**DIGITAL: DIGITAL TREASURE AND LIBRARY**

ERASMUS PROJECT 2021-1-ES01-KA220-SCH-000032557

# Digital Terminology

# A



## Assessment – computer-based

An assessment that is conducted using a desktop computer, laptop, tablet or mobile device. Typically, the assessment is both delivered and marked by an algorithm included in the assessment software loaded on the device. This term can also encompass automatic online assessment.



## Assessment – online

An assessment that is conducted using a desktop, laptop or tablet device that is connected to the internet. Typically, the assessment is both delivered and marked by an algorithm included in the assessment software that is hosted on a remote server (or alternate device).



## Assistive technology

A piece of equipment or system that is used to improve or enhance digital leaning access and capability. This is particularly important to individuals with disabilities or difficulties in engaging with digital approaches to learning.

## Asynchronous Learning

Learning that does not occur in the same place or at the same time for a whole cohort. Students can access resources and communicate at any time and are not restricted to accessing this learning at any specific time. Enables students to learn at their own pace in their own time.



## Augmented reality (AR)

Augmented reality is a process that overlays digital learning or teaching content onto the physical world. This term can also encompass mixed reality or MR.



## Application (App) -

Application software, or simply applications, are often called productivity programs or end-user programs because they enable the user to complete tasks, such as creating documents, spreadsheets, databases and publications, doing online research, sending email, and so on. Typically, apps are downloadable and used on a tablet or mobile device.

# B



**Blended Learning**- Blended learning provides a combination of face-to-face learning and dynamic digital activities and content that facilitate anytime/anyplace learning. An example of this blended approach to learning at the University would include provision of face-to-face lectures and participation in online teaching and learning activities.
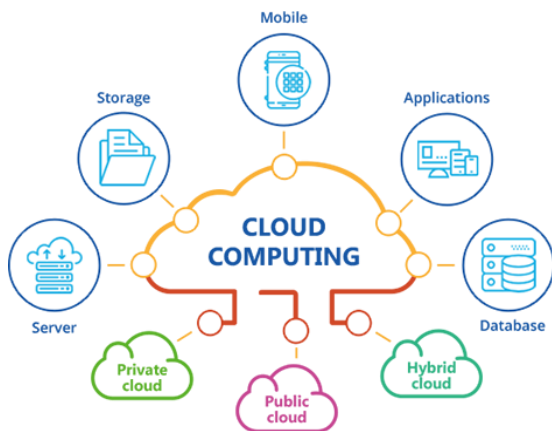


**Blog** - A blog is a publication mechanism, like a journal or bulletin. Blogs can promote open dialogue and encourage community building in which both the bloggers and commenters exchange opinions, ideas, and attitudes.



**Bring your own device**

A term used to describe where students use their own devices to access digital resources to support learning activity.

# C

## Cloud-based hosting

Cloud-based hosting is the process of outsourcing an organisation's computing and storage resources to a remote service provider. Some or all of the resources required to deliver a programme can be stored and accessed by staff and students via the cloud using appropriate software and devices. Multiple users can access these resources at any one time.
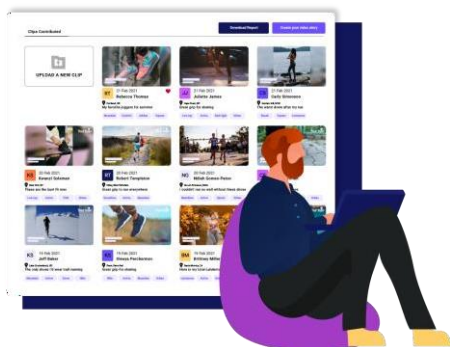
## Collaborative digital learning

An educational approach to learning that involves groups of learners working together, via digital means, to complete a task.

## Content curation

Selecting, assembling, categorising and commenting on digital information for a particular purpose.

## Content library

A content library is similar to a traditional library and is a digital store of folders and files which can be accessed by authorised users.

## Content management system

A content management system is an application that is used to consistently manage content (for example, documents, images, videos) and allow multiple contributors to create, edit and publish content.

# D



## Digital access

The ability to participate in learning through digital means. This includes providing appropriate hardware and software to facilitate access to digital learning.

## Digital assessment



Assessment activities that involve students digitally creating, submitting or completing work. Staff review this work and then either assess it using digital or analogue means to assess the work. Examples include digital examinations, plagiarism-detection software, virtual reality simulations, video performances or digital portfolios.

