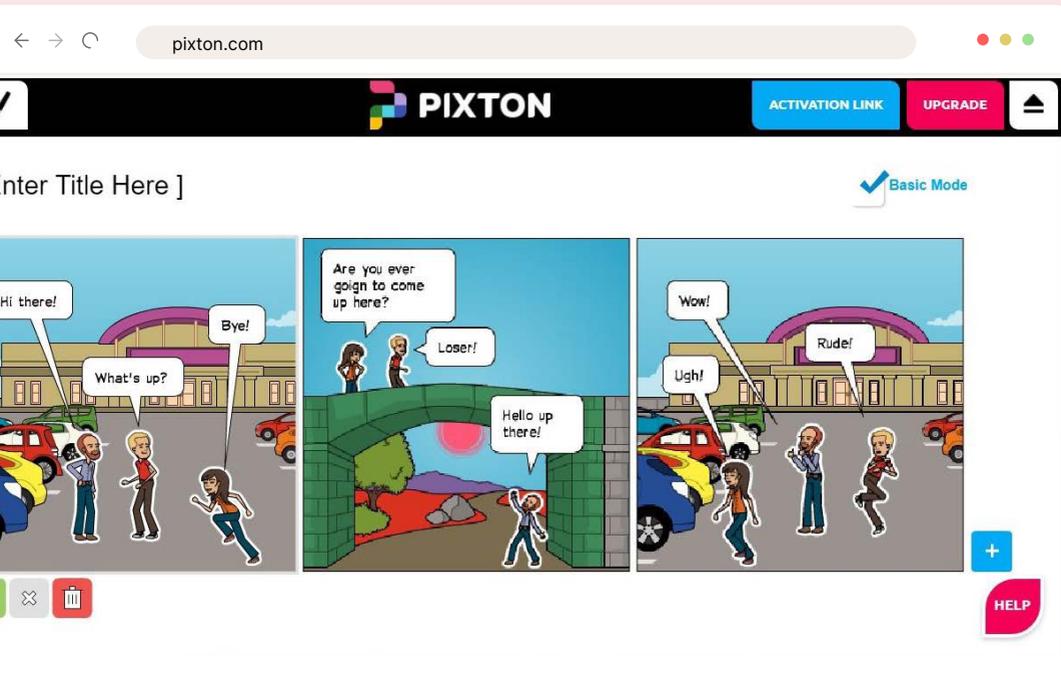
7 - 15.



Storytelling is a means by which to inspire, educate, and draw connections between ideas and reality. In the classroom, digital storytelling is a useful tool for reiterating subject matter or presenting new information creatively.

The following digital storytelling tools will inspire imagination, curiosity, and self-expression among students. By creating their own digital stories, students can process and organize information in their own ways. They practice making decisions, associating vocabulary with visual images, all while strengthening their writing and communication skills.

# Pixton



## DESCRIPTION

Pixton helps teachers and students create their own comic strips. This is a wonderful learning-centered platform that enables students to develop their own knowledge and present it in a way that is interesting and fun – through comics that reflect their concepts and ideas.

## FUNCTION

Main features: Assign text and speech bubbles to characters; edit shapes and position of each comic panel; choose from an unlimited range of expressions.

## PRICE

Pixton offers a free app for smartphone or tablet use.

## PROS

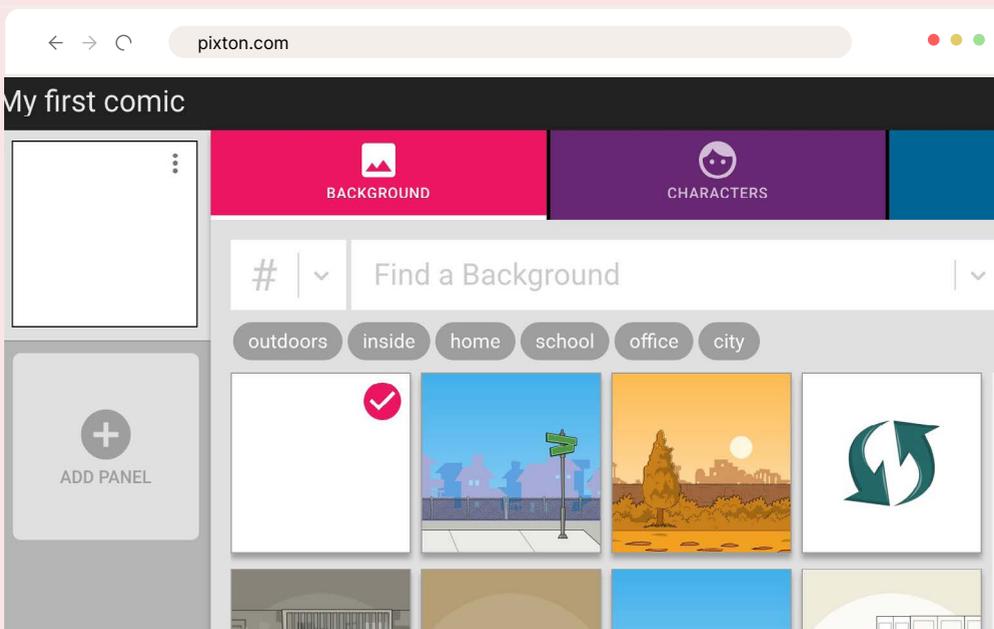
Variety of histories, characters, and props to choose from; excellent support feature.

## CONS

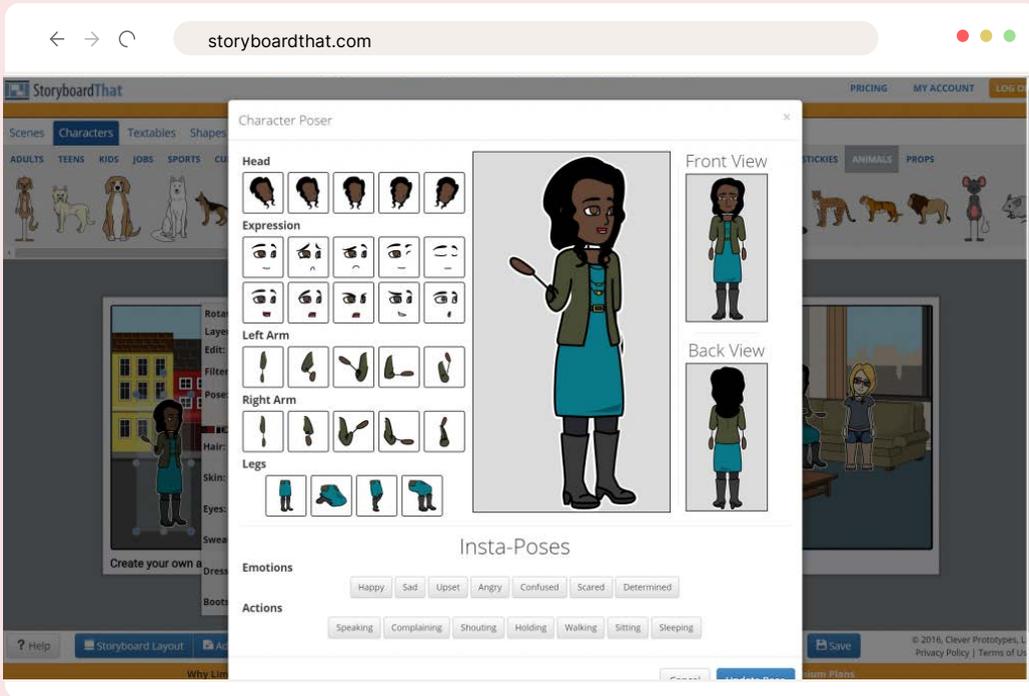
Students with less tech experience may require assistance.

## AGES

7 - 15.



# Storyboard That



## DESCRIPTION

Storyboard is a simple drag-and-drop interface offering a free version and a paid subscription with extended capabilities. The Storyboard Designer helps people of all abilities make beautiful graphics for teaching, learning and collaboration.



## FUNCTION

Drag & drop editor, feedback management, interactive elements, mobile interface, presentation tools, prototype creation, revision history.



## PRICE

Pricing starts at \$12.99 per month, per user. Free trial available.



## PROS

Great options for creating entertaining storyboards and comic strips. Effective tool for a classroom activity or lesson.



## CONS

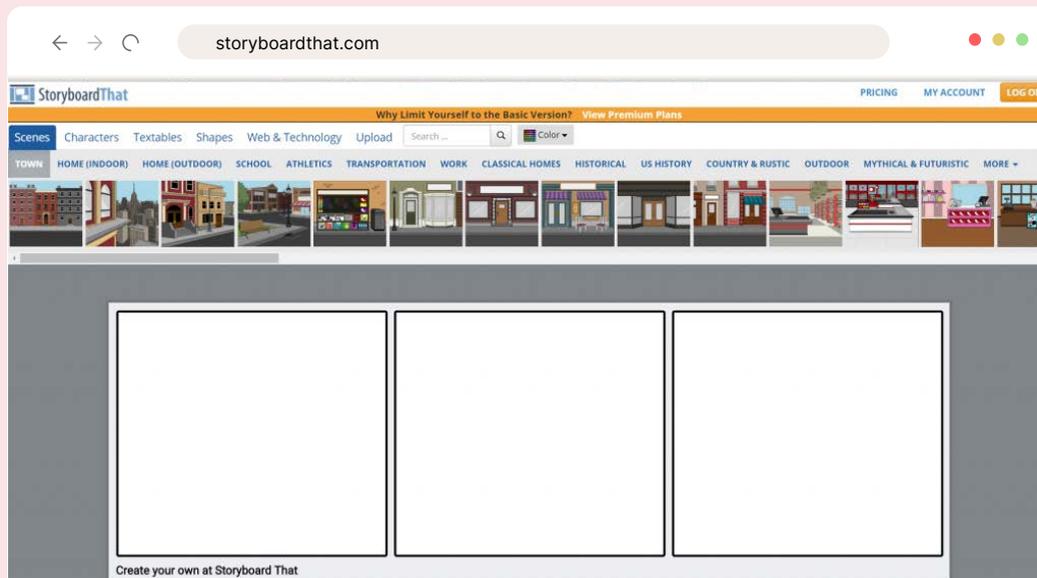
Requires some basic computer skills.



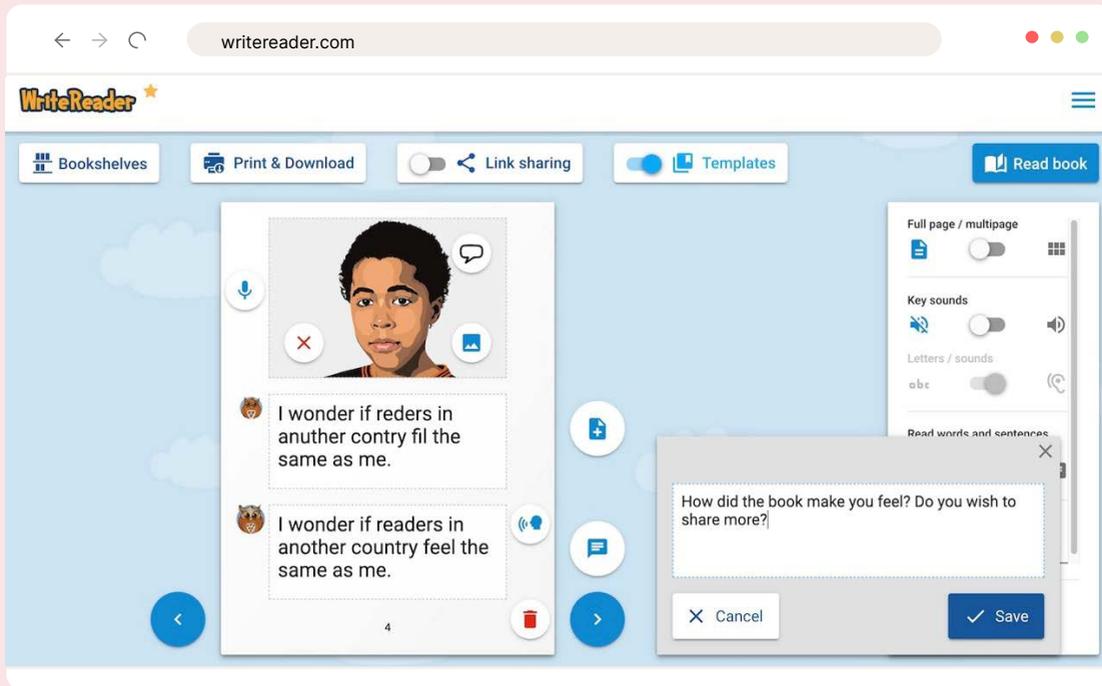
## AGES

9 - 16.

DIGITAL STORYTELLING



# WriteReader



## DESCRIPTION

WriteReader is a research-based writing platform that allows students to write their own stories in their own words. Teachers can correct students' grammar using specific tools. Books can be shared, with teacher approval and with an in-app collection.

## FUNCTION

To make their own novels, students must tap the plus sign to add a new book, and then send the title and author of their book, and add a cover picture. They will then apply text, voice commentary, thinking or speech bubbles, and photographs to each page of the novel.

## PRICE

Free.

## PROS

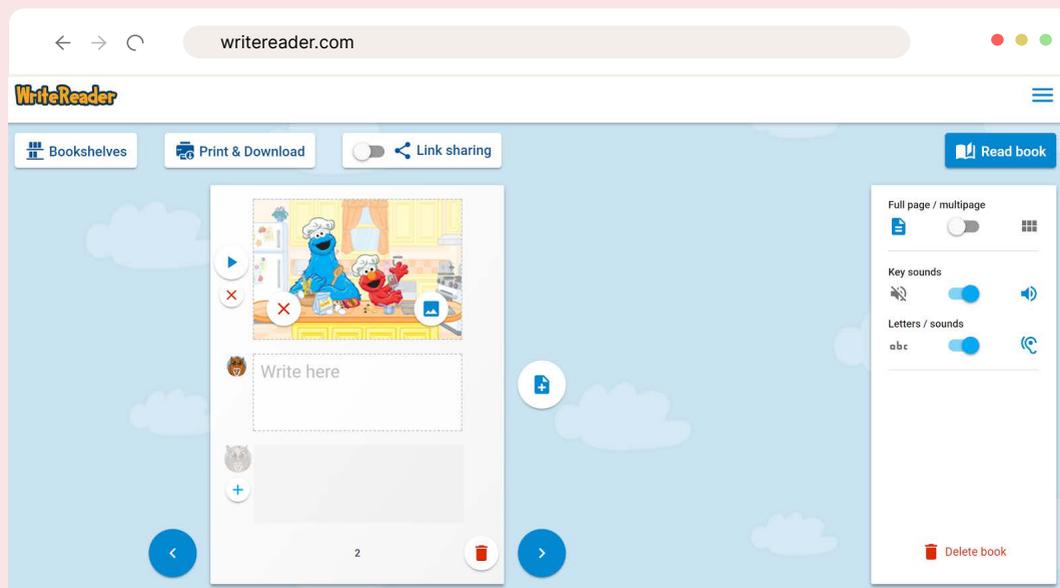
Tap keyboard (ipad) provides a range of options, including uppercase, lowercase, letter names and phonetic sounds.

## CONS

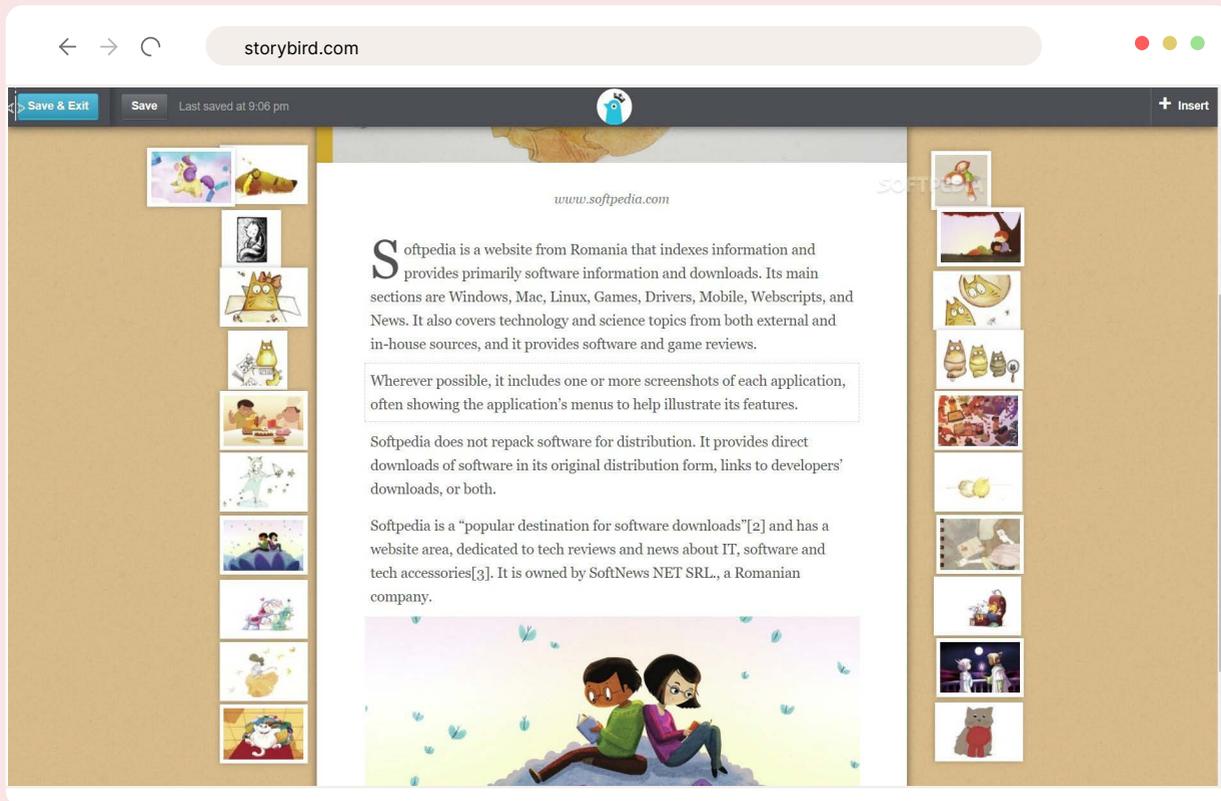
Teachers cannot overwrite any word or sentence in students' texts.

## AGES

5 - 10.



# Storybird



## DESCRIPTION

Storybird is a web-based social platform for visual storytelling. Students serve as creators, matching their words to site-curated, approved art. Students can write text, but they can not upload their own art; they must use Storybird's selected set in their graphic novels and illustrated poetry.

## FUNCTION

Uses illustrations to inspire students to write stories, engages students with ageappropriate video tutorials, writing challenges, quizzes, and more

## PRICE

Free (Paid memberships available).

## PROS

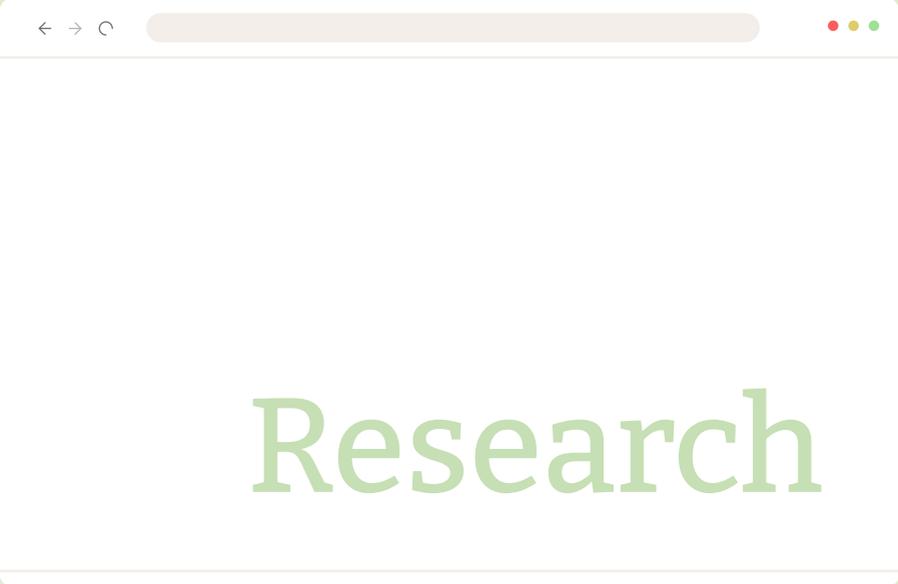
Student-authors can choose from a large collection of art to illustrate their stories.

## CONS

Students can't apply their own art to stories.

## AGES

6 - 12.



Research

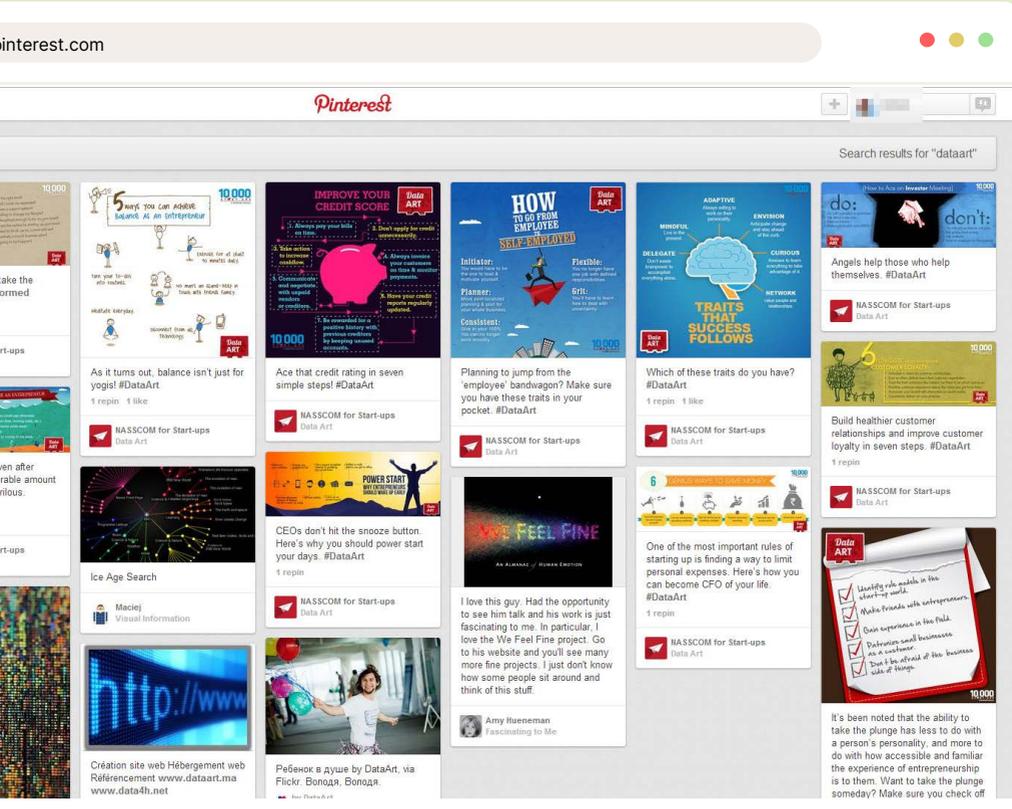
and



Storytelling

Shifting through information and resources online and screening for credible content requires a critical eye and experience. Otherwise, conducting research online can feel overwhelming and even counter-productive. As educators, we can offer students guidance when they search the web, helping them to develop this important 21st-century skill. With a little practice, students will gain confidence navigating virtual libraries and organizing information in a digital space, in order to work more efficiently and autonomously. Online research tools and libraries offer remote access to a wealth of information, but it helps to know where to start. The following apps allow users to: share texts, images and videos, organize information sources, and create new material in interesting formats, such as newsletters or portfolios.

# Pinterest



## DESCRIPTION

Pinterest is a web platform, photo uploading and social media service. Pinterest stores and organizes photographs, animated GIFs and videos in the form of pinboards.

## FUNCTION

Users can share or “pin” original visuals, as well as a bookmark or “pin” them from around the internet. Pins are collected in a theme-based interactive photo album or gallery known as a “board.” When a user saves a visual (image or video) to a Pinterest account, it becomes a pin.

## PRICE

Free.

## PROS

Super simple interface makes it easy to browse, find, and save your ideas.

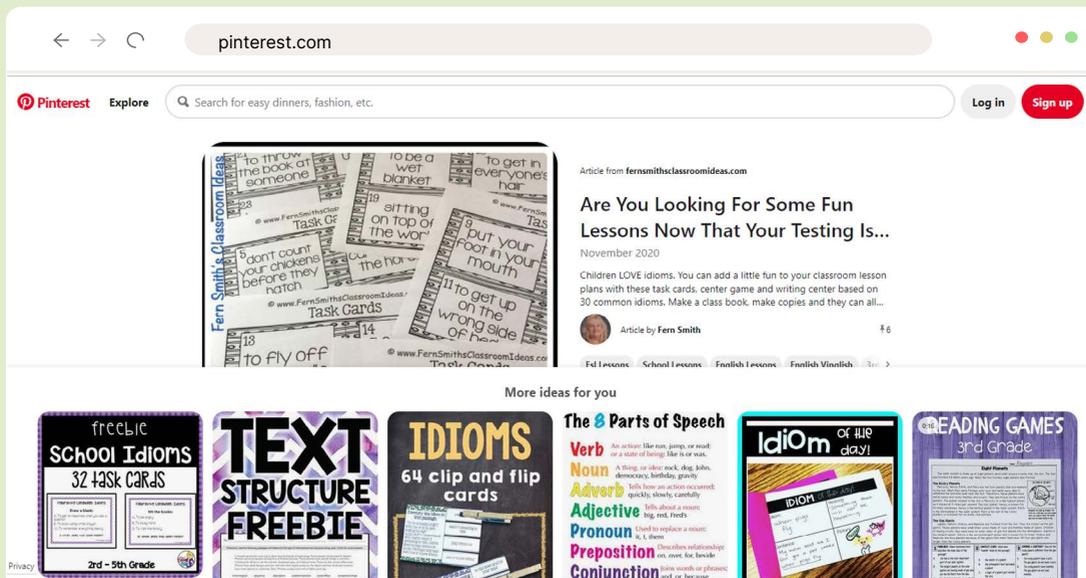
## CONS

User-generated content can be inconsistent or poor quality, and search performance is closely related to the proper use of words.

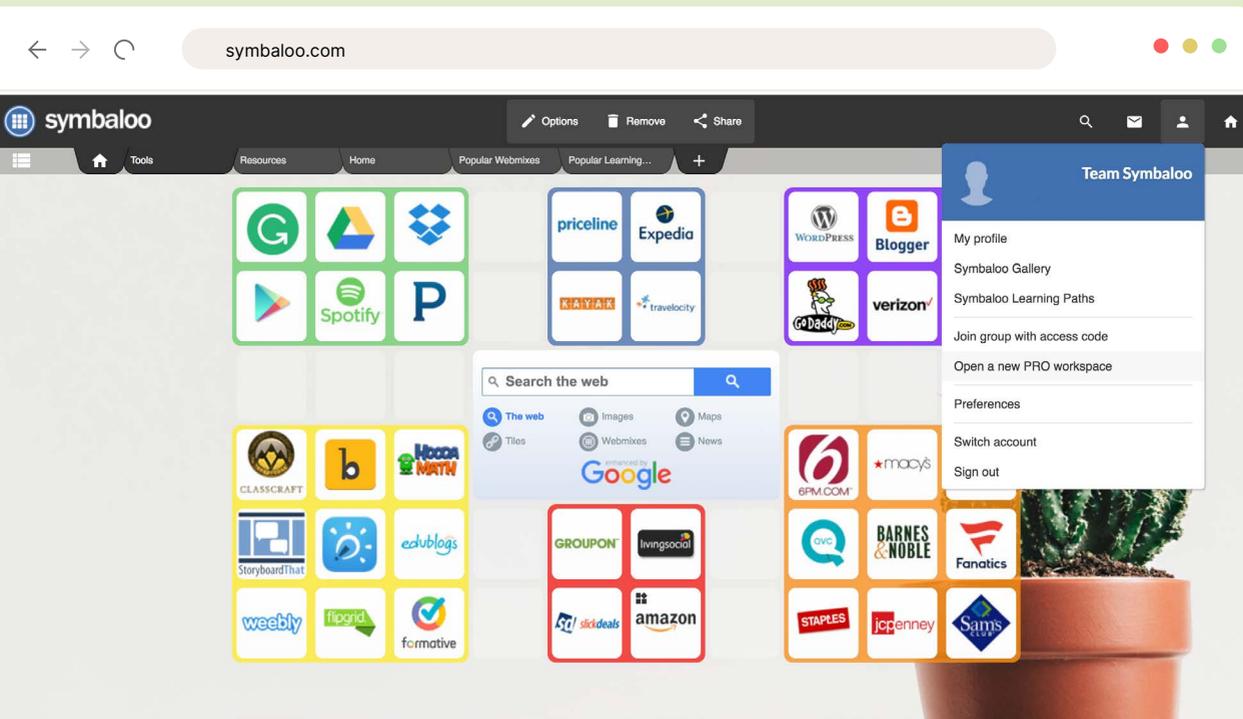
## AGES

8 - 15.

RESEARCH AND STORYTELLING



# Symbaloo



## DESCRIPTION

Symbaloo is a digital tool that helps users arrange and categorize web links in the form of buttons. The web browser enables users to build a customized virtual workspace that can be viewed from any computer with an internet connection.

## FUNCTION

Symbaloo can be used to assemble lesson plans and bookmark websites with relevant material for your classroom. Symbaloo uses a grid of various colored tiles. Each tileset or “webmix” can be arranged according to topic, age level, or other categories.

## PRICE

Free, pro version available.

## PROS

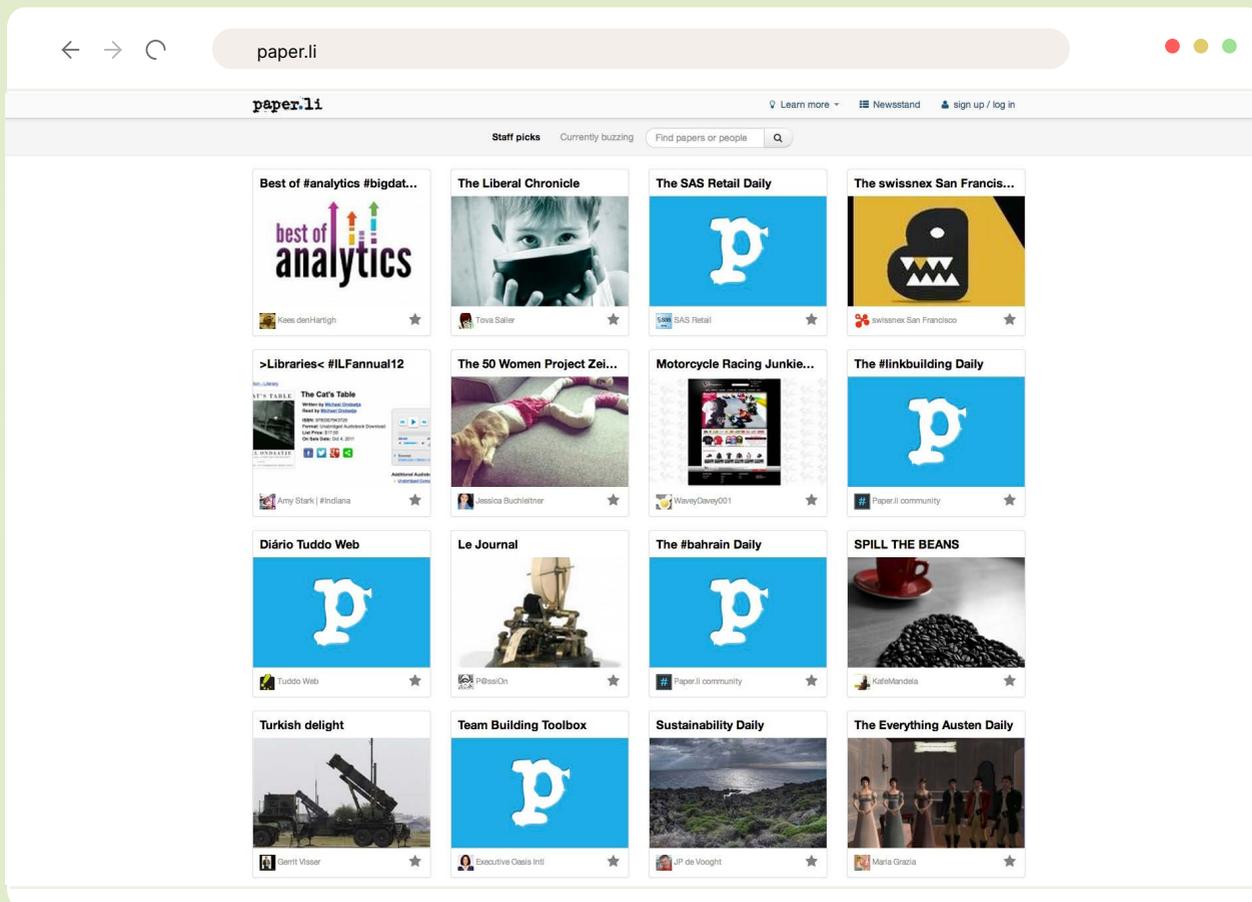
The cube design is intuitive; easy to store details.

## CONS

Free version is limited. Connect accounts only with the upgraded version.

## AGES

7 - 16.



## DESCRIPTION

Paper.li is a content curation platform that helps individuals create newspapers based on the subjects they select, and discover and share entertaining posts, photographs and videos from around the internet. Stores video clips, pictures, and stories and automatically categorizes them according to the topics you select.

## FUNCTION

Add articles, images & videos directly from any website you visit. Add comments, pin articles, write your own stories, daily articles, videos and images on the topics you choose.

## PRICE

Free, pro version available.

## PROS

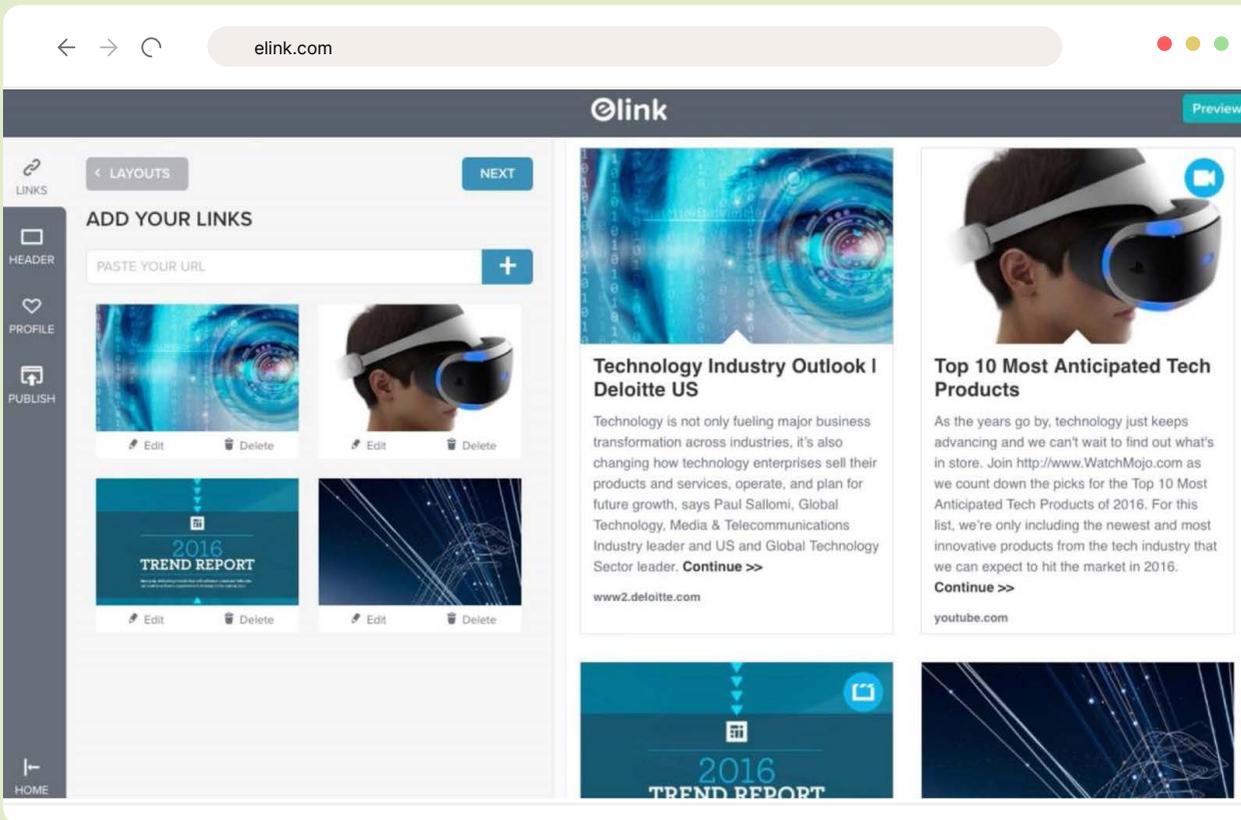
Papers are well-designed, and it's fun to watch all the references come together in a personalised product.

## CONS

Not so intuitive; user must monitor references to make sure they're relevant and consistent with the subject of the article.

## AGES

8 - 16.



## DESCRIPTION

Collect the best content from across the web to produce content that you can distribute through email newsletters, single webpages or add to website / blog for quick publishing.

## FUNCTION

Main features include: Chrome extensions, email newsletters, website or blog embeds, real-time content updating, templates & layouts.

## PRICE

Free, pro version available.

## PROS

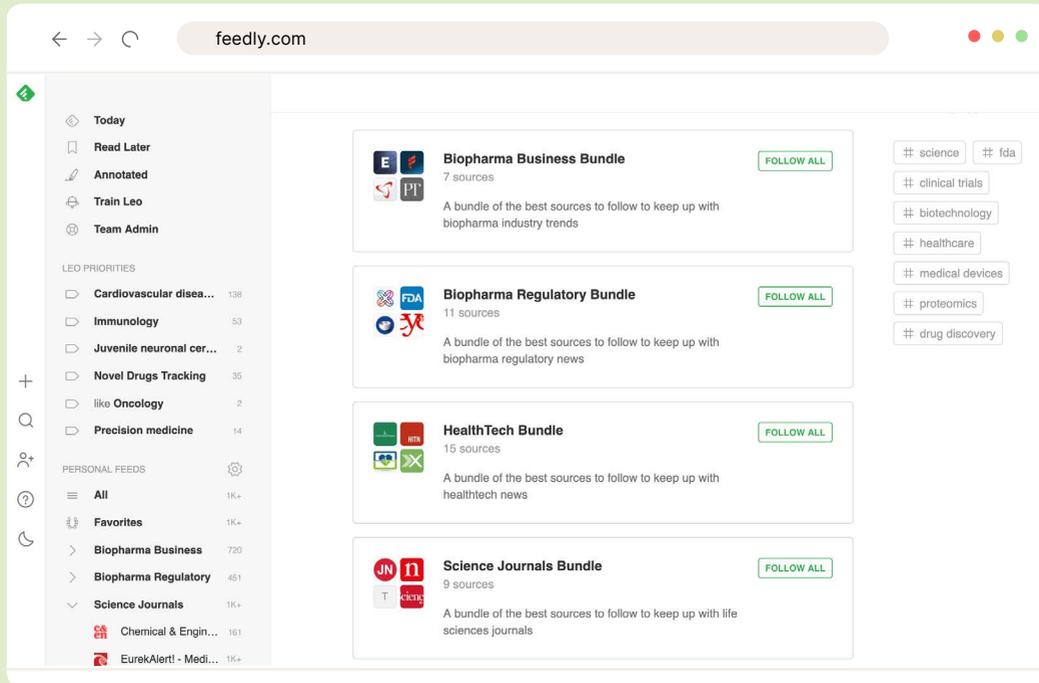
Speedy setup and simple interface allow users to communicate and share info with ease.

## CONS

It is difficult to modify the order of posts once they are submitted.

## AGES

9 - 16.



## DESCRIPTION

Feedly is a platform that helps users to organize, read and upload the contents of their favorite pages. It's an aggregator of content that compiles online news feeds for the user to personalize and share with others.

## FUNCTION

Feedly is ideal for quick reading of content. Each category of subscriptions or blog posts is a mini-magazine that you can read anywhere, whether in line at the store or at home on the couch. Scroll through material with simple strokes on the screen.

## PRICE

Free, pro version available.

## PROS

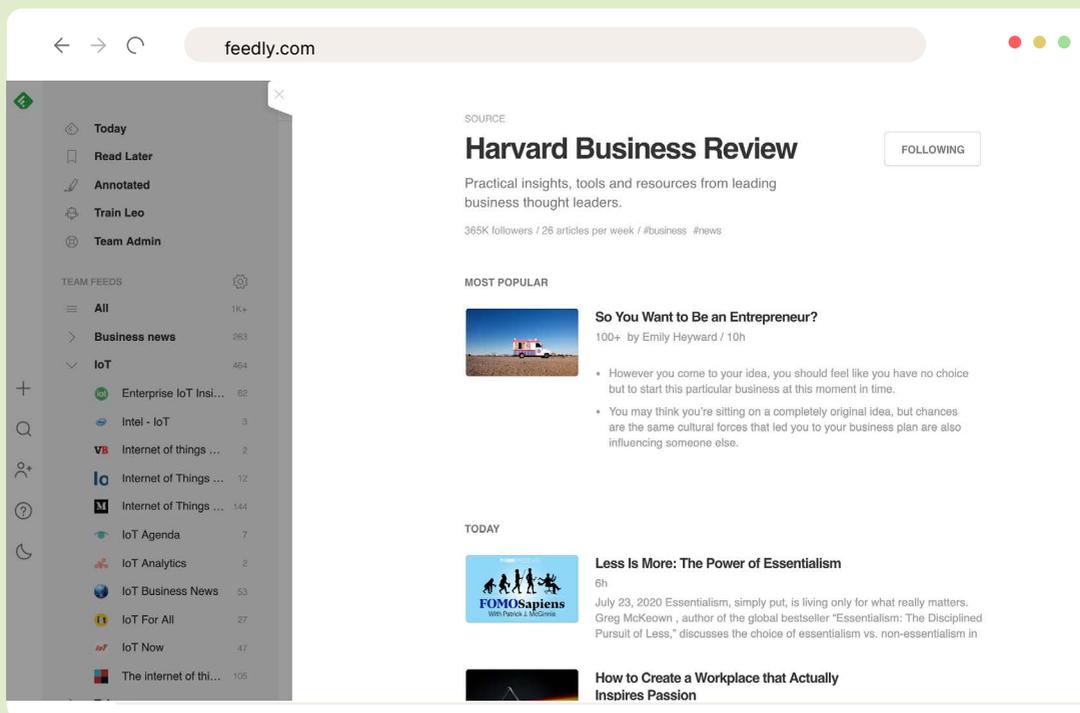
Runs smoothly and encourages curiosity among students.

## CONS

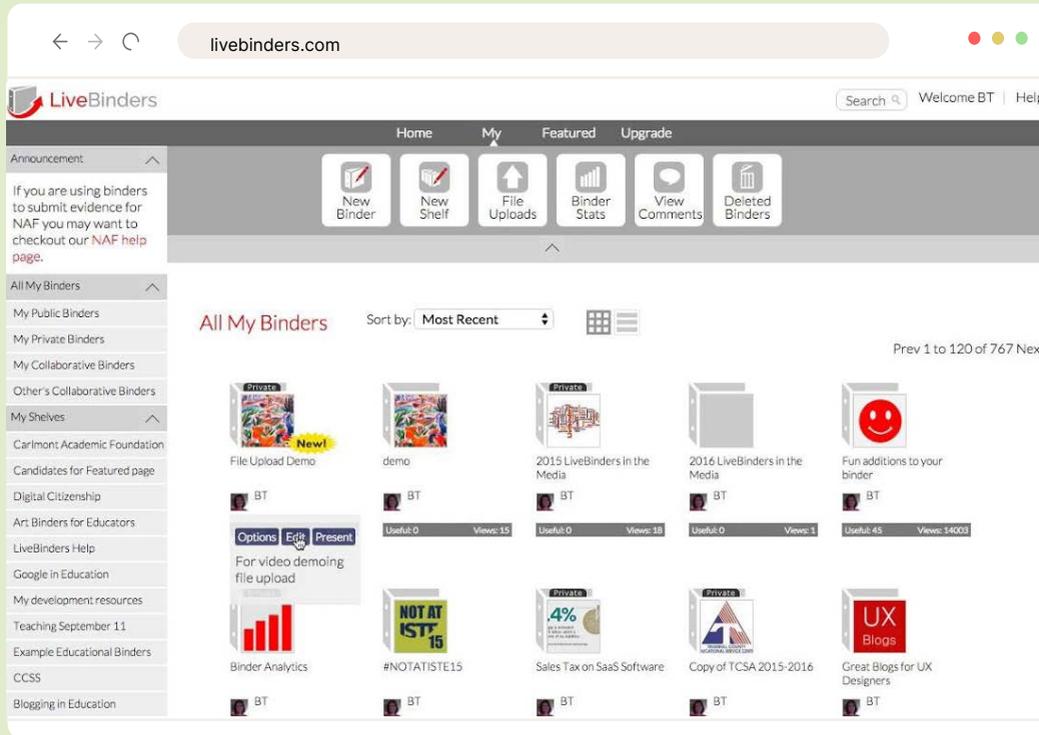
Appropriate only for more advanced students who need to organize various resources.

## AGES

10 - 17.



# LiveBinders



## DESCRIPTION

Modestly tech-savvy students and teachers can make the most of uploading and organizing class materials with livebinder. Documents, websites, and media can be submitted to the tabs of each binder, and a table of contents can be added.

## FUNCTION

Organize a diverse collection of resources into a streamlined package for sharing: File uploads, Google docs, web links, videos, surveys, presentations.

## PRICE

Free, pro version available, privacy features are available only for paid accounts.

## PROS

Cool features for developing portfolios, sharing class materials, and finding student and teacher resources.

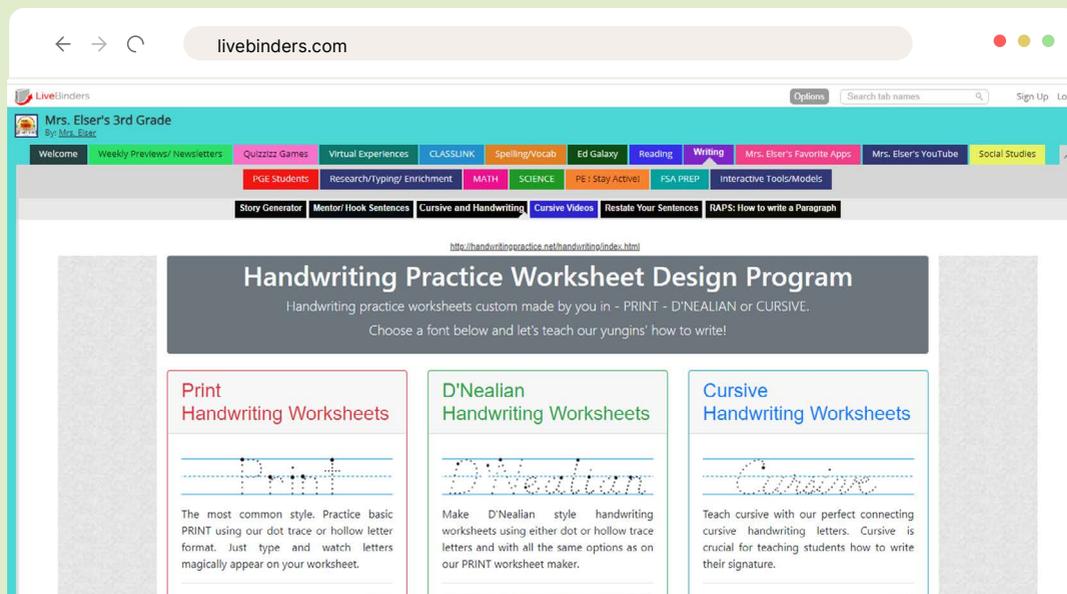
## CONS

Often complicated resources and restricted visual appeal can impede interest, and binders are available to the public with a free account.

