

Interactive tools








Context

Learning is not a process set in stone. Adapting teaching practices to the current day and age is paramount. In online learning space, interaction and collaboration between students is less efficient, attending online classes can be dry and borderline boring, handing out exercises or practice sheet is not a possibilities anymore, and more. An ideal solution to updating and adapting teaching practice to ensure that students are motivated and engaged is to use **interactive tools**. For students with specific learning disorders, using alternative tools can help to put every student on the same level playing field.



Why use interactive tools?

Using interactive tools can bring a series of positive aspects to the learning process. Here are some of them:

-  Interactive tools help with students' attention span, engagement levels and interaction between peers.
-  Interactive tools are ideal to introduce new topics or concepts, especially without any prior knowledge.
-  Interactive tools can simplify complex and abstract concepts or help illustrate and visualize difficult content.
-  Interactive tools can be free or low cost, and retain all the pedagogical potential and utility. There is a myriad of different tools for each teacher's specificity and taste.
-  Interactive tools improve information retention naturally, and can be tailored made to different students' preferred learning style.



Types of interactive tools



To record audio and video:

Animoto: Gives students the ability to make a 30-second video of what they learned in a lesson.

Edpuzzle: Helps you use video (your own, or one from Khan Academy, YouTube, and more) to track student understanding.

Flipgrid: Lets students use 15-second to 5-minute videos to respond to prompts. Teachers and peers can provide feedback.

Vocaroo: Creates audio recordings without the need for software. Embed the recording into slideshows, presentations, or websites.

WeVideo: Lets you use video creatively to engage students in learning. Teachers and students alike can make videos.

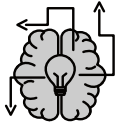


To create quizzes, polls and surveys

Kahoot!: A game-based classroom response system that lets you create quizzes using internet content.

Quizizz: Guides you through designing quizzes and lets you include students in the quiz-writing process.

Quizlet: Lets you make flashcards, tests, quizzes, and study games that are mobile friendly.



Brainstorm, mind maps, word clouds

Coggle: A mind-mapping tool designed to help you understand student thinking.

Padlet: Provides a blank canvas for students to create and design collaborative projects.

XMind: Mind-mapping software for use on desktop computers and laptops.

Wordables: Helps you elicit evidence of learning or determine background knowledge about a topic.

WordArt: Includes a feature that allows the user to make each word an active link to connect to websites, including YouTube.



For assessment and grading

Formative: Lets you assign activities, receive results in real time, and provide immediate feedback.

Kaizena: Gives students real-time feedback on work they upload. You can use a highlighter or give verbal feedback. You can also attach resources.

Plickers: Allows you to collect real-time formative assessment data without the need for student devices.



Design and presentations

Canva: A tool to design presentation, posters, cards and more. Free version with templates and images.

Genially: Presentation tool to create engaging, moving and colorful content.

Crello: Free graphic design software with lots of templates and presentations ideas for students and teachers.

Visme: Free infographic software with professional designs.



Resources

- 75 digital tools and apps teachers can use to support formative assessment in the classroom. 2021. NWEA

<https://www.nwea.org/blog/2021/75-digital-tools-apps-teachers-use-to-support-classroom-formative-assessment/>

- "How to pick the right digital tool: Start with your learning goals. 2020. NWEA.

<https://www.nwea.org/blog/2020/how-to-pick-the-right-digital-tool-start-with-your-learning-goal/>

- Open Digital educational tools for interactive online teaching and learning. UNICEF

<https://www.unicef.org/serbia/en/open-digital-educational-tools-interactive-online-teaching-and-learning>