## Use these TOOLBOX resources:

## Exercises

## Instructions

## Read practice sheets $\mathrm{n}^{\circ} \mathrm{MC} 19$

For the next proposed exercise:

1. Identify the positive points of using interactive tools in the classroom;
2. Link the different software to their functions;
3. In the learning sequence, list the software you could use and explain why.

## Reminder

Interactive tools are digital tools, applications, or games that allow students to learn in a different way, with the support of digital technology.

The objective of interactive learning is to learn while having fun.

## Ex 1: Why use interactive learning tools?

Check the positives of using interactive learning tools:

$\square$
Improves attention span and engagement in the task.
$\square$
Many interactive learning tools are free.Generates motivation .It distracts students.Illustrate more complex concepts.They are to be used only with students who have difficulties.
$\square$ Better memorization.

Adapts to different student learning styles.
$\square$
The teacher has nothing to do, the students learn alone with the computer.

Refer to PRACTICAL SHEET $\mathrm{n}^{\circ}$ : MC19

## Exercises

## Ex 2 : Link the different software to their functions

$\bigcirc$ Quizziz
Create a quiz,
 surveys...

O Kahoot

Brainstorming mind map...

O Genially

Formative

Record a video,o an audio

O Coggle

O Xmind
Evaluation, rating

O Animoto

O Canva
Design presentations

Ex. 3: In the learning sequence,
list the software you could use

The lesson is about chocolate.
The teacher collects the children's representations.
They ask about the origin of chocolate: what fruit does it come from? where does the plant grow?
The students do some research.
The teacher projects a report on chocolate.
The students summarize the different steps between the harvesting of cocoa pods and the creation of chocolate.

What software could you use in
this lesson? To do what?