## AGES

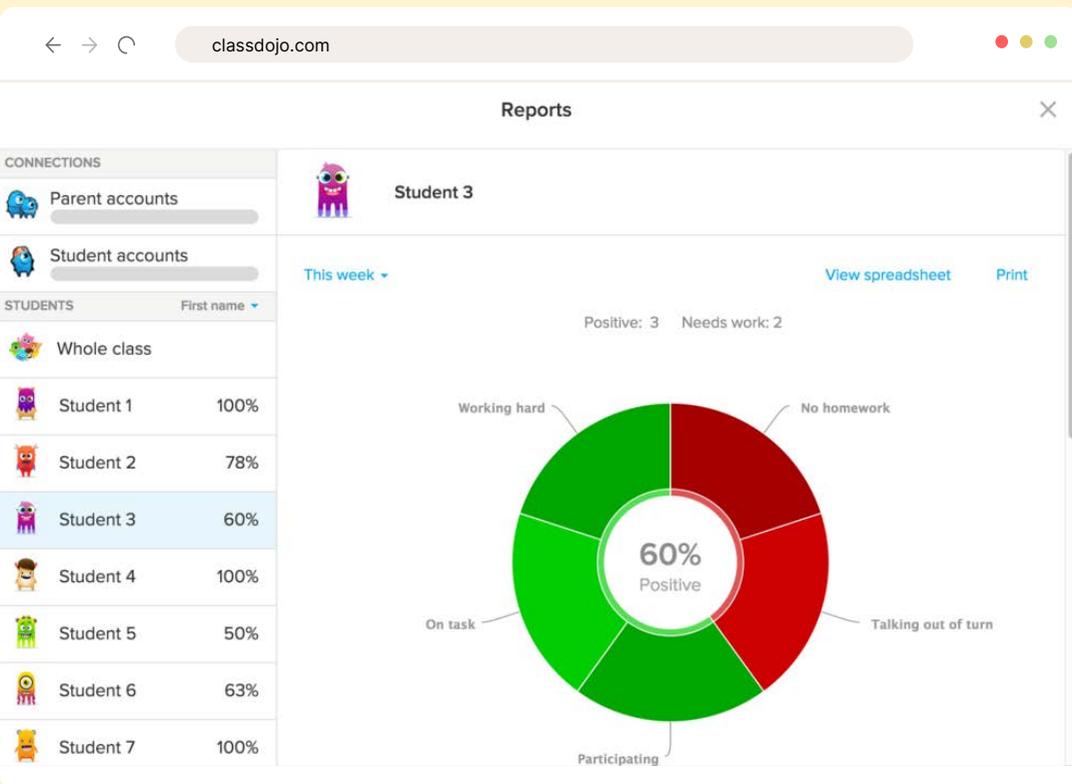
9 - 16.

RESEARCH AND STORYTELLING





Classroom and behavioral management can be a significant cause of stress for many teachers, but it doesn't have to be that way. There are a variety of online tools available to help teachers establish a behavioral code and optimize learning in the classroom. The following apps assist teachers in managing time, setting achievable goals and objectives for students, modelling appropriate behaviors, and promoting collective positive reinforcement in order to stimulate students' motivation. With these digital tools, teachers can document students' progress, connect with their caregivers, correct homework, communicate with students in virtual forums, control the noise level in the classroom, and more.



# ClassDojo

## DESCRIPTION

Classdojo is an online classroom management tool with which teachers can document student actions, encourage classroom activity, curate student portfolios, and connect with caregivers. Student login is easy with a QR code, links, or Google accounts.

## FUNCTION

Teachers can create original projects from the instructor dashboard, or use the toolkit to post class updates, execute warm-ups, create spontaneous classes, and more. Teachers can exchange knowledge internally or openly, to be accessed via tablet or an interactive whiteboard.

## PRICE

Free.

## PROS

Includes various features for recording, tracking, and improving student conduct and learning.

## CONS

Tracking behavior could be interpreted as a system of extrinsic rewards and punishments, especially when the information is publicly displayed.

## AGES

7 - 11.

CLASSROOM MANAGEMENT

ClassDojo

Home Portfolio Admin ik

Photo Video Draw File Journal

**To Do**

**Benjamin Book**

All

My stories

3rd Grade - Mrs. Warren 20-21

Add a class

View Report

**Weekly Agenda**

Fill out with your reading assignments and how many minutes you plan to read each day. You must log a minimum of 60 minutes of at home reading total each week.

Fri, Oct 2 · 3rd Grade - Mrs. Warren 20-21

**Spelling Worksheet**

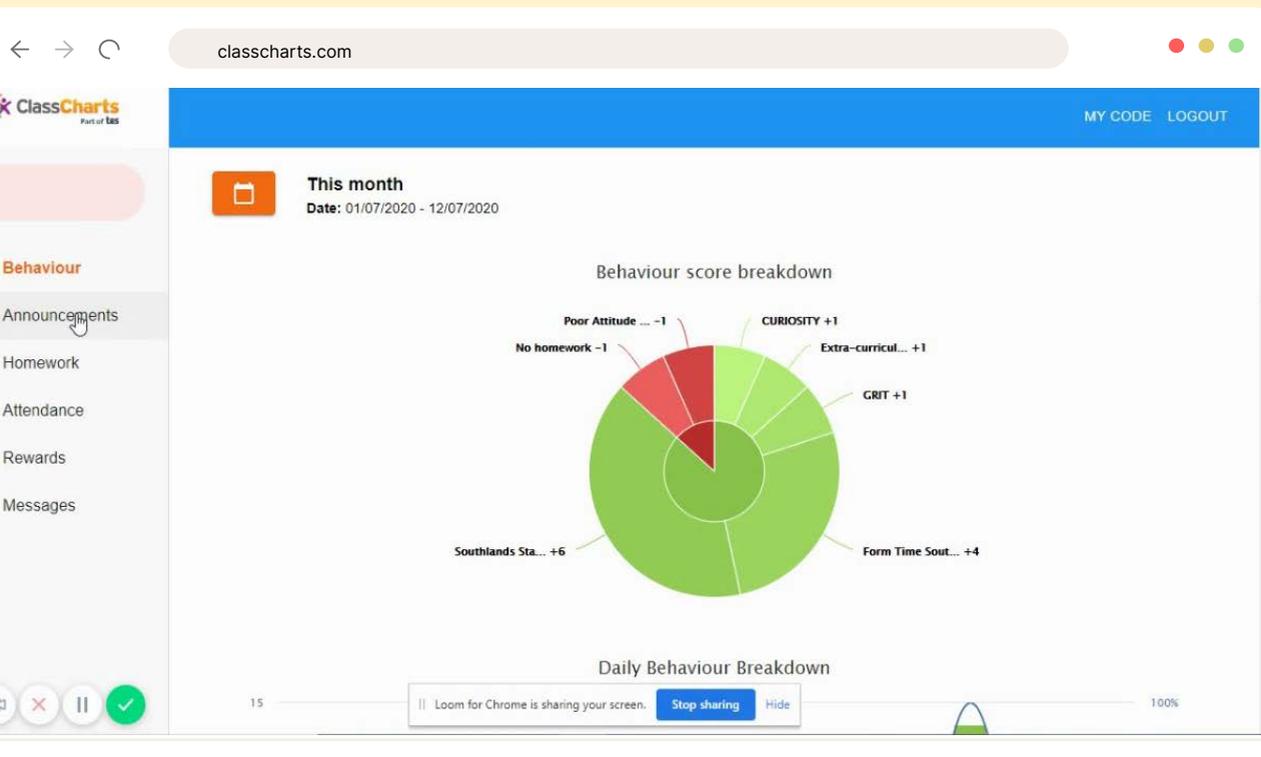
Week 3

Follow Directions on your worksheet and turn in by Friday

Wed, Oct 7 · 3rd Grade - Mrs. Warren 20-21

**Stories**

# Class Charts



## DESCRIPTION

Class Charts is an instant seating schedule and behavioral management tool for classrooms. It organizes students into appropriate learning groups and minimizes behavioural issues.

## FUNCTION

Use Safe Mode to display a whiteboard seating plan. Create seating plans for lesson observations & inspections. Compatible with whiteboards, tablets, iPads and mobile devices. Highlight underachievement.

## PRICE

Free.

## PROS

TA behavior chart is one option for classroom management and student accountability.

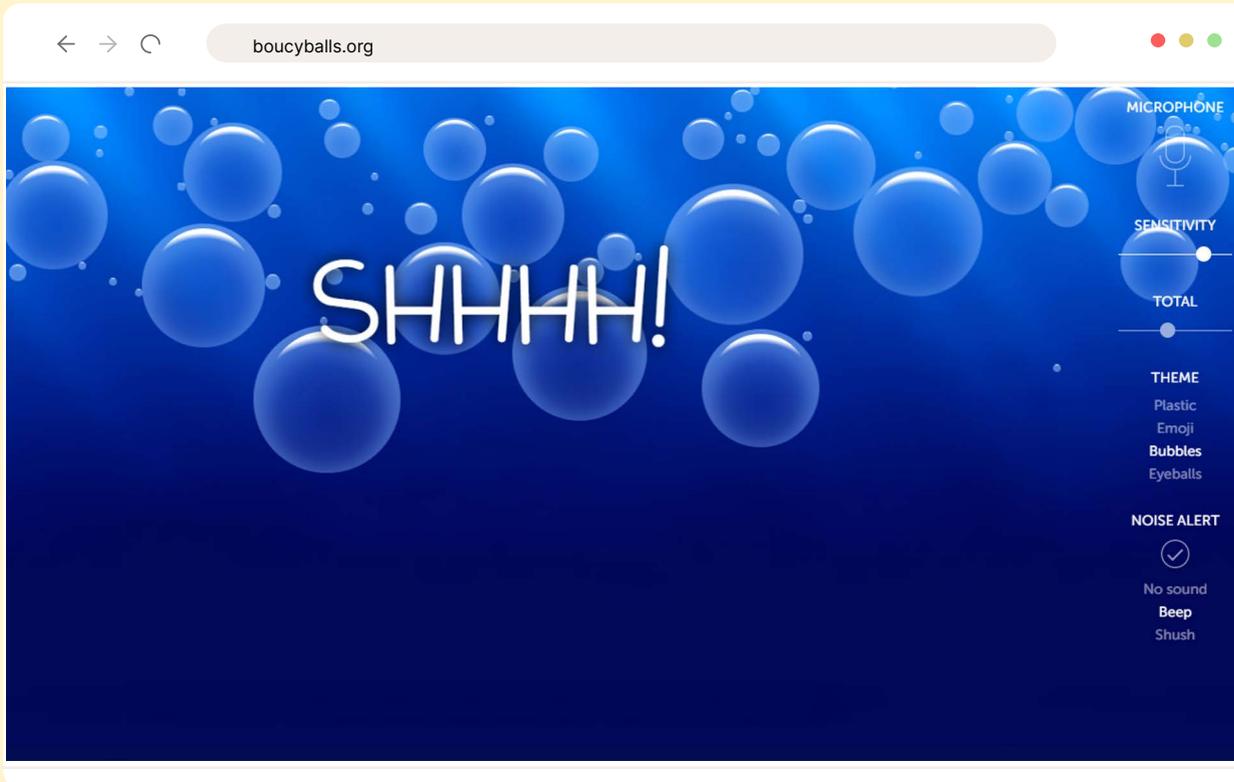
## CONS

One of the biggest arguments against classroom behavior charts is that it can harm students' self-esteem, considering a behavior chart is displayed for everyone to see.

## AGES

7 - 11.

# Bouncy Balls



## DESCRIPTION

Bouncy Balls is a simple, free, loud sound meter that can be used in classrooms. When sounds escalate, plastic spheres, emoji, balloons, or eyeballs fly out from the bottom of the screen until the volume decreases.



## FUNCTION

Uses Bouncy Balls during group activities as students may be disturbed by high noise levels. Effective tool for keeping classrooms silent during a stand-alone job or test. Adjust the sensitivity meter to suit the classroom setting.



## PRICE

Free.



## PROS

Easy-to-use interface.



## CONS

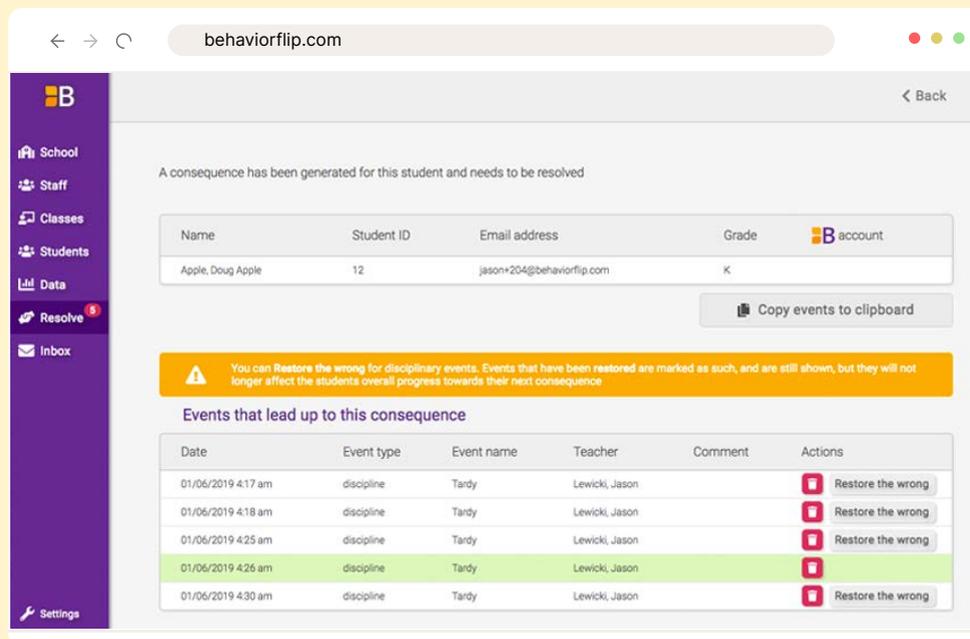
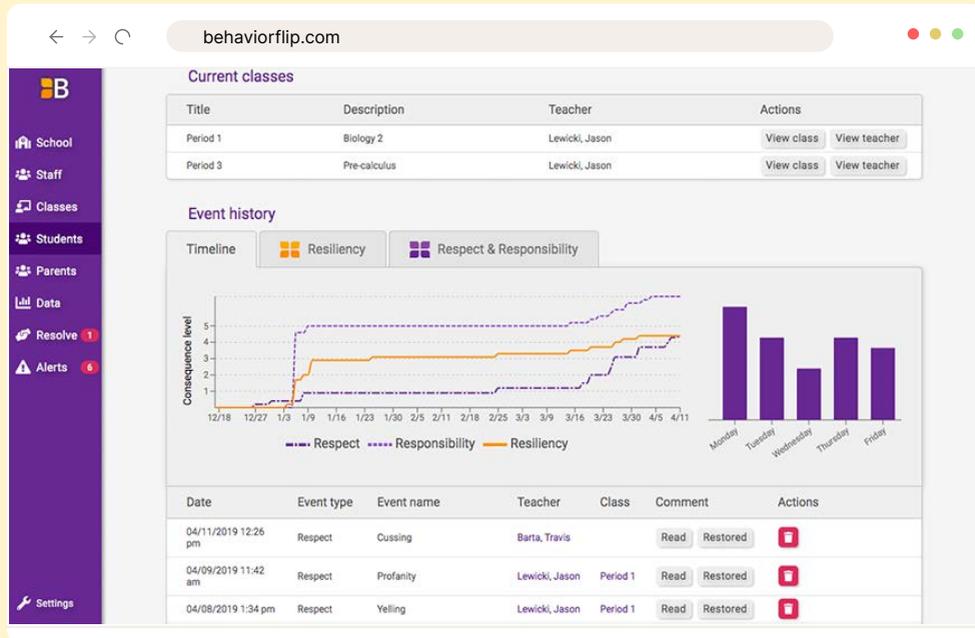
Mildly sensitive.



## AGES

7 - 16.

# BehaviorFlip



## DESCRIPTION

BehaviorFlip app helps educators create and infuse social-emotional learning, restorative activities and trauma-informed interventions by creating sustainable and efficient behavioral monitoring options.

## FUNCTION

Manages and measures activities, attitudes, and behaviors. Implements phased restorative measures and establishes responsibility actions.

## PRICE

Free.

## PROS

Tracks behavior in real-time.

## CONS

Some educators have taken issue with behavior tracking education technology because they feel it can shame students and cause low self-esteem.

## AGES

7 - 16.

# GoNoodle



## DESCRIPTION

GoNoodle is a compilation of animations, games and events aimed at incorporating short-lived physical workouts in the classroom. This is a great option for young children who would benefit from kinesthetic learning in order to maintain focus throughout the day.



## FUNCTION

Research-based exercises, using theory and cutting-edge activities, draw interest and contribute to brain in development. Option of multiple classes for teachers with different groups of students.



## PRICE

Free.



## PROS

GoNoodle is a ready-to-go, school-friendly training software that challenges students to move forward.



## CONS

A stable internet connection is needed for all of activities otherwise, you may encounter some slow clips.



## AGES

7 - 11.

CLASSROOM MANAGEMENT

← → ↻ gonoodle.com

GoNoodle

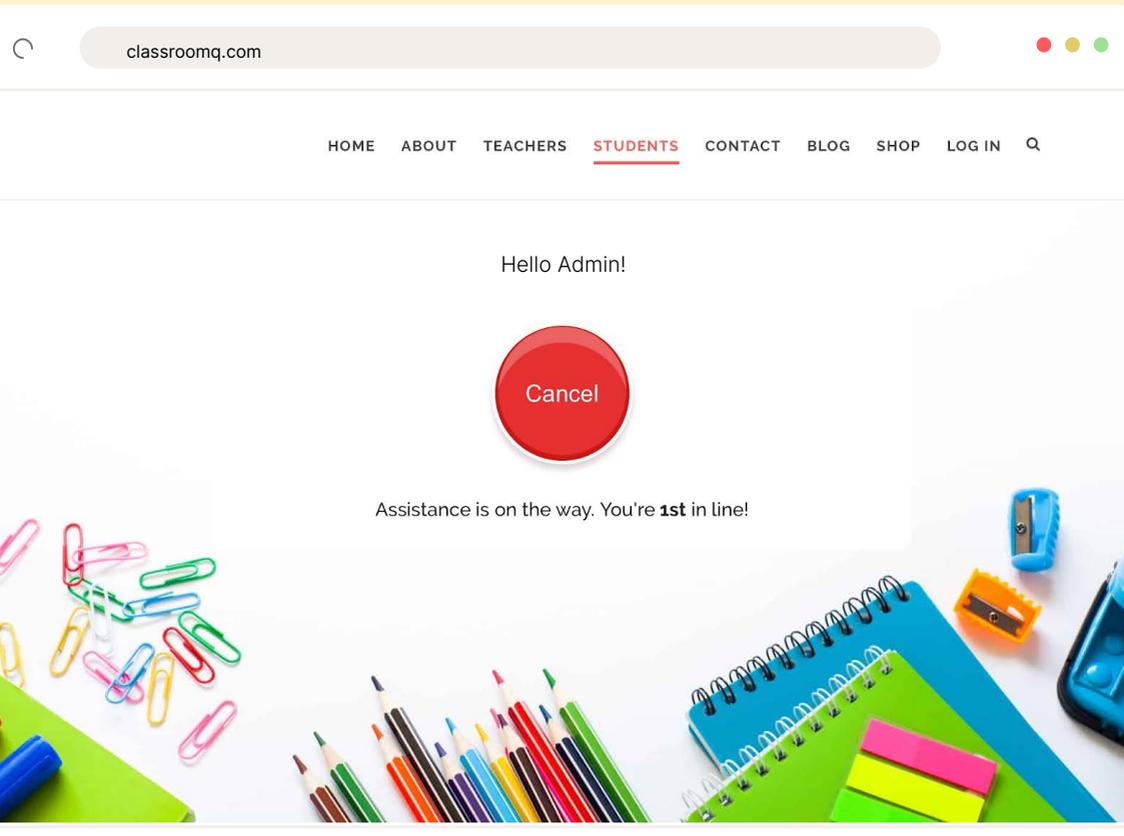
**CELEBRATE**

**SUMMER VACAY**  
9:38 MINUTES

RECENT MIXES [Show all](#)

- GOOOOD MORNING MIX** 8:23
- LUNCH TIME MIX** 7:26
- I'M SOOO BORED! MIX** 5:47
- CAMP GONOODLE MIX** 9:19

# ClassroomQ



## DESCRIPTION

ClassroomQ is a web-based interactive hand-raising platform that lets children ask questions and wait in a queue for their teacher's answer. Teachers share a basic class code, and then students enter a session by pressing a button to seek assistance when they need it.



## FUNCTION

Teachers can quickly tap to erase a student's name until they have resolved the problem. Students may cancel their order with a quick tap or press.



## PRICE

Free, free trial, or paid options.



## PROS

Learning how to use the platform doesn't take long at all, plus there are some useful student-centric attributes.



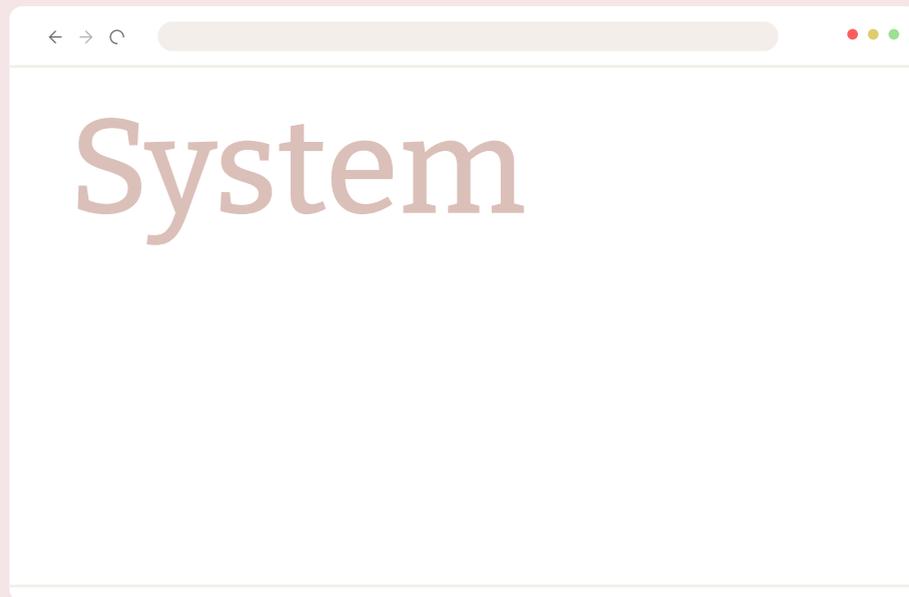
## CONS

Teachers can not respond to students, and for the majority of features, a premium edition is required.

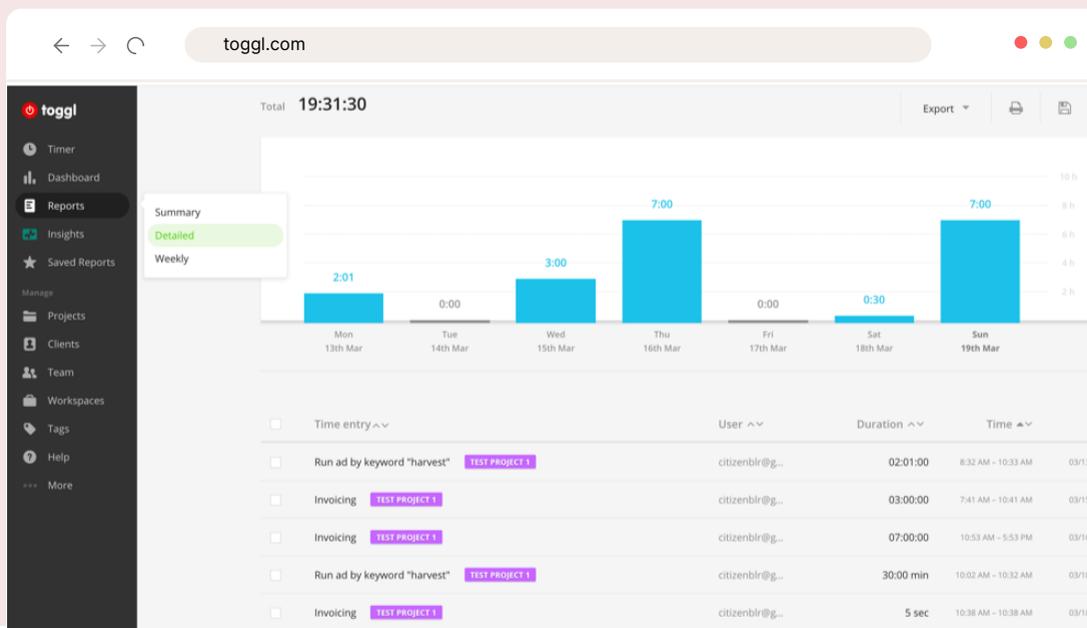
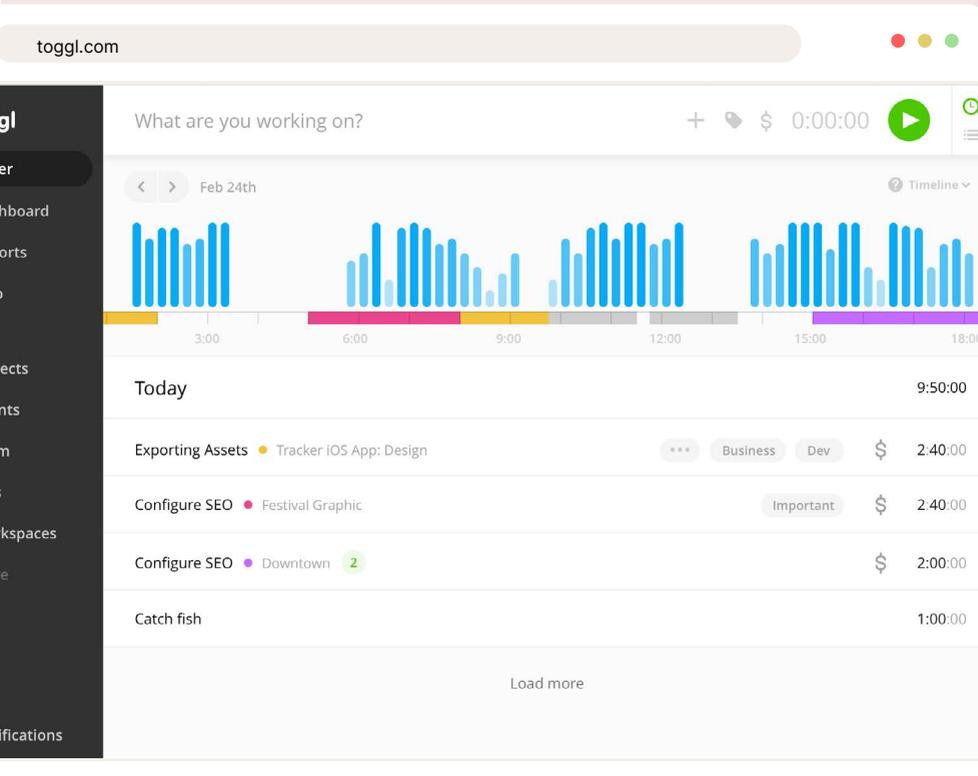


## AGES

6 - 12.



Project Management Systems are a means by which educators can plan and organize their work, set and monitor goals, motivate students with virtual tasks, and keep tabs on classroom resources. In the world of online education, Project Management Systems allow teachers and students to consolidate materials across subjects, collaborate with one another, track learning progress, submit homework assignments, share relevant info virtually, and more. The following Project Management Systems help teachers manage time, organize activities into a virtual agenda, or create interactive content to enhance lessons or assignments.



## DESCRIPTION

Toggl Track is a time tracking app that allows you to track your daily activities across different platforms; providing you with detailed insights and an opportunity to optimize your workflow by identifying areas where you can improve.



## FUNCTION

Helps individuals and groups stay focused, measure outputs, manage time, and facilitate group work.



## PRICE

Toggl is free for up to 5 team members.



## PROS

User interface is intuitive and simple to use. It is easy to switch between tasks and edit time if necessary.



## CONS

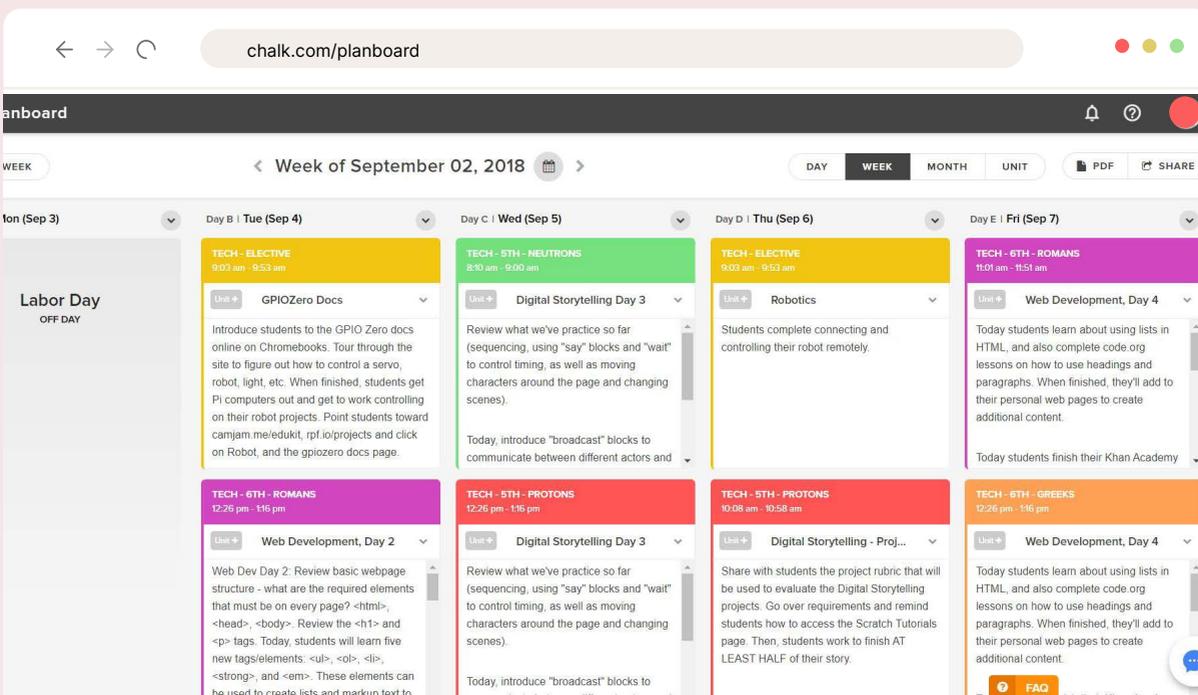
Assumes pre-established use of other apps and programs.



## AGES

12 - 16.

# Planboard



## DESCRIPTION

Planboard is an online tool designed to help educators simplify their planning, making it easy to re-use projects in the future.



## FUNCTION

Create and arrange lessons; models and editing software are available to allow teachers to embed videos/ visuals and add documents (including links to Google documents). A comfortable place for listing personal reminders and a calendar is an additional benefit.



## PRICE

Free.



## PROS

Track class schedules, lectures, and expectations by embedding PDFs, links, and videos quickly.



## CONS

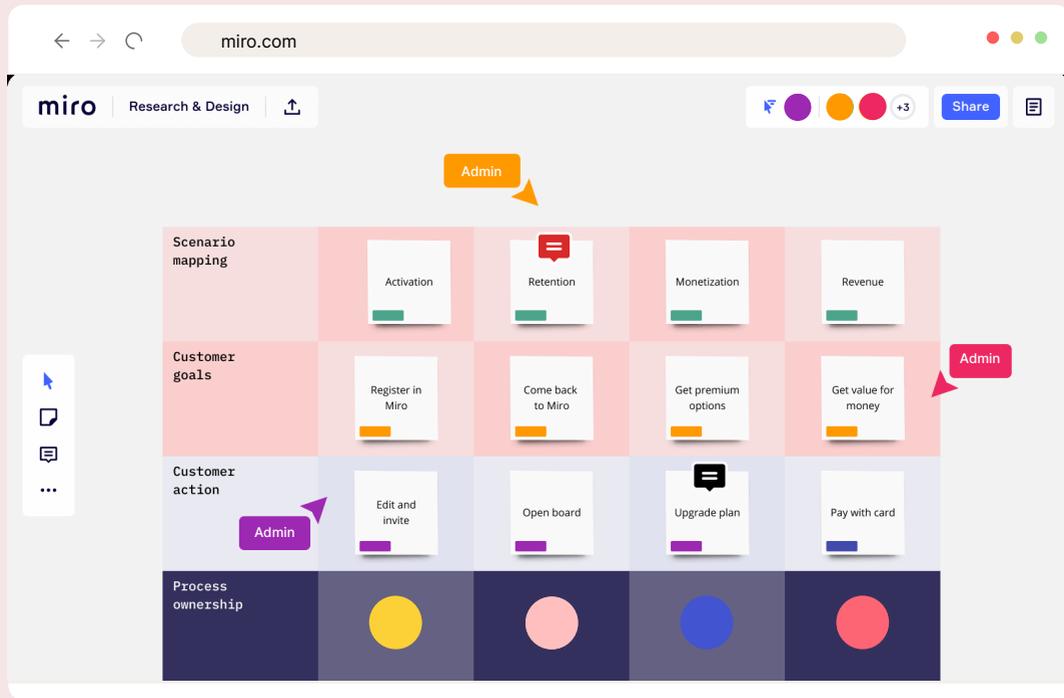
Lack of pre-made models, so the initial configuration takes time.



## AGES

9 - 16.

# Miro



## DESCRIPTION

Online platform & website builder with more than 500 templates.

## FUNCTION

A comprehensive range of applications that allow you to make adjustments, add or erase text boxes, lightboxes, icons, videos, photos and more, all within a few clicks. Students can walk through any stage of building the website and teachers can track progress and access.

## PRICE

Free of charge. Additional Features only for Premium options (payment).

## PROS

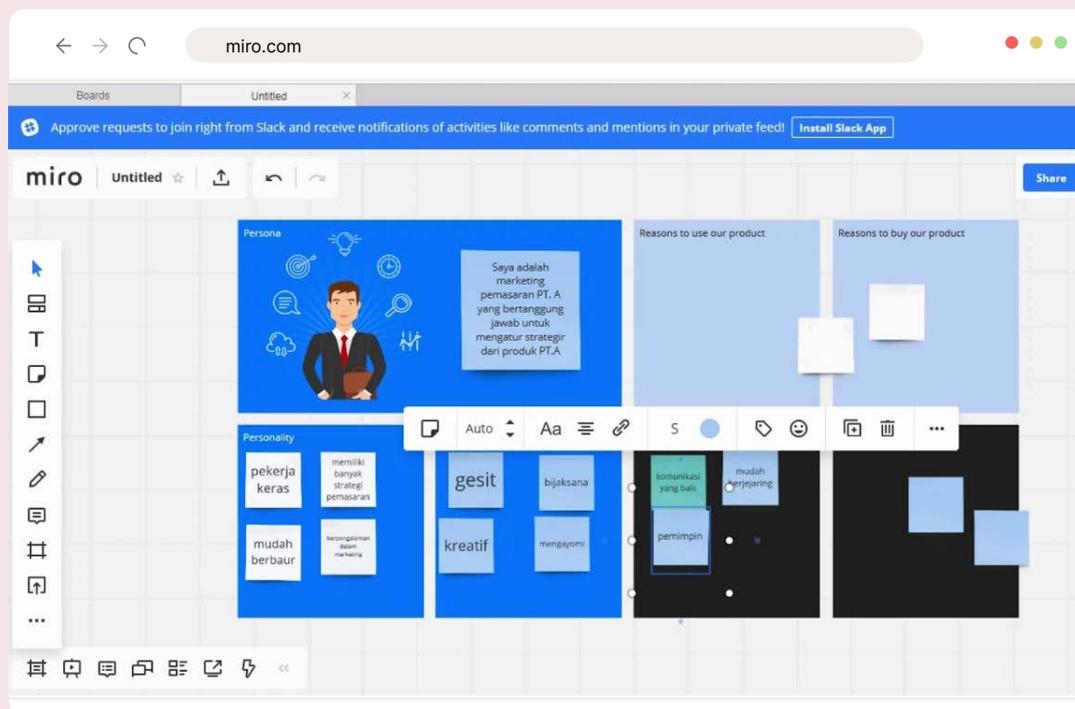
Super intuitive interface based on user experiences; easy to use with powerful drag & drop editor.

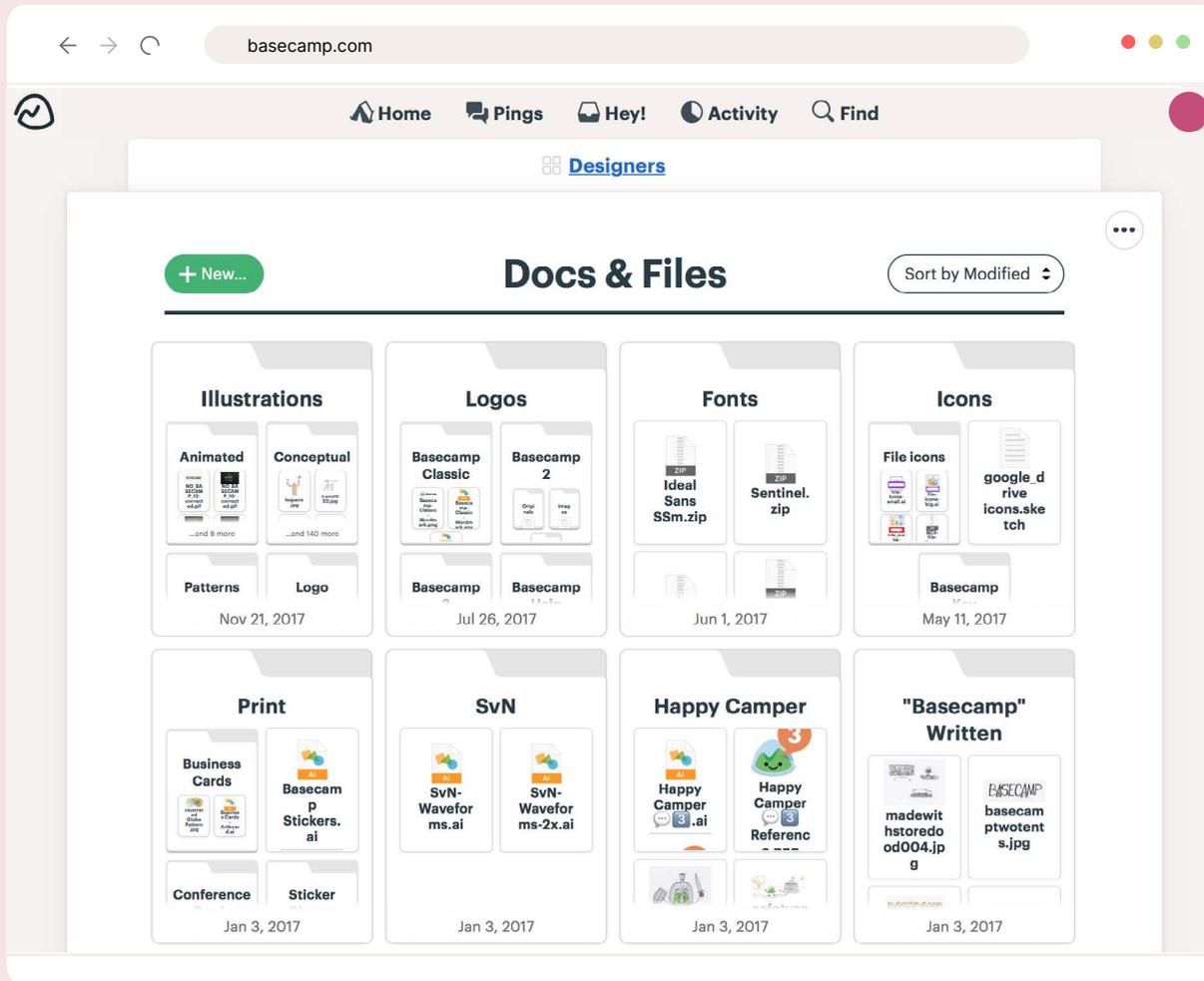
## CONS

Ads can be removed only in Premium version.

## AGES

10 - 16.





## DESCRIPTION

Online platform & website builder with more than 500 templates.

## FUNCTION

A comprehensive range of applications that allow you to make adjustments, add or erase text boxes, lightboxes, icons, videos, photos and more, all within a few clicks. Students can walk through any stage of building the website and teachers can track progress and access.

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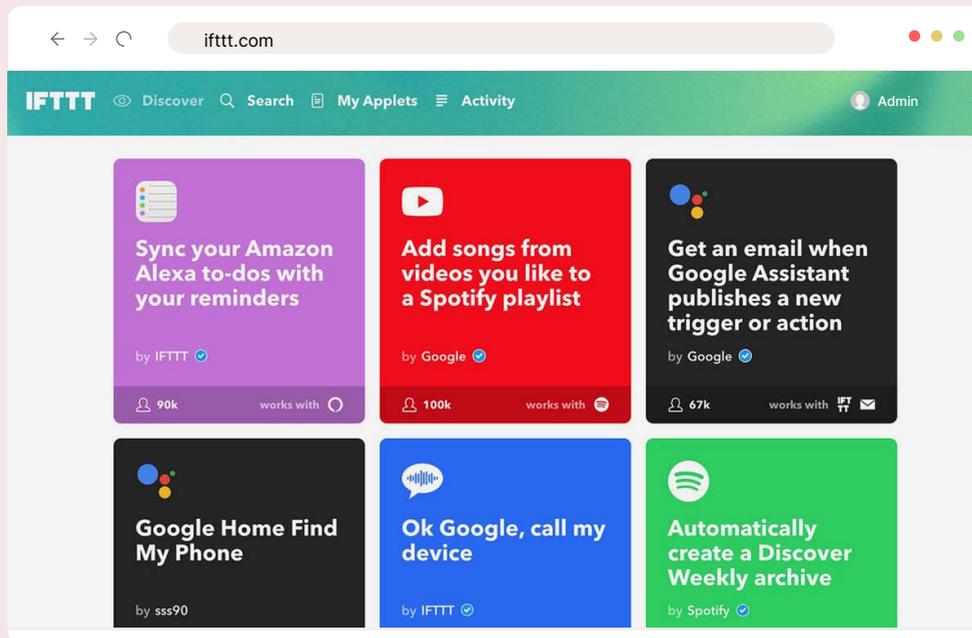
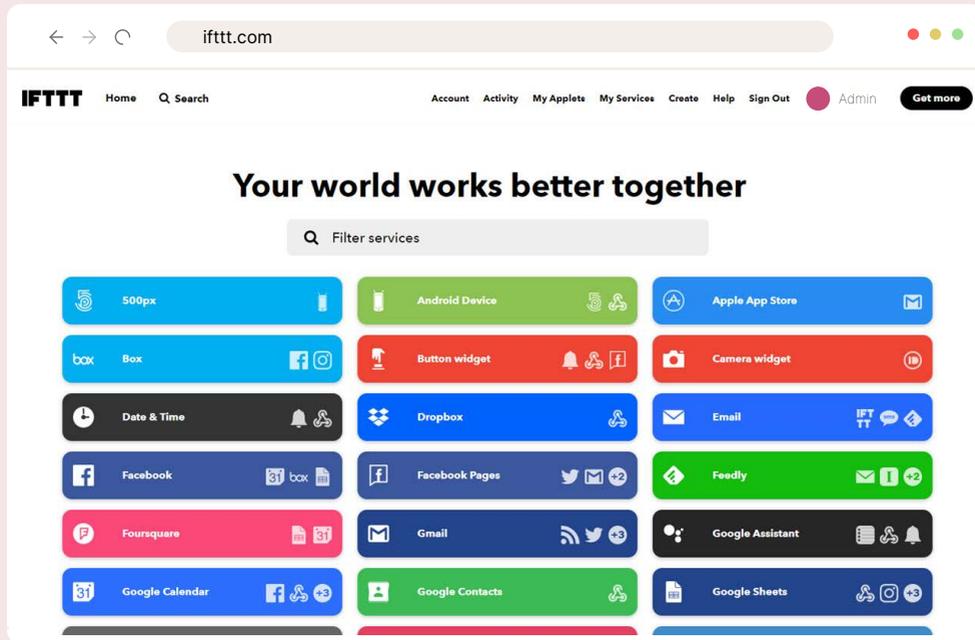
## CONS

Ads can be removed only in Premium version.

## AGES

10 - 16.

# IFTTT (If This, Then That)



## DESCRIPTION

IFTT connects the user's favorite apps and devices for easier use and a more efficient workflow.

## FUNCTION

Collections function combines applets for different platforms: iOS, Android, and voice assistants. Users can build their own applets by merging different apps or "services" and specifying trigger parameters.

## PRICE

Free.

## PROS

Relatively easy to use.

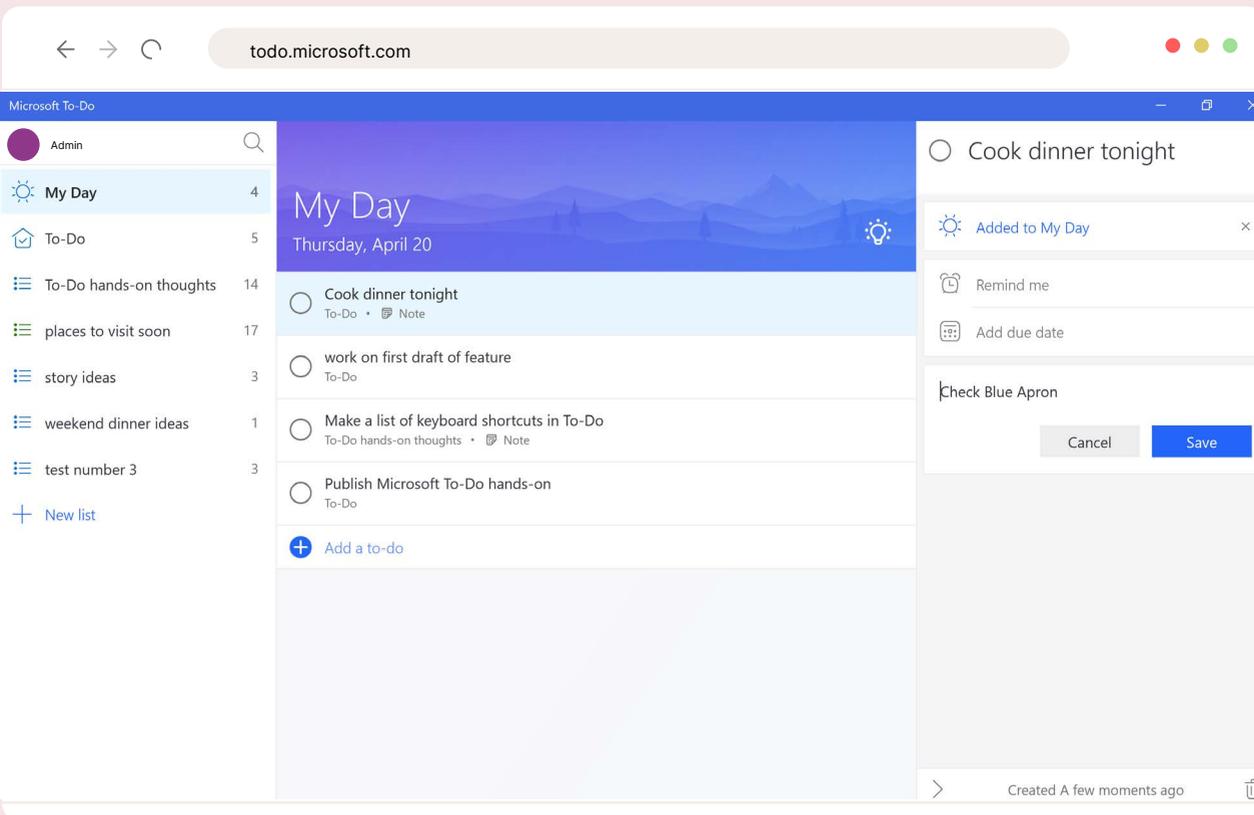
## CONS

Full customization is not possible.

## AGES

12 - 16.

# Microsoft To Do



## DESCRIPTION

A highly functional to-do list application that'll help anyone keep their personal projects and tasks on time and on target.



## FUNCTION

A daily planner personalized with suggested tasks: My Day. Task manager. Add reminders, tasks and lists with the To Do widget. To Do lists for any purpose. Office 365 integration. Sync reminders and task lists.



## PRICE

Free of charge.