## Digital cheating
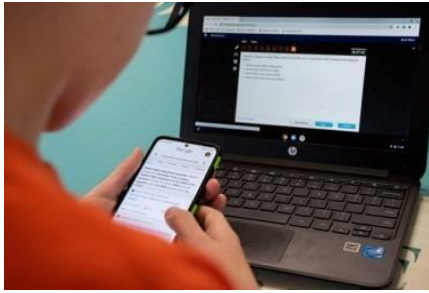
Cheating is any action which is intended to enable a student to achieve an unfair academic advantage or to assist another student to do so. This includes, for example, plagiarism, collusion, use of 'contract cheating' services, examination cheating (for example, through accessing unauthorised materials in an exam), or falsification of research data. Digital cheating is cheating which occurs in a digital environment. Some forms of cheating may be more likely to occur in a digital environment where digital mechanisms may make them more easily accessible, although conversely digital mechanisms are used to assist in detecting cheating (for example, through anti-plagiarism software and digital proctoring).

## Digital learning objects

Modular or discrete units of learning designed for digital delivery.
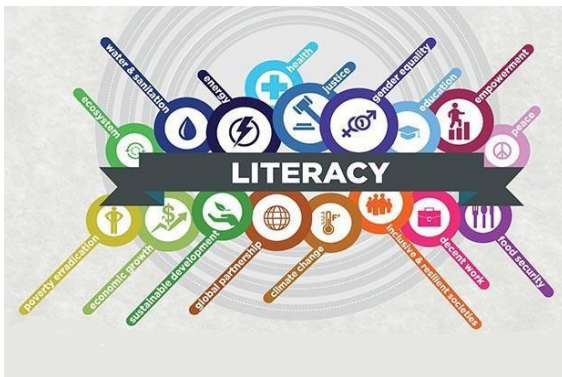
## Digital literacy

An individual's ability to use digital information and relevant technologies to find, evaluate, create and communicate information. This type of literacy requires cognitive and technical skills.

## Digital poverty

The recognition that some students have less or inferior access to devices by which to engage with digital approaches to learning. This also extends to a lack of

access to an internet connection with little or no bandwidth which would negatively impact the quality of their digital learning experience.



## Digital proctoring

A term to describe a form of invigilation for digital examinations. This can be done through the use of artificial intelligence (for instance, using face or voice recognition) or through using staff to proctor via a real-time video link. This can encompass the term online proctoring.



**Digital Literacy** - Jisc define digital literacies as the capabilities which fit someone for living, learning and working in a digital society



## Discussion board

A more formal digital communications space or platform where students (and staff) can discuss and share elements of their programme. The Board could be specific to a module or programme or a community of students. Discussion boards are often highly structured around a topic and are can be closely moderated to ensure that discussions are appropriate to that topic. Also see discussion forum.
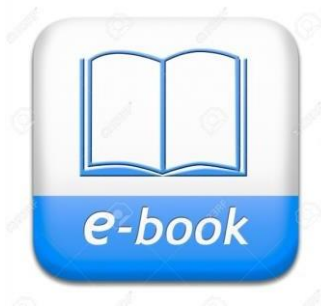
## Discussion forum

A less formal digital communication space which can be used to engage students in a wider discussion on a number of topics or subjects. Often forums are less structured than discussion boards but require similar moderation to ensure that discussions remain

appropriate. Also  see discussion board.

# E

### E-book

A virtual book acquired digitally as an alternative to a physical book. This is usually accessed digitally through virtual or digital libraries and portals.

**eLearning** - eLearning (short for electronic learning) is an umbrella term that
refers to all types of training, education and instruction that occurs on a digital
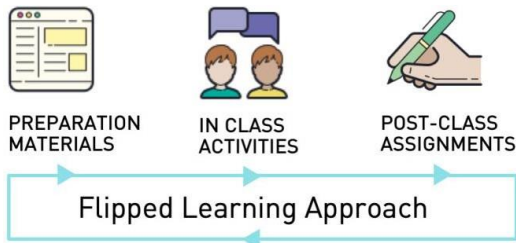
medium, like a computer or mobile phone
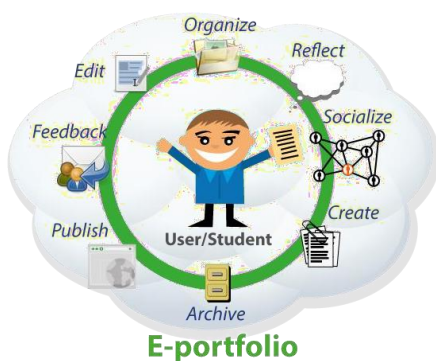
### E-portfolio

