

“RECURSOS EDUCATIVOS DIGITALES”






“RESEARCHING ABOUT DIGITAL EDUCATION” DiGiTal






2021-1-ES01-KA220-SCH-000032557







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RECURSO	EXPLICACIÓN Y APLICACIONES DIDÁCTICAS
JOOMLA 	<p>Joomla es un sistema de gestión de contenidos dinámicos que permite crear sitios de gran relevancia con una interactividad de primera, acabado profesional y gran eficiencia. Su principal gestión como CMS es la puesta en marcha y gestión de contenidos en línea.</p> <p>Gratuito</p>
BOOKLIBRARY 	<p>Con Book Library puedes crear un completo catálogo de cualquier tipo de material impreso, en una base de datos de tipo MS Access, con soporte para SQL, posibilidad de imprimir y exportación a ASCII y HTML.</p> <p>Extensión para Joomla Partes gratuitas, partes de pago</p>
BOOKMARKS	<p>Igual que la anterior</p>
KAHOOT! 	<p>Is a game-based learning platform that makes it easy to create, share and play learning games or trivia quizzes.</p> <p>Kahoot! is free to use and is not only fun for students but also social, allowing them to interact in the physical world as well as digitally. It works on nearly any device with a browser, making it easy to access even on older computers, tablets, and smartphones</p>
CLASSDOJO 	<p>ClassDojo is a school communication platform that teachers, students, and families use every day to build close-knit communities by sharing what's being learned in the classroom home through photos, videos, and messages.</p>
PLICKERS 	<p>Plickers is a rapid-response classroom-polling app that lets teachers use one mobile device to scan paper cards for student responses. There are iOS and Android apps as well as a web interface.</p>

<p>eXeLEARNING</p> 	<p>Is a free software tool that can be used to create educational interactive web contents. eXeLearning can generate interactive contents in XHTML or HTML5 format and it allows you to create easily navigable web pages including text, images, interactive activities, image galleries or multimedia clips. All the educational materials generated with eXeLearning can be exported in different digital formats, to be used independently or to integrate them into a LMS (Learning Management System) like Moodle.</p>
<p>QUIZZZ</p> 	<p>Quizizz is a gamified student engagement platform that offers multiple features to make a classroom fun, interactive and engaging. As a teacher, you can conduct formative assessments, assign homework, and have other interactions with your students (for all grades) in a captivating way. A live quiz or game helps students with real-time learning, by accessing the quiz from any device.</p>
<p>WORWALL</p> 	<p>Wordwall is a free online tool for creating learning activities. With this tool, teachers can enter the topic that they would like to cover in class into the Wordwall and receive a variety of ready-made, fully customisable activities such as quizzes, word games, maze chases and much more.</p>
<p>PADLET</p> 	<p>es una herramienta virtual(web) que puede funcionar como pizarra o como murales colaborativos entre alumnado y docentes, nos sirva para compartir diferentes recursos educativos, indicaciones para hacer proyectos, también como recursos para hacer cronogramas, publicaciones, compartir noticias... En ocasiones lo podríamos usar como aula virtual. Es gratuita hasta 20MB, y también ofrece suscripciones anuales y mensuales.</p>
<p>BLOOKET</p> 	<p>Blooket is a trivia and review tool that allows educators to “level up classroom engagement” . Blooket is a gamified learning platform where teachers host games through question sets and students answer on their own devices. This is an assessment-centered tool, specifically formative assessment.</p>
<p>WHEEL OF NAMES</p>	<p>Wheel of names is a free online tool to randomize names, questions or images: it can be used in class whether to introduce new vocabulary or concepts, to ask for definitions or to provide students with writings or speaking prompts</p>

	
<p>NEARPOD</p> 	<p>Es una app, que permite hacer lecciones interactivas con los alumnos, video interactivos, gamificaciones y actividades en la misma plataforma. La app ofrece diferentes actividades, además de crear una pizarra interactiva, que puede ser colaborativa entre alumnos y docente, además de permitir el uso de simuladores relacionados con la materia que se esté tratando. Permite también la evaluación de los alumnos y guiar su proceso de aprendizaje, porque el feedback es inmediato.</p>
<p>WEVIDEO</p> 	<p>Es el mejor editor de videos on line para principiantes. Puedes editar video directamente desde el navegador, o desde la nube sin necesidad de descargar ningún programa. Puedes personalizar tu creación con emojis, filtros, textos animados. Poner transiciones y elegir diferentes temas para darle a tus videos un aspecto profesional. La duración máxima de los videos es de 15 minutos.</p>
<p>TOUCH CAST STUDIO</p>	<p>Es una app, principalmente para iPad, es gratuita. Nos permite grabar video con un croma verde detrás y añadirle fondos y efectos, permite insertar títulos, rótulos, ventanas emergentes ... (que pueden aparecer y desaparecer), además de darnos la opción de usarlo como telepronter para la locución de dicho video.</p>
<p>CLASSCRAFT</p> 	<p>Classcraft, an online educational tool that allows the classroom to be gamified by giving a role-playing dimension to the learning experience. This, acting as a backdrop during the educational intervention, allows the students to immerse themselves in a reality of alternative learning, embodying different characters throughout an adventure while continuing their usual classroom rhythm. This proposal can be applied to all areas. In addition, it promotes teamwork, the use of information and communication technologies, competition and positive behaviors through earning points, levels, powers and rewards.</p>