## PROS

Simple Mobile Interface



## CONS

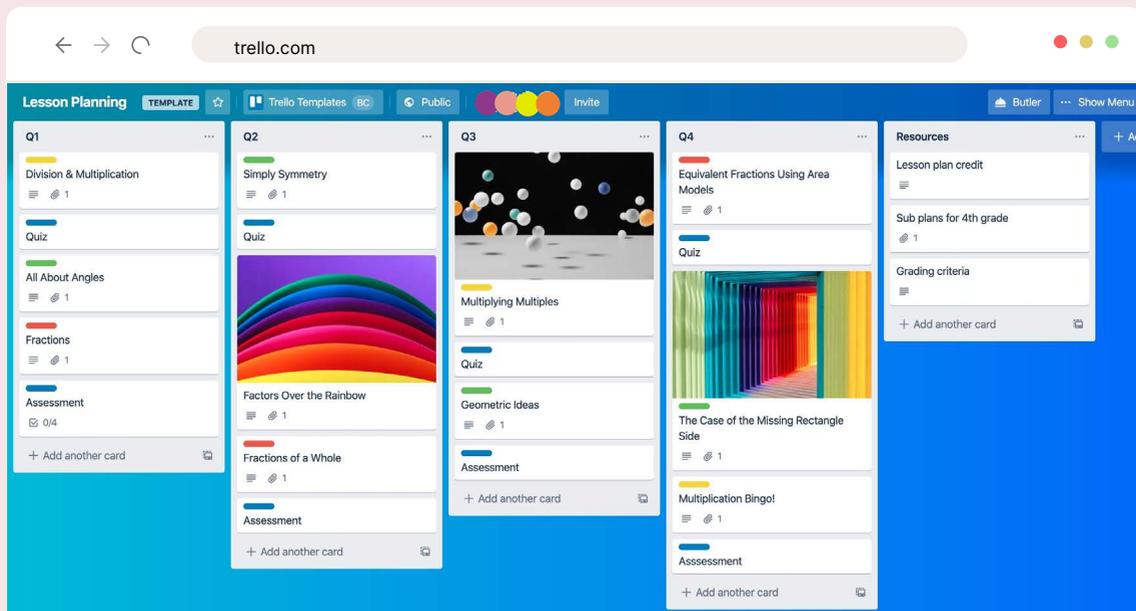
No "preview" view option for tasks in lists.



## AGES

12 - 16.

# Trello



## DESCRIPTION

Trello is a great tool for project management and task management. Visual charts are flexible, interchangeable, and allow details to be packed into each card. Not just for work, you can use it to organize just about anything.



## FUNCTION

Easy, Drag-and-Drop Editing. Easy Organization with Labeling, Tags, and Comments. Progress Meter Checklist.



## PRICE

Free of charge.



## PROS

Simple interface.



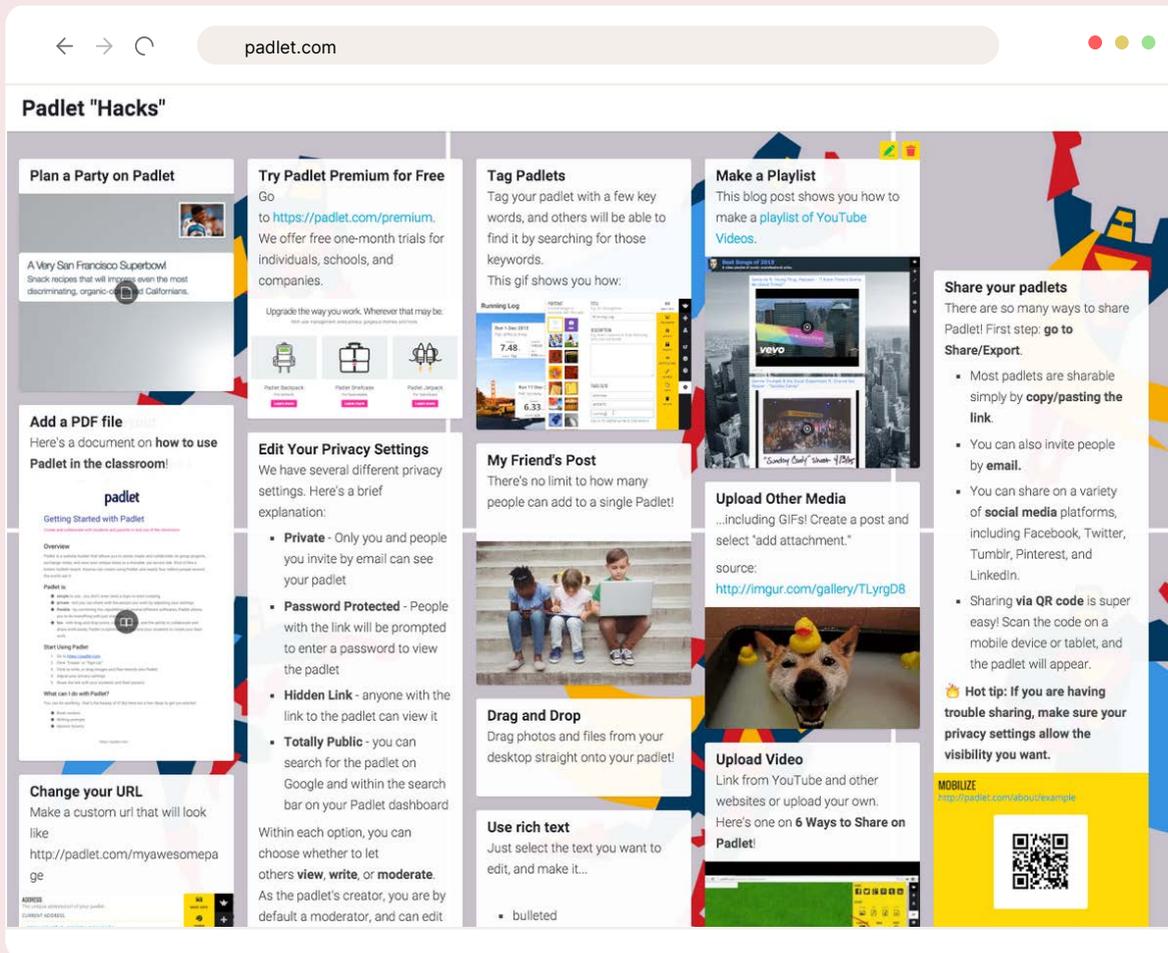
## CONS

Not available offline.



## AGES

12 - 16.



## DESCRIPTION

Padlet is a website and tool that helps students communicate ideas on interactive bulletin boards using a basic drop method.



## FUNCTION

User starts with a template or blank page and can add videos, text, links, documents, pictures, and more. Add posts with one click, copy-paste, or drag and drop.



## PRICE

Free basic version.



## PROS

Easy to use, flexible interface is intuitive, and support is always available.



## CONS

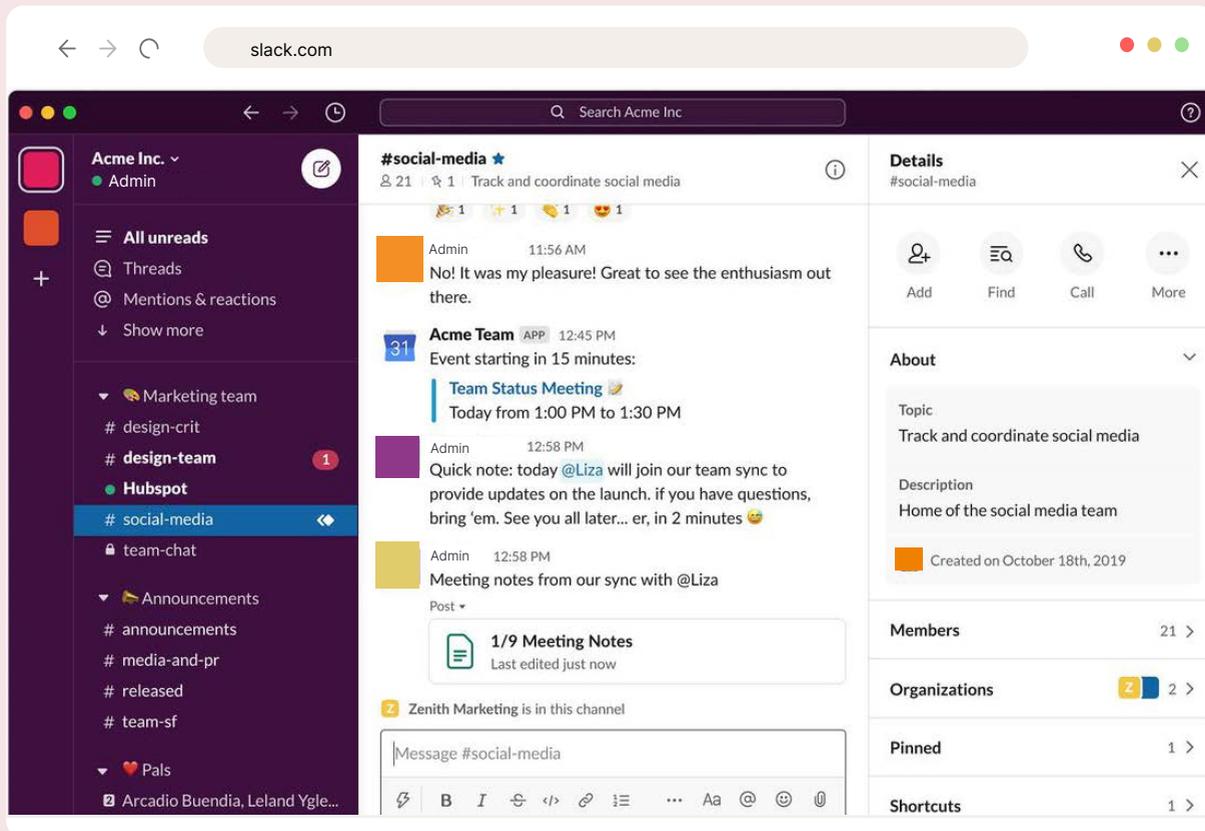
There is a risk that students publish material loaded with errors, which their peers will see.



## AGES

12 - 16.

# Slack



## DESCRIPTION

Slack is a channel-based message network for more efficient collaboration with colleagues, team members, etc.



## FUNCTION

Communication is the backbone of any successful project. Slack supports how people communicate their work tasks, making collaboration easy and efficient — just like working face-to-face.



## PRICE

Free of charge.



## PROS

Categorize discussions by channels.



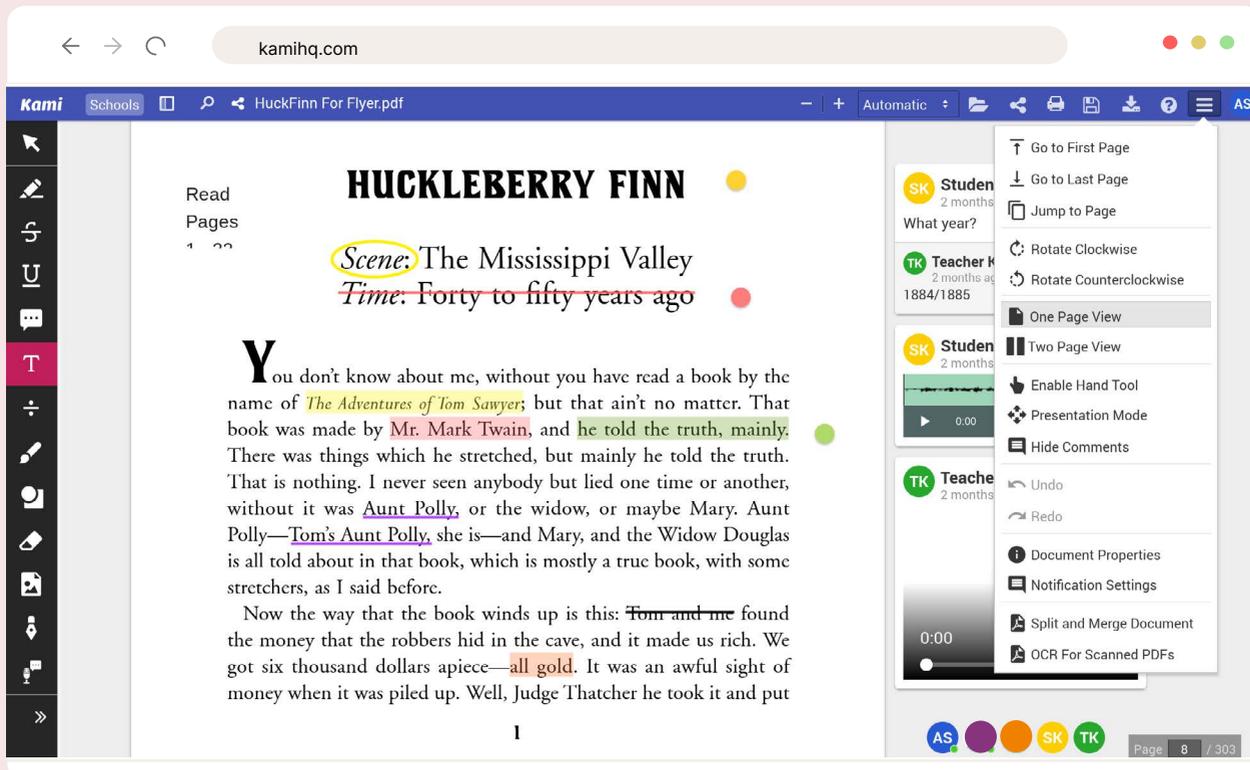
## CONS

Sometimes message notifications are received with some delay.



## AGES

12 - 16.



## DESCRIPTION

Kami is a leading immersive classroom software designed to turn every single text into an engaging learning environment.



## FUNCTION

With Kami, teachers can exchange PDF files with students, and students can edit documents using trackpad or keyboard shortcuts with a number of features, including Highlight, Add Text, Draw On, Add Shapes, and more.



## PRICE

Free of charge. Additional Features only for Premium options (payment).



## PROS

Simple to import and exchange files; facilitates teamwork and a paperless classroom.



## CONS

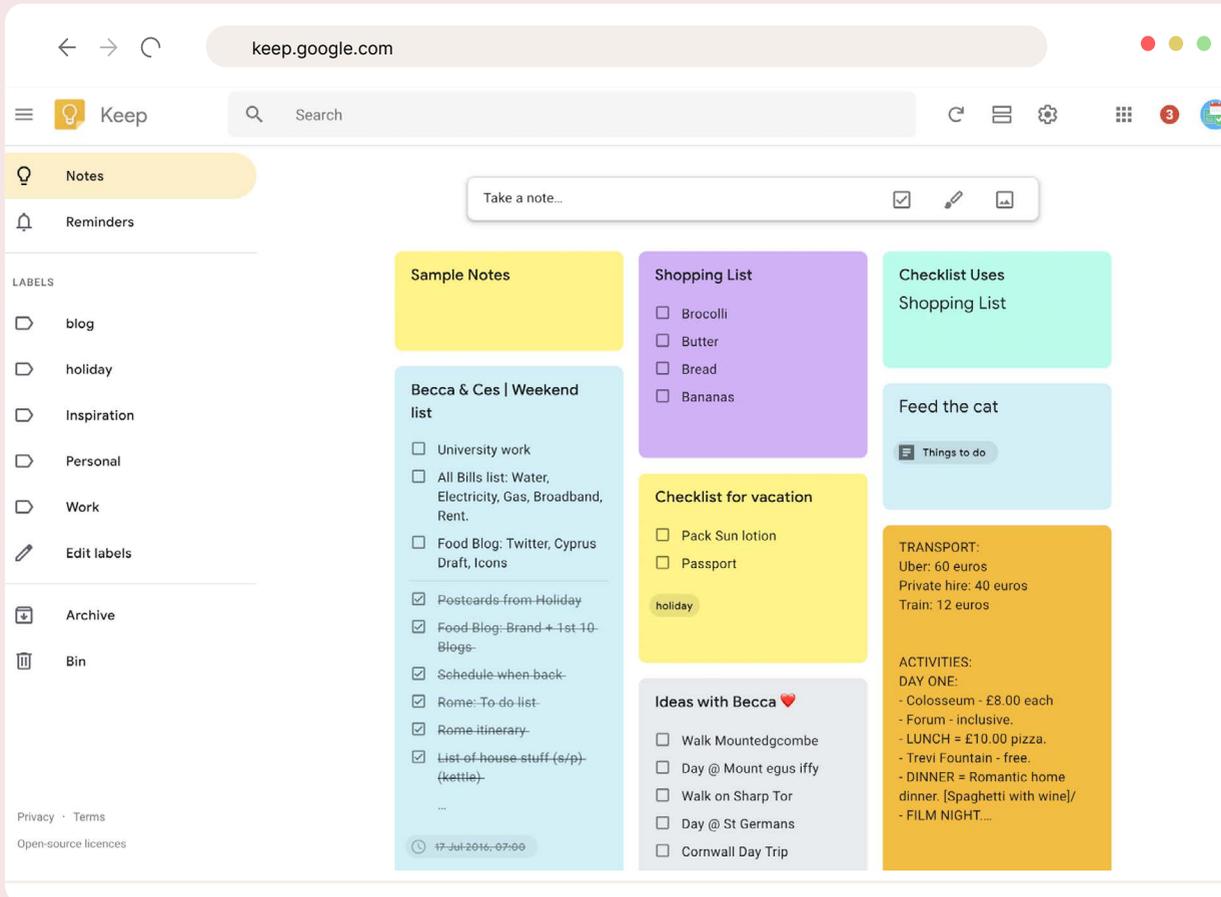
Restricted use on mobile devices, especially for the free version.



## AGES

12 - 16.

# Google Keep



## DESCRIPTION

Google Keep syncs all of your computers, so your notes and lists go with you everywhere you are. You can also share your notes and lists with other users.

## FUNCTION

Users may add a note by clicking or recording their voice, and the speech-to-text function automatically transcribes the text. Users can also create todo lists and incorporate photos, either by capturing a picture from a camera on the PC or by inserting a file saved on the computer.

## PRICE

Free of charge.

## PROS

Note-taking made easy with real-time syncing of devices and with other users.

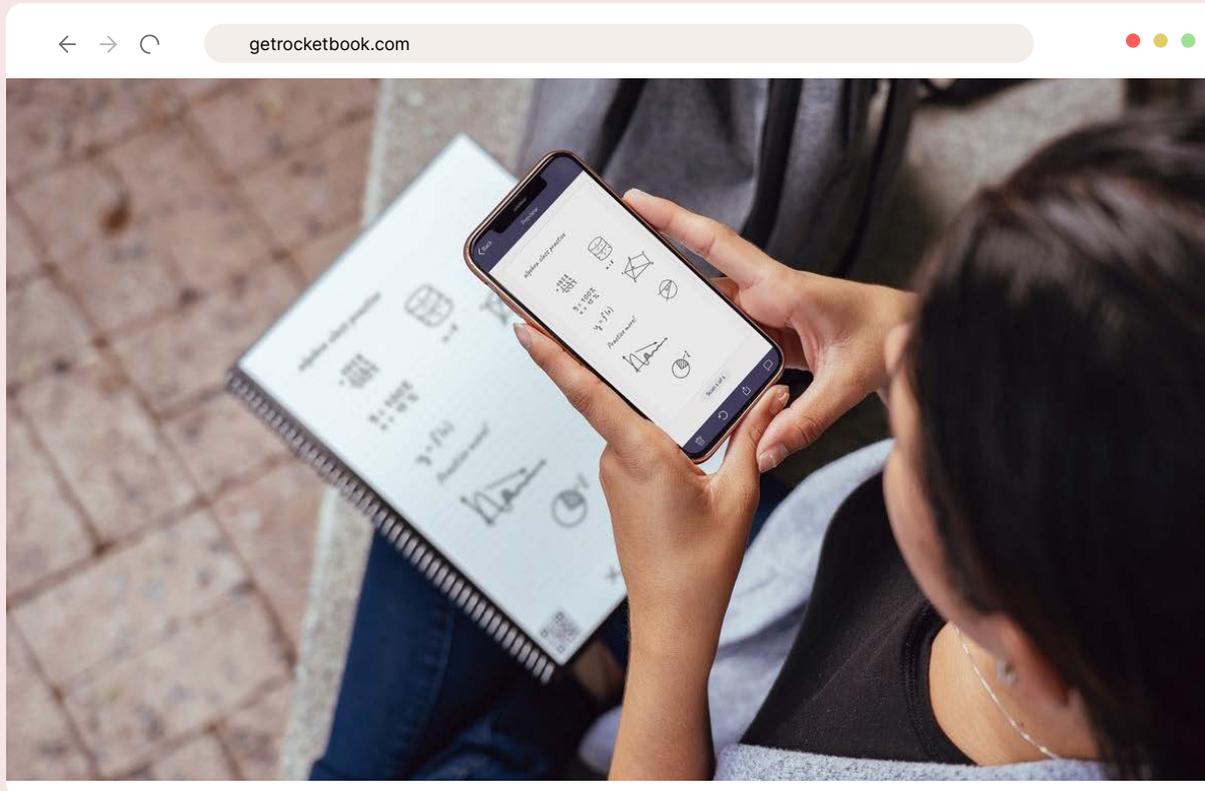
## CONS

Some symbols are hard to understand; the user interface may not be intuitive at first.

## AGES

10 - 16.

# Rocketbook



## DESCRIPTION

Rocketbook Smart Notebook automatically links and saves your notes, doodles and lists in the cloud using free smart notebook software.



## FUNCTION

The Rocketbook System is the combination of a special notebook and a free mobile app. Write notes and create designs in your notebook with a pen. Then, using patentpending image-capture technology, the Rocketbook app accurately and quickly captures and sends your notes to pre-configured cloud services.



## PRICE

Free of charge. Additional features only for Premium users (payment).



## PROS

Automatically submit scanned notes to various locations; delete and reuse pages as much as required.



## CONS

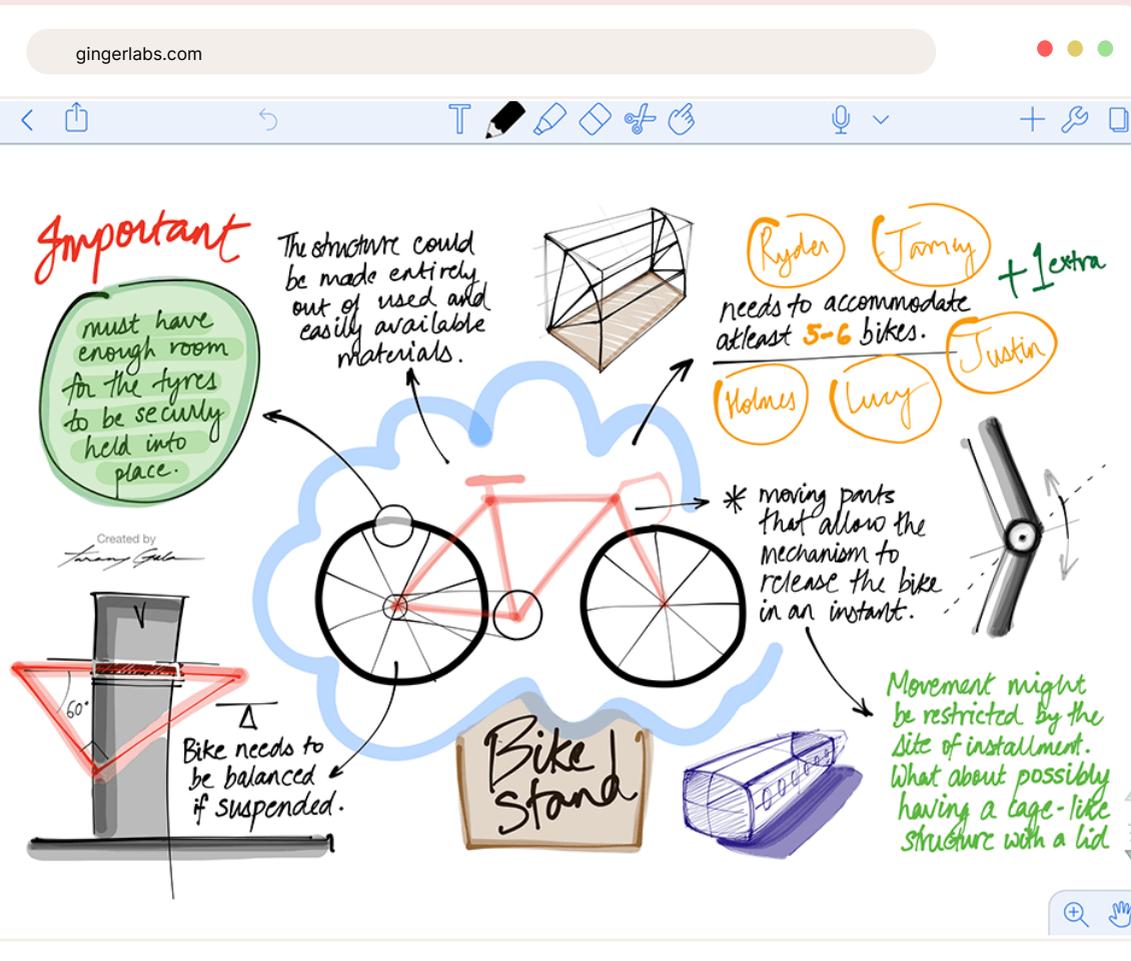
No way to organize notes inside the app.



## AGES

13 - 16.

# Notability



## DESCRIPTION

Combine handwriting, photographs and typing in a single message to bring your projects to life, using a wide range of note-taking and sketch software to catch every detail.



## FUNCTION

Users can create text, sketch, highlight, record audio, cut, paste, and even upload material gathered from websites. Then organize notes for easier access later.



## PRICE

Free of charge. Additional Features only for Premium options (payment).



## PROS

With several notetaking, sharing, and organizational choices, this is a fantastic platform for pp-enabled note-taking.



## CONS

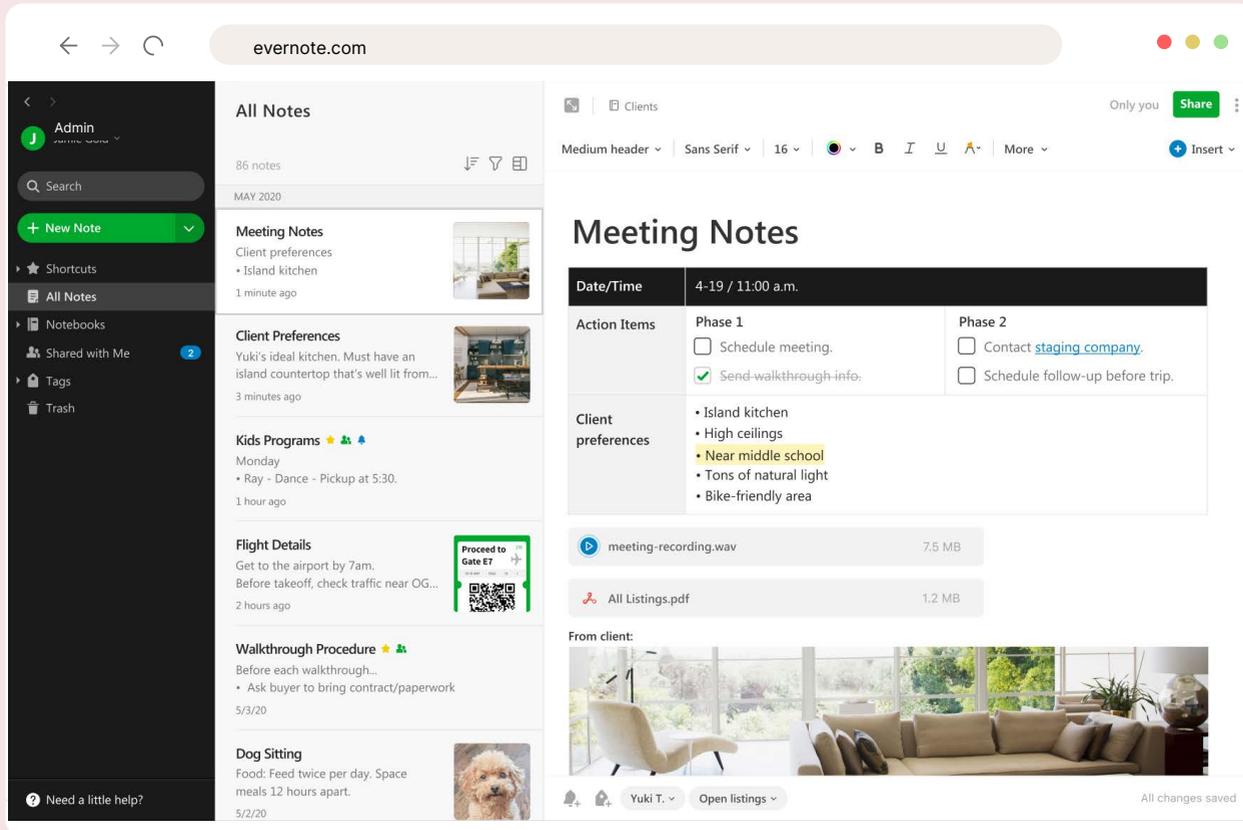
Some functions are trickier to use than others, and audio files can take up a lot of space.



## AGES

13 - 16.

# Evernote



## DESCRIPTION

Evernote is a free app for your smartphone and computer that saves everything you might ever imagine you could lose track of, including a boarding pass, a receipt, an essay you want to read, a spreadsheet, or even a plain typed note.



## FUNCTION

Evernote is a platform software that serves a number of purposes: your digital file cabinet, noteTaking tool, daily diary, mission or project management framework, recipe book, and more.



## PRICE

Free, Free trial, Paid.



## PROS

CrossDevice syncing, voice capture, communication, and marking capabilities make this a versatile handheld notebook.



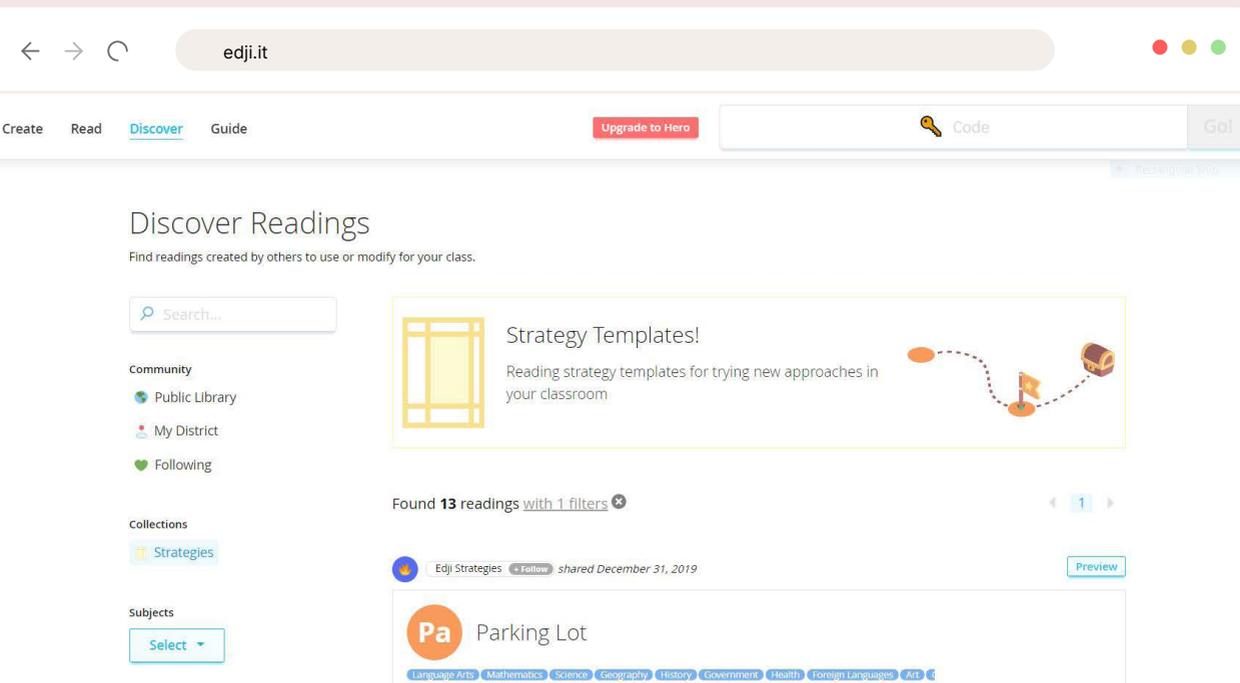
## CONS

Lacks accessibility functionality, so students who depend on assistive technology may encounter difficulties.



## AGES

11 - 16.



## DESCRIPTION

Edji is a flexible instructional tool that incorporates reading and interactive annotations to generate a personalized document, illustration, or PDF-focused classroom conversation.



## FUNCTION

Teachers will submit a PDF / image or copy and paste relevant text from a document or website to create a reading. In addition to the letter, teachers will set the reading to public or private and add instructions and questions.



## PRICE

Free of charge. Additional features only for Premium users (payment).



## PROS

A basic yet flexible documentation tool, which can be used to build understanding with every one.



## CONS

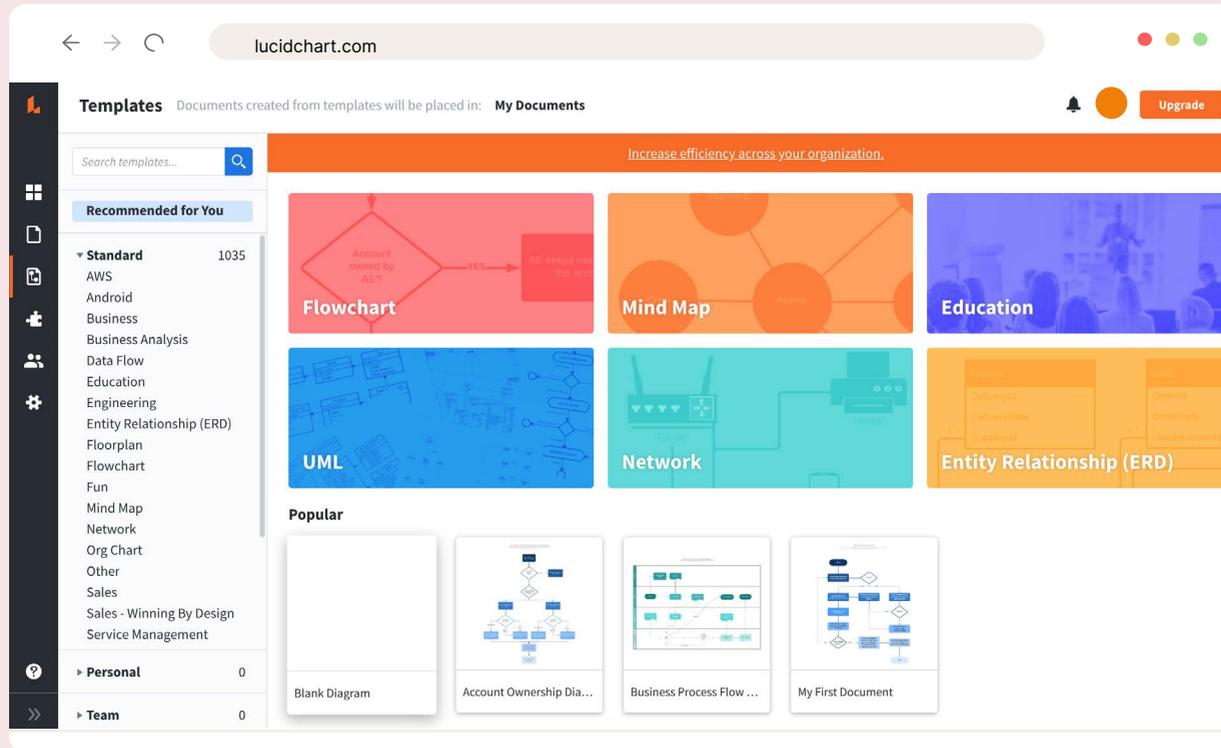
May feel boring for some students.



## AGES

8 - 14.

# Lucidchart



## DESCRIPTION

Lucidchart is a proprietary webbased application that helps users collaborate on drawing, revision and exchanging charts and diagrams.



## FUNCTION

Use Lucidchart for any variety of projects, including structure, multimodality lectures, sequencing ideas, and drawing connections between top



## PRICE

Free of charge. Additional Features only for Premium users (payment).



## PROS

Wide range of available templates.



## CONS

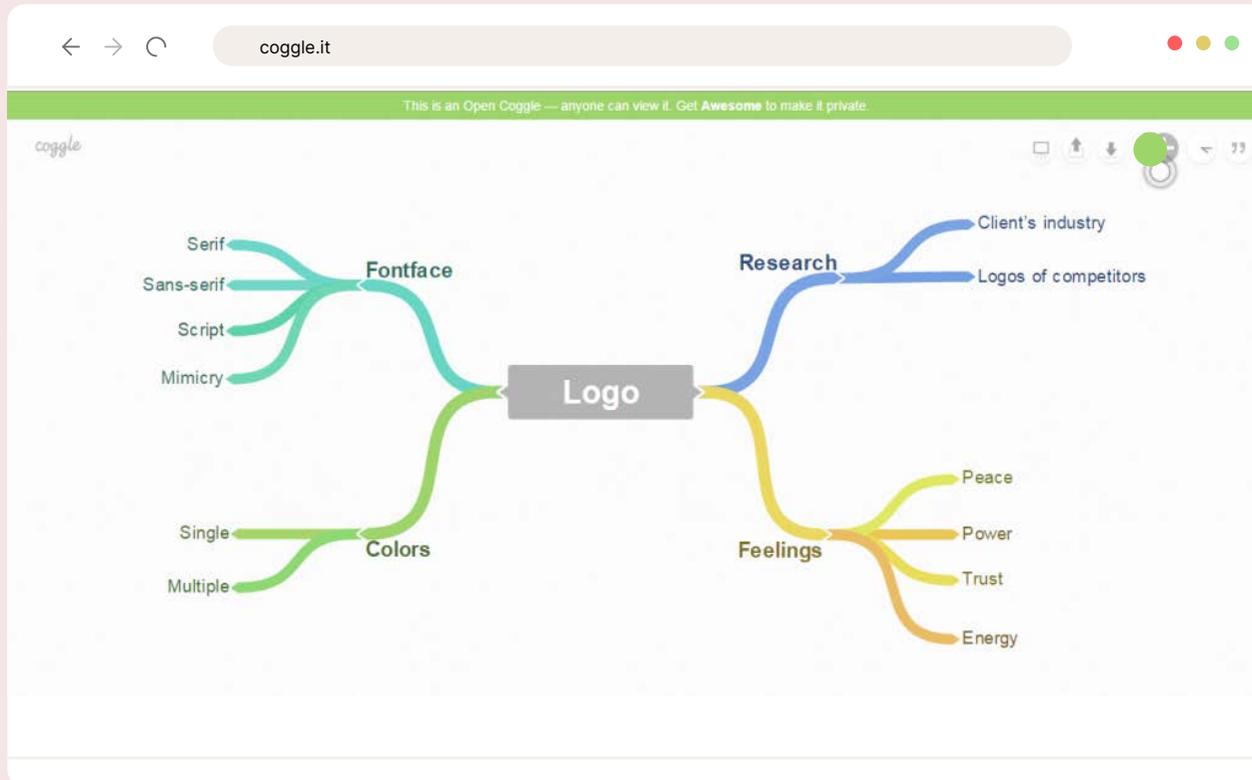
Teachers should have specific goals in mind before starting the project, so as to avoid feeling overwhelmed by the large variety of templates.



## AGES

10 - 17.

# Coggle



## DESCRIPTION

Coggle is an online platform for creating and uploading mind maps. This platform is designed to help individuals take notes, brainstorm ideas, imagine links through concepts, and communicate with others.



## FUNCTION

Students can use Coggle to build their brainstorming charts. Once students show all their ideas, they can drag and drop their ideas into web squares containing their key ideas.



## PRICE

Basic version is free.



## PROS

The quick, intuitive interface makes it easy for users to construct elaborate charts.



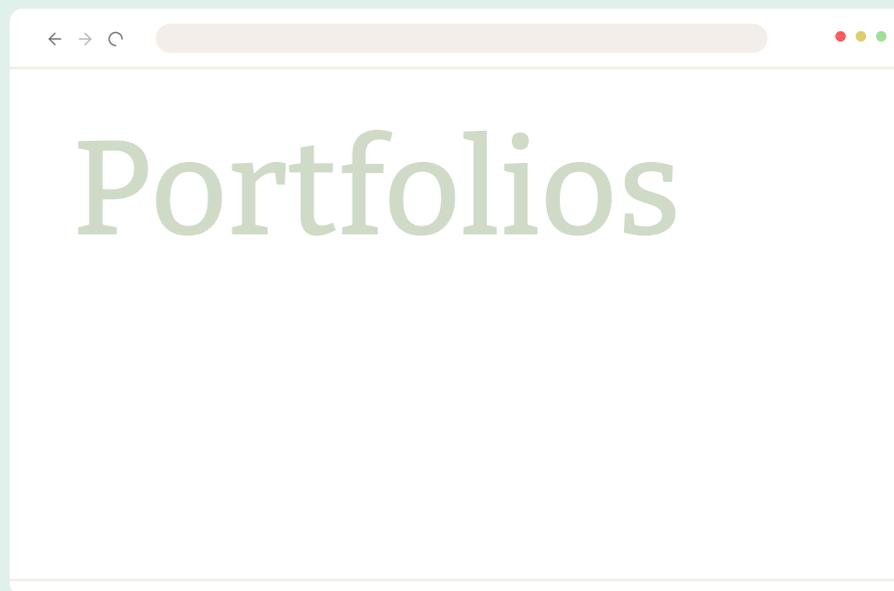
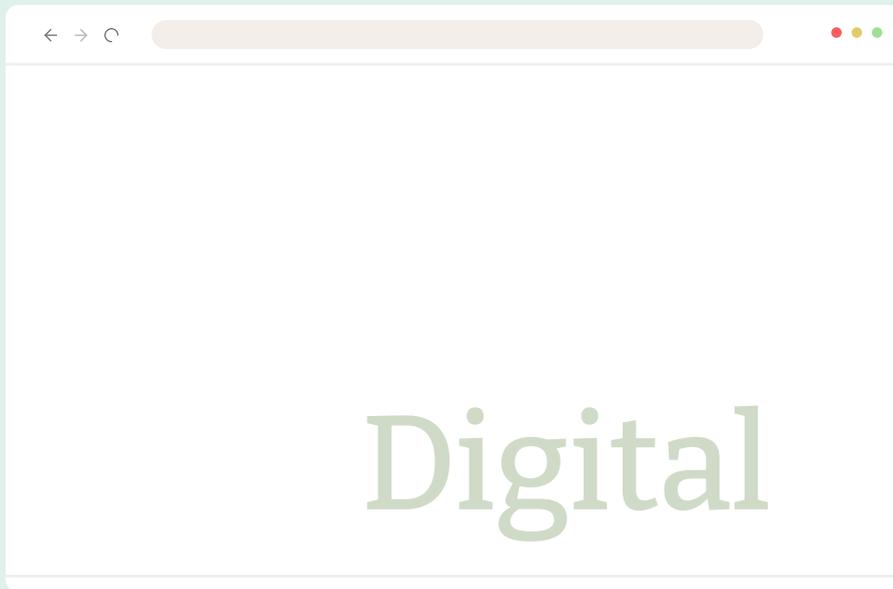
## CONS

Limited customization options with minimal font colors, font sizes, and patterns.



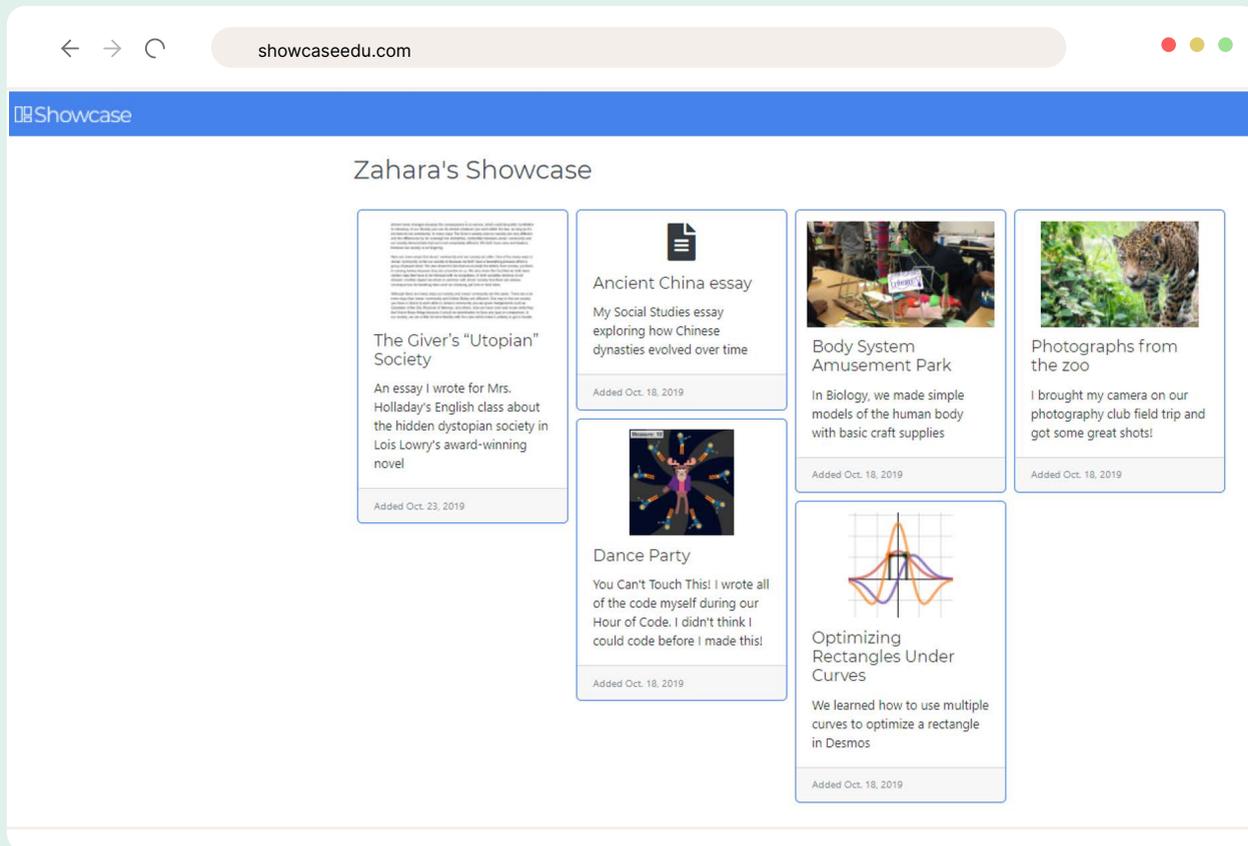
## AGES

8 - 18.



A Digital Portfolio is a useful tool for consolidating the work of a student or teacher, for easier evaluation or in order to present materials in a visually pleasing format. With new technologies, users can even add to their portfolios certain interactive elements, such as sound or video. In this way, the Digital Portfolio is an effective tool for stimulating creativity, imagination, and experimentation among students. With the following Digital Portfolio interfaces, users can add content to the cloud for easy sharing with others. Teachers can edit and evaluate student work, assign tasks, and offer support via video or automatic tests. Teachers can even interact with caregivers through a Digital Portfolio.

# Showcase



## DESCRIPTION

Showcase is a lightweight, student-driven digital portfolio that represents only the work students are proud to share.



## FUNCTION

Students can add files from Google Drive and Microsoft OneDrive, upload documents and images of physical work, and link to any publicly accessible link (graphs on Desmos, projects on Code.org, video presentations on YouTube). Even if you are a teacher, try signing up as a student and explore this platform.



## PRICE

Free of charge. Additional Features only for Premium users (payment).



## PROS

User-friendly, great option for updating ever-changing information.



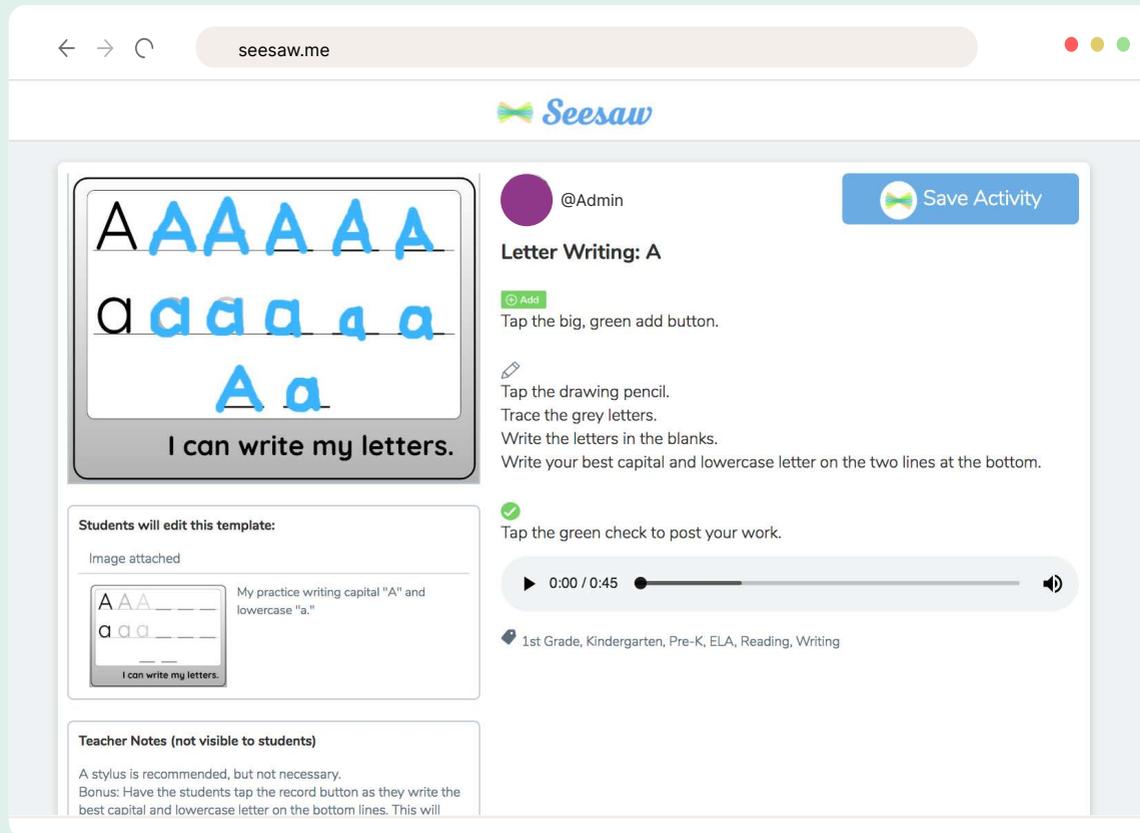
## CONS

Quite slow, with the occasional glitch (sometimes loses previously uploaded images).