Where students are required to develop a body of digital work or evidence in order to demonstrate their skills in a given area, for example, games design or digital media. As with physical portfolios, e-portfolios
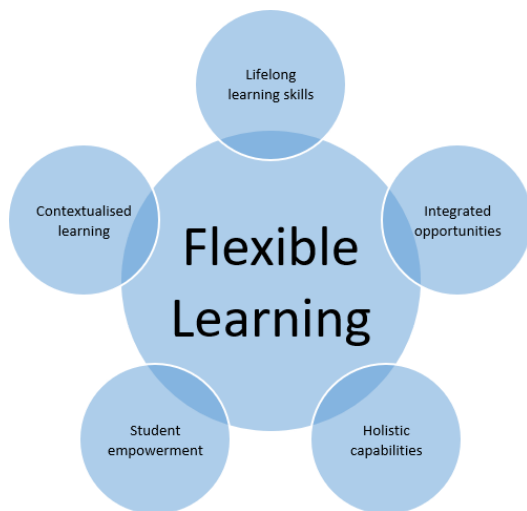
can consist of several different types of evidence such as documents, reflective logs, images, videos, websites, blogs.

# F



PREPARATION MATERIALS — IN CLASS ACTIVITIES — POST-CLASS ASSIGNMENTS

Flipped Learning Approach

## Flipped learning

A pedagogical approach which provides detailed individual instruction to individual students placing the onus on them to use digital resources to gain understanding of content, concepts or theories related to learning outcomes. This happens outside of a physical space. Students are then invited into a virtual or physical space to articulate and discuss their findings and are guided by teaching staff to ensure that gaps in knowledge are filled and further enquires directed appropriately. This approach is designed to 'flip' the more didactic approach of lecture or tutorial-based instruction, followed by a more flexible approach to articulating what has been learned and any further enquiry.



Flexible Learning

Lifelong learning skills

Integrated opportunities

Contextualised learning

Holistic capabilities

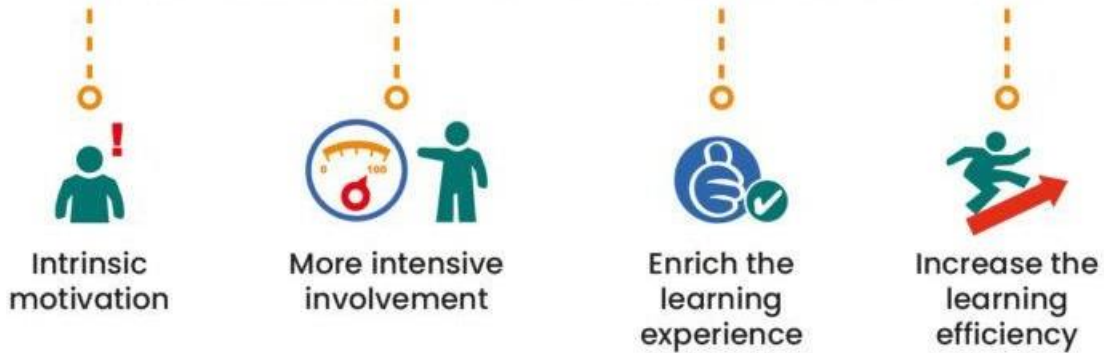Student empowerment

## Flexible learning

Using different modes of study and technologies of learning to enable students to manage their studies around other commitments and priorities and providing freedom of choice for learners of ways and times to learn, for example, through digital lectures or evening learning sessions.



## F2F (face-to-face) - Used to describe the traditional classroom environment

# G

**GAMIFICATION**

Intrinsic motivation

More intensive involvement

Enrich the learning experience

Increase the learning efficiency

**Gamification-** Method of teaching using games principles to enhance learning and engagement. This often involves the application of game-design elements and principles in non-game contexts, for instance, a set of activities and processes to solve problems by using or applying the characteristics of game elements. Often, this manifests as students being set, and completing, a series of tasks which contribute to reaching an overall goal. The aim of this approach is to maximise students' enjoyment and engagement through capturing their interest and inspiring them to continue learning.