## AGES

10 - 16.



## DESCRIPTION

Student-driven digital portfolios and simple parent communication. For iOS, Android, Kindle Fire, Chromebooks and Computers with Chrome or Firefox.



## FUNCTION

Teachers give assignments that engage students with a wide range of work in the form of films, pictures, text, graphics, files and drawings.



## PRICE

Free of charge. Additional Features only for Premium users (payment).



## PROS

Both student and instructor interfaces are intuitive, and there are plenty of suggestions in the Activity Library.



## CONS

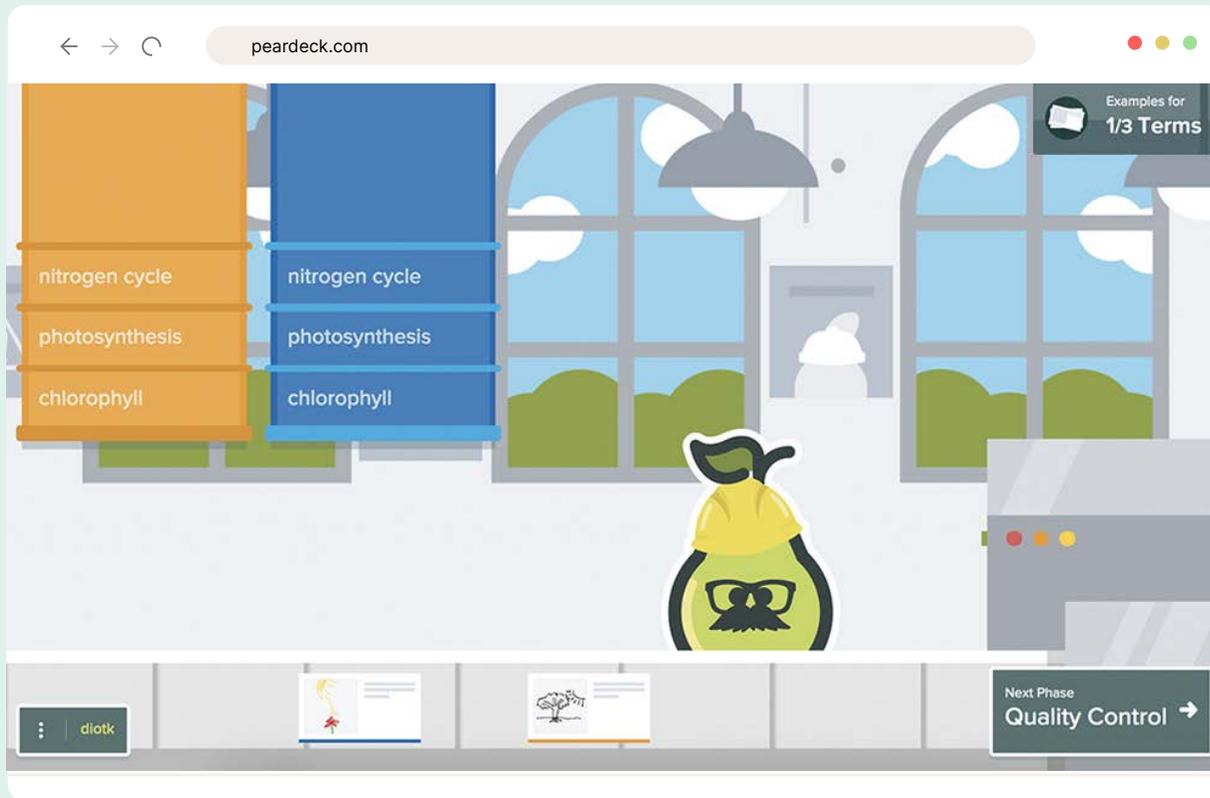
Setting up classes requires some time and effort, especially if for multiple classes.



## AGES

5 - 16.

# Pear Deck



## DESCRIPTION

Pear Deck is an immersive presentation and instructional platform intended to facilitate learning as students pass through a slideshow.



## FUNCTION

Tools include access to Google Drive storage, Google Apps integration, three types of interactive question slides, a limited number of PDF and Google Slide imports, and 30 session participants.



## PRICE

Free of charge. Additional Features only for Premium users (payment).



## PROS

Attractive, interactive presentation tool captures on-the-spot data to gauge student comprehension.



## CONS

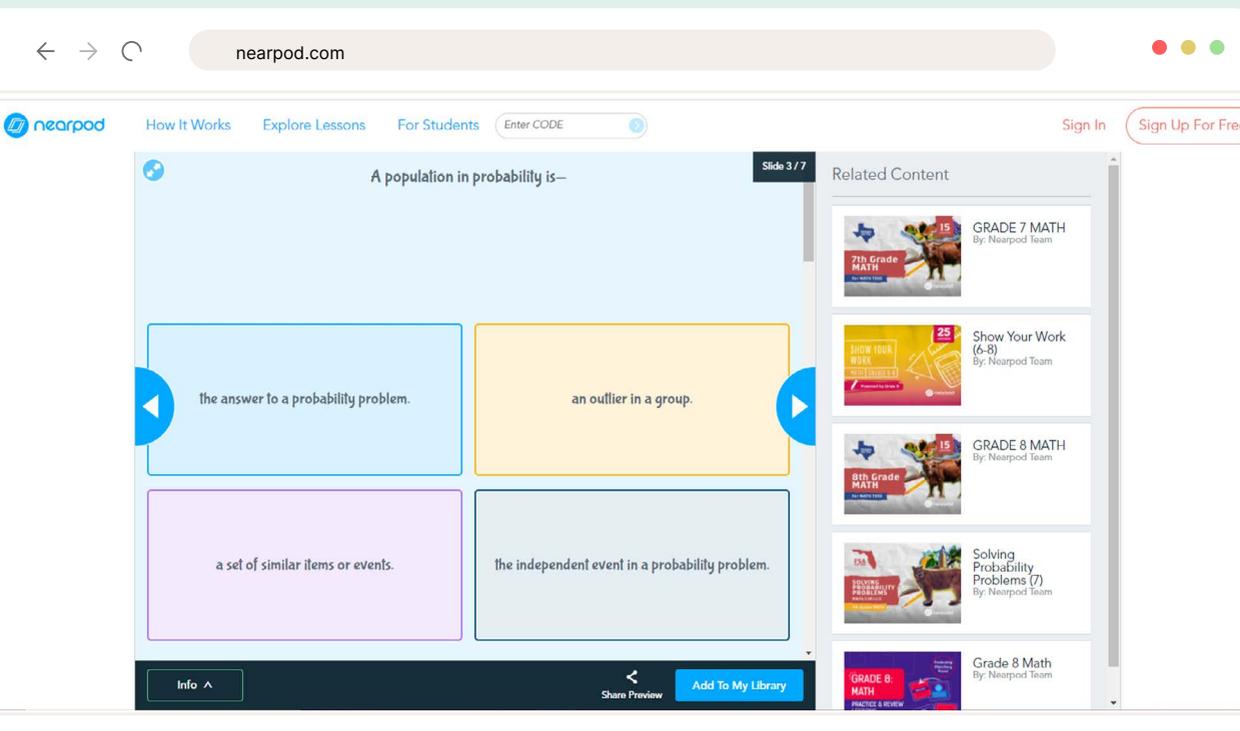
There are some disadvantages to the lack of integrated followups to student comments, and there are few interactive functions.



## AGES

6 - 15.

# Nearpod



## DESCRIPTION

Award-winning K-12 interactive lessons, videos, and formative assessments. Built for distance learning, hybrid, and school-based settings.



## FUNCTION

Teachers use the web to build original digital displays or to draw from a large, growing catalog of premade offerings. Teachers can upload videos, photos, audio clips and PDF files as well as embed multiple-choice quizzes and surveys.



## PRICE

Free of charge. Additional Features only for Premium users (payment).



## PROS

Students actively participate in their studies, while teachers gain important input as to student learning.



## CONS

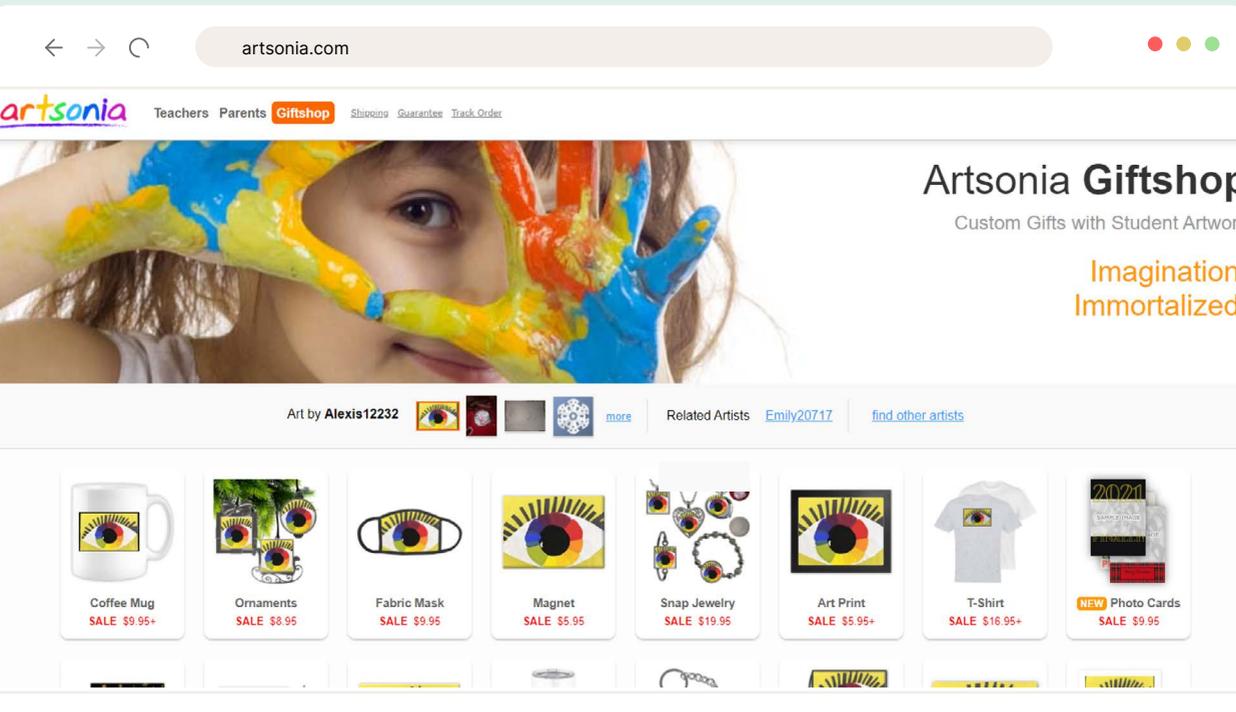
Creating and changing displays may be time consuming and costly; certain features do not function on all devices.



## AGES

7 - 16.

# Artsonia



## DESCRIPTION

Artsonia is the biggest student art gallery in the world with millions of student artworks.



## FUNCTION

Use this tool to create an online classroom community for students to interact with each other, and for caregivers and the community to see the artwork. Artsonia at the High School Level has helped promote literacy skills for students.



## PRICE

Free of charge.



## PROS

Great for capturing and assessing students' artist statements.



## CONS

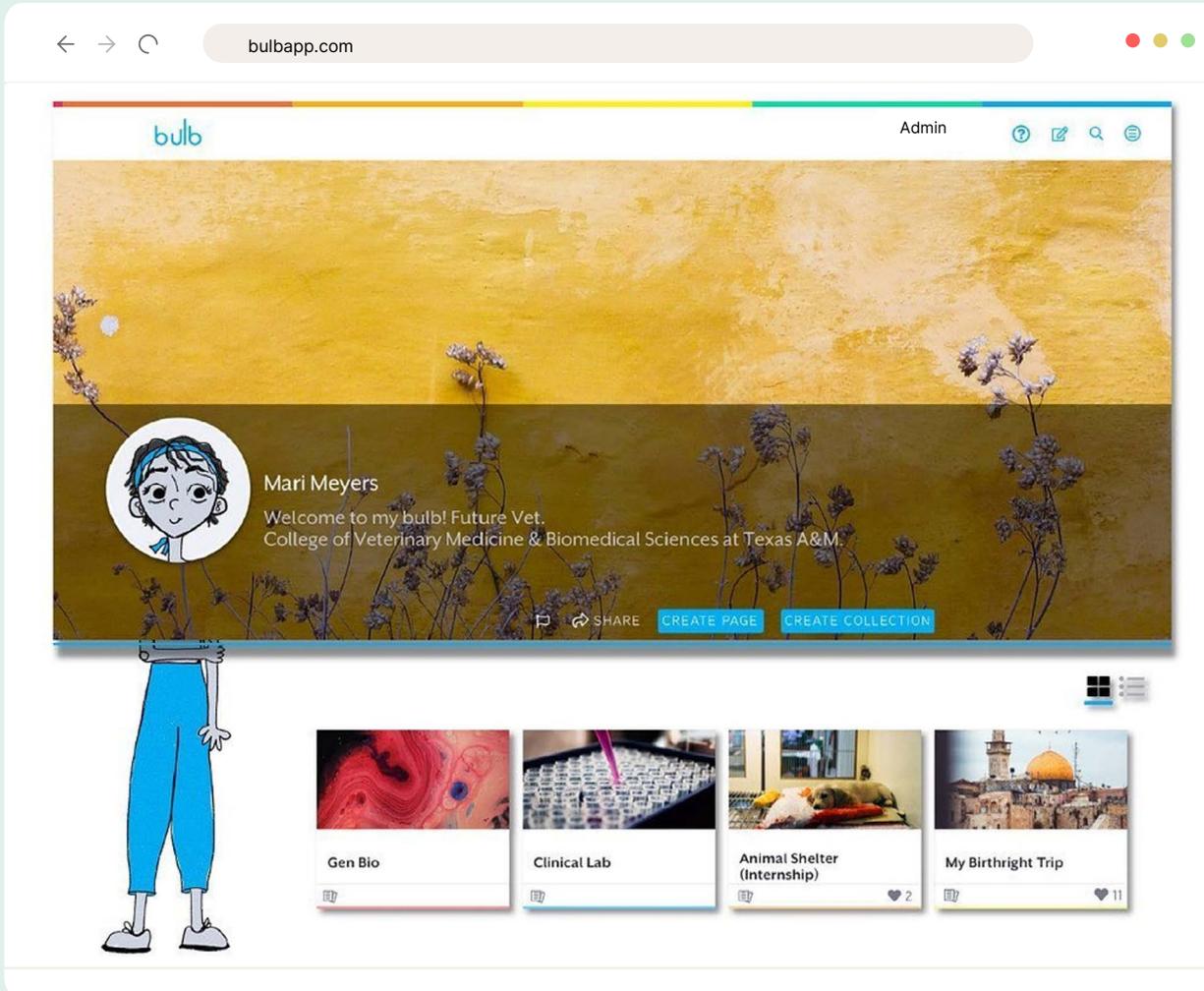
Not compatible with ipad or andriod.



## AGES

5 - 16.

# Bulb



## DESCRIPTION

Bulb is an online web application for sharing ideas and creating digital educational portfolios. Used by school districts, teachers and students for easy online creation and sharing.



## FUNCTION

A basic content creation tool helps users upload photos, type and add connections. Finished posts have a slick look with broad pictures and minimal text on the page.



## PRICE

Free of charge. Additional Features only for Premium users (payment).



## PROS

Flexible, stylish interface allows the production of content in one click.



## CONS

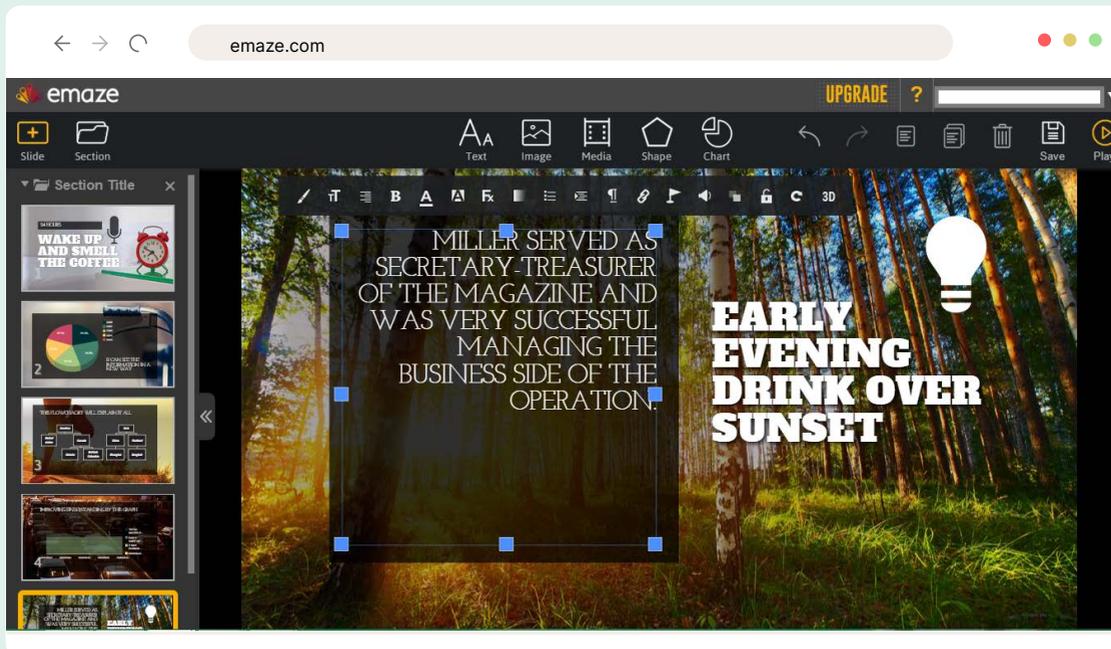
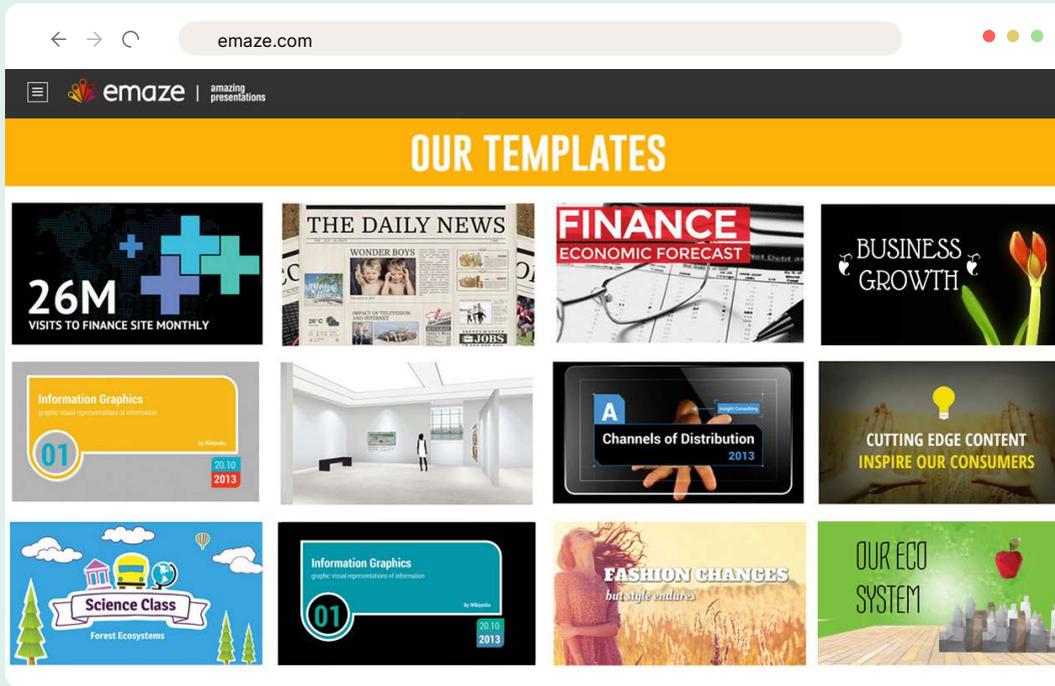
Limited options for teacher feedback; potentially prohibitive costs.



## AGES

8 - 17.

# Emaze



## DESCRIPTION

Emaze is the next generation of online content creation. Choose from hundreds of templates to create customized presentations, websites, blogs and more.



## FUNCTION

Teachers can scaffold students' speech and presenting skills. Find or build a variety of separate presentations on Emaze relevant to subjects or abilities in the learning unit.



## PRICE

Free of charge. Additional Features only for Premium users (payment).



## PROS

Initial, professional presentations take student-generated knowledge and concepts beyond PowerPoint.



## CONS

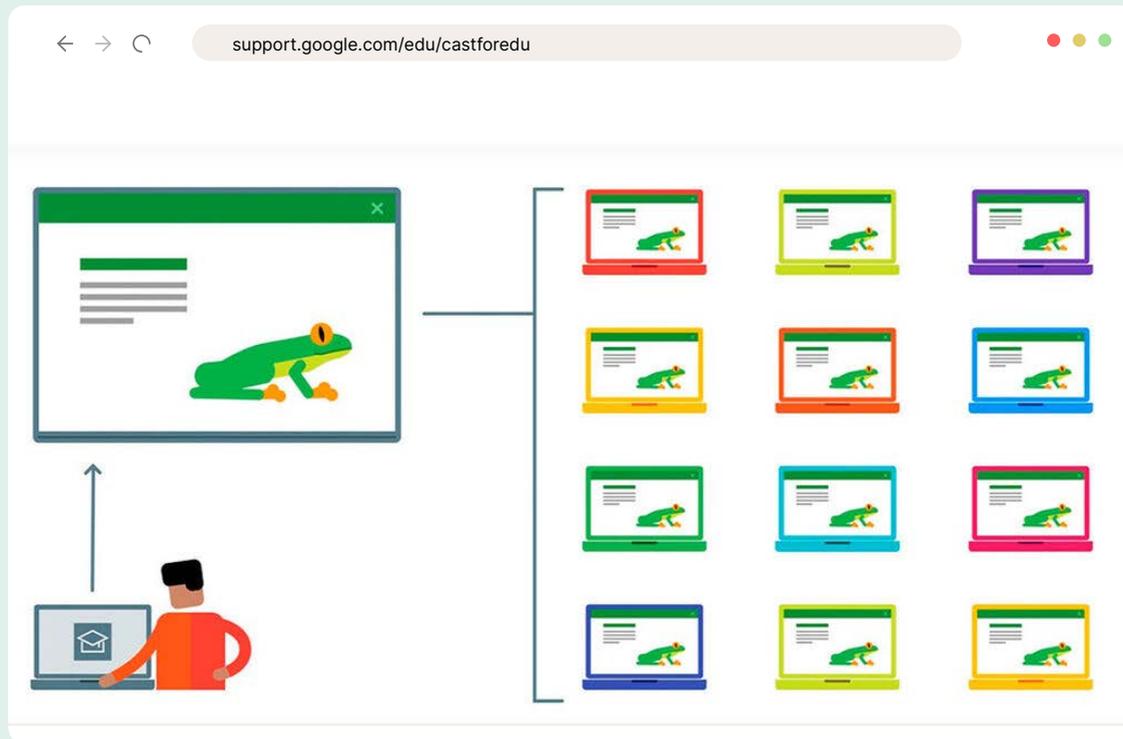
Free accounts do not protect student privacy; user-generated content is not necessarily trustworthy or child-friendly



## AGES

9 - 15.

# Google Cast



## DESCRIPTION

Google Cast for Education is a free Chrome extension that allows students and teachers to share their screens wirelessly from anywhere in the classroom.



## FUNCTION

The teacher sets up Cast for Education on their screen, which is attached to the classroom projector. The teacher then asks the student to cast their computer. The student places his screen on the teacher's monitor.



## PRICE

Free of charge. Additional Features only for Premium users (payment).



## PROS

Super intuitive interface based on user experiences.



## CONS

Only works with Chrome.



## AGES

10 - 16.

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Lira & Food | Ulyana Crutsky

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We love beautiful books. Which is a good thing, because beautiful books are our business. And helping you make your book with our tools—no matter what that book is or your reasons for making it—is our passion. We can print just one book for you—or a thousand. Want to [sell your book](#)? We give you two ways to do it: [sell directly to your fans](#) with our Personal Storefront, or [sell your book on Amazon](#). Want to make a personal photo gift book? Invented here. Are you an author? Welcome. Want to make a book for your business? You're in the right place.

[Read More](#)

Explore Blurb

Get Started

## DESCRIPTION

Blurb is a self-publishing website that allows users the freedom to create, write, sell and distribute picture books, trade books and magazines in print and digital formats. Blurb makes self-publishing simpler for all.

## FUNCTION

Students and teachers can create their first free accounts and start making pages (including text, images, and other media) and collections (sets of pages). A basic content creation tool helps users upload photos, type and add connection

## PRICE

Free. Paid memberships available.

## PROS

Versatile, stylish interface allows for the production of content in one click.

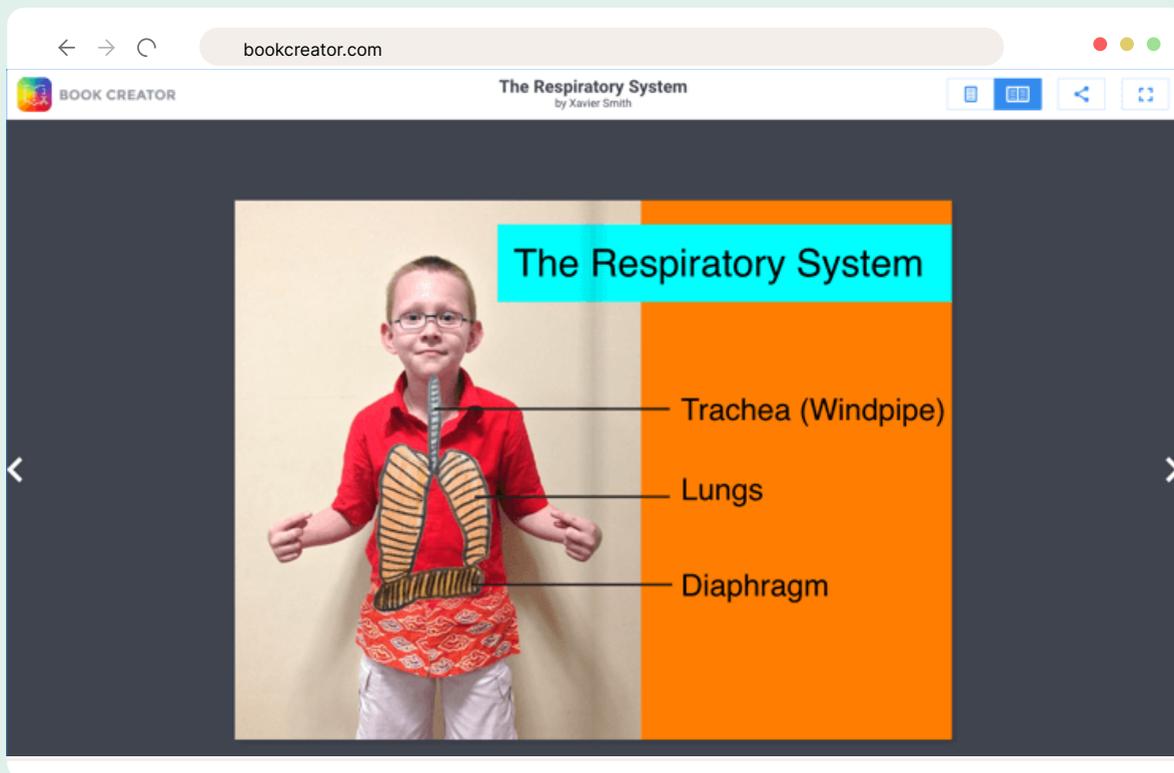
## CONS

Reductive choices for instructor feedback; potentially prohibitive prices.

## AGES

7 - 15.

# Book Creator



## DESCRIPTION

Easy-to-use interactive book-making platform with infinite choices. Available on both an iPad and the internet. Students can create and print their own basic books or comics.



## FUNCTION

Click the plus or New Book icon on the home menu, select a book form, and then click the plus icon to add images, videos, and typed words to the cover page, first page, and so on. Content-creation tool helps users upload photos, type and add connections.



## PRICE

Free. Paid memberships available.



## PROS

User-friendly interface makes it easy to create websites, stimulating students' imagination.



## CONS

No way to share a direct link to a student account, so students must log in before others can access their material.



## AGES

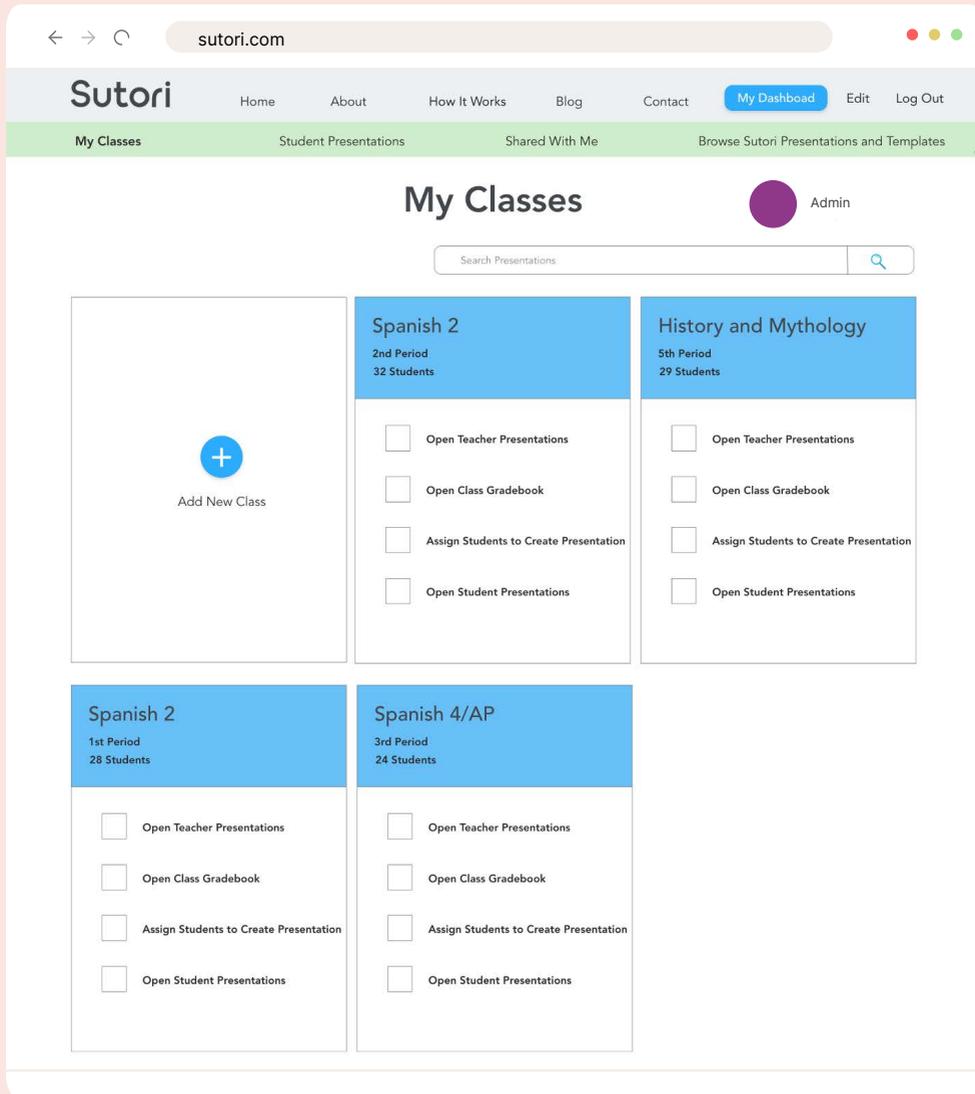
6 - 12.

← → ↻



# Digital Learning

The future of education involves a combination of traditional and online teaching methods. With a general understanding of the vast array of online learning resources, teachers can better meet the needs of students in today's increasingly virtual classrooms. Using the following e-learning tools, teachers can prepare presentations for a lesson, interact with students and caregivers, and create discussion forums using both text and video – all stored to the cloud for easy access and record-keeping. Plus, with open communication channels, human interaction is not lost. As students familiarize themselves with digital learning tools and online study tricks, they gain autonomy and learn important tech skills useful across subjects.



## DESCRIPTION

Sutori is a collaborative instruction and presentation tool for the classroom. For all age groups, Sutori is the perfect partner for any subject and grade level.



## FUNCTION

The timeline template is the primary feature and is simple to edit and share. A variety of features are available, including text, photos, videos, callout boxes, text links, and questions for multiple choice quizzes.



## PRICE

Free of charge. Additional Features only for Premium users (payment).



## PROS

Students can develop and upload original content.



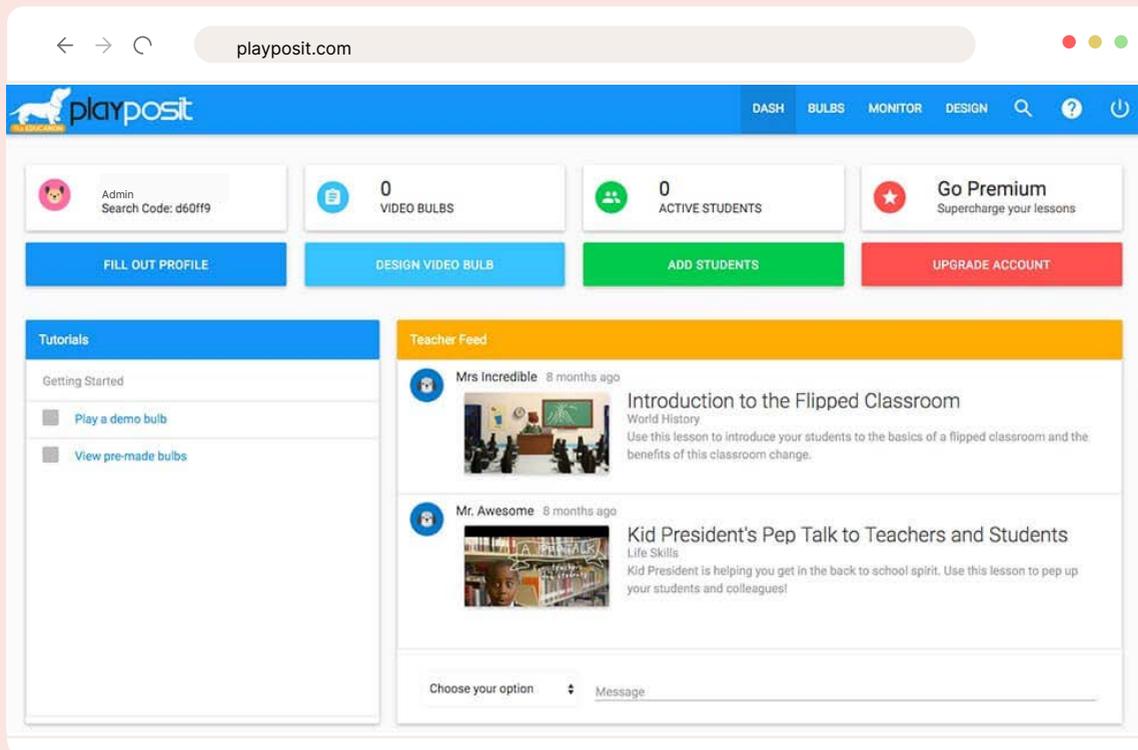
## CONS

The best ready designed content is only available for payment.



## AGES

6 - 15.



## DESCRIPTION

Playposit is an interactive web-based video platform that enables educators to provide formative evaluation both within and outside the classroom.



## FUNCTION

To make an interactive video, teachers upload an audio file or a video from popular sites such as YouTube and Vimeo. Three options are restricted to the basic interface: Video Segments, Interactions and Analysis.



## PRICE

Free of charge. Additional Features only for Premium users (payment).



## PROS

A large library of models gives users a starting point at every level.



## CONS

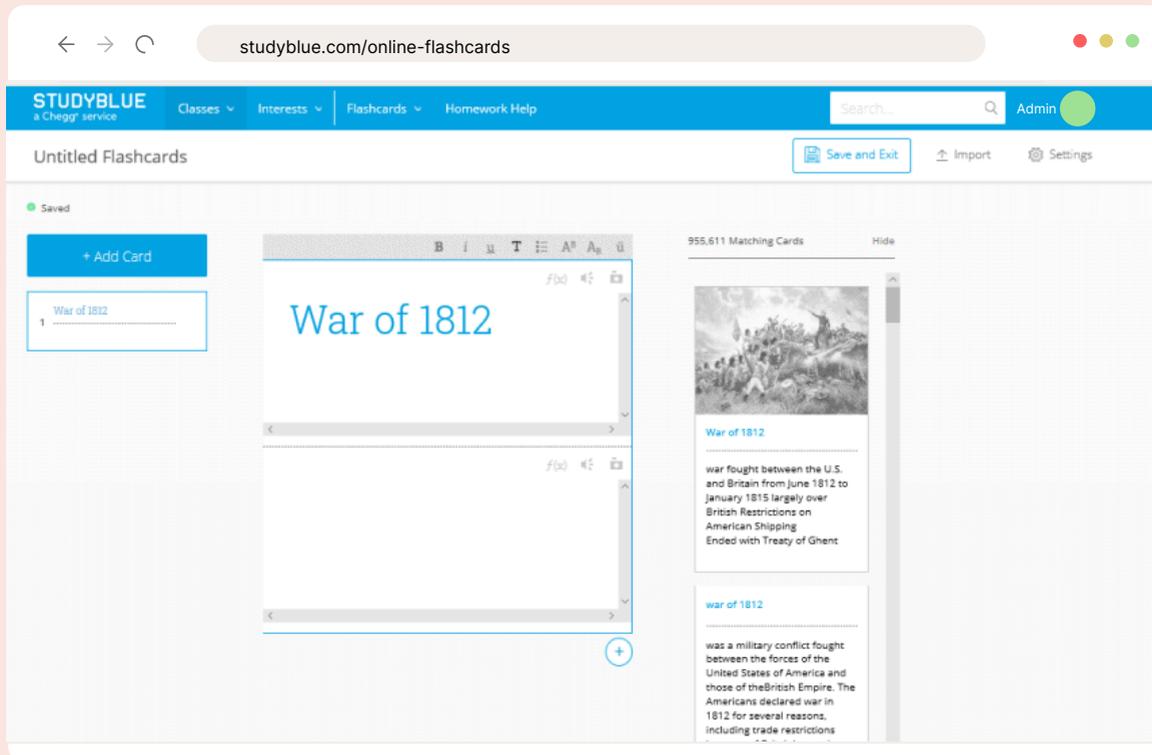
Some useful features for usability and collaboration are lacking. There should be more emphasis on the design.



## AGES

6 - 16.

# StudyBlue



## DESCRIPTION

StudyBlue is an app developed for high school and college students to make and exchange flashcards.



## FUNCTION

Students and teachers can build their own flashcard decks with images and text, to add to their own collection.



## PRICE

Free of charge.



## PROS

Studying made easy with web-to-mobile flashcard synchronization.



## CONS

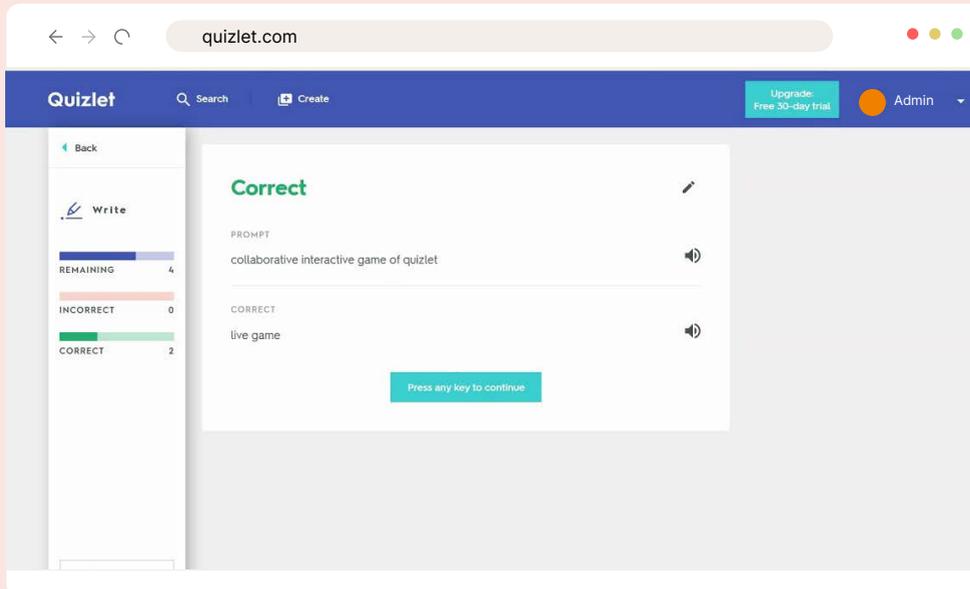
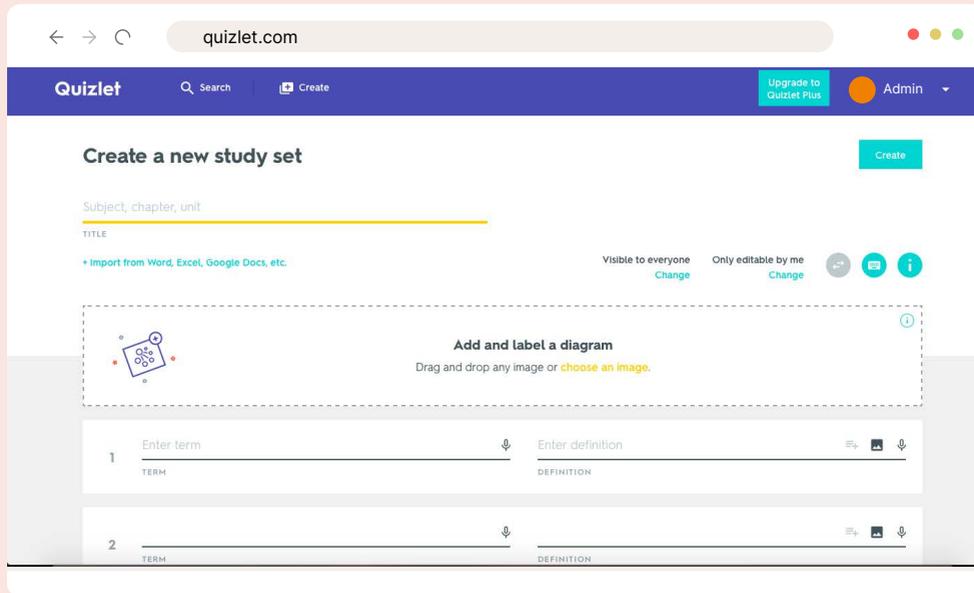
Privacy concerns and some deceptive source citations.



## AGES

11 - 15.

# Quizlet



## DESCRIPTION

Quizlet makes simple learning tools that let you study anything. Start learning today with flashcards, games and learning tools.



## FUNCTION

Quizlet could be a great research tool. Teachers and students can use their own photographs or choose from Quizlet's wide pool of licensed Flickr photography. Create comprehensive diagrams or add supporting photos to data sets, or mount live audio recordings to flashcards.



## PRICE

Free of charge. Additional Features only for Premium users (payment).



## PROS

Versatile offerings, from individual study sessions to contests in game show format.



## CONS

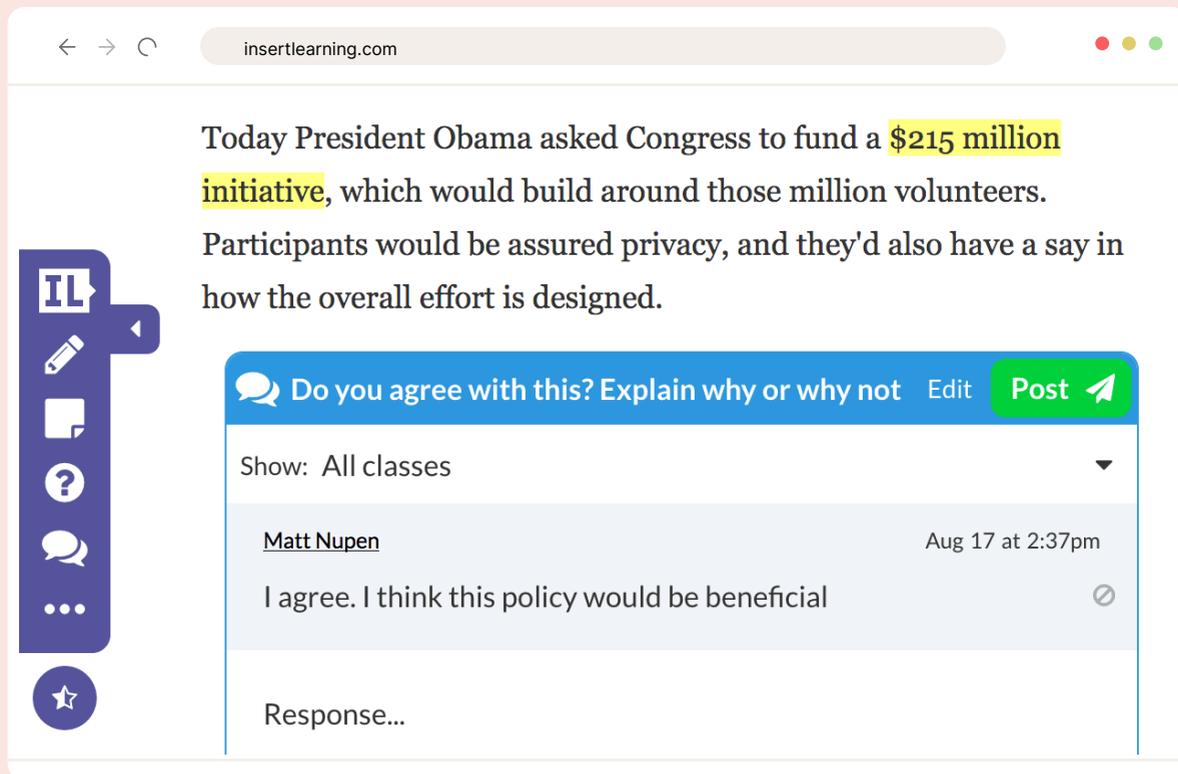
Additional teacher oversight / moderation may be necessary; usergenerated content is not always accurate or relevant.



## AGES

6 - 12.

# InsertLearning



## DESCRIPTION

InsertLearning is a Chrome plugin that helps teachers transform every platform into an immersive online class.

## FUNCTION

Students and teachers can add annotations, add videos to blogs, add maps, quizzes, debates, and more.

## PRICE

Free trial, then payment required.

## PROS

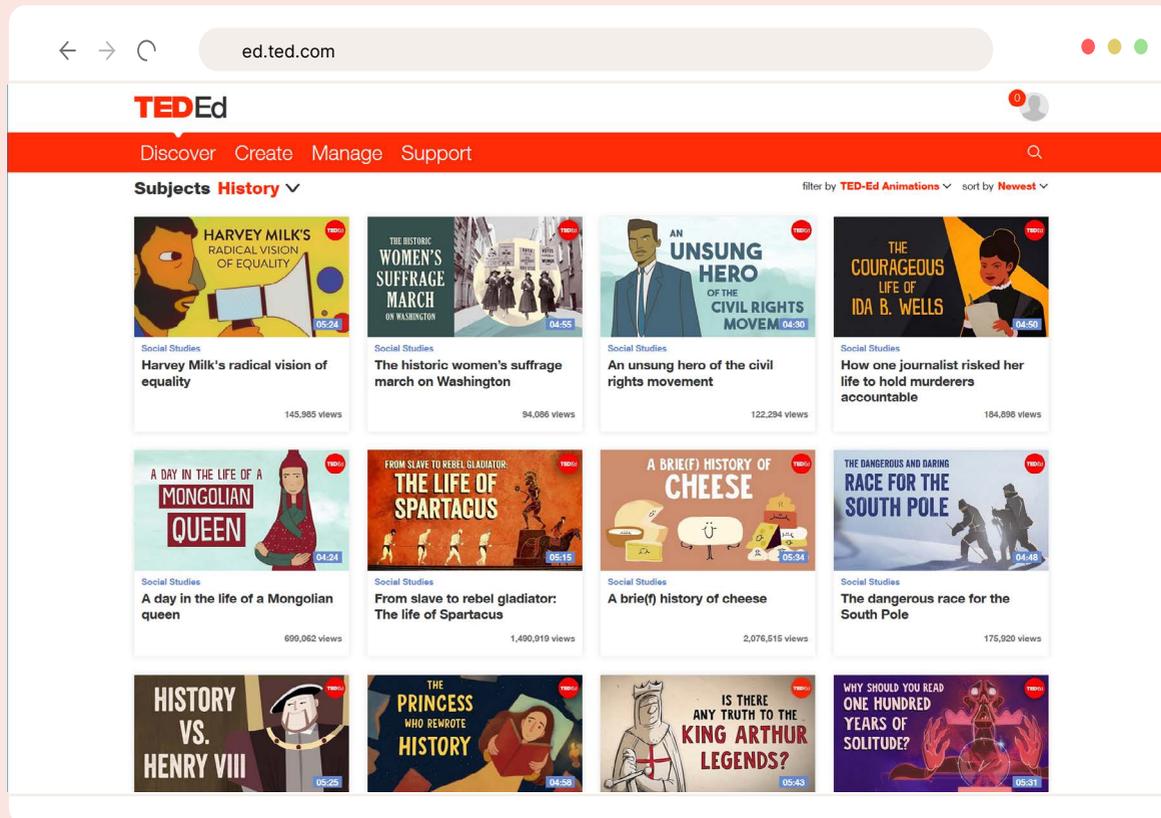
Useful for every class where critical learning is key.

## CONS

Teacher's dashboard should have further tests, and input from teachers could be improved.

## AGES

9 - 15.



## DESCRIPTION

TEDEd is a website offering a selected collection of educational video tutorials on a wide range of topics.



## FUNCTION

Students can use keyword searches to locate content or to browse trends, including several on-going video series. Lessons are open to students of all ages.



## PRICE

Free.



## PROS

With wonderful animations, TEDEd can take any subject and make it wildly entertaining.



## CONS

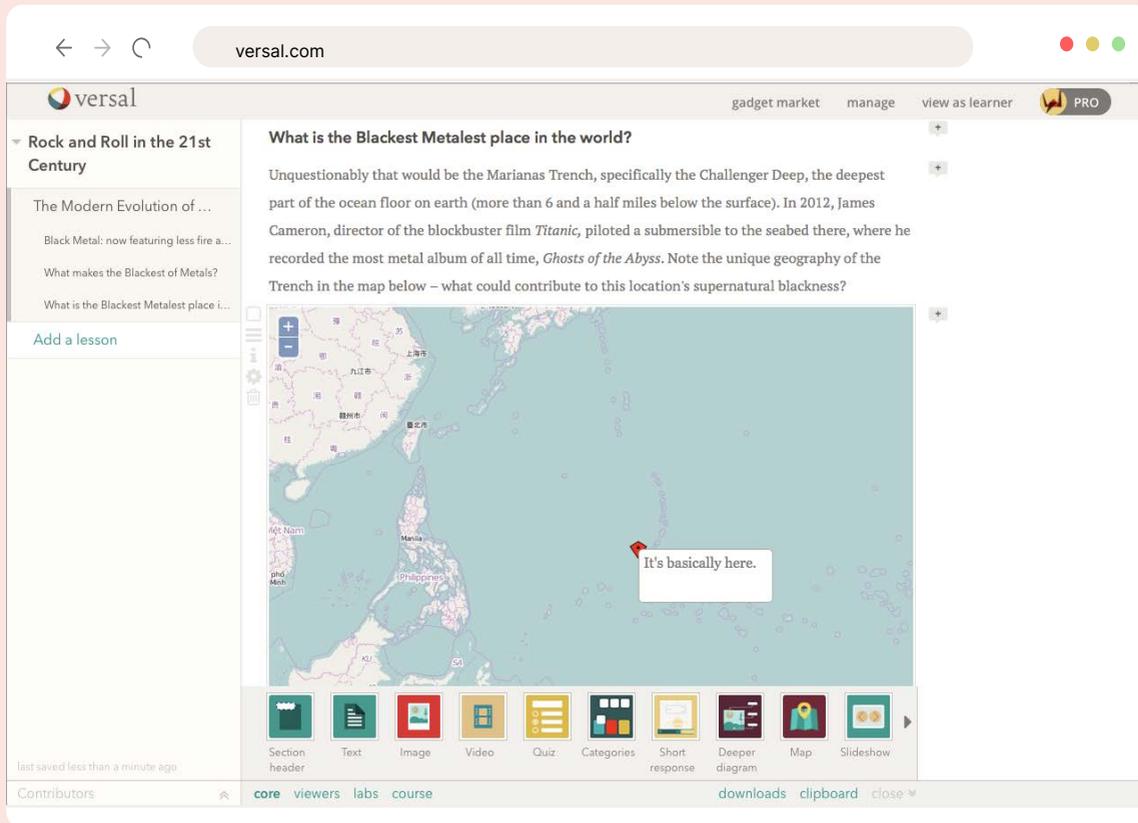
The standard of nonvideo teaching material varies, so students will require alternate ways to demonstrate learning.



## AGES

6 - 17.

# Versal



## DESCRIPTION

Versal is an online course creator that lets teachers create media-rich websites and lessons with text, photos, videos, slide shows, and more.



## FUNCTION

Drag-and-drop interface makes inserting content surprisingly simple. Teachers can add multiple choice quizzes, categorization exercises, ordering tasks, and short answer sections.



## PRICE

Free.



## PROS

Easy to use, follows loads of media and integrates instantly with other applications including Google Docs, Workplace, and Prezi.



## CONS

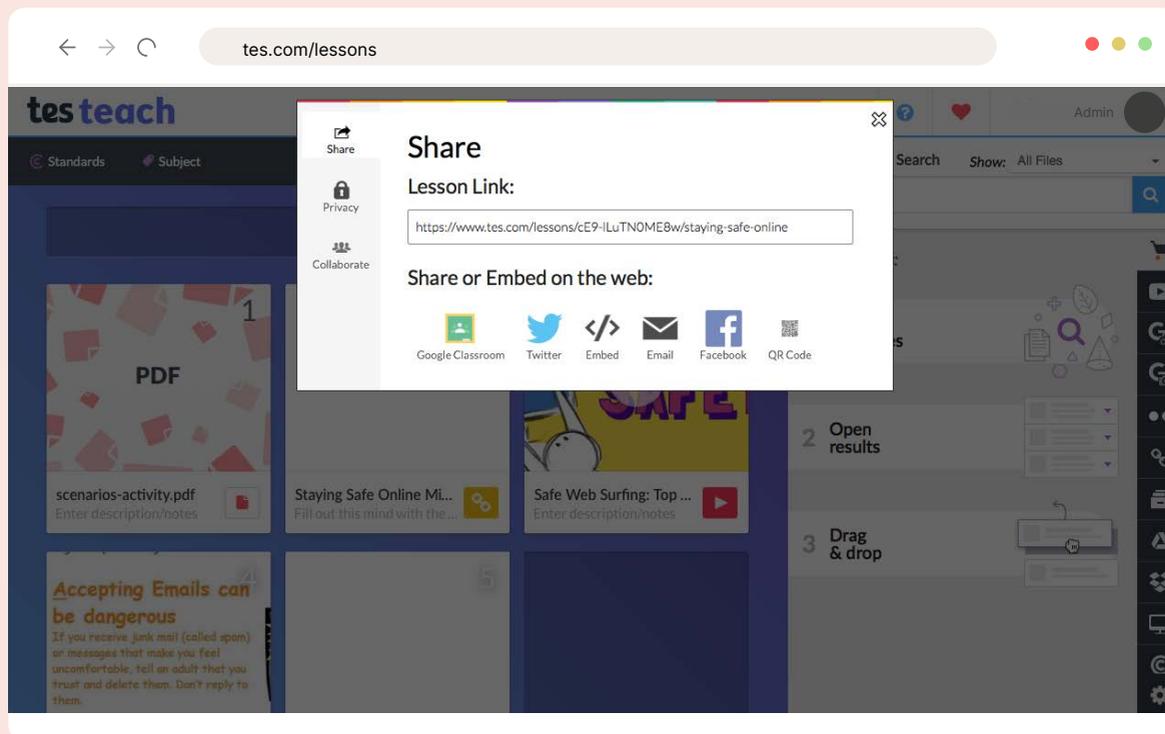
Lessons are mostly just walls of text and pictures with minimal exploration features. Mostly a teacher-as-expert learning experience.



## AGES

5 - 16.

# Tes Teach



## DESCRIPTION

Tes Teach (formerly known as Blendspace) is a free online resource designed to help teachers create digital lessons that can be shared with students. Users can create interactive lessons with their own content as well as any content from the web.



## FUNCTION

Users can add videos, text, spreadsheets, photos, quizzes, and other tools, and then arrange lessons for their students to complete individually.



## PRICE

Free.



## PROS

Great design, it runs on every computer connected to the internet.



## CONS

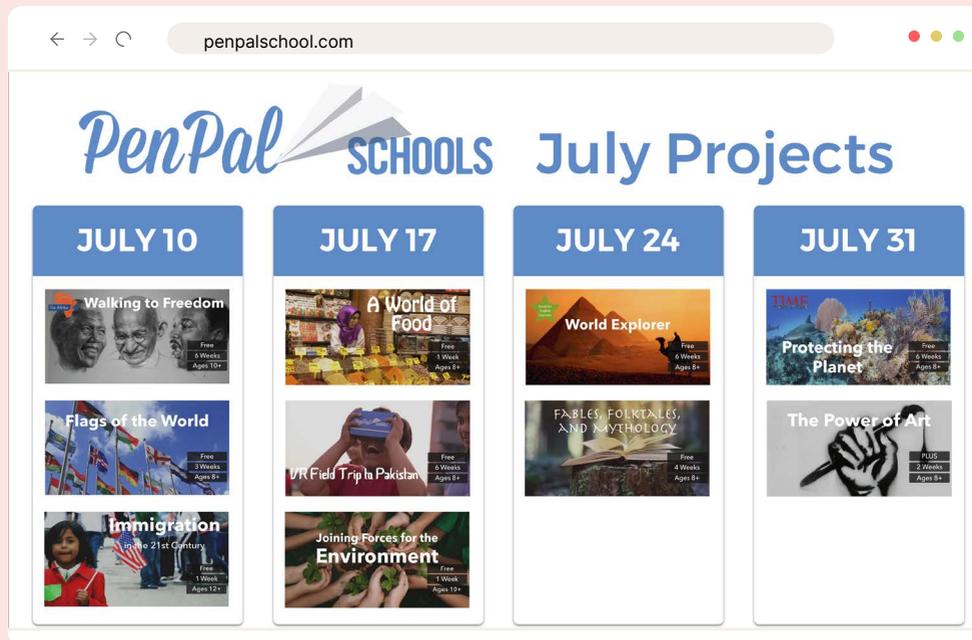
Not a lot of interaction.



## AGES

8 - 15.

# PenPal Schools



## DESCRIPTION

PenPal Schools connects students from 150 countries through project-based learning. Students can create projects on a range of topics.



## FUNCTION

Teachers search the home page with continually updated projects available, filtering for age, time commitment (one to six weeks), and subject matter. A 4- or 6-week project may sound overwhelming, but most projects only require 30- or 45-minute lessons per week, and guidance and tools are given to lead students step-by-step.



## PRICE

Free.



## PROS

Provides unique collaborative experiences for students and gives teachers useful lessons that blend subject-specific knowledge with global links.



## CONS

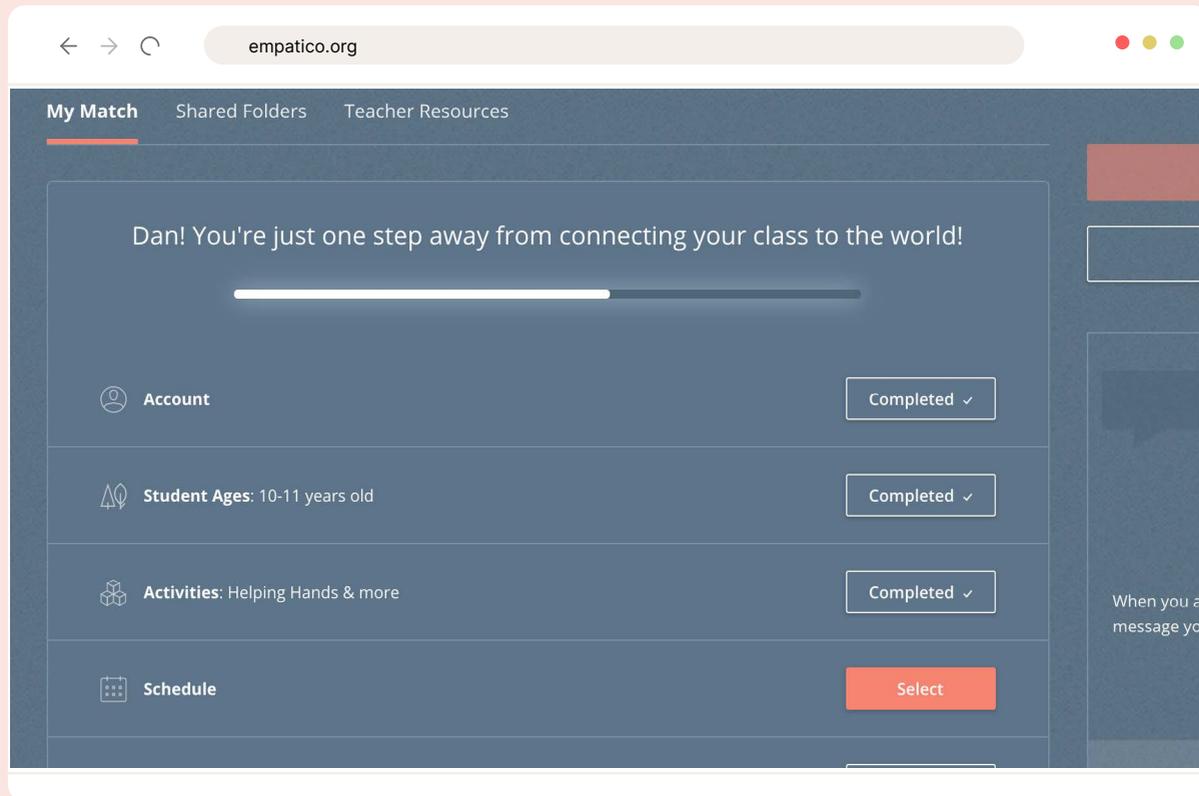
The restricted availability of projects per subject / age group and restrictive match dates can make it difficult for students to pair with pals.



## AGES

5 - 16.

# Empatico



## DESCRIPTION

Empatico is a free tool connecting classrooms around the world through video exchanges and activities that spark empathy.



## FUNCTION

Involves five simple steps: 1. Select your activities. 2. Indicate your weekly availability. 3. Meet your matched teacher. 4. Choose an hour for your live video exchange. 5. Meet your teacher and connect your classes.



## PRICE

Free of charge.



## PROS

Explore a different set of people, pedagogy and culture without compromising on educational needs.



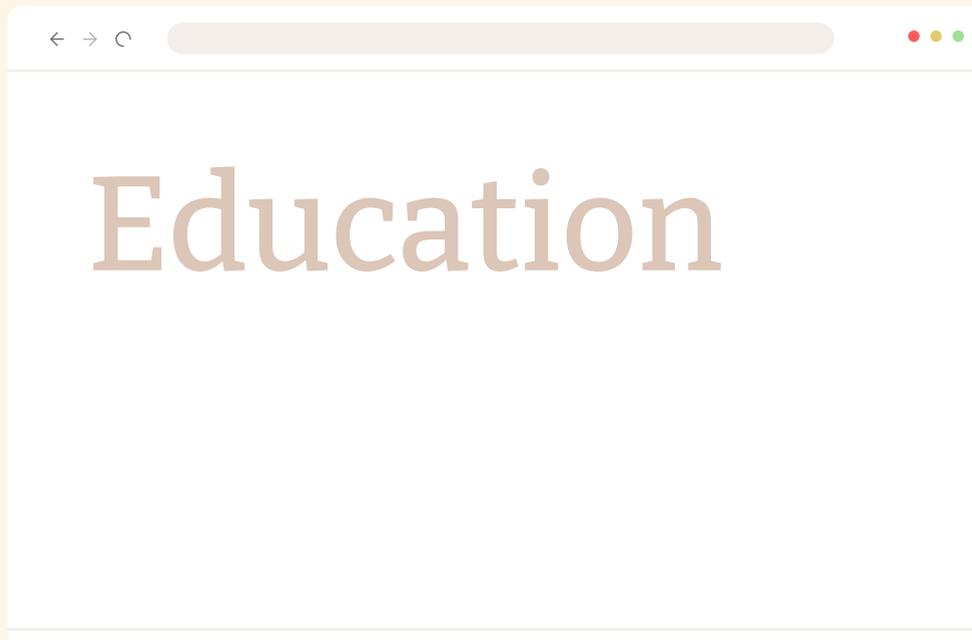
## CONS

None.



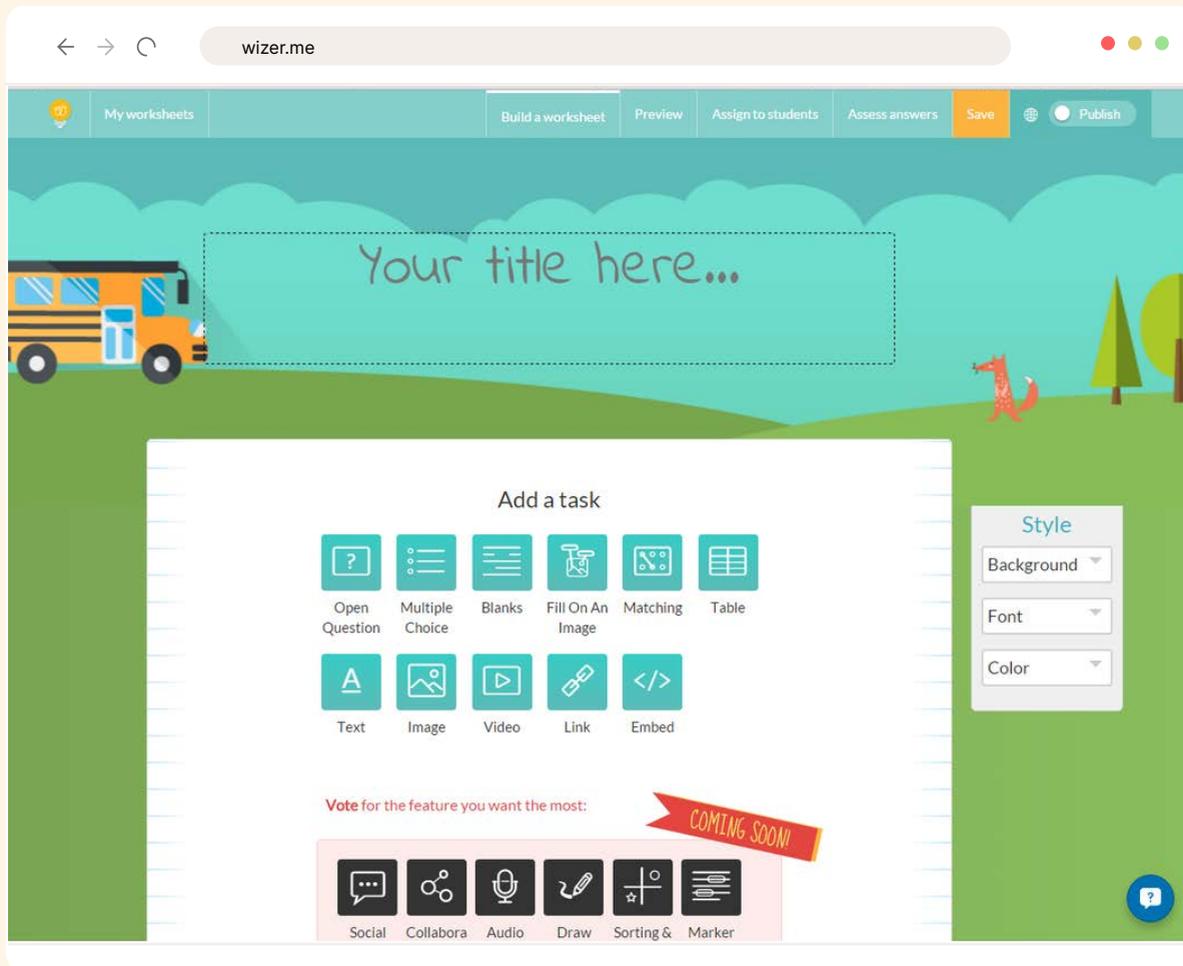
## AGES

8 - 12.



Interaction is at the core of learning. When teachers and students engage in dialogue – exchanging ideas with one another or analyzing information together – they are more likely to remember what they have learned and feel motivated to examine a subject more closely. Especially as more and more classrooms begin to incorporate some form of distance learning, consistent communication between teachers and students is essential to maintaining a positive, interactive learning environment. The following Interactive Education tools allow users to communicate virtually, whether by creating and sharing digital content, or grouping students' work into one project space for easy assessment. Many of these programs are also compatible with different devices, so users can sync and access information anywhere, anytime.

# Wizer



## DESCRIPTION

Teachers can create expanded digital worksheets, and can give students a choice of response formats, such as verbal, written, or drawn, in any subject area.



## FUNCTION

Wizer allows teachers to easily add rich media (video, audio, images) directly to the interactive worksheet.



## PRICE

Free and paid versions.



## PROS

Friendly user experience enables simple allocation, submissions and feedback.



## CONS

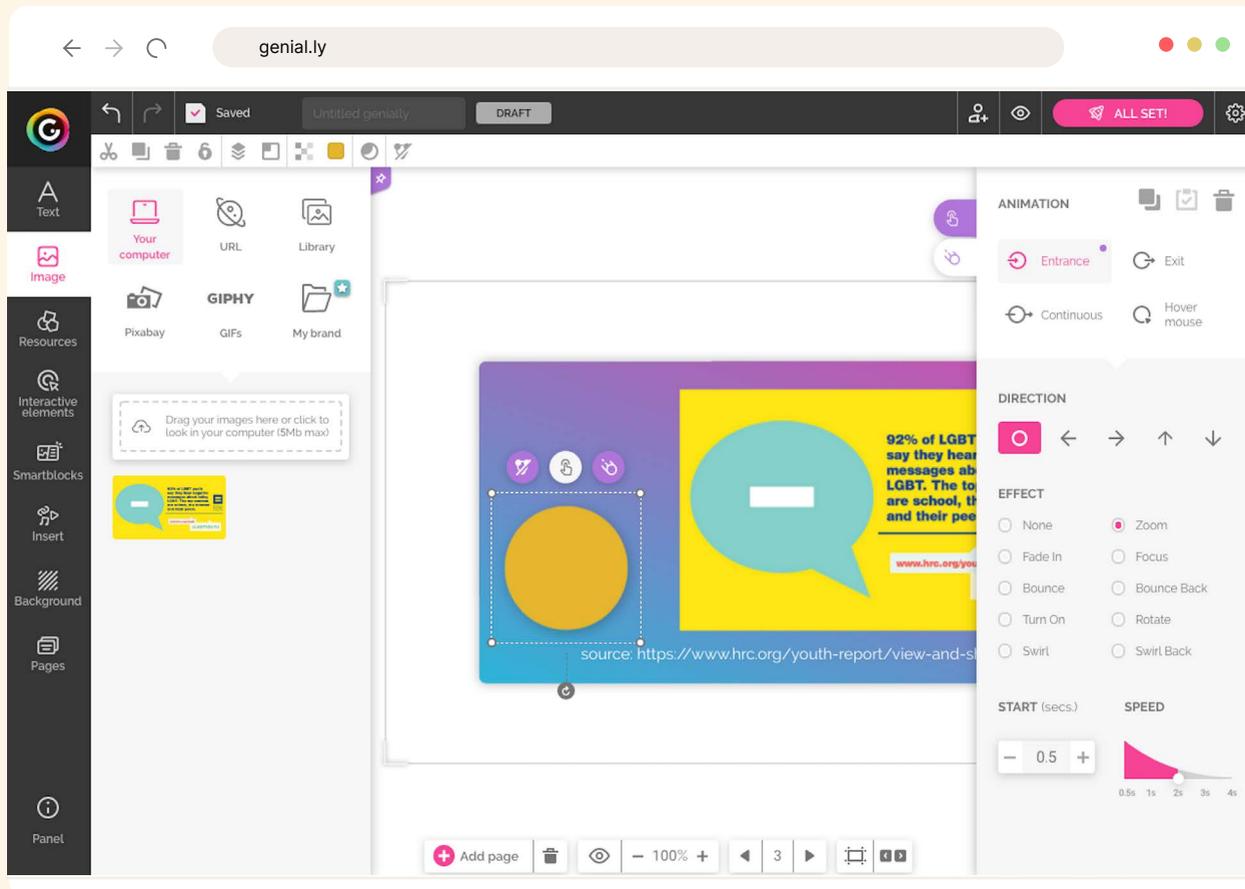
May compromise your school's internet speed.



## AGES

8 - 16.

# Genially



## DESCRIPTION

Genially is a platform for media production based on creating and sharing all sorts of media creations and presentations.



## FUNCTION

Students may start from blank or predesigned models arranged into 12 categories, including videos, infographics, interactive photos, quizzes, and more, from the dashboard.



## PRICE

Free, Paid.



## PROS

Excellent designed models and features that foster collaboration and innovation.



## CONS

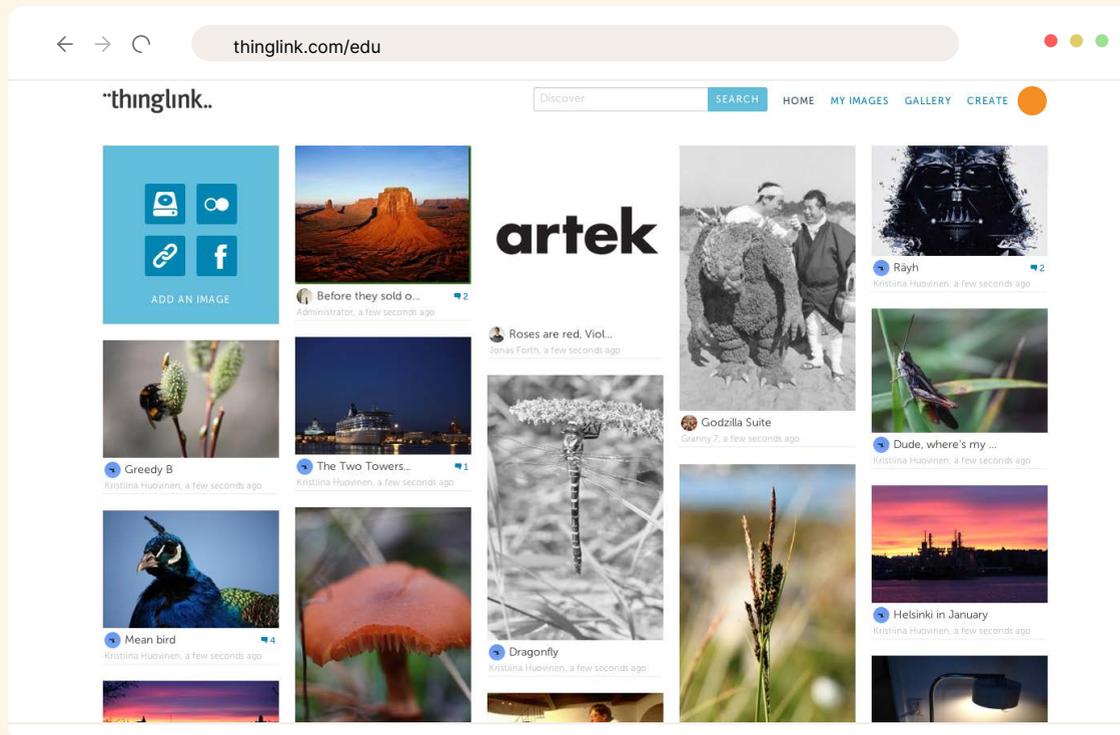
Some features are not compatible with all devices.



## AGES

10 - 15.

# ThingLink



## DESCRIPTION

ThingLink is a free and user-friendly digital tool that provides users with the ability to turn any image into an interactive graphic.



## FUNCTION

Main features include: classroom visual learning system, remote learning. With media and connections, users can easily augment photos, videos, and virtual tours.



## PRICE

Free, Paid.



## PROS

Uses some of the best elements of social media.



## CONS

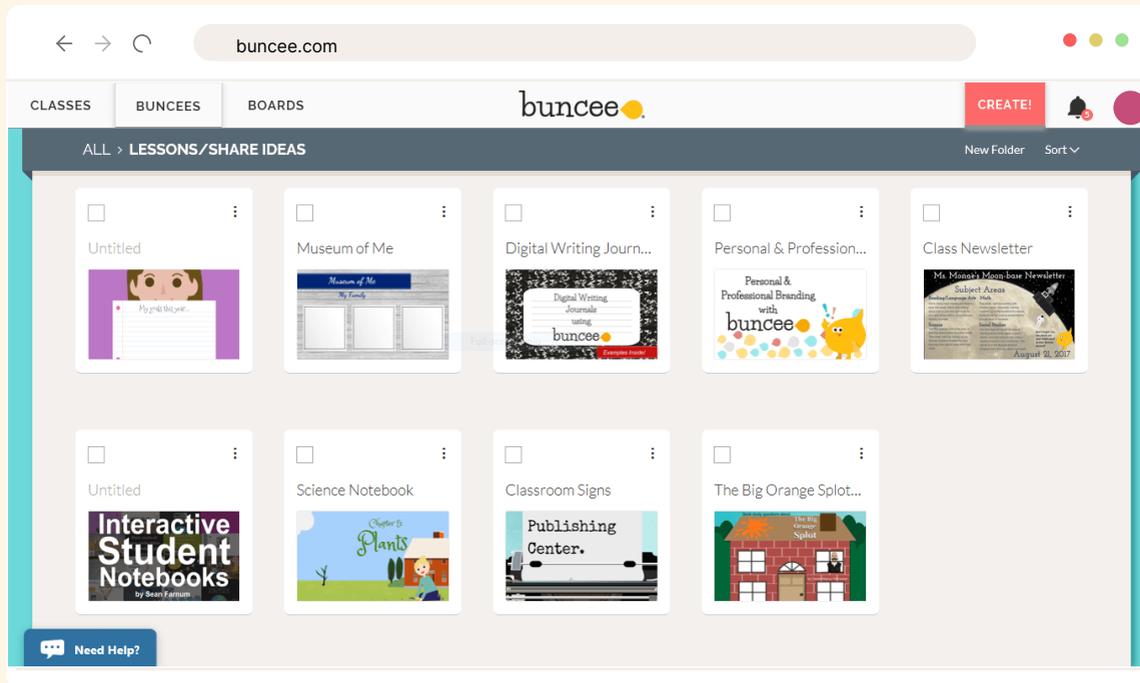
Learning curve.



## AGES

7 - 15.

# Buncee



## DESCRIPTION

Empower the voice of students, develop engaging classes, strengthen communication in classrooms, and more.

## FUNCTION

Users can create content in the form of sketches, animations, images, emojis, stickers and many other design features. Students begin by naming the project and then add material to the slides.

## PRICE

Free, Paid.

## PROS

Users can add content in just about any medium imaginable, from videos to hand-drawn photographs to pre-created models.

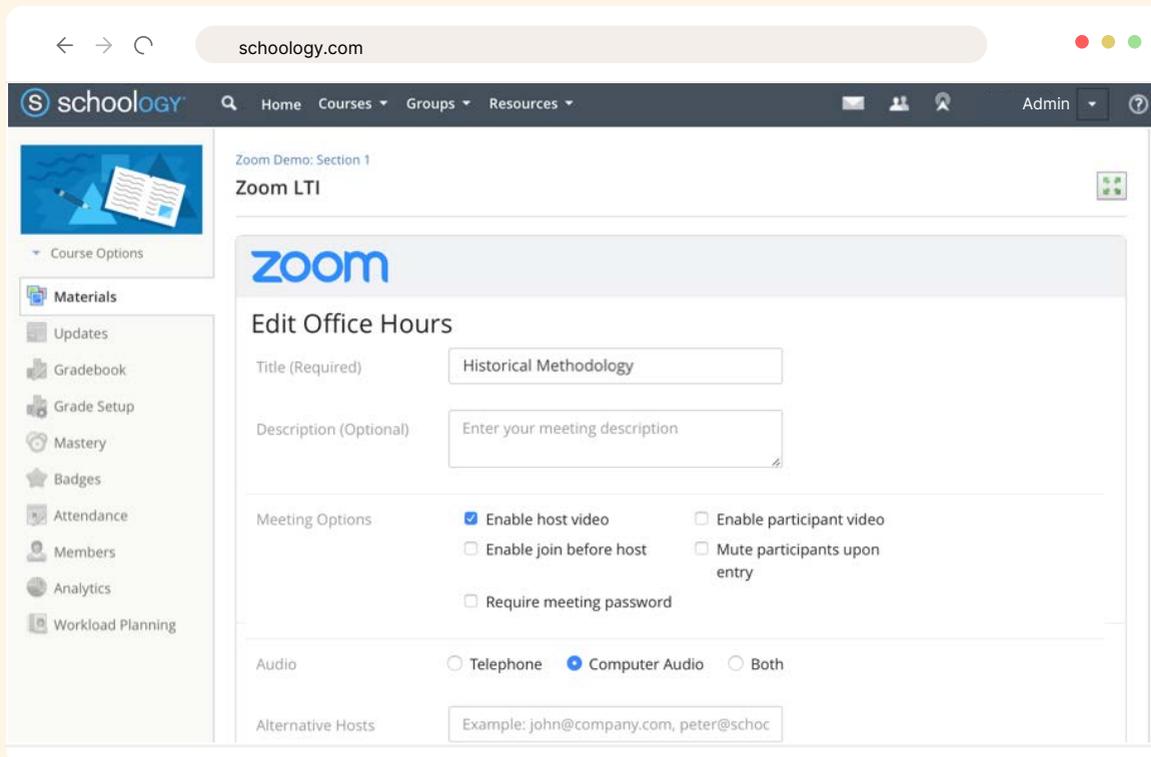
## CONS

The boards can easily become cluttered, and top features are not free.

## AGES

6 - 16.

# Schoology



## DESCRIPTION

Schoology is a web-based framework or learning management system (LMS). Teachers can build and delegate a variety of innovative activities that can be accessed by students via the website as well as via applications for iOS, Android, and Chrome.



## FUNCTION

There are several ways for users to create content, such as completing quizzes or tests, uploading images, audio, or project files.



## PRICE

Free, Paid.



## PROS

Adaptable to almost every teacher's needs.



## CONS

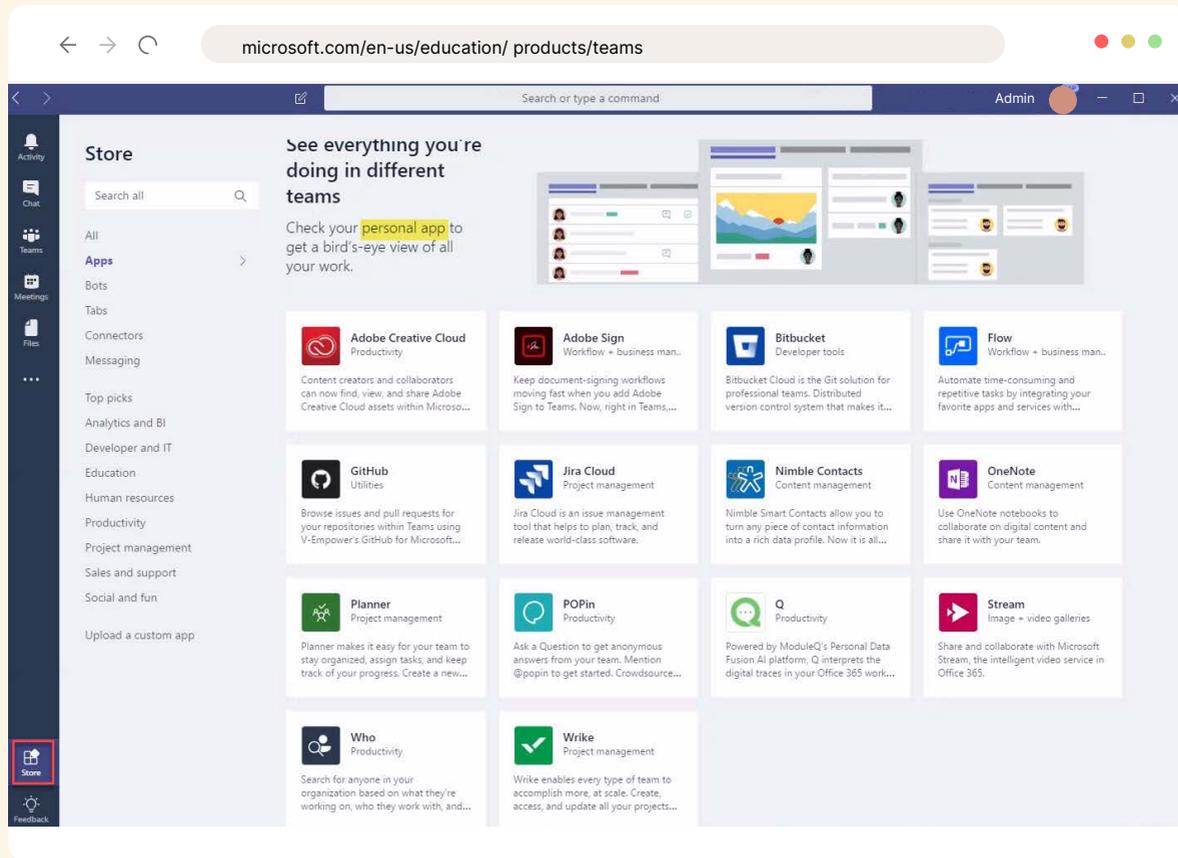
First-time users may be frustrated and need to take the time to set things up properly.



## AGES

7 - 15.

# Microsoft Teams



## DESCRIPTION

Within the Office 365 Suite, Microsoft Teams is a collaboration network where teams communicate through shared notebooks, chat sessions, virtual meetings, and sharing of resources.

## FUNCTION

Via the Class Notebook, learners can work collaboratively, work on projects, delegate tasks, and share their progress. Teachers can create assignments and share files through SharePoint, so that learners obtain individual backups.

## PRICE

Free.

## PROS

Offers many choices for learning.

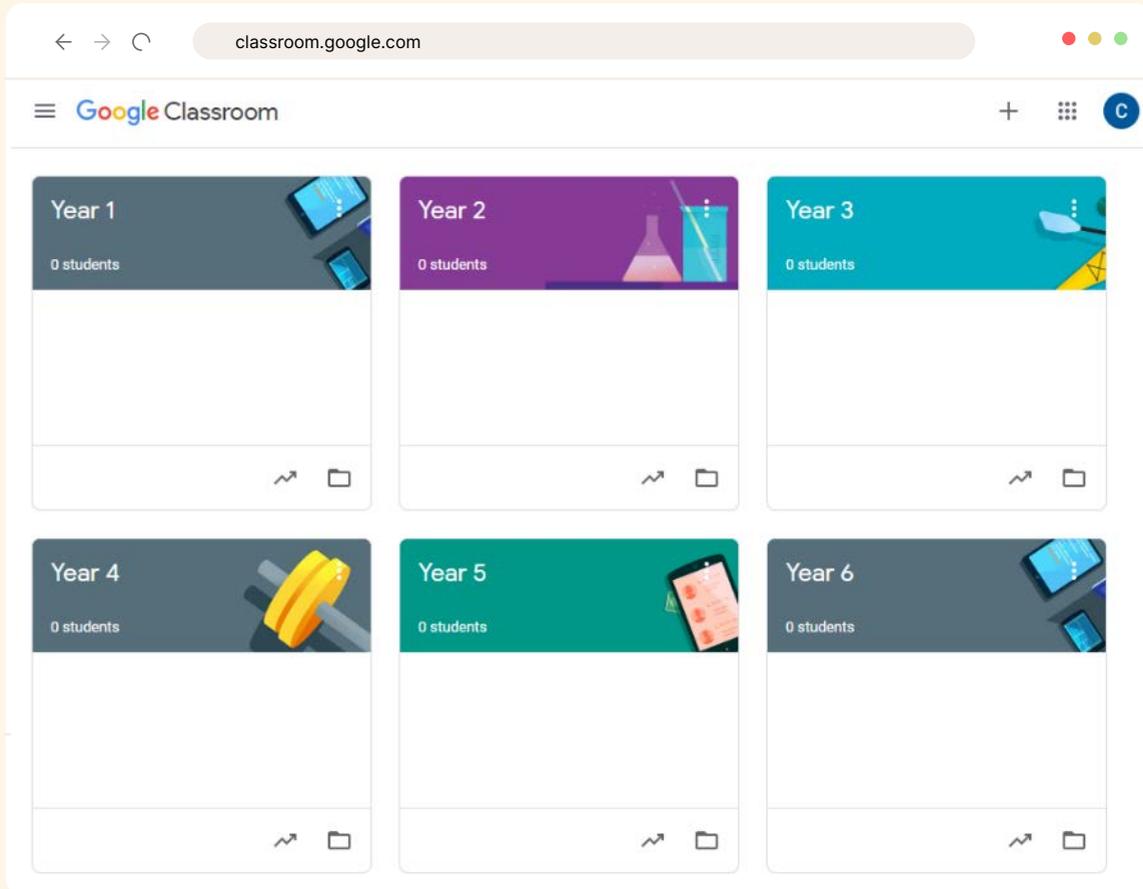
## CONS

May feel busy and overwhelming for beginners.

## AGES

8 - 16.

# Google Classroom



## DESCRIPTION

Google Classroom is a learning management system (LMS) that allows teachers to control workflow and communicate with their students.



## FUNCTION

The Classroom website also provides resources that teachers and students may need to refer to, such as links, photographs, and other records. Important deadlines or forthcoming activities are seen on the page. Teachers can welcome other teachers to their Google Classroom, which is helpful in instances of team instruction.



## PRICE

Free, Paid.



## PROS

Easy-to-learn interface; incorporated with many applications and website.



## CONS

No option to set up standards for grading, only case-by-case grading available.



## AGES

8 - 16.

# Blackboard

The screenshot shows the Blackboard interface for viewing courses. The left sidebar contains navigation links for Institution Page, Wade Fields, Activity Stream, Courses, Organizations, Calendar, Messages, Grades, Tools, and Sign Out. The main content area is titled 'Courses' and includes a search bar, a filter dropdown set to 'All Courses', and a '25 items per page' selector. Under the 'Favorites' section, there are six course cards, each with a star icon, an information icon, and a menu icon. The courses listed are Astronomy 212, Chemistry 101, English Composition, Food Science, Fundamentals of Artificial Intelligence, and Introduction to Anatomy. Below these, a section for '2018 Spring' is partially visible.



## DESCRIPTION

Blackboard gives teachers the opportunity in a single setting to provide students with course records, online assignments and reviews, individual grades, and other instructional resources.



## FUNCTION

Blackboard is a course management system that allows users to provide content in a central location, communicate quickly, and provide grades in an electronic format.



## PRICE

Free, Paid.



## PROS

Enables simple allocation, submissions and feedback.



## CONS

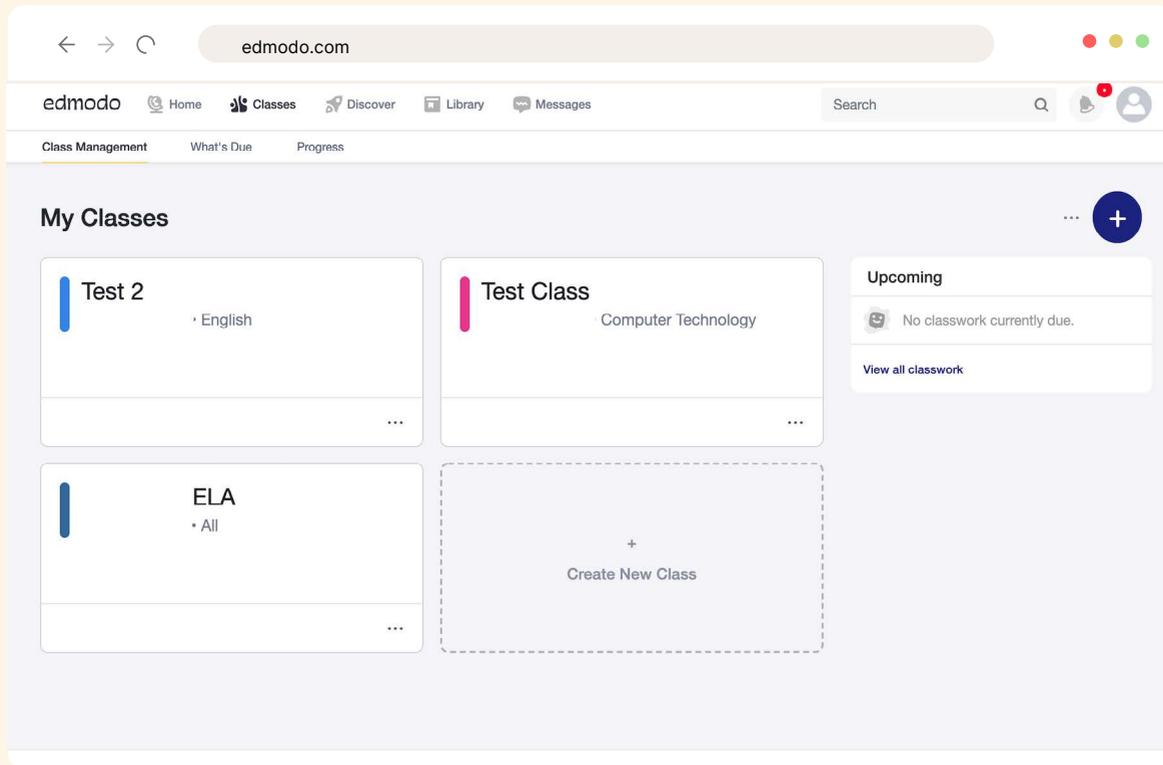
Not so intuitive.



## AGES

8 - 16.

# Edmodo



## DESCRIPTION

Edmodo is an educational technology company offering a platform for communication, collaboration, and coaching for K-12 schools and teachers.



## FUNCTION

Within minutes, each user can build an account, classes, and their first challenge or quiz, and invite students and caregivers to join them through class code, email, or handout.



## PRICE

Free.



## PROS

Friendly user experience, strong cooperation and community.



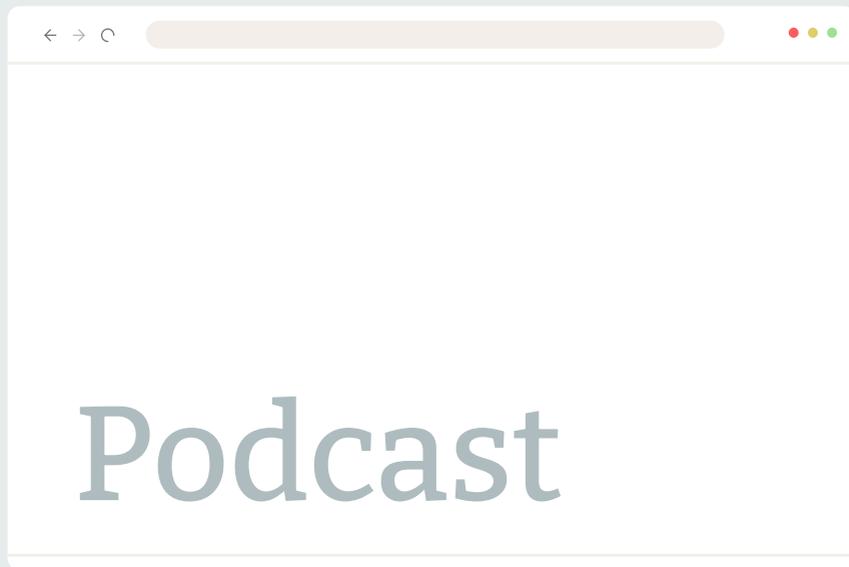
## CONS

User interface hosts too much advertising.