## Guided learning
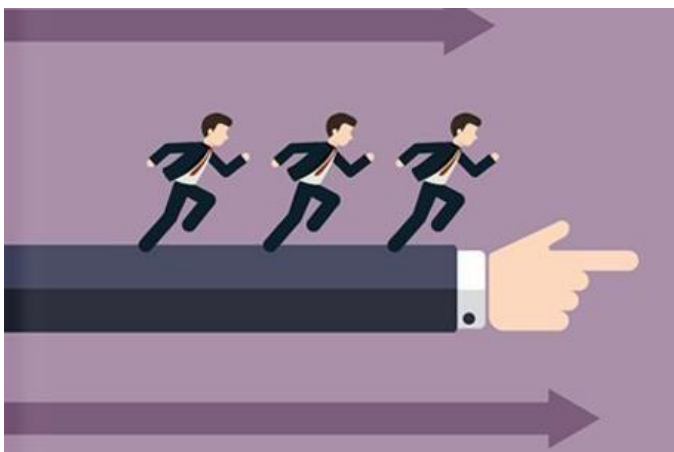
When a student is being taught, supervised or instructed by an assessor, tutor or another person who facilitates learning and development. Guided learning takes place whether both physically – onsite at a provider – or remotely via digital means.
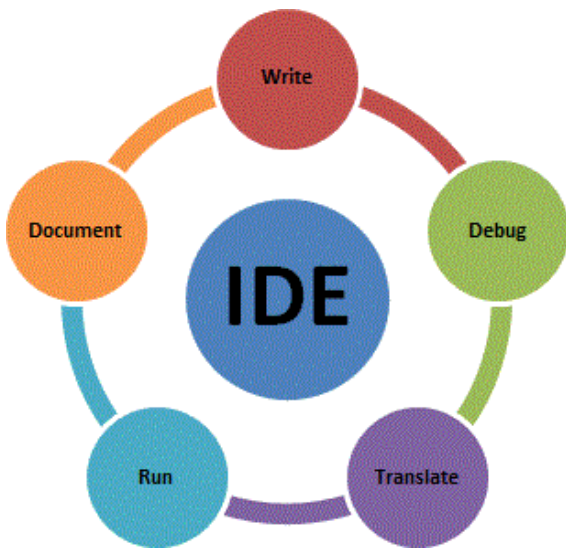
**IDE (Integrated Development Environment)** - IDE is a software application that includes tools like source code editors (text editors specifically designed for writing code), debuggers (tools for testing code), and build automation tools (tools for compiling code into machine-readable format and running automated tests).

## Independent study/guided independent study

Study activity occurring outside lecture, seminar and other face-to-face activities with the teacher/lecturer. Usually involves reading and/or research undertaken by a student without the guidance of a member of teaching staff.

**Influencer-** Influencers are individuals with a presence on social media who us their platform to affect group opinions and behavior. Celebrities who use Twitter, YouTubers with legions of subscribers, and activists organizing on Facebook are allexamples of social media influencers.

# L



## Learning management system

Digital design and delivery platform – usually accessed using devices – which enables various methods of teaching and learning delivery to be used. Through a learning management system, a provider can use, for example, video or podcasts to support and enhance digital learning methods.



## Lecture capture

Dgital video or podcast for students to view, either in real-time or after the lecture has finished.



**LinkedIn** - LinkedIn is the world's largest professional network on the internet.

You can use LinkedIn to find the right job or internship, connect and strengthen professional relationships , and learn the skills you need to succeed in your career.

# M

### Massive open online courses (MOOCs)

Short digital courses that students complete digitally, as there is no requirement for any physical attendance at a provider. They are most often open to a wide audience and not limited to those students already registered with an institution. While often based on learning and teaching delivered as part of a degree programme, they are not necessarily component parts of a larger programme and, as such, students who complete these short courses often do not receive academic credit. However, some students, on successful completion of their short 15 course, may be offered advanced standing for entry to a programme at the provider offering the MOOC which does carry academic credit.

### Microlearning

Small learning activities to demonstrate a specific skill or focus on a knowledge gap or term.

### Mobile learning

The use of mobile devices (for example, phones or tablets) in teaching and learning activity. This term can encompass more traditional learning activities (such as reading digital versions of journals) or less traditional activities such as engaging in virtual simulations.