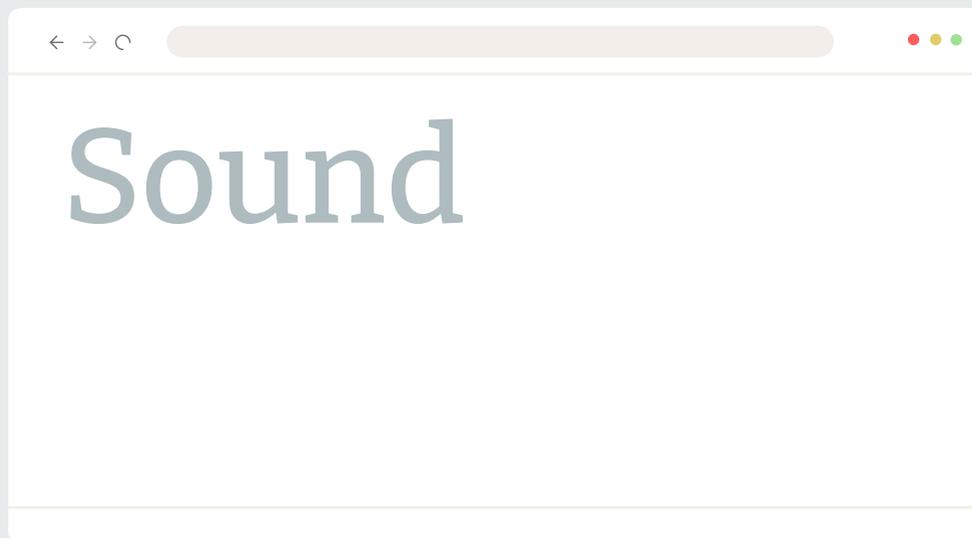


## AGES

8 - 16.



# Web Radio



Podcasts are much like radio programs, but they can be accessed at any time, as many times as the listener wants. For this reason, the podcast is an effective educational tool, offering yet another way for teachers to share important information with students while keeping them engaged in learning. With podcasts and web radio, students can study at their own pace, listening to class content whenever and wherever. Students can even create their own podcasts or radio shows – an exercise in teamwork, tech skills, and oral expression. Especially useful for distance learning, the following podcast, web radio, music and audio platforms are great resources for today’s classrooms. Both teachers and students can create, record, and edit content to share with one another, and even create live content for educational purposes.

# Audacity



## DESCRIPTION

Audacity is a website that provides free tools to capture and manipulate sounds that can be downloaded and used.



## FUNCTION

There are several ways for users to create content, including with the audio editor which allows users to record live audio using a microphone or mixer.



## PRICE

Free.



## PROS

Lots of quality tutorials and support.



## CONS

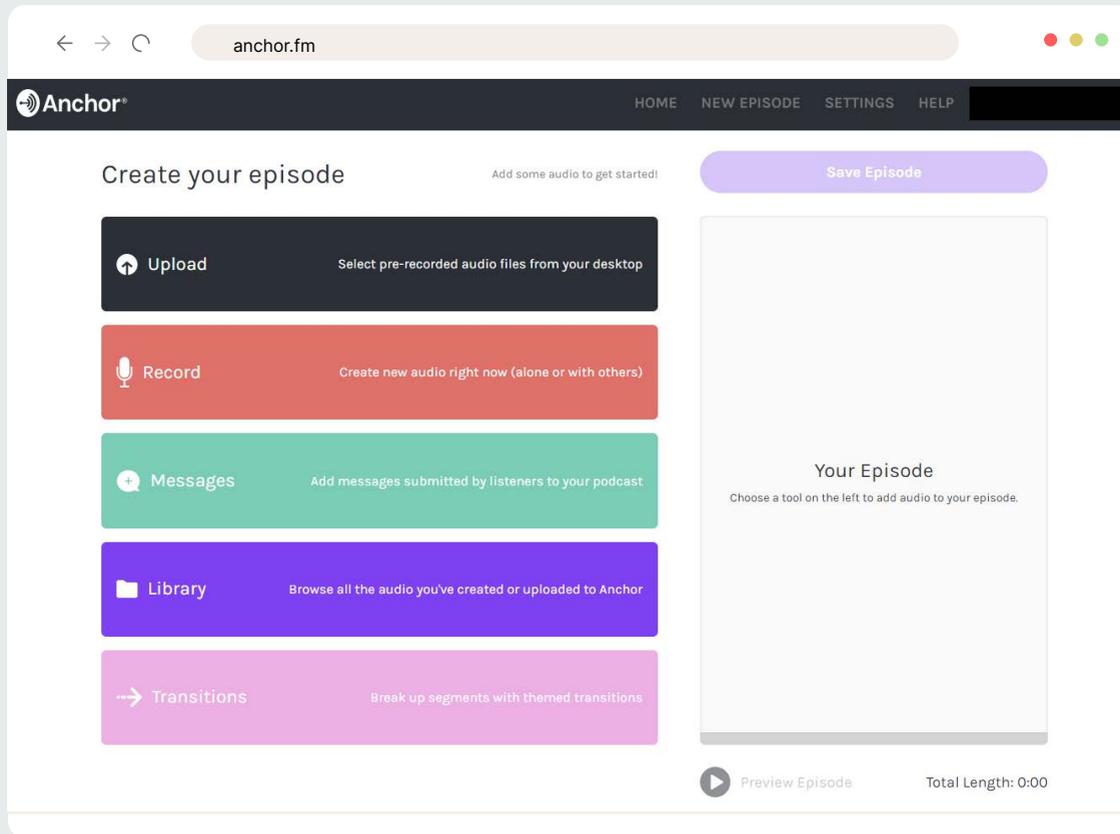
Site is not so visually entertaining.



## AGES

9 - 16.

# Anchor



## DESCRIPTION

Anchor is a free podcasting software that makes students material easy to capture and post. Users can also listen to podcasts.



## FUNCTION

With the click of a button, students and teachers can switch between devices, because if students record at school and home on devices, they can conveniently view and edit their podcast (basic trimming, separating, etc.) wherever they are.



## PRICE

Free.



## PROS

Adaptable to almost every users' needs.



## CONS

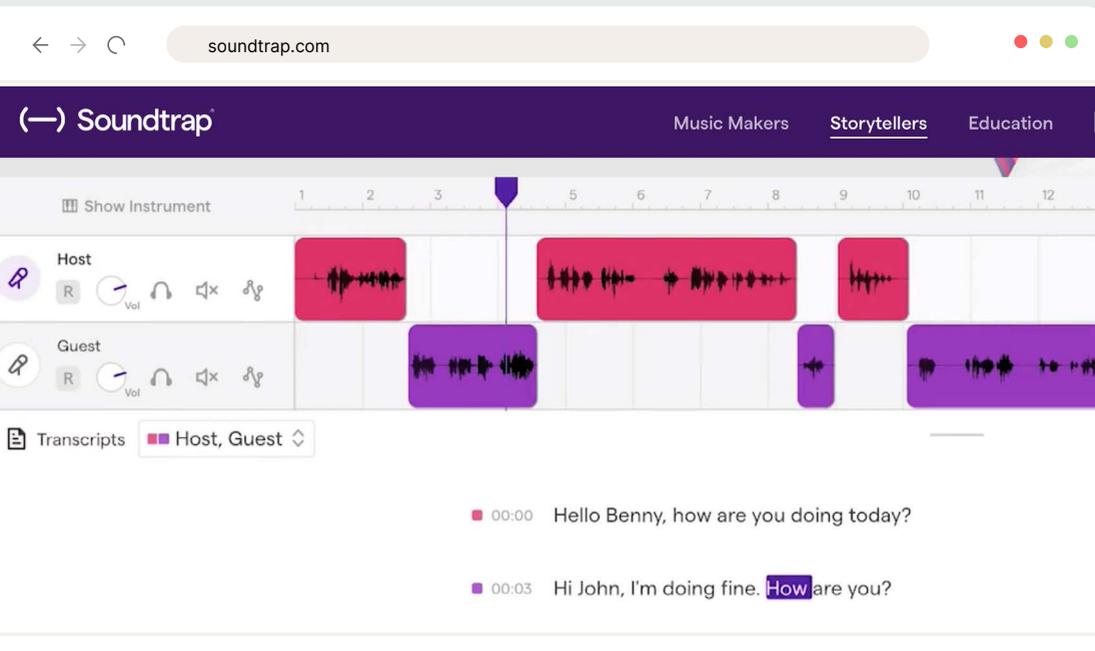
Only public podcasts, no private publishing.



## AGES

7 - 17.

# Soundtrap



## DESCRIPTION

Soundtrap is a digital audio work station accessible via web browser or smartphone app.



## FUNCTION

Prerecorded loops, multitrack tracking, software instruments, voice recording, and the ability to connect to multiple computers.



## PRICE

Free, Paid.



## PROS

Mobile applications provide interactive development and multi-platform connectivity.



## CONS

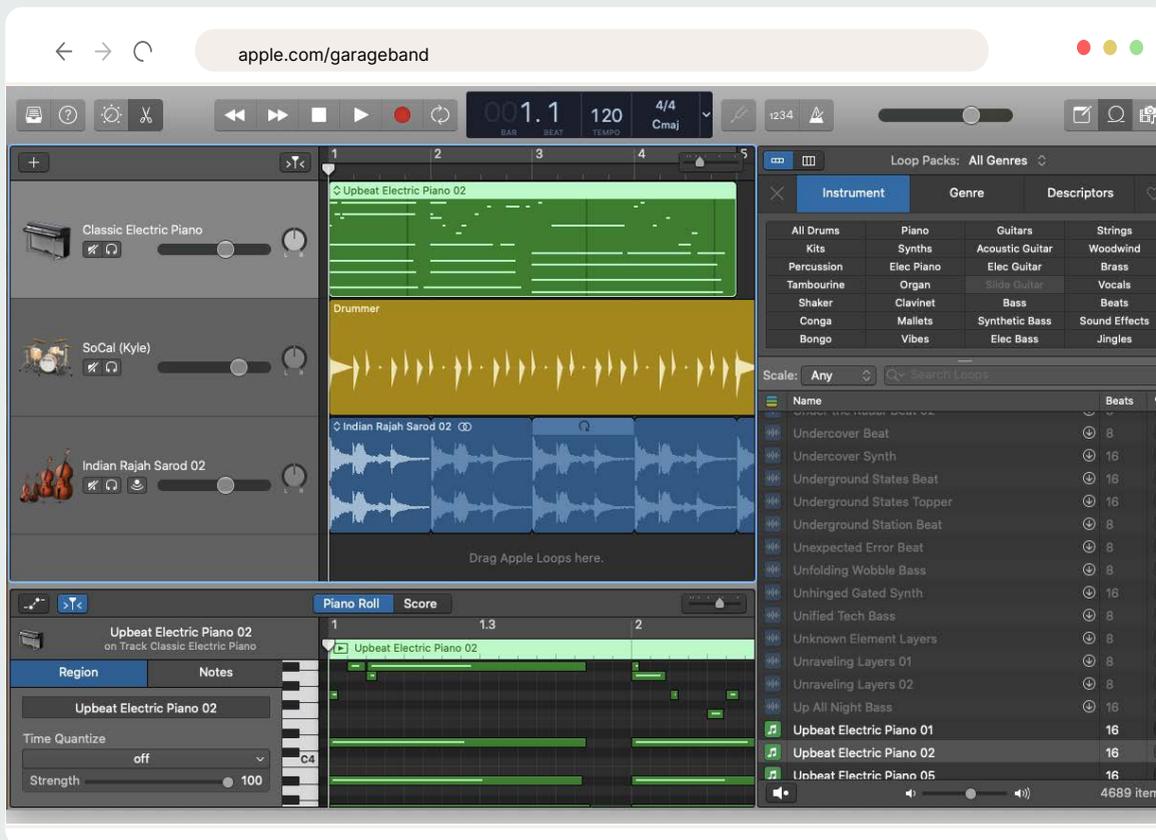
To beginner sound creators, extensive solutions and controls can be confusing.



## AGES

8 - 16.

# GarageBand



## DESCRIPTION

GarageBand is an audio capturing and processing software accessible from iOS to laptop and desktop computers on iOS platforms.



## FUNCTION

Complete with amazing loops, impressive editing / production / sharing features, and a multitrack recording studio. Compatible with digital equipment.



## PRICE

Free.



## PROS

Multi-touch features are perfect for playing, multitracking, and activating DJ loops with Smart Instruments.



## CONS

Not so user-friendly.



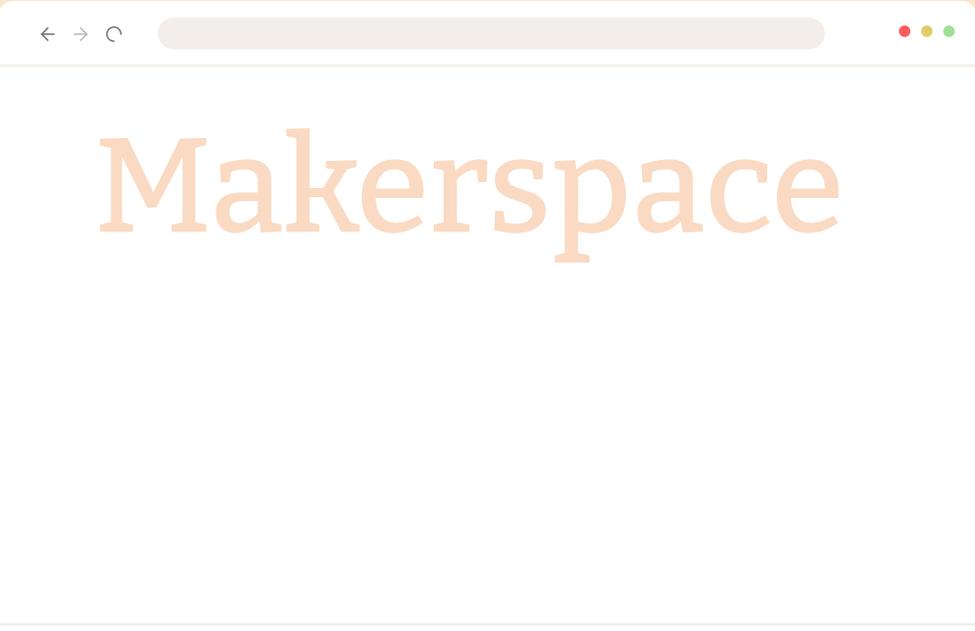
## AGES

9 - 18.



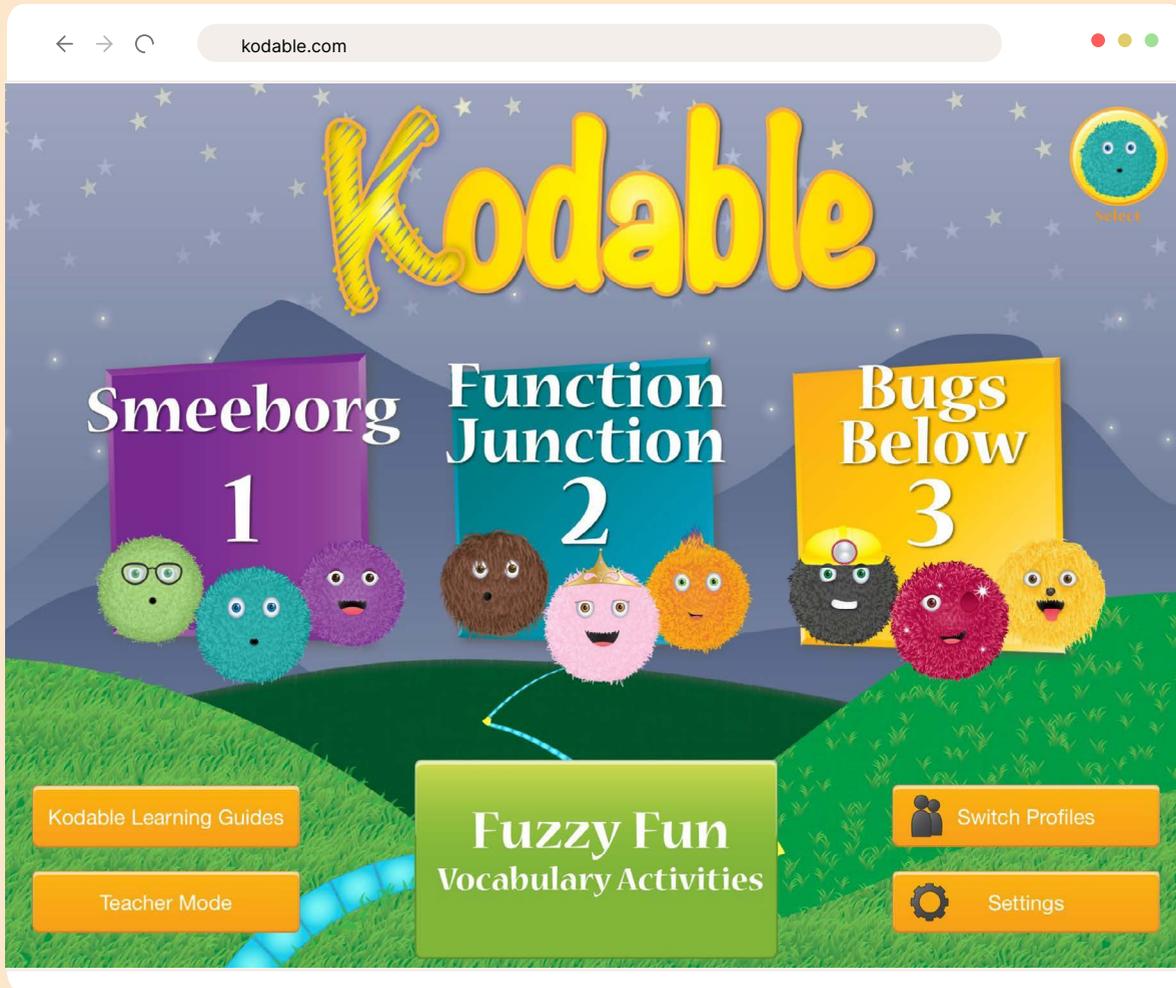
STEAM

and



Makerspace

Creative and digital arts play a fundamental role in education today, with STEAM and Makerspace projects at the forefront of innovative curriculum design. STEAM subjects (Science, Technology, Engineering, Art and Mathematics) are prime topics for experiential learning, combining both theory and practice. New technologies provide opportunities for creativity and innovation across STEAM subjects. Users can enter digital spaces where they can build their own projects using code programming, 3D figures, virtual or augmented reality, and robotics. Students can share their ideas with others and modify projects together as a group. Also using these programs, teachers can exchange ideas and projects with fellow teachers. When students explore digital makerspaces, they gain valuable tech skills, engage in errorbased learning, employ creative thinking, and practice collaborating with their peers, developing important life skills such as patience, teamwork, and respect.

**DESCRIPTION**

Kodable exposes children to core principles of computer programming through a series of games intended to evolve from kindergarten to fifth grade.

**FUNCTION**

Games are set in outer space, and students progress through the stages by studying programming principles as they play. Skills begin with sequencing and progress to loops, constraints, functions, and variables, and to object-oriented programming principles such as properties and classes.

**PRICE**

Free, Paid.

**PROS**

Visual guidance and step-by-step levels help children explore programming principles well before they learn to read.

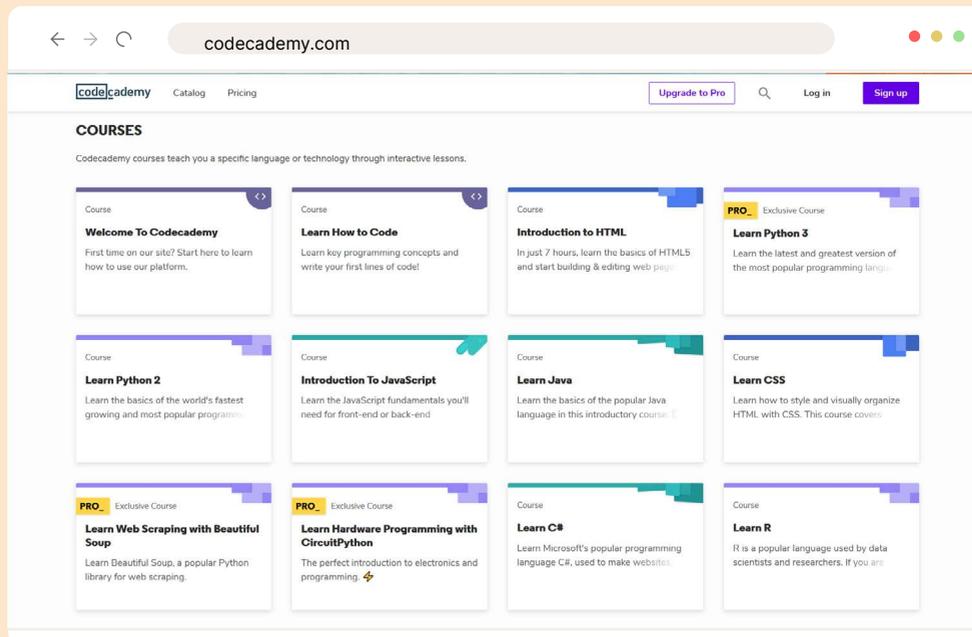
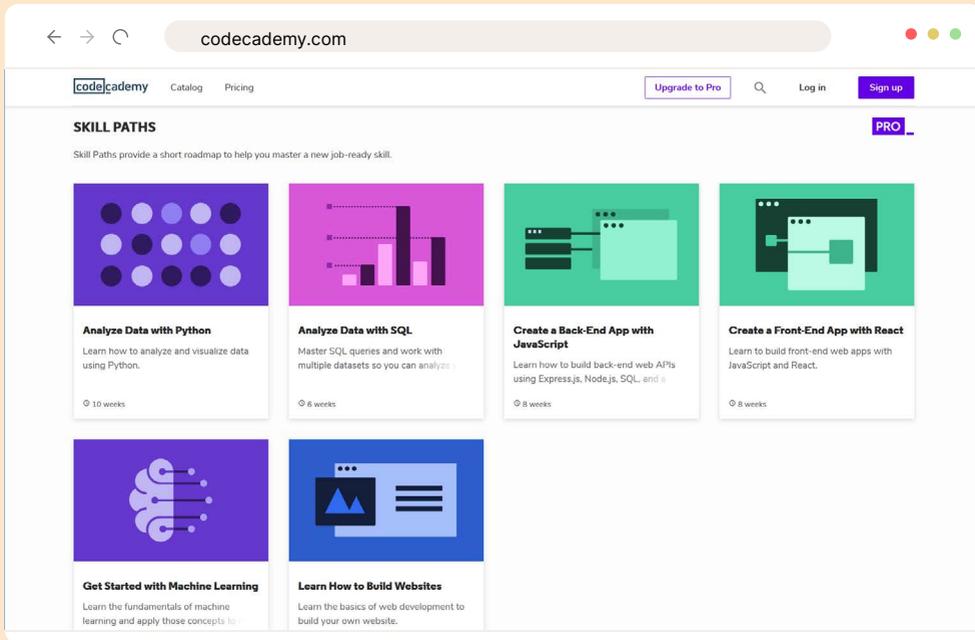
**CONS**

Not so user-friendly.

**AGES**

6 - 12.

# Codecademy



## DESCRIPTION

Codecademy is an American online interactive platform that offers free coding classes in 12 different programs.

## FUNCTION

Codecademy allows students to access specific lessons in HTML / CSS, Python 2, JavaScript, Java, C #, R, PHP, SQL, C++, Ruby, and more, covering computer science, data science, application creation, web development, machine learning, etc. Interactive lessons within these courses are an adequate introduction to programming for students, helping them understand whether they want to explore a subject further, or whether they would benefit from a certain supplementary course.

## PRICE

Free, Paid.

## PROS

Intuitive design, wide range of courses.

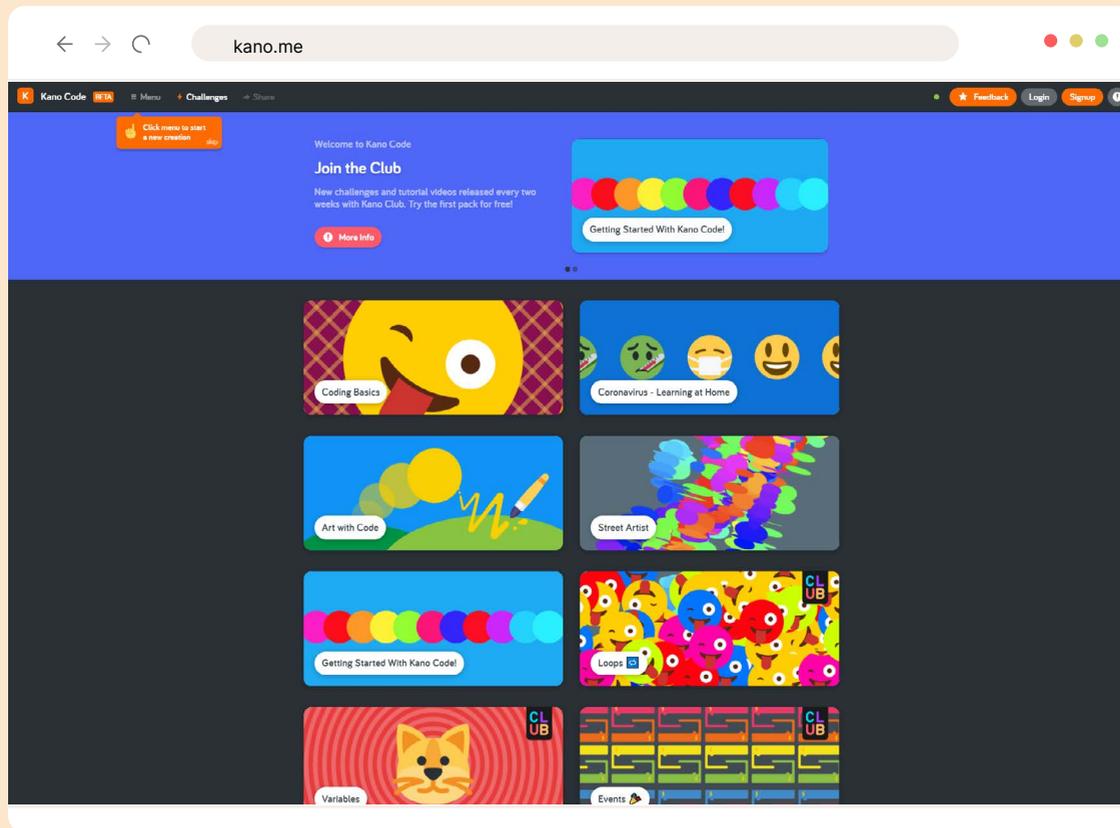
## CONS

For more than a simple level of instruction, paid services are necessary.

## AGES

9 - 16.

# Kano



## DESCRIPTION

The best first computer program for kids. Software that teaches creativity and coding.

## FUNCTION

In Kano Code, a coding block metaphor is very close to what is used in the common Scratch application, enabling students to assemble loops and set the drag and drop interface to provide some kind of scaffolding. Does not allow students to misplace bits of codegramming principles such as properties and classes.

## PRICE

Paid only.

## PROS

A kit designed to give children a sense of control of their own laptops and software.

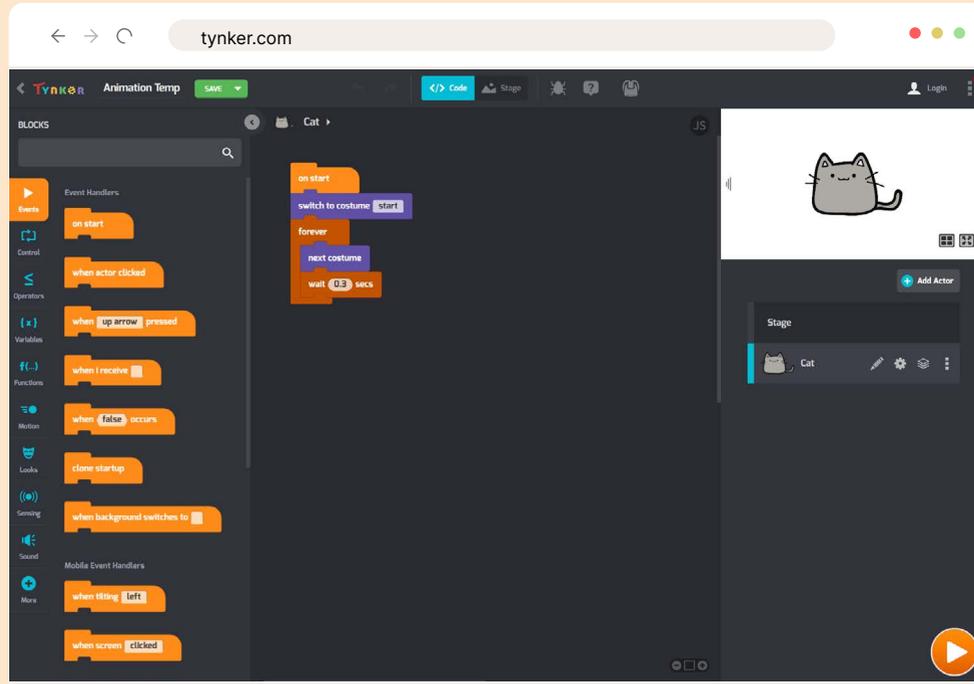
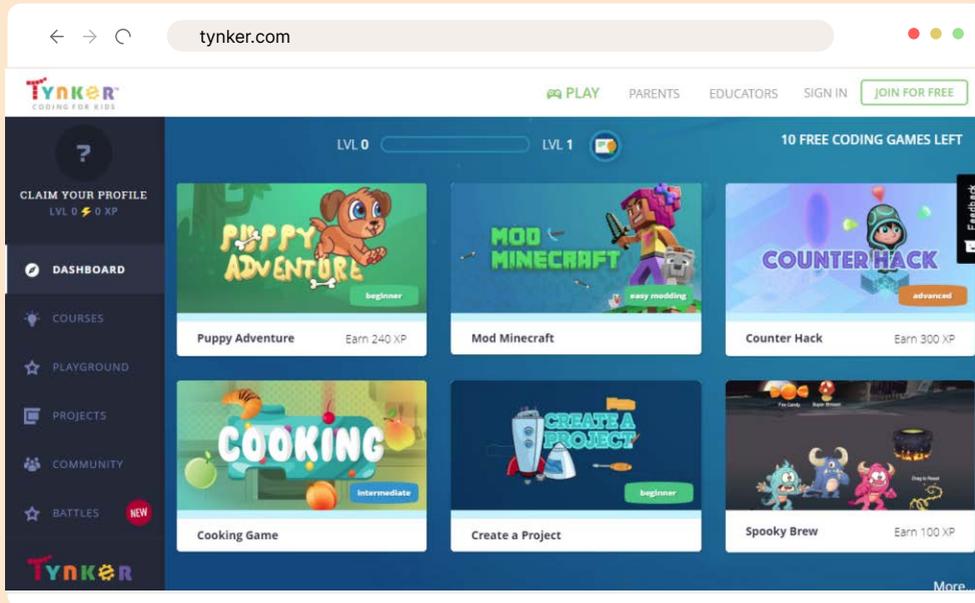
## CONS

Many confusing device options.

## AGES

6 - 12.

# Tynker



## DESCRIPTION

Tynker blends into an increasing group of LEGO-like programming instruments in which children clip code blocks together to create computer operating programs.

## FUNCTION

A standard puzzle provides the player with a few basic code blocks such as hopping, walking and repeating. Oriented programming principles such as properties and classes.

## PRICE

Free, Paid.

## PROS

This groundbreaking, step-by-step approach offers children an insight into some of the fundamentals of programming.

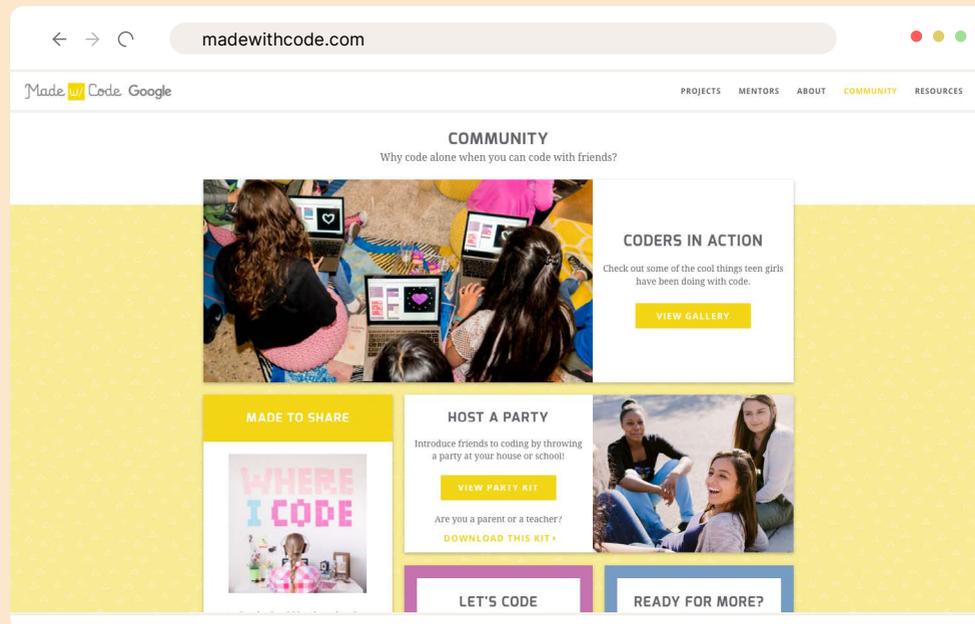
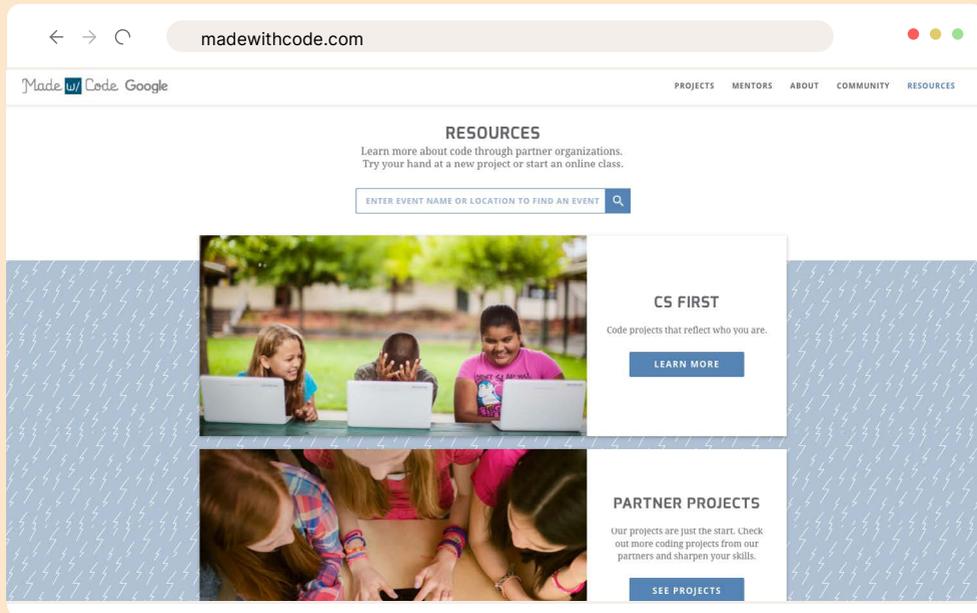
## CONS

Puzzles are quite complex.

## AGES

6 - 12.

# Made with Code



## DESCRIPTION

Made with Code by Google aims to introduce girls to the technology world through numerous tools including tips, videos, collaboration ventures and group interactions.

## FUNCTION

Users use Blockly, a visual programming language in which blocks work together to complete a task in logical sequences.

## PRICE

Free.

## PROS

Engaging coding programs, useful videos.

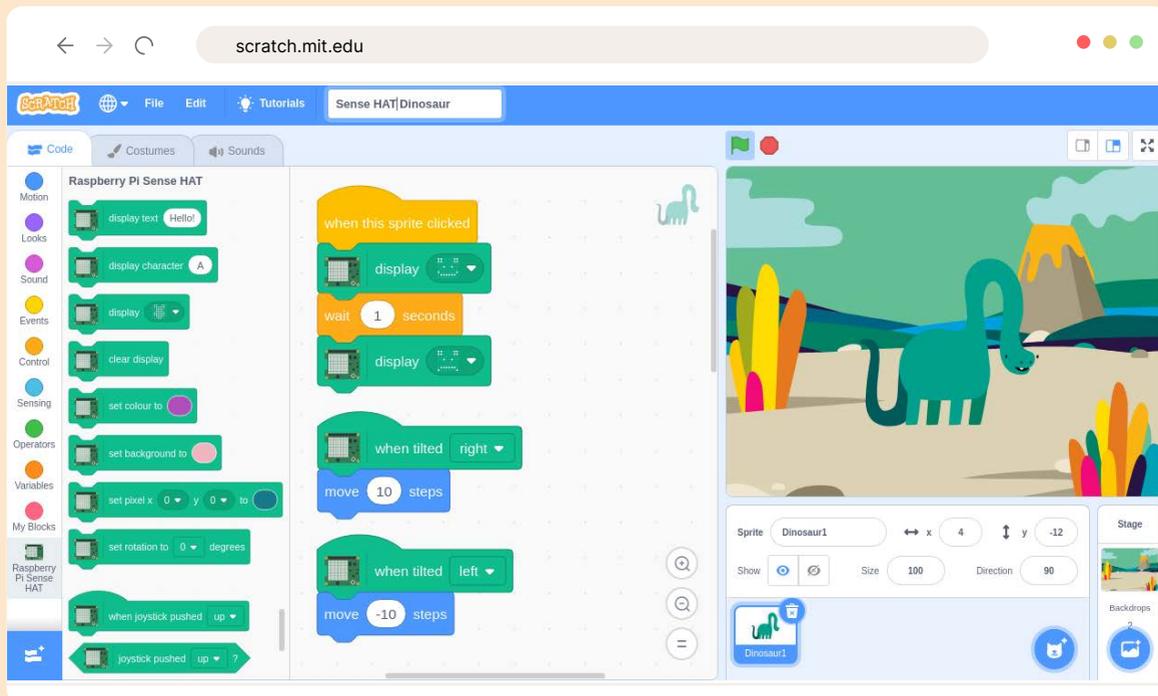
## CONS

Projects are relatively small, students may benefit from other opportunities to further develop their coding skills.

## AGES

7 - 14.

# Scratch



## DESCRIPTION

Scratch is a free programming language and online community where you can create your own interactive stories, games, and animations.

## FUNCTION

Scratch helps students master all the basic elements of coding and computer science and bring them to life. Students clip drag-and-drop blocks of code together to create programs for animation, visual storytelling, painting, math and more, from creating variables to constructing functions.

## PRICE

Free.

## PROS

Huge network, quickly incorporated into multiple topics, for services and assistance.

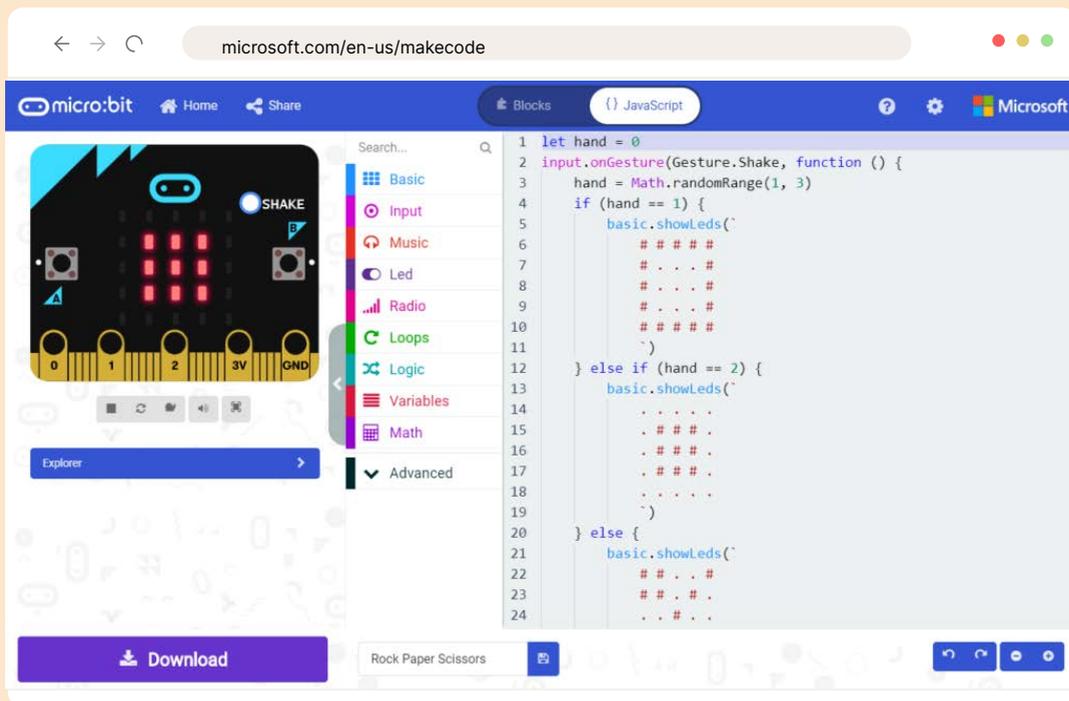
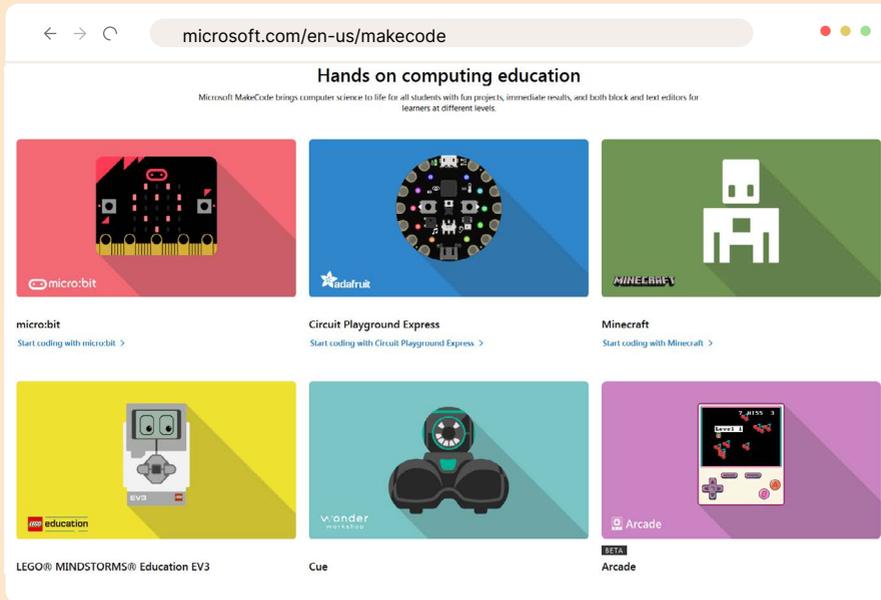
## CONS

Could compromise school's internet speed.

## AGES

5 - 12.

# Microsoft make code



## DESCRIPTION

Microsoft MakeCode has a JavaScript Text Editor and blockbased guide for the purpose of using code to construct projects from robotics to Minecraft.

## FUNCTION

A simulator space and a code block are available to merge various code components.

## PRICE

Free, Paid.

## PROS

Excellent code hardware relation, simple shift from block to text-based commands.

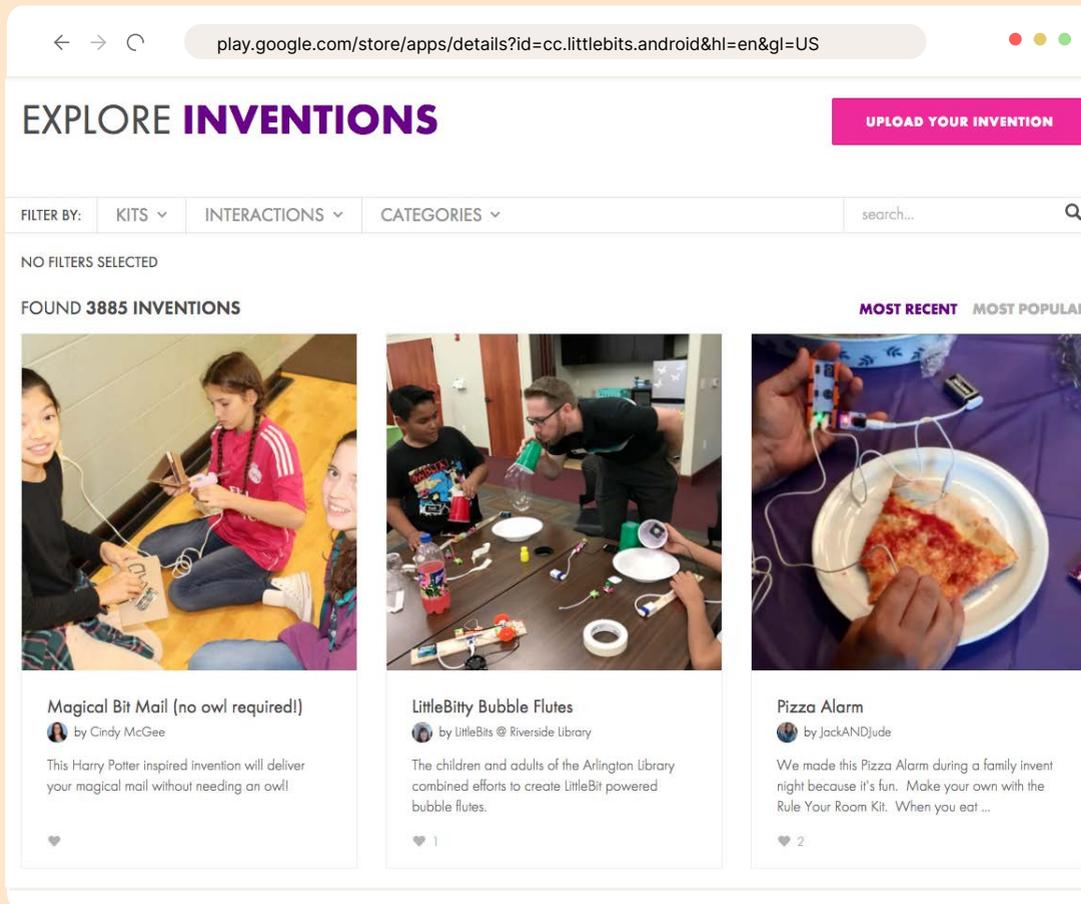
## CONS

Teachers may find it difficult to integrate into their subject.

## AGES

8 - 16.

# Gizmos&Gadgets



The screenshot shows the Gizmos & Gadgets app store page. At the top, there's a navigation bar with a back arrow, a search bar containing "play.google.com/store/apps/details?id=cc.littlebits.android&hl=en&gl=US", and window control buttons. Below the navigation bar is the main heading "EXPLORE INVENTIONS" and a pink button labeled "UPLOAD YOUR INVENTION". A filter bar below the heading includes "FILTER BY:", "KITS", "INTERACTIONS", and "CATEGORIES", along with a search input field. The page indicates "NO FILTERS SELECTED" and "FOUND 3885 INVENTIONS". There are two tabs: "MOST RECENT" (selected) and "MOST POPULAR". Three invention cards are displayed:

- Magical Bit Mail (no owl required!)** by Cindy McGee. Description: "This Harry Potter inspired invention will deliver your magical mail without needing an owl!"
- LittleBitty Bubble Flutes** by LittleBits @ Riverside Library. Description: "The children and adults of the Arlington Library combined efforts to create LittleBit powered bubble flutes."
- Pizza Alarm** by JackANDJude. Description: "We made this Pizza Alarm during a family invent night because it's fun. Make your own with the Rule Your Room Kit. When you eat ..."



## DESCRIPTION

Gizmos & Gadgets is a video game in the area of education sciences. It is meant for teaching introductory mechanics.



## FUNCTION

Children are inspired to submit, play, combine and share their ideas.



## PRICE

Free, Paid.



## PROS

User-friendly.



## CONS

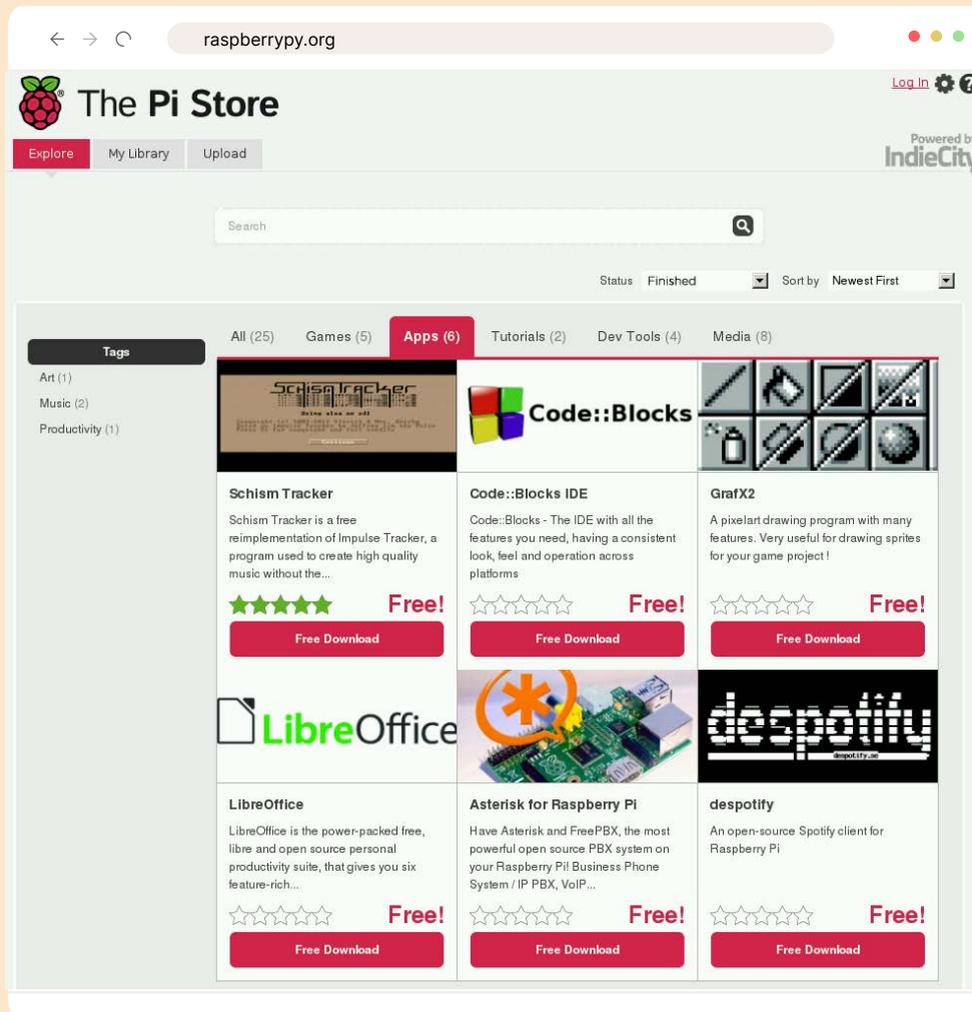
Adjustments to the mounting board can be tricky, and costs rise as students require different parts for new designs.