# N

**Netiquette -** The word netiquette is a combination of 'net' (from internet) and 'etiquette'. It means respecting other users' views and displaying common courtesy when posting your views to online discussion groups.

# O

**Online Learning - The term online learning is often used synonymously with eLearning. It is an umbrella term that includes any type of learning accomplished on a computer and usually over the internet**

## Online labs

A term to describe ways of replicating activities in physical labs such as simulations, experiments, virtual reality field trips and lab casts which connect staff and students through live streaming.

## Offline learning

Offline learning takes place when students who are studying on a digital programme are involved in learning activity that does not involve digital engagement, for example, a student producing non-digital forms of creative work.
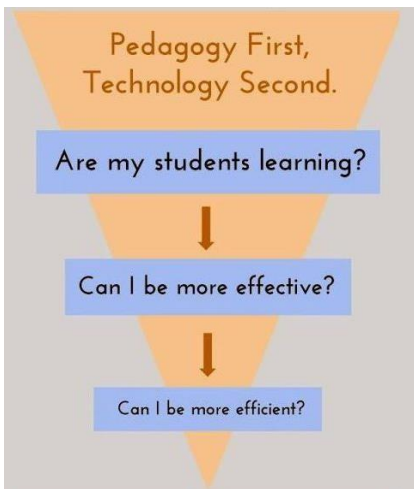
# R

**Remote Learning -** Remote Learning occurs when the learner and instructor, or source of information, are separated by time and distance and therefore cannot meet in a traditional classroom setting

# P

## Pedagogy first

An approach to the development of digital learning in which the pedagogical approaches to be taken in the delivery of the programme are placed at the forefront and regarded as a key driver in the programme development and design process.

## Personalised learning

Personalised learning is an educational approach that aims to customise learning for each student's strengths, needs, skills and interests. Students can have a degree of choice in how they learn as compared to the face-to-face lecture approach

### Platform

In the context of e-learning, platform would normally describe the software infrastructure on which a virtual learning environment (VLE) is constructed.



### Podcast

An audio file made available digitally, often a radio broadcast, which can be downloaded to a device.

### Portal



A web-based platform that provides a 'front door' for links to key sources of information. A student portal might, for example, provide links to a VLE, student email, learning resources and student support services.

# Q

### QR (Quick Response) Code



A machine-readable code consisting of an array of black and white squares, typically used for storing URLs or other information, for reading by the camera on a smartphone. Try scanning the QR code here to learn more about your digital capabilities.
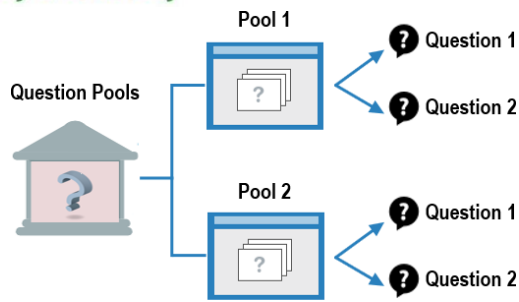
**Question Pool** - A question pool (also known as a question bank) is a group of reusable questions from which an exam or survey can be created.

# S
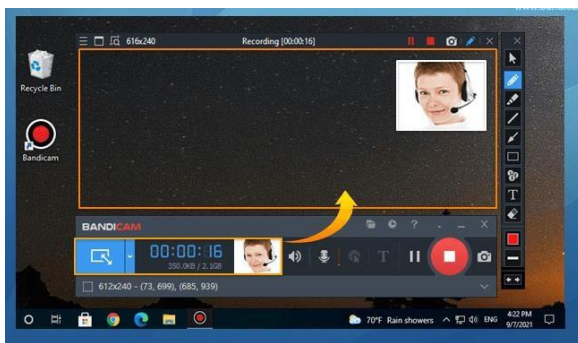


## Screen capture tool and screencast

Screen capture is software which allows a screenshot to be taken, annotated and edited. Screencast is a video recording of the screen on a person's device so that it can be shared with others. Audio or written explanatory commentary can be added.s



## Social learning

Social learning can be used to describe discussion board or forum participation, as well as any other groupwork activity that takes place digitally, where students discuss and learn from each other.



## Synchronous learning

Learning that takes place with participants all engaging with material in real time, although not necessarily in the same place (for example, some students may participate onsite while others may participate remotely, both at the same time).