## AGES

8 - 16.

# Raspberry Pi



## DESCRIPTION

Raspberry Pi is a credit card -sized computer designed to teach young people to program.



## FUNCTION

A set of resources, lesson plans, and training programs to help educators teach computing and coding.



## PRICE

Free, Paid



## PROS

Great way to learn programming skills as part of ICT.  
Dozens of cross-curricular applications.



## CONS

Can be expensive (may need to buy extra accessories in order to to get it to do what you need)



## AGES

8 - 16.

# Makey Makey

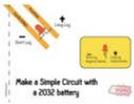


makeymakey.com

## LEARNING AT HOME WITH MAKEY MAKEY

STEM activities created with kids in mind to encourage playful learning, tinkering, creativity, and invention for everyone at home.



	Lesson Description	At Home Learning Link	Learning Objective
<b>Lesson 1: Craft a Circuit</b>	Learn how to hack a tea light to craft a simple paper circuit! 	<a href="https://makeymakey.com/blogs/how-to-instructions/lesson-one-simple-circuit">https://makeymakey.com/blogs/how-to-instructions/lesson-one-simple-circuit</a>	Learn how things work by taking something apart and building your own circuit to light up an LED!
<b>Lesson 2: Hands on!</b>	Make a simple sketch of Makey Makey and build a human circuit. 	<a href="https://makeymakey.com/blogs/how-to-instructions/lesson-two-hands-on-a-makey-makey">https://makeymakey.com/blogs/how-to-instructions/lesson-two-hands-on-a-makey-makey</a>	Understand how Makey Makey works, so you can start building and coding your own inventions.
<b>Lesson 3: What is Conductive?</b>	Create a conductivity testing board so you can ideate materials for inventing! 	<a href="https://makeymakey.com/blogs/how-to-instructions/lesson-three-what-is-conductive">https://makeymakey.com/blogs/how-to-instructions/lesson-three-what-is-conductive</a>	Create a science experiment with things around your house. Make observations that energy can be transferred from place to place by electric currents.
<b>Lesson 4: Draw an Instrument</b>	Draw your own instrument, plug it in to various piano apps and play your drawing! 	<a href="https://makeymakey.com/blogs/how-to-instructions/lesson-four-draw-a-playable-instrument">https://makeymakey.com/blogs/how-to-instructions/lesson-four-draw-a-playable-instrument</a>	Create, design, and draw a basic circuit layout while learning to debug and problem solve.

### DESCRIPTION

Makey Makey is a unique circuit board that turns ordinary objects into computer controllers.

### FUNCTION

Create projects, play games, and control the world around you.

### PRICE

Paid.

### PROS

Reusable and easily shareable, so in a classroom setting teachers don't need one per student.

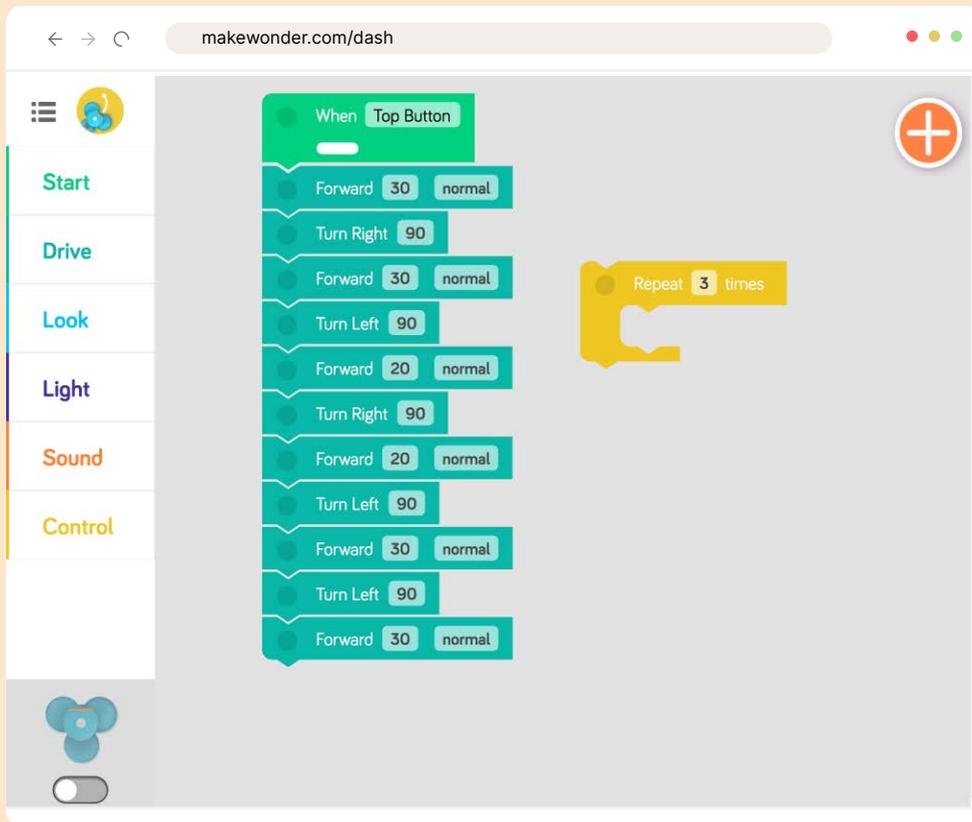
### CONS

Relatively inexpensive and provides an easy and fun entry into the world of making, inventing, and hacking.

### AGES

7 - 14.

# Wonder Workshop Dash Robot



## DESCRIPTION

Teach kids how to program with Dash and Dot. Toy robots make coding fun using apps on iPads, iPhones, Android tablets.

## FUNCTION

Kids use the coding language to drag commands. Kids complete puzzles to learn hands on what robots can do.

## PRICE

Free, Paid.

## PROS

The most demanding and flexible of Dash and Dot software, keeps engineering-savvy kids engaged.

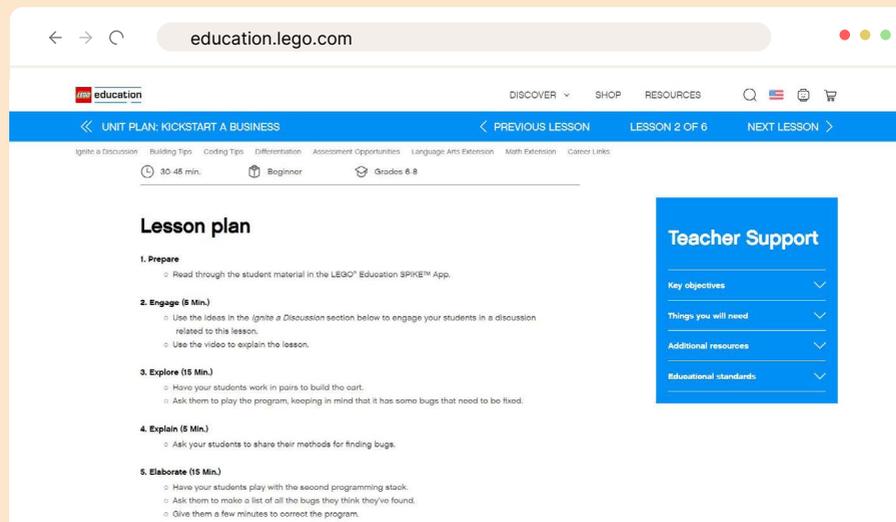
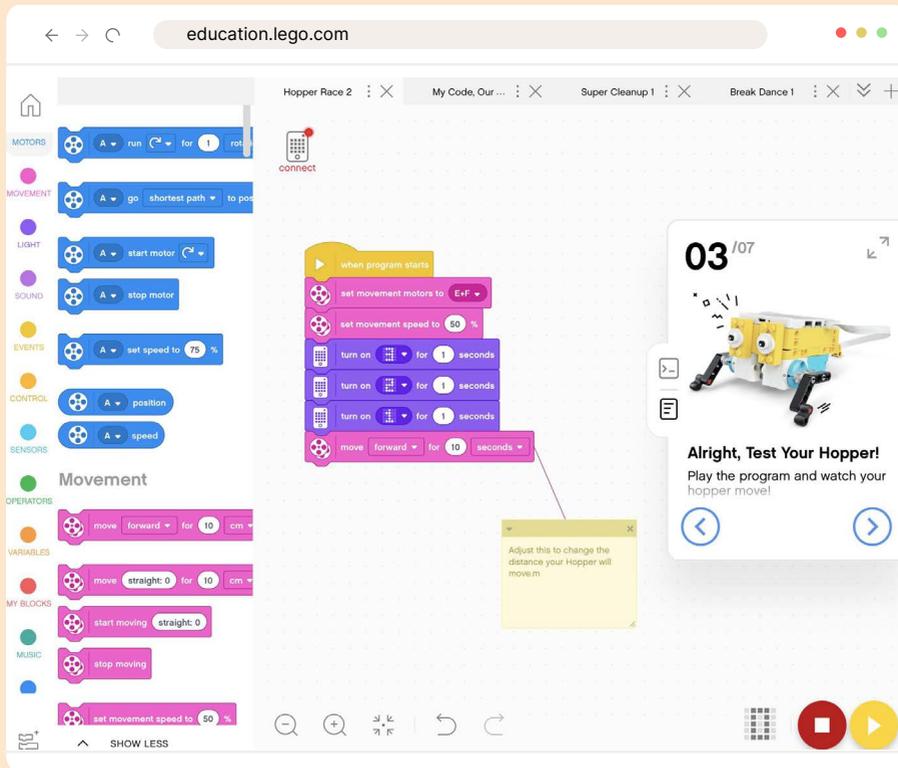
## CONS

Takes a bit of practice to master some skills.

## AGES

8 - 15.

# LEGO Education



## DESCRIPTION

LEGO® Education provides a continuum of hands-on STEAM solutions with standards-aligned lessons that are adaptable to the needs of students or all ages and abilities.

## FUNCTION

The starter kit includes a hub, engine, distance, color and force sensor. The platform is capable of showing basic graphics and playing music. Of course, more traditional Lego connectors, wheels, bricks, and figures are also part of the package. After students have completed their construction, they build or change a code that defines how their construction works.

## PRICE

Free, Paid.

## PROS

Fun, real-world engineering!

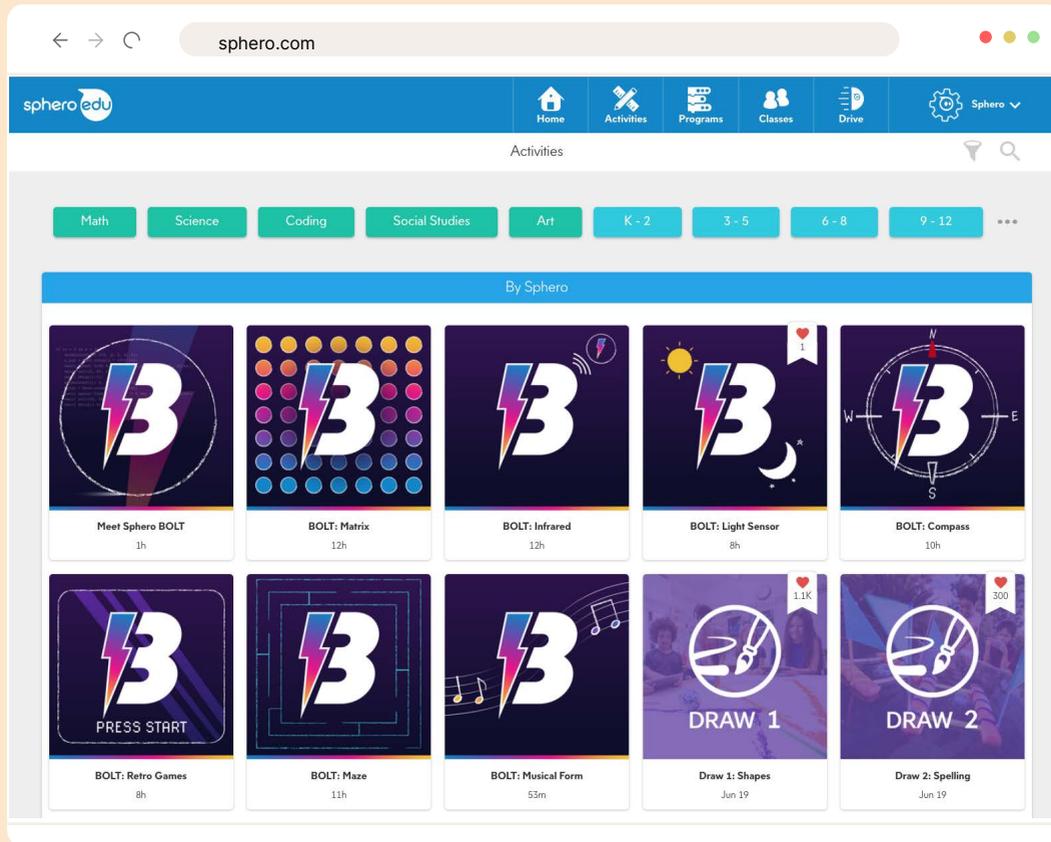
## CONS

A single starter kit is suitable for only two students.

## AGES

8 - 16.

# Sphero



## DESCRIPTION

Sphero is a software that encourages children to use a computer or phone to customize their Sphero robots. Starting coders use block-based programming to guide and monitor their robot.

## FUNCTION

Kids understand that programming is a creative process. Kids will be clamoring for paint, water, glue, and cardboard to build environments for their robot to navigate.

## PRICE

Free, Paid.

## PROS

Block- and text-based code and an active audience make programming open to all.

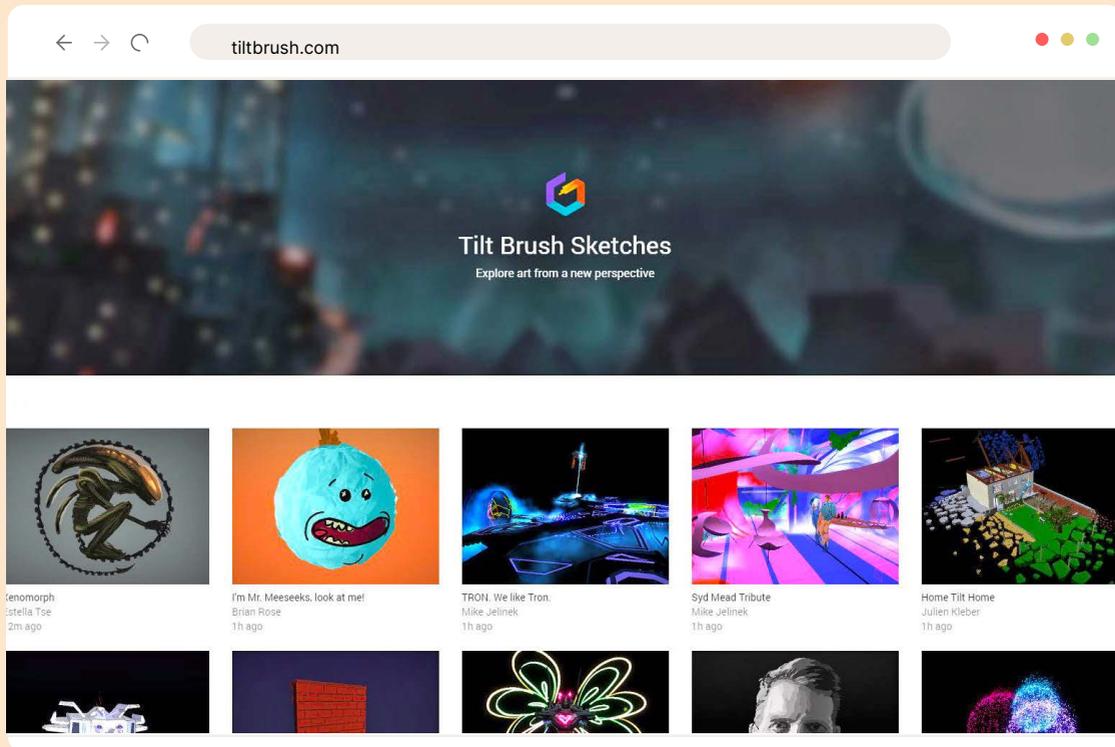
## CONS

Students may struggle with the learning curve.

## AGES

7 - 16.

# Tilt Brush



## DESCRIPTION

Tilt Brush lets you paint in 3D space with virtual reality. To paint in 3D with Tilt Brush, you'll need to have an HTC Vive, an Oculus Rift, or a Windows Mixed Reality headset with Touch controllers.



## FUNCTION

Create objects with new textures and volumes. Make art in a new ambience. Keep your sketches organized.



## PRICE

Paid.



## PROS

Quickly edit a sketch.



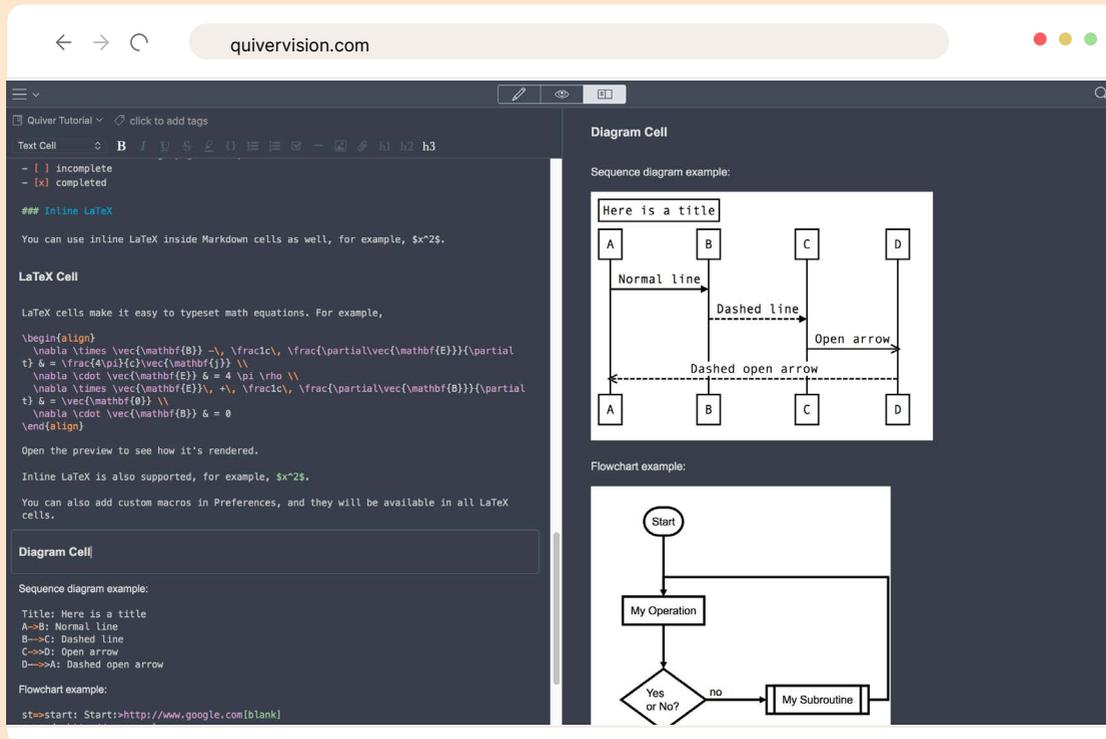
## CONS

Expensive.



## AGES

8 - 16.



## DESCRIPTION

The Quiver App blends physical coloring with state-of-the-art virtual reality technologies.



## FUNCTION

Several categories and sheets to choose from, covering subjects such as mathematics, physics, geology, solar system, and more. Color the Quiver sheet however you like (crayons, colored pencils and oil pastels work best), leave it on a flat surface.



## PRICE

Paid.



## PROS

Price includes all sheets.



## CONS

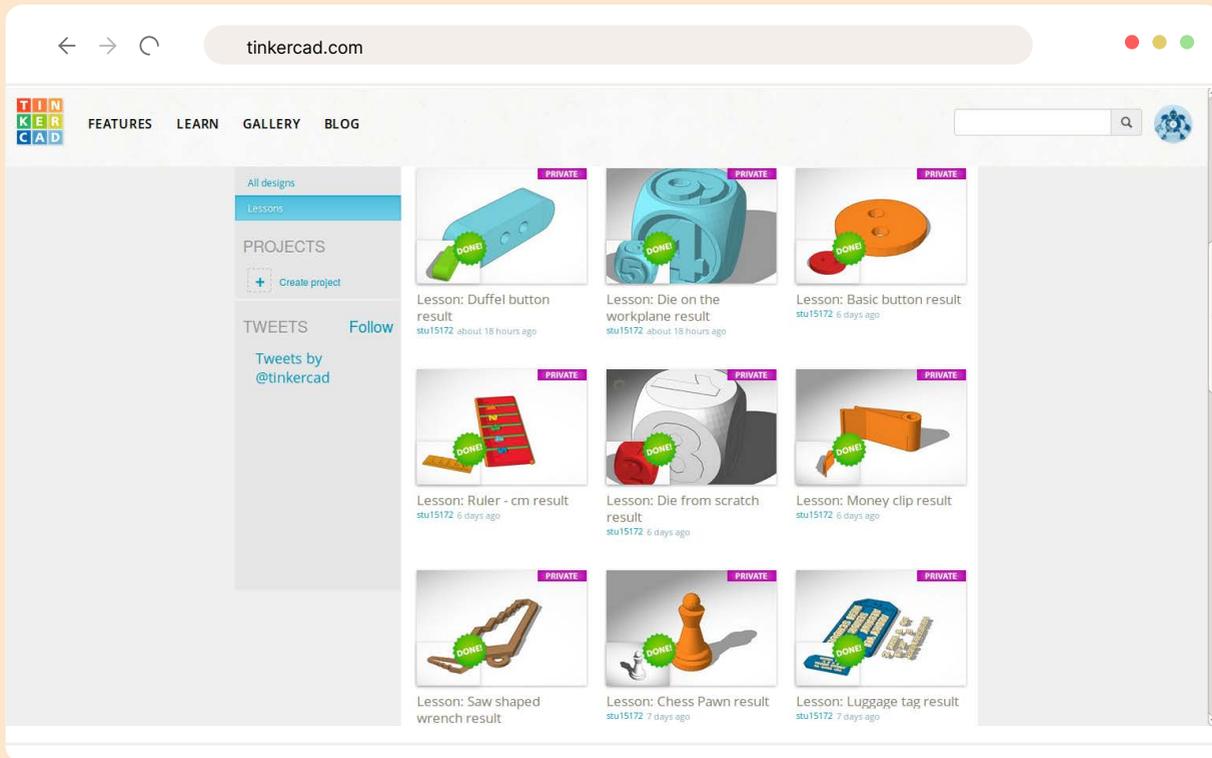
Works only with Quiver sheets, so students and teachers can't make personalized AR sheets of their own.



## AGES

7 - 15.

# Tinkercad



## DESCRIPTION

Tinkercad is an easy-to-use 3D CAD design tool.

## FUNCTION

Tinkercad makes it possible for students to understand the fundamentals of the modeling process: merging several simple forms to construct more complicated shapes. It also helps students design their own shapes or select shapes to remove from their designs, offering a simple way to build arches or holes using negative space as a guide.

## PRICE

Free.

## PROS

Designing 3D objects has never been simpler or more rewarding; children will switch from learning to printing in no time.

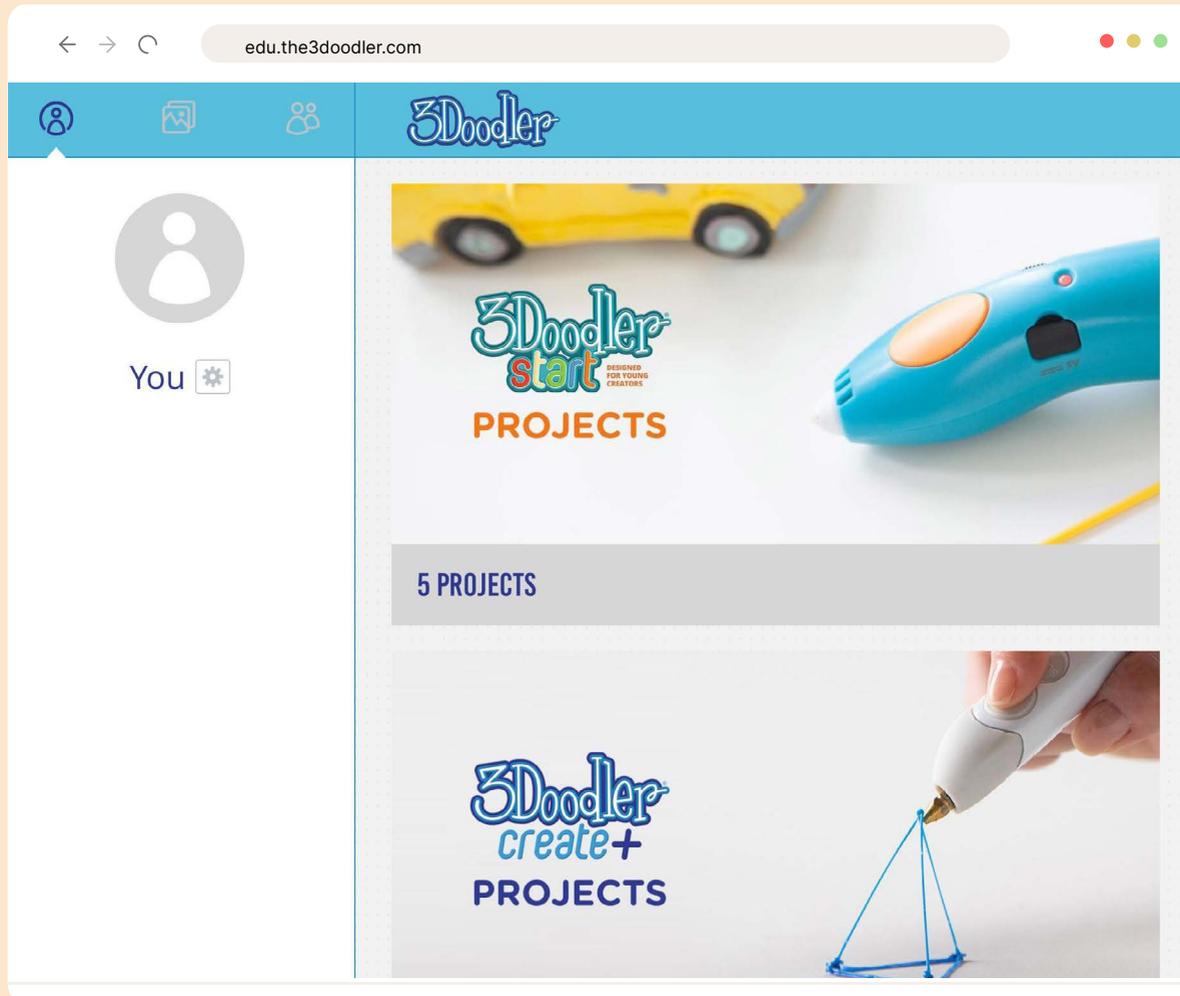
## CONS

Requires an internet connection and a laptop or desktop, not compatible with tablet or mobile devices.

## AGES

6 - 16.

# 3Doodler



## DESCRIPTION

The 3Doodler is the first 3D Printing Pen, capable of drawing in the air or on surfaces. The 3D printing pen uses ABS plastic, the same material used by many 3D printers.

## FUNCTION

The 3Doodler works by extruding heated plastic that cools almost instantly into a solid, stable structure, allowing for the free-hand creation of three-dimensional objects.

## PRICE

Free, Paid.

## PROS

Very lightweight and easy to handle.

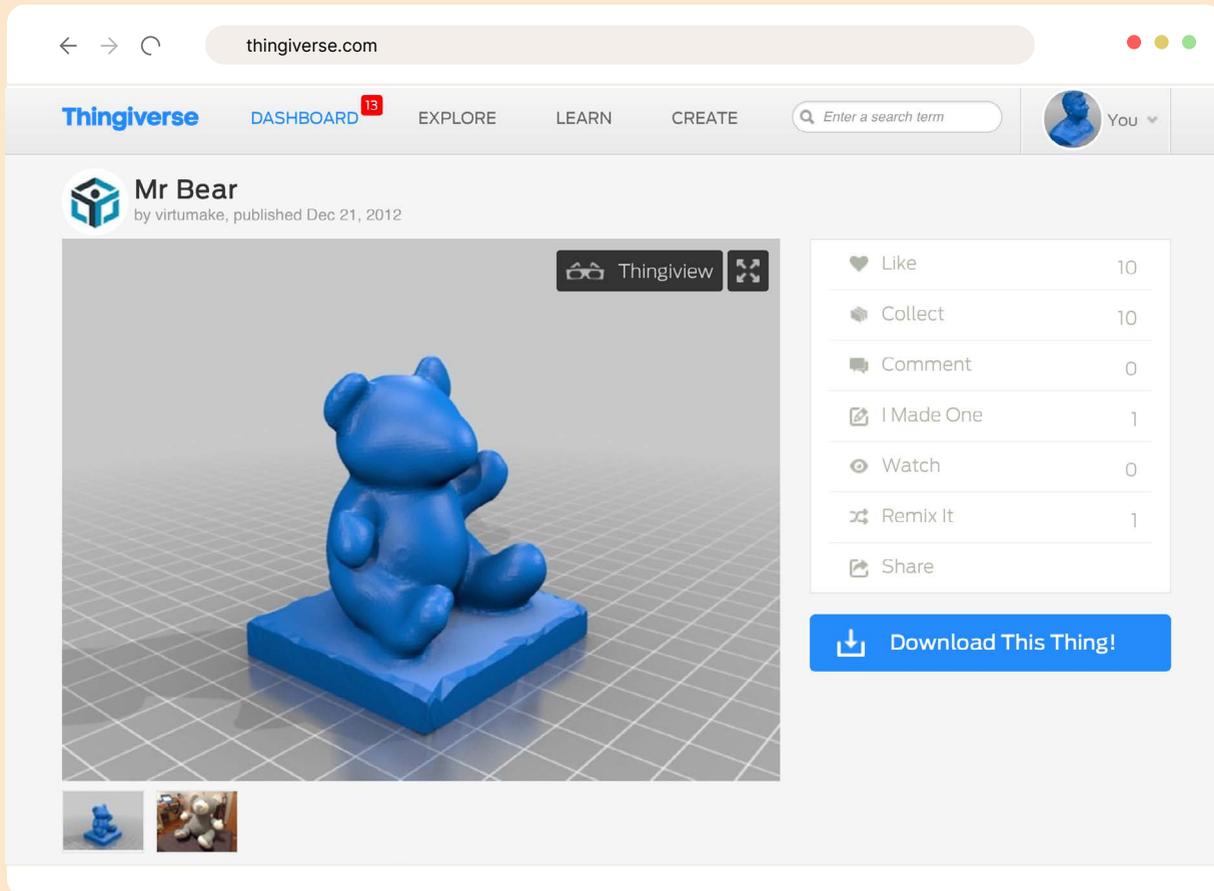
## CONS

A main complaint with this pen is that the filament sometimes gets stuck while using.

## AGES

7 - 15.

# Thingiverse



## DESCRIPTION

Thingiverse is a universe of things. Download files and build them with your 3D printer, laser cutter, or CNC.

## FUNCTION

As 3D modeling is added, this can be a very useful technique. It can also be useful for students to render mashup or remixed projects. A decent source of teachercreated manipulatives that you can print if you have access to a 3D printer.

## PRICE

Free, Paid.

## PROS

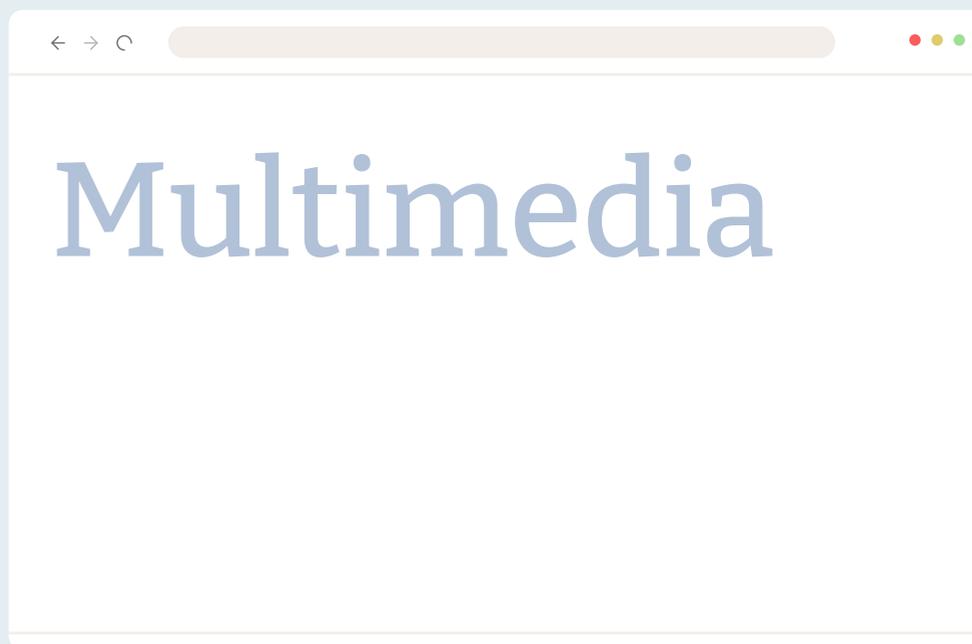
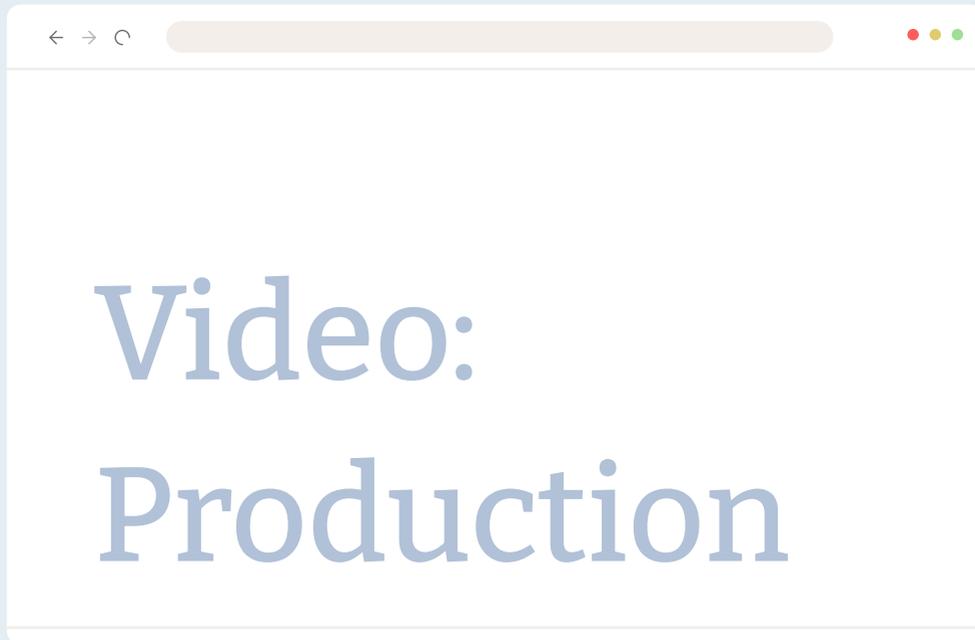
Powerful design tool for students.

## CONS

A note of caution: there are several projects that are not suitable for a classroom environment.

## AGES

8 - 16.



Teachers can use videos and digital multimedia to further explain a complex subject, or to pique students' interest in an otherwise ordinary topic. Videos have a special way of capturing students' attention, offering a multisensory learning experience. Your students will surely be eager to learn how to create their own videos, too. With the following media production resources, teachers can introduce digital multimedia into their classrooms, promoting active learning for increased student engagement and performance. Students will express their creativity and hone their tech skills by creating stop-motion videos, screen recordings, and interactive presentations. They will learn to edit sounds, pictures, text, and music.

# Adobe Spark



## DESCRIPTION

Adobe Spark is a programming and media creation tool that is best used on the internet but is also available on iOS and beta for Android.



## FUNCTION

The website includes three types of projects: Post (social graphics), Page (web stories) and Video (animated videos). Each of these features existed previously as a separate app – Adobe Message, Adobe Slate, and Adobe Voice – but now all exist within Spark.



## PRICE

Free, Paid.



## PROS

Lots of inspirational examples of continuing updates, plus easy-to-choose and quote Creative Commons-licensed pictures.



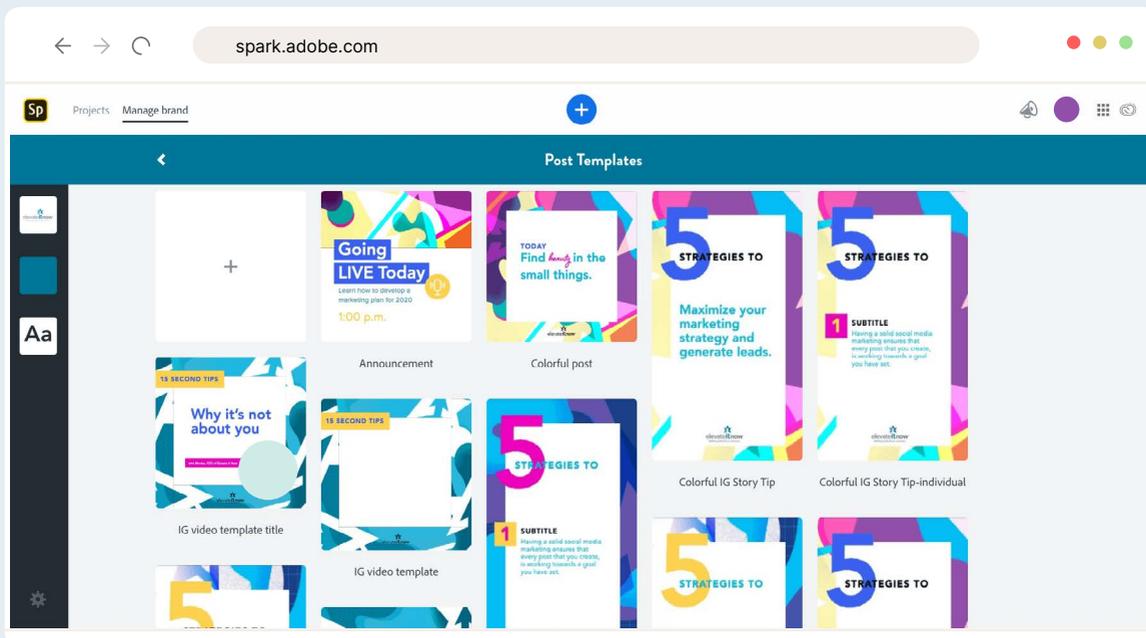
## CONS

Schools need Adobe Enterprise ID.

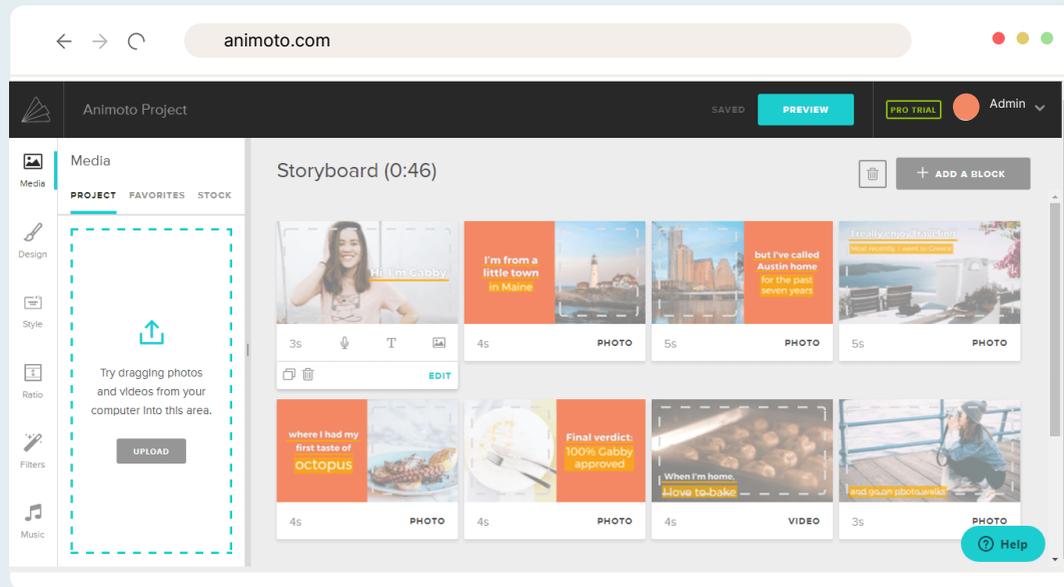


## AGES

7 - 16.



# Animoto



## DESCRIPTION

It's easy to make visual slideshow displays with Animoto. First, select a Project, and the site will lead you through each stage.



## FUNCTION

Choose a style, and then upload brief video clips and your own pictures or photos from a Creative Commons platform like Flickr. Then upload your own tracks or songs from the site, and add text if you want to. Like magic, the website produces a video and posts it to your Animoto account.



## PRICE

Free, Paid.



## PROS

Final videos are fun to produce and easy to share.



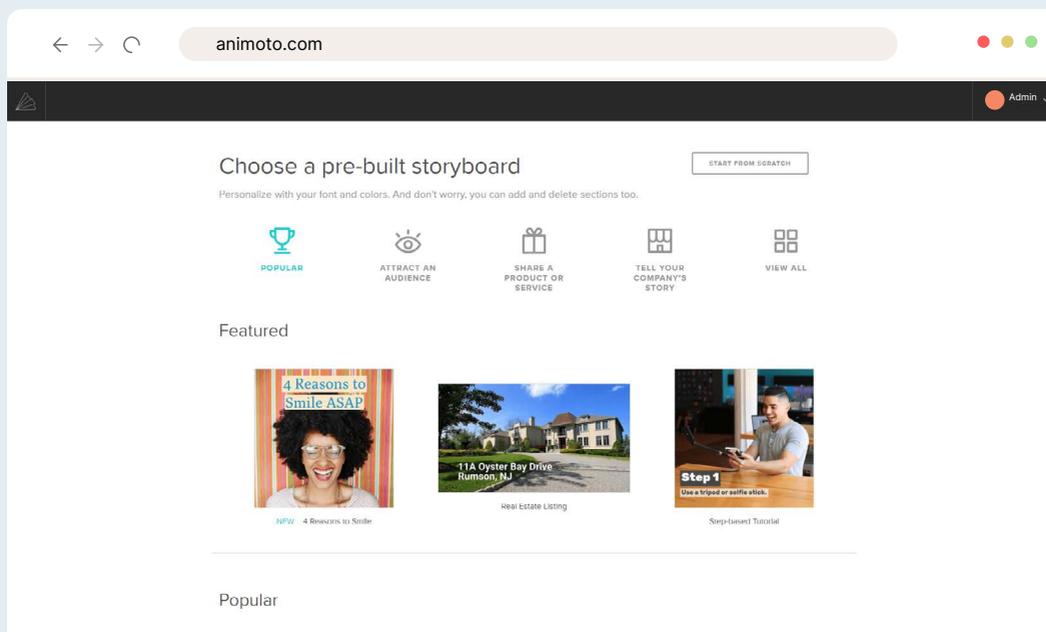
## CONS

Limited choice of presentation formats.



## AGES

7 - 16.



# Camtasia



## DESCRIPTION

Camtasia is the best all-in-one screen recorder and video editor. Record your screen, add video effects, transitions and more.



## FUNCTION

Users can add media or pick something from the Camtasia library and incorporate annotations, animations, visual and audio effects, and more.



## PRICE

Free to try, Paid.



## PROS

Quickly edit a sketch.



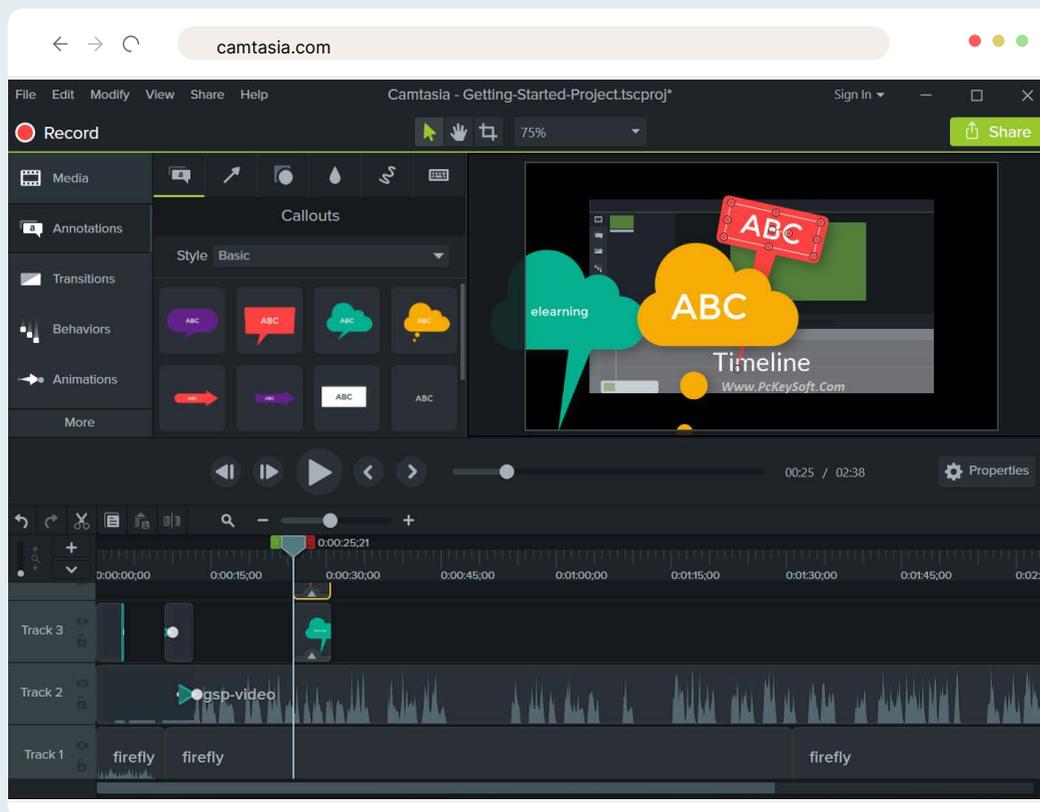
## CONS

Expensive.

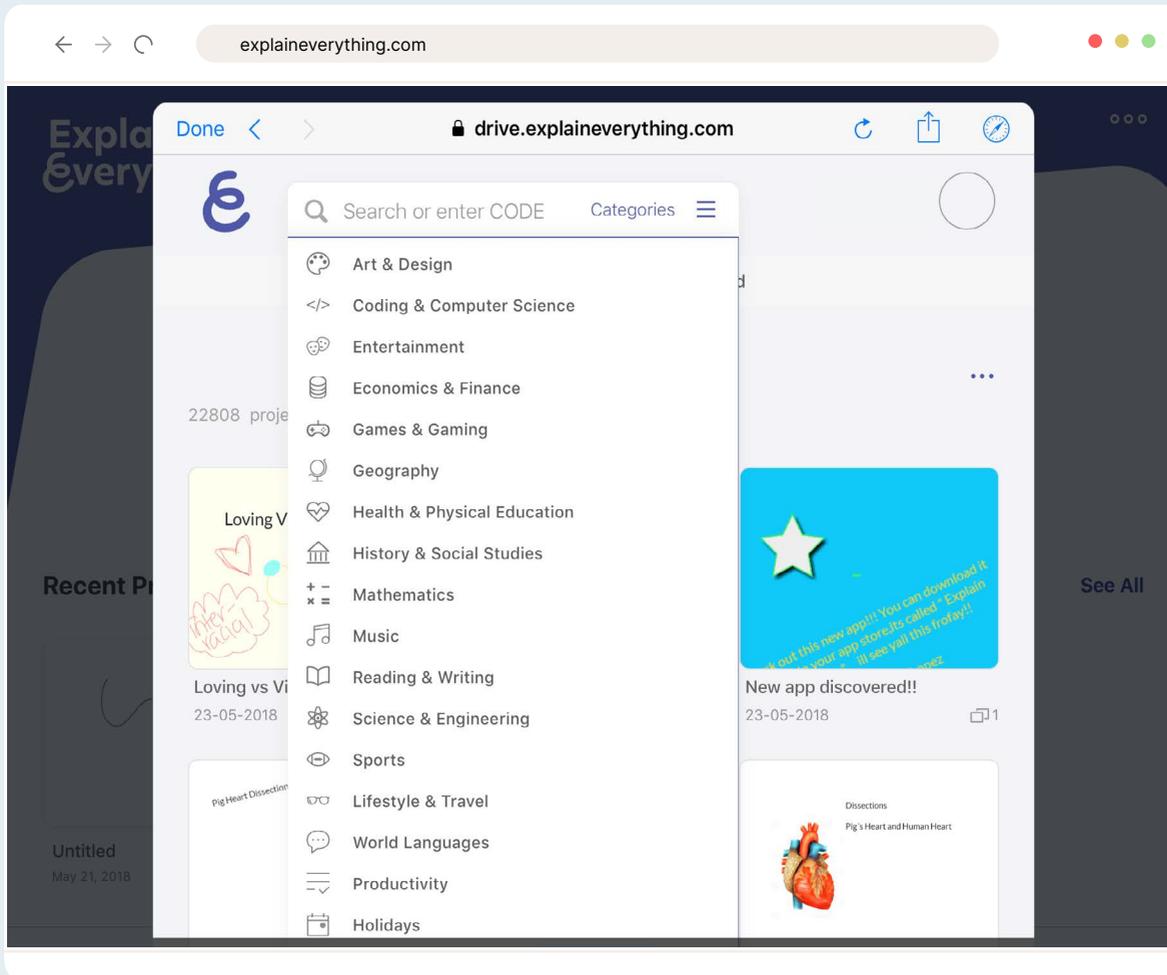


## AGES

8 - 16.



# Explain Everything



## DESCRIPTION

An online interactive whiteboard app where people share and learn without boundaries.

## FUNCTION

Users can download images, PDF files, movies, and more from iTunes, Dropbox, Evernote, Google Drive, WebDAV, and so on for presentation purposes.

## PRICE

Paid.

## PROS

Students can import material from various sources for use in their presentations.

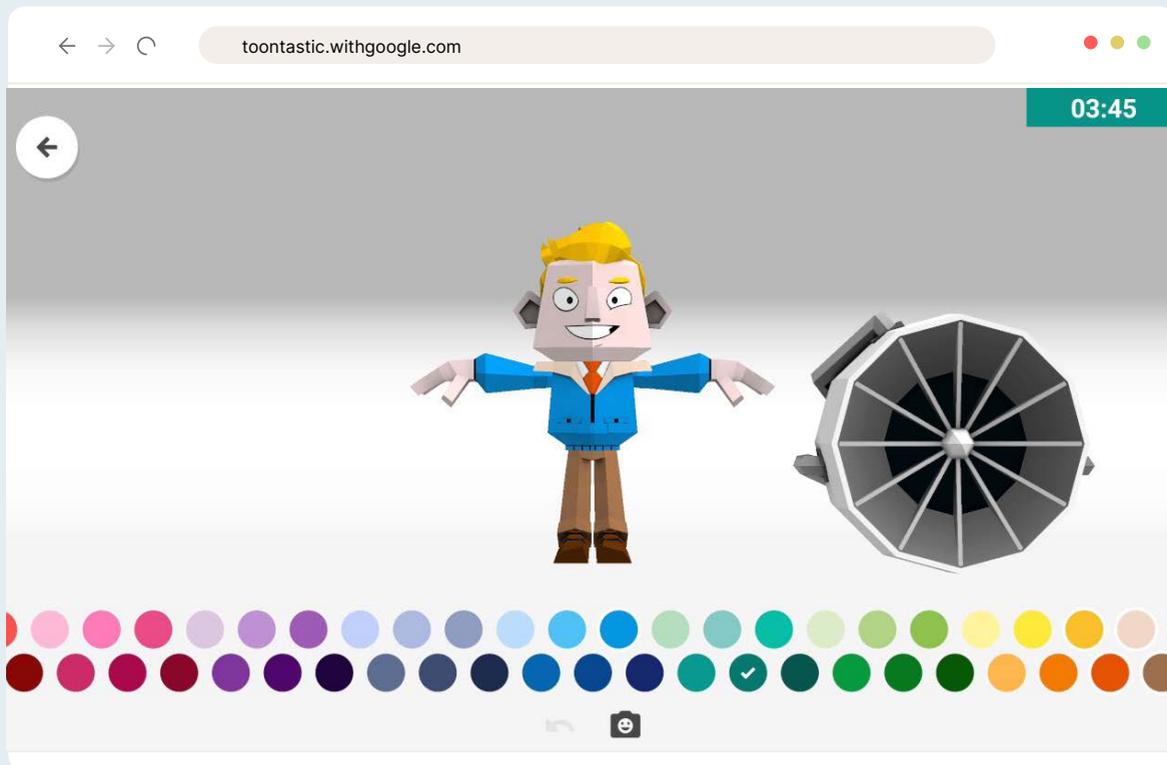
## CONS

Limited functionality in comparison with the Explain All Whiteboard subscription-based software.

## AGES

7 - 15.

# Toontastic 3D



## DESCRIPTION

Toontastic 3D is a creative storytelling app that empowers kids to draw, animate, narrate, and record their own cartoons on their tablet, phone or Chromebook.



## FUNCTION

Students pick their own scenery or create their own from scratch, capture their own storytelling dialogue and choose suitable music.



## PRICE

Free.



## PROS

Quickly edit a sketch.



## CONS

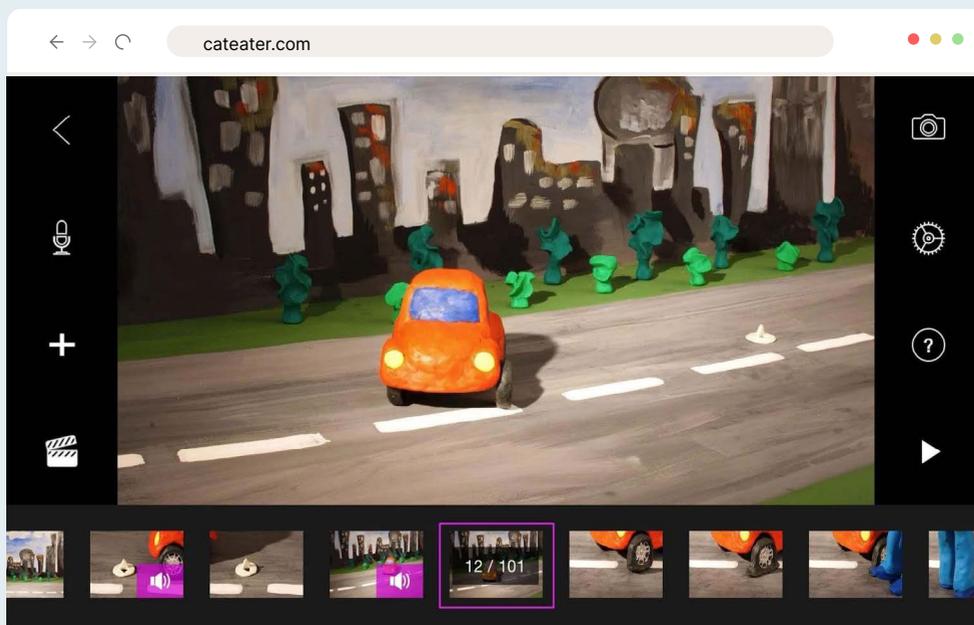
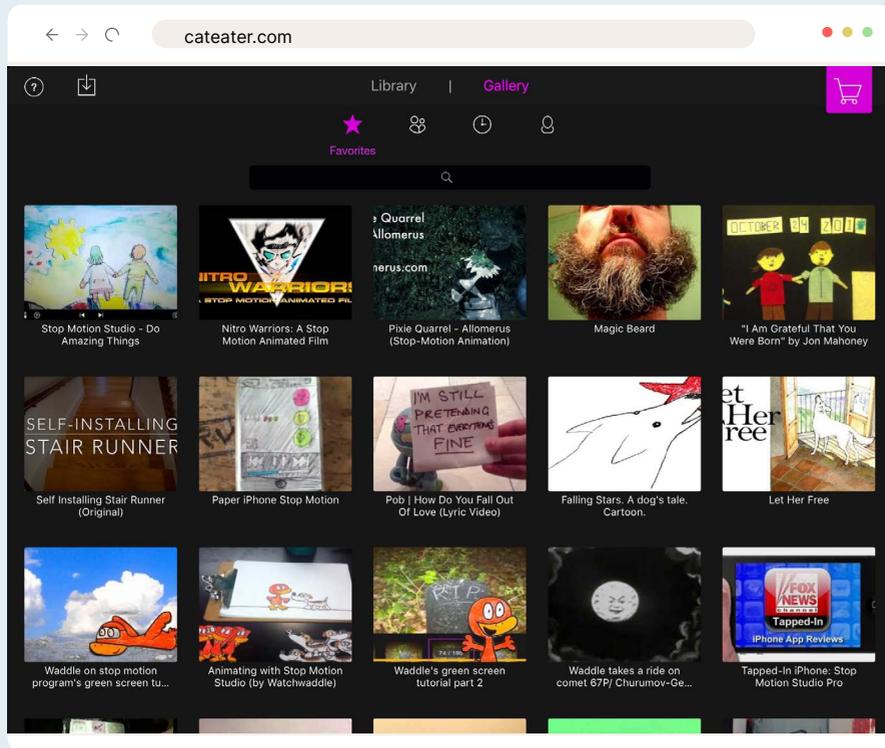
Limited choice of templates.



## AGES

6 - 13.

# Stop Motion Studio



## DESCRIPTION

Stop motion is an animation film-making app in which objects are digitally modified in small amounts between individual frames such that they seem to show independent motion or change when a sequence of frames is played back.

## FUNCTION

Image and video applications make it simple to create animations. Kids can pick pictures from their own library or capture new photographs in the app. The free edition provides a simple collection of tools including overlay, grid, frame-by-frame overview, and frame placement. Mixed reality headset with touch controls. Keeps your sketches organized.

## PRICE

Free, Paid.

## PROS

Easy-to-use tools help users better understand the stop-motion process.

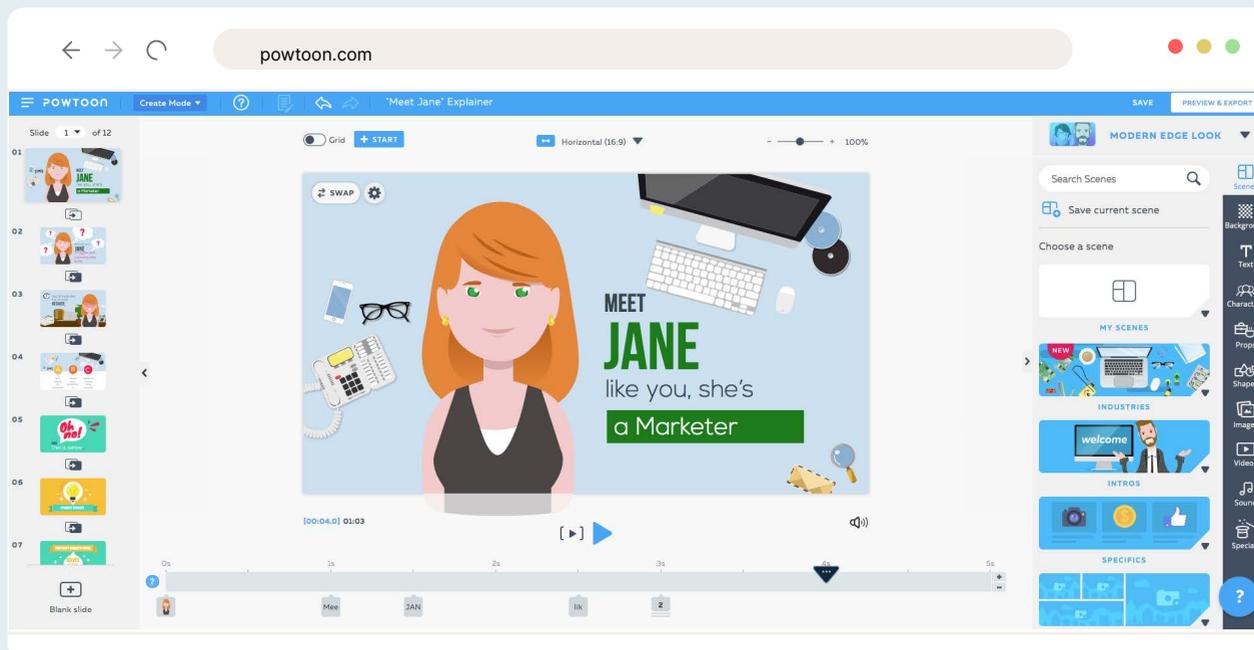
## CONS

Featured-Video culture feels a little detached from the software.

## AGES

7 - 16.

# Powtoon



## DESCRIPTION

Animation tool for creating animated presentations and animated explanatory videos.



## FUNCTION

Users can create presentations using premade models, or start from scratch. Both options allow users to add text, photos, basic animations, video clips, graphics, editing tools, borders, and more.



## PRICE

Free, Paid.



## PROS

Website has a clear and fun design.



## CONS

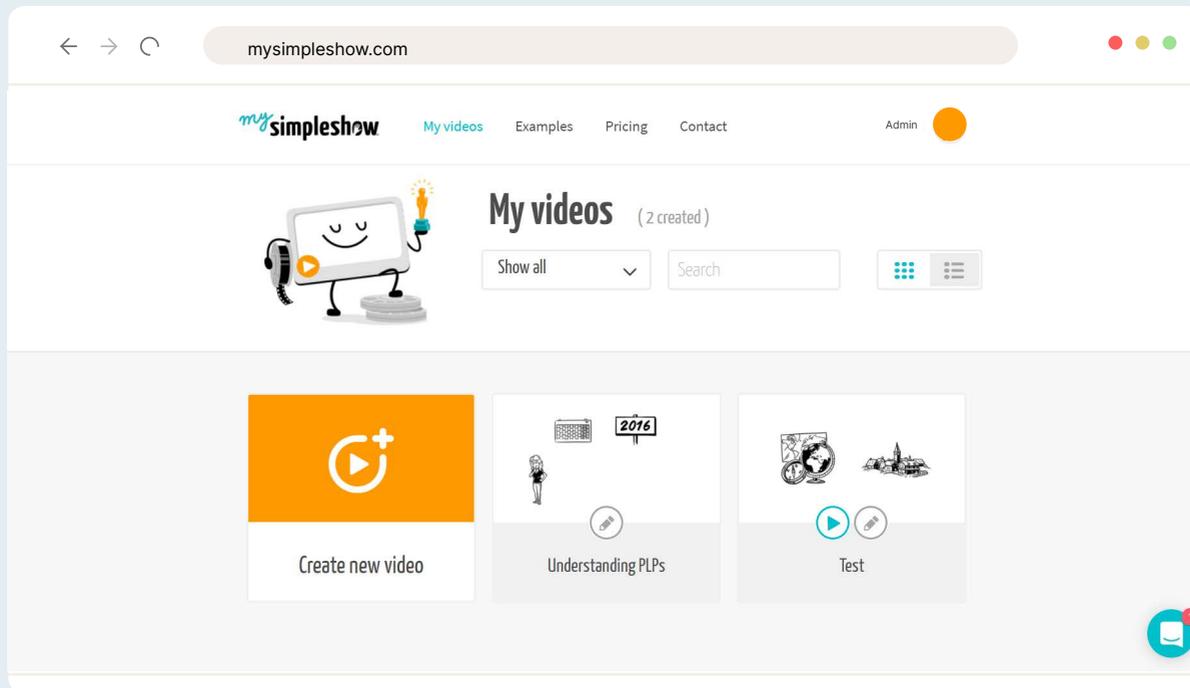
Presentations can be slow to launch.



## AGES

6 - 13.

# Mysimpleshow



## DESCRIPTION

Students and teachers use a webbased framework to create explanatory presentations.



## FUNCTION

Automatically splits writing into a set of slides and analyzes them for keywords. Then mysimpleshow selects and adds basic black-and-white graphics. Students may adjust the position of the graphics as well as choose a new graphic or substitute with their own graphics.



## PRICE

Free, Paid.



## PROS

Useful opportunity to incorporate student sketches and graphics, plenty of video production instruction.



## CONS

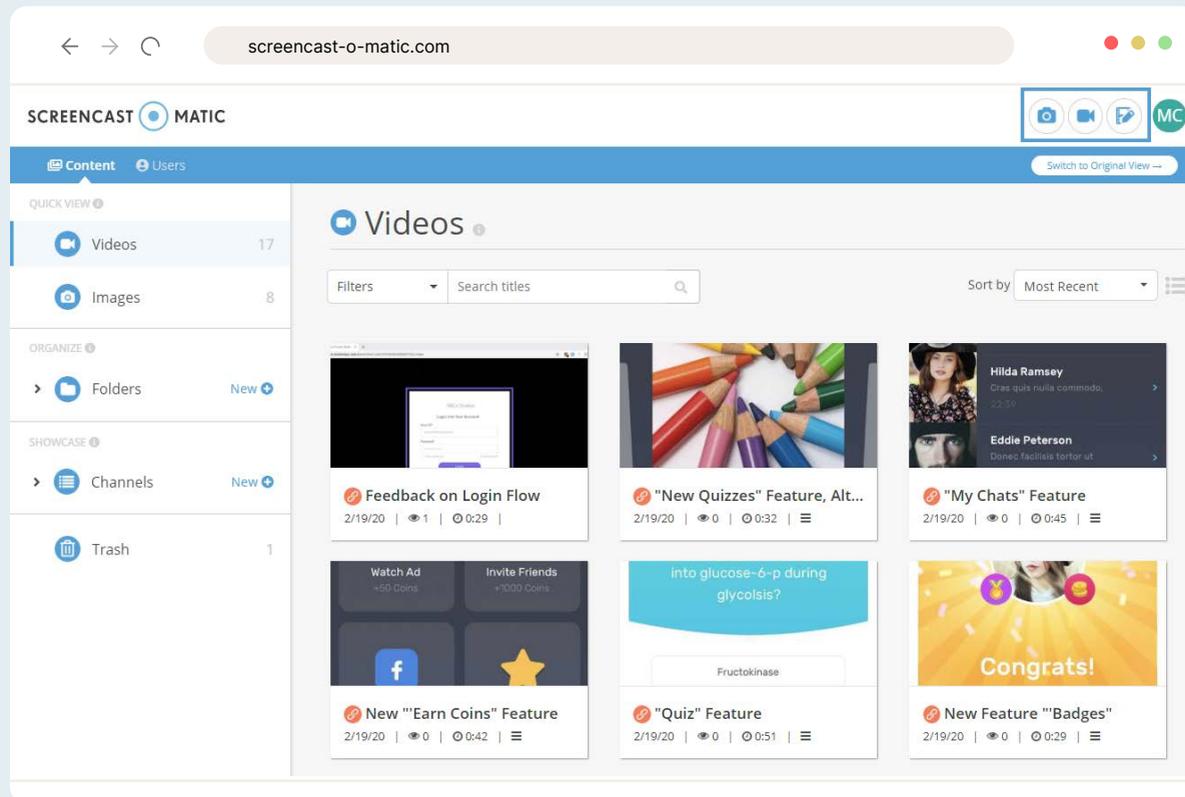
Free edition is restricted; Paid version is costly.



## AGES

7 - 15.

# Screencast-O-Matic



## DESCRIPTION

Screencast-O-Matic is trusted by millions around the world to create screen recordings and videos.



## FUNCTION

With just one click to launch from your Chrome Browser, you can create screencasts and videos with Screencast-O-Matic. It's fast, free and easy to use! Capture your screen, add a webcam and use drawing tools to customize your video.



## PRICE

Free, Paid.



## PROS

The intuitive interface allows for an enjoyable user experience.



## CONS

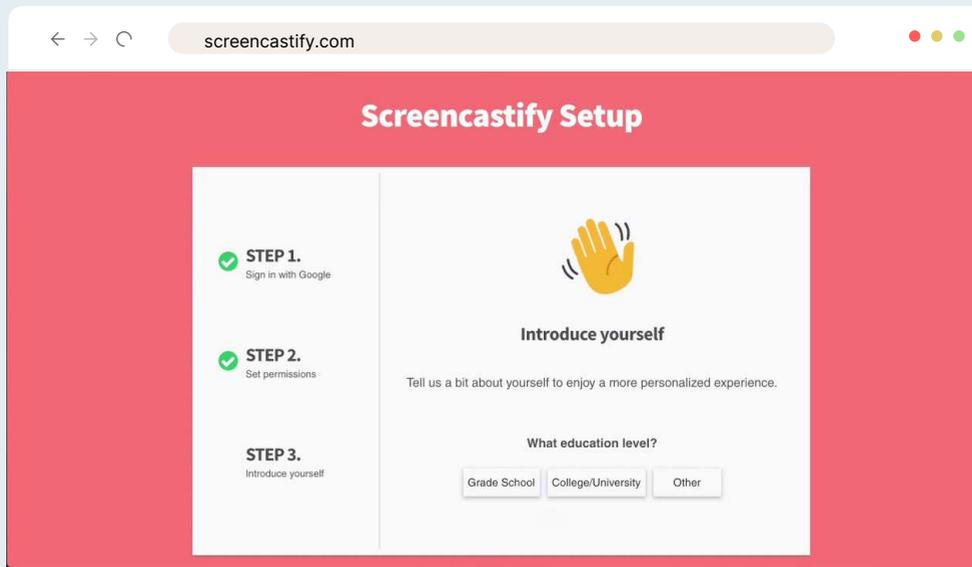
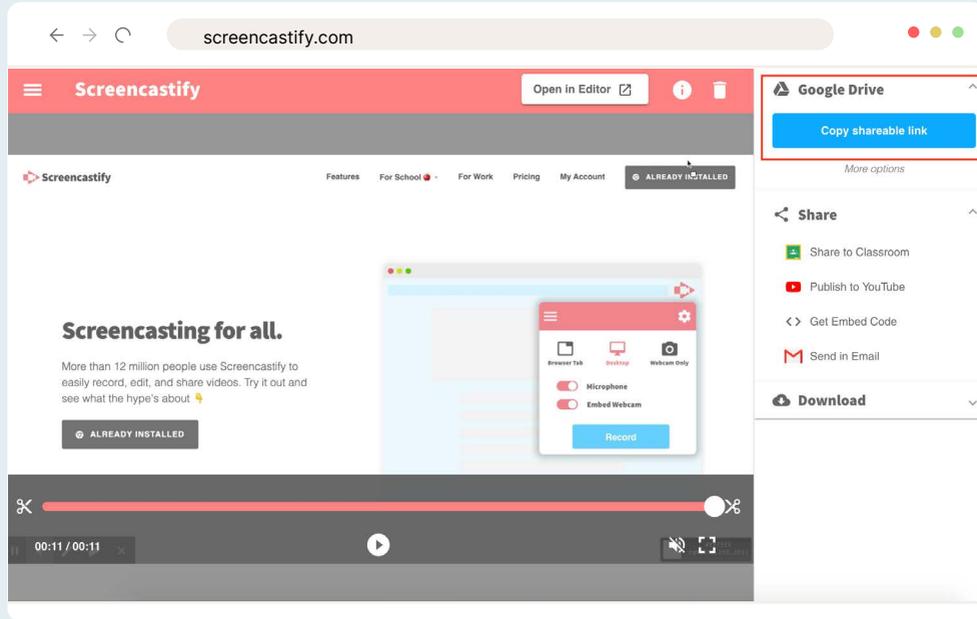
It takes some time to create a content library.



## AGES

9 - 16.

# Screencastify



## DESCRIPTION

Screencastify is the #1 free screen recorder for Chrome. No download required. Record, edit and share videos in seconds.



## FUNCTION

Record a single page in your web browser, catch all your screen operation, or use your camera to record or insert your own footage. Use the tools to write, sketch, delete, retain time, reload, or spot a segment on the screen while filming.



## PRICE

Free, Paid.



## PROS

This basic browser plugin is easy to use and flexible, and brings a new dimension to conventional presentations.



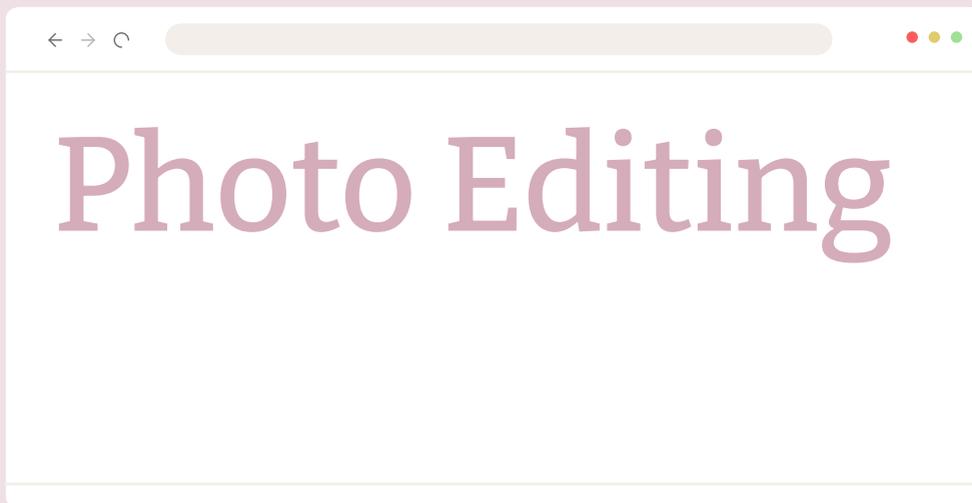
## CONS

Works exclusively for Chrome devices and browsers.

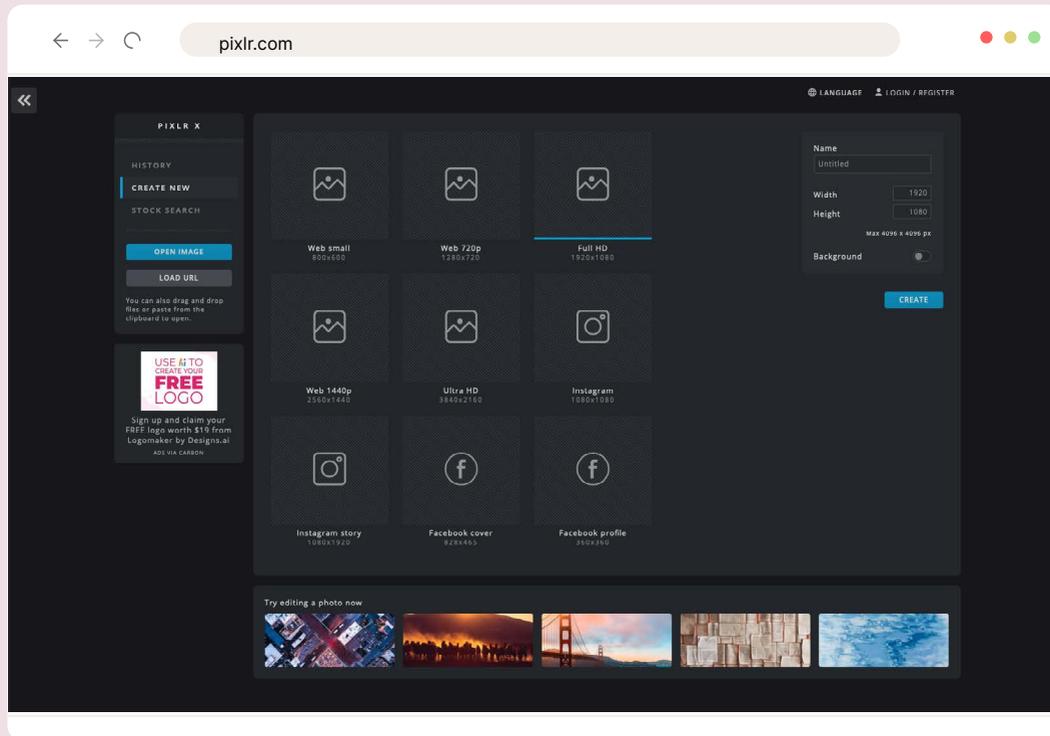


## AGES

9 - 16.



Thanks to these photo editing tools online, students will learn how to edit pictures and hold created images in a gallery, stored in a camera roll, or posted through a range of channels.



## DESCRIPTION

Pixlr is a photography app with all the simple equipment an aspiring photographer needs.



## FUNCTION

Students can grab different photographs or take the images out of their camera roll and start editing them. Image creations are held in a gallery, stored in a camera roll, or conveniently posted through a range of channels.



## PRICE

Free, Paid.



## PROS

Simple resources ignite children's creativity as they practice simple art techniques.



## CONS

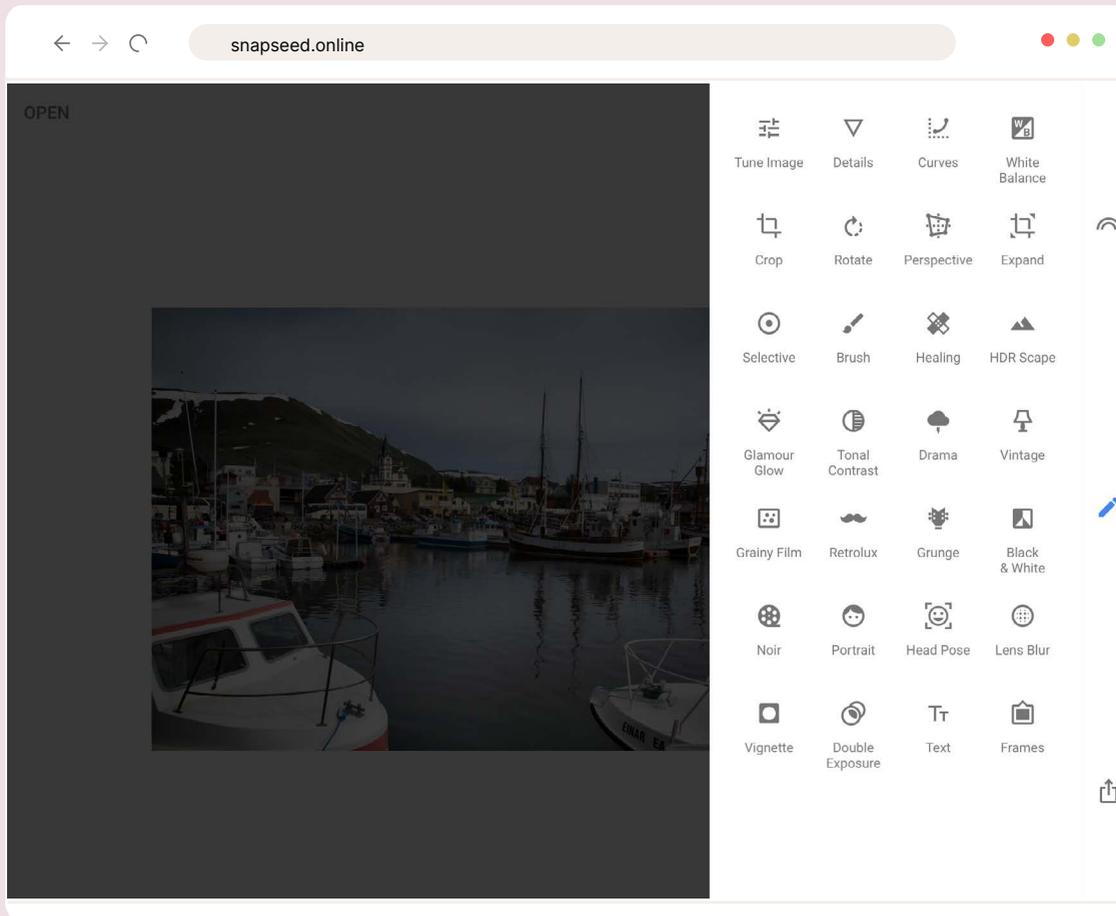
Lacking in tutorials and knowledge guides.



## AGES

6 - 13.

# Snapseed



## DESCRIPTION

Snapseed is a free Google picture editing software. Already available for Android or iOS. You can take and edit images in the app, or edit photos already in your camera roll, like photos in JPG and RAW formats.



## FUNCTION

Includes a vast range of preset filters to add to your images, plus 29 tools to apply realistic effects and fine-tuning, such as tune, curves, crop, brush, perspective, HDR scape, vintage, retro lux, portrait, blur lens, frames, vignette, text, and more.



## PRICE

Free, Paid.



## PROS

Professional tools for editing.



## CONS

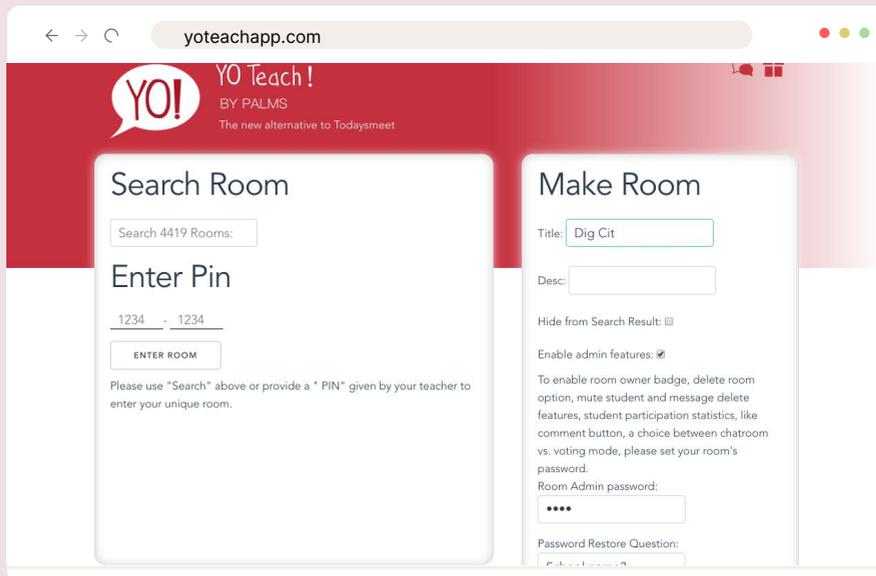
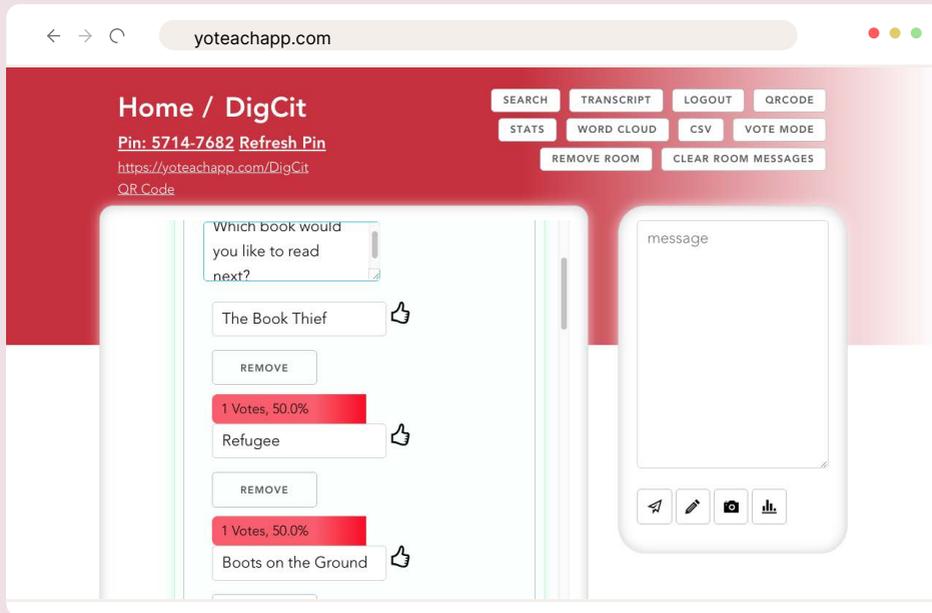
Assumes basic experience with image editing.



## AGES

6 - 13.

# YoTeach!



## DESCRIPTION

Oh, Yo Teach! is a multi-purpose backchannel web app where teachers build and moderate chat rooms for wireless real-time exchange between students.

## FUNCTION

Teachers choose to create searchable or private spaces. Most teachers would choose to allow admin features that include a password to delete messages, silence students, control room access, and use interactive features.

## PRICE

Free, Paid.

## PROS

Rich in engaging and visual elements that keep the dialogue going.

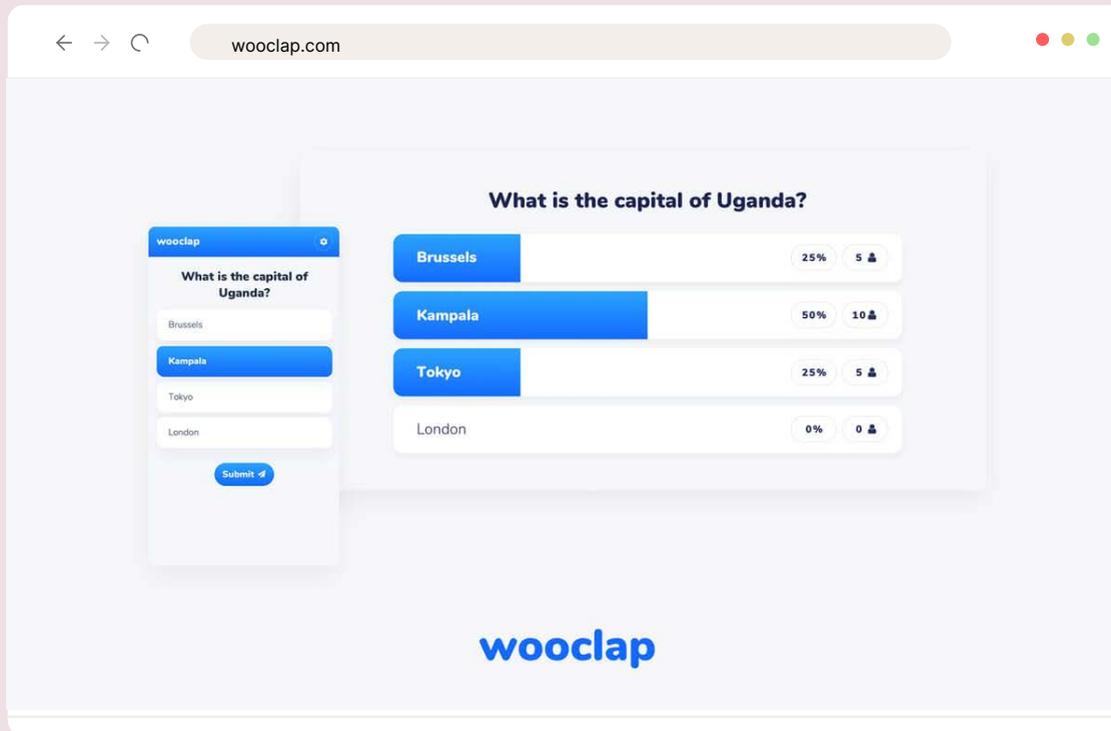
## CONS

Without the right to accept posts before they are displayed, derogatory or offensive comments can be transmitted.

## AGES

10 - 15.

# Wooclap



## DESCRIPTION

A collaborative platform for your classes, conferences and training sessions. Intuitive and simple, Wooclap makes your presentations interactive.



## FUNCTION

Main features include: audience response, commenting, notes, data analysis tools, feedback, gamification, live results tracking, moderation, offline response collection, PowerPoint integration, SMS polling / voting.



## PRICE

Free, Paid.



## PROS

User-friendly website.



## CONS

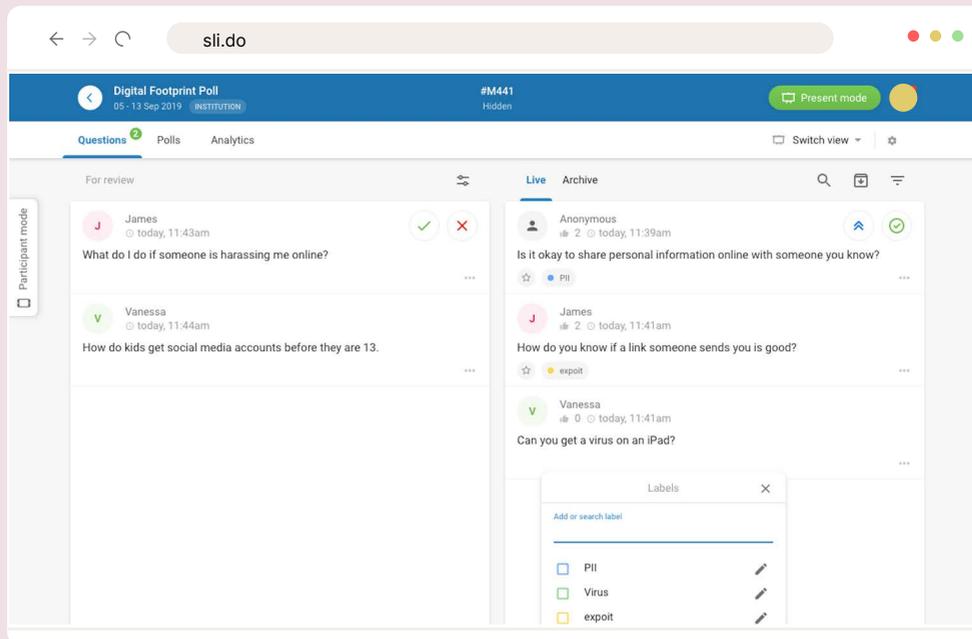
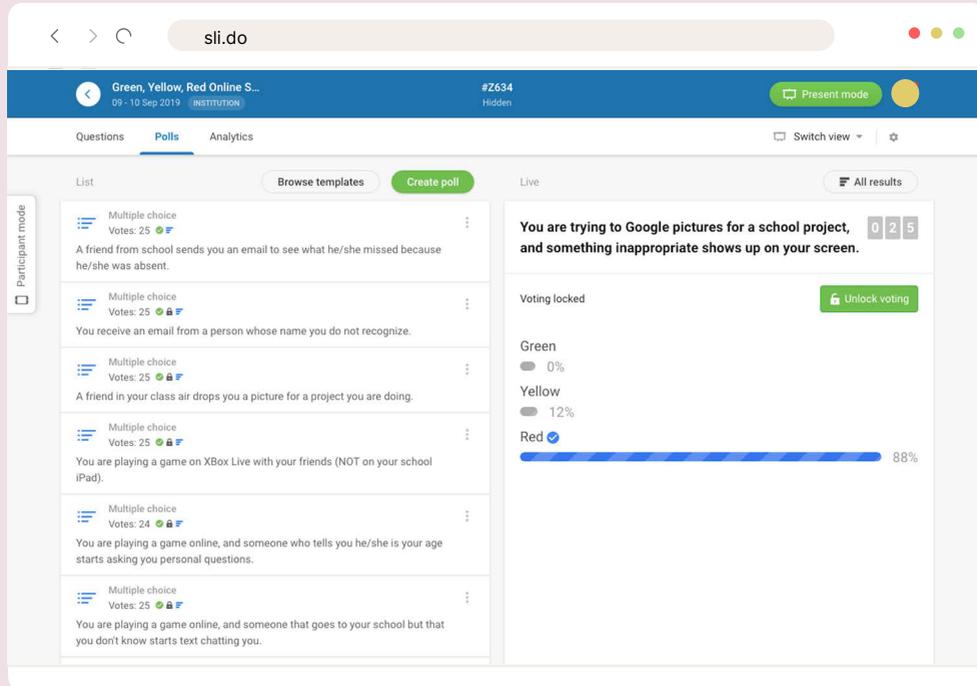
Troubleshooting questions do not always receive immediate responses.



## AGES

12 - 16.

# Slido



## DESCRIPTION

Slido is the ultimate Q&A and polling platform for live and virtual meetings and events. It offers interactive Q&A, live polls and insights about your audience.



## FUNCTION

Polling options include: multiple choice, word cloud, ranking scales, and quick response. Teachers choose how many sessions to keep active.



## PRICE

Free, Paid.



## PROS

Clean layout and a range of polling choices make it a perfect platform for student engagement and dialogue in the classroom.



## CONS

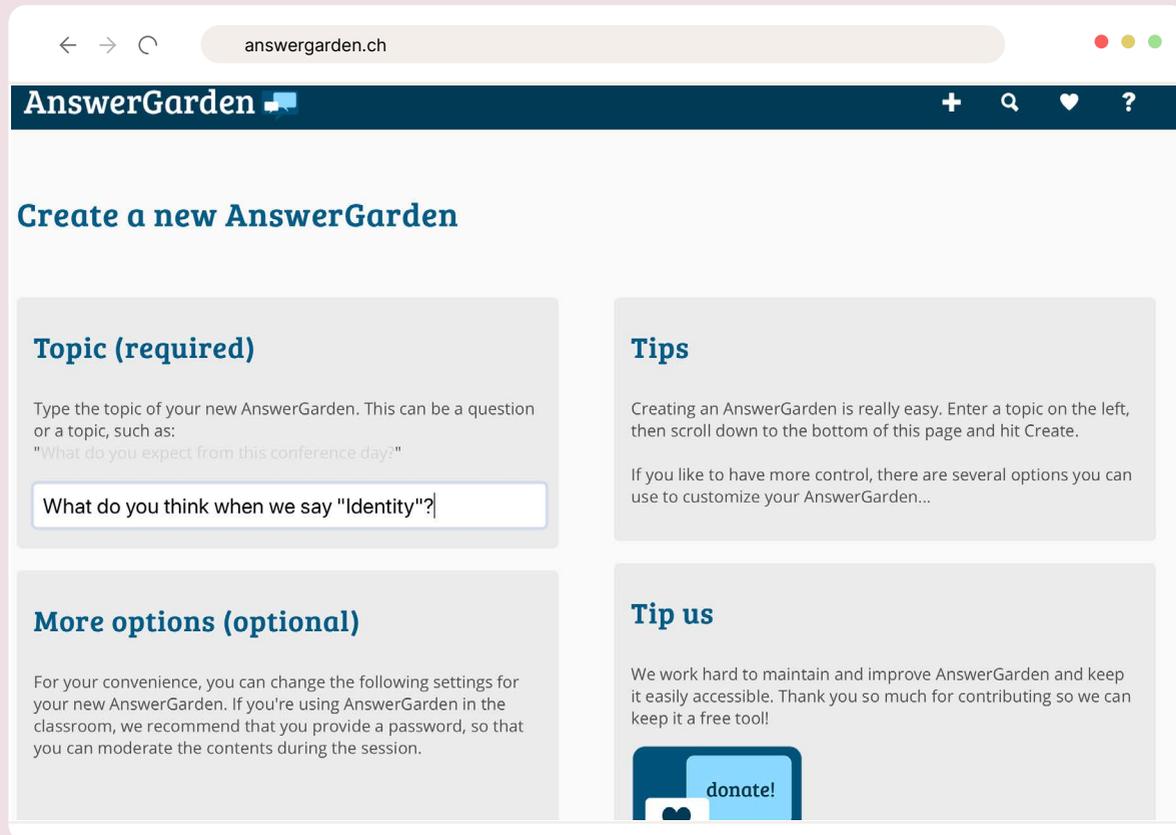
Polls must be updated one at a time.



## AGES

10 - 16.

# AnswerGarden



## DESCRIPTION

AnswerGarden is an easy-to-use online feedback app that can be used to elicit brief answers from your respondents. Its minimalist design allows users to create, share, answer, and manage topic questions without signing up for accounts.



## FUNCTION

Teachers begin by entering a question and then selecting from a few choices (defaults are already chosen, further customization is optional). Brainstorming area allows respondents to enter as many answers as they wish, even duplicates of the same answer, and Classroom areas permit several responses per person, but no duplicates.



## PRICE

Free, Paid.



## PROS

Clean, user-friendly website.



## CONS

Presentations can be slow to launch.



## AGES

10 - 16.

BACKCHANNELS AND AUDIENCE FEEDBACK

We are a European network of Schools specialized in Language courses, Teacher Education and Training, and Internship Placement. We created this network when our Partner Schools adopted common procedures to ensure the highest quality of service after many years of joint work on educational projects funded by the European Union. Our teaching philosophy focuses on student-centered strategies and the use of technology to shape the most engaging classroom experience for the 21st century learner.



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