**Software** - Software is a program or set of instructions that tells a computer, phone, or tablet what to do. Software includes individual applications (web browsers, word processors) as well as system software like operating systems (Microsoft Windows), drivers (software that allows operating systems to communicate with hardware like printers), and utilities (tools like anti-virus programs or hard drive defragmenters).



**Social Media** - Social media learning refers to the acquisition of information and skills through social technologies that allow people to collaborate, converse, provide input, create content and share it. Examples of social media learning can occur through online social networking platforms, blogs and microblogs (like Twitter), and wikis.
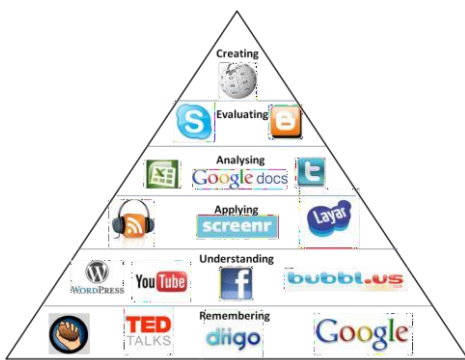


**Technology enhanced learning**

Technology enhanced learning is an overarching term to describe the use of technology to support learning, teaching and assessment and to enhance the student experience. Technology enhanced learning can support teaching and learning both onsite and remotely. The term web enhanced learning is sometimes used synonymously with technology enhanced learning;

although the former is, by definition, a more focused term relating to all technology used to support learning while web enhanced learning focuses on the connectivity and the use of web-enabled resources.
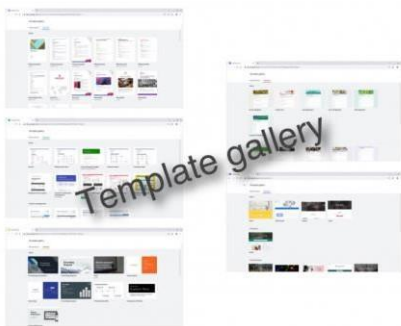


**Tags -** A word, phrase, or name used to identify digital content such as blog and

social media posts as belonging to a particular category or concerning a particular person or topic



### Text Editor

A text editor is a type of software used to write plain text (without

formatting), which is often used for coding and programming



**Template** - A predefined set of tools or forms that establishes the structure and

settings necessary to quickly create content.



**Traffic** - Traffic is the total amount of users who visit a website. Overall traffic is then broken down into specific types of visits—like unique visitors and total clicks.

# V

## Vodcast

A video file made available digitally, often a video version of a radio broadcast, which can be downloaded to a device. This term can also encompass Vlogs.
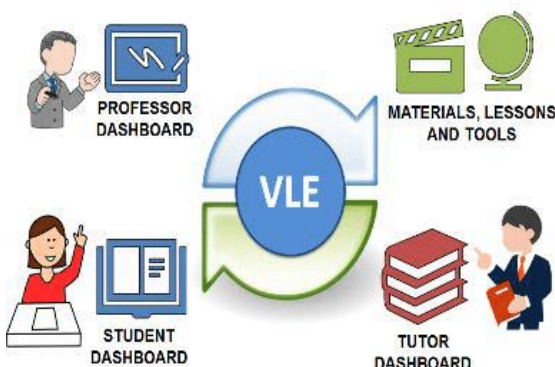
## Virtual classroom

A digital environment provided through a virtual learning platform, which replicates the physical classroom in a virtual way, allowing tutors and staff to communicate, interact and engage synchronously in teaching and learning activities.

## Virtual Learning Environment (VLE)

A platform for supporting learning and teaching (particularly digital learning) and providing a space for learning resources. The precise functions and facility provided by each platform will vary and there will be options to customise and add packages depending on needs. In most cases, a VLE will, as a minimum, provide a repository for documentation (for example, programme/module information, timetables, policies and procedures), provide a message facility and support the submission of assessments and provision of feedback on assessed work.

# W

## Webinar

A web-based learning or training activity, usually interactive, for example, a workshop or seminar. Webinars take place synchronously using video conferencing software, with participants taking part digitally. Webinars may be recorded and made available as a video for asynchronous viewing.

**Web 2.0** - Web 2.0 tools are tools of technology that allow teachers and students alike to create, collaborate, edit and share content on-line that is user-generated.

**Word Cloud**- A word cloud is a collection, or cluster, of words depicted in different sizes. The bigger and bolder the word appears, the more often it's mentioned within a given text and the more important it is. Here are some examples of free to use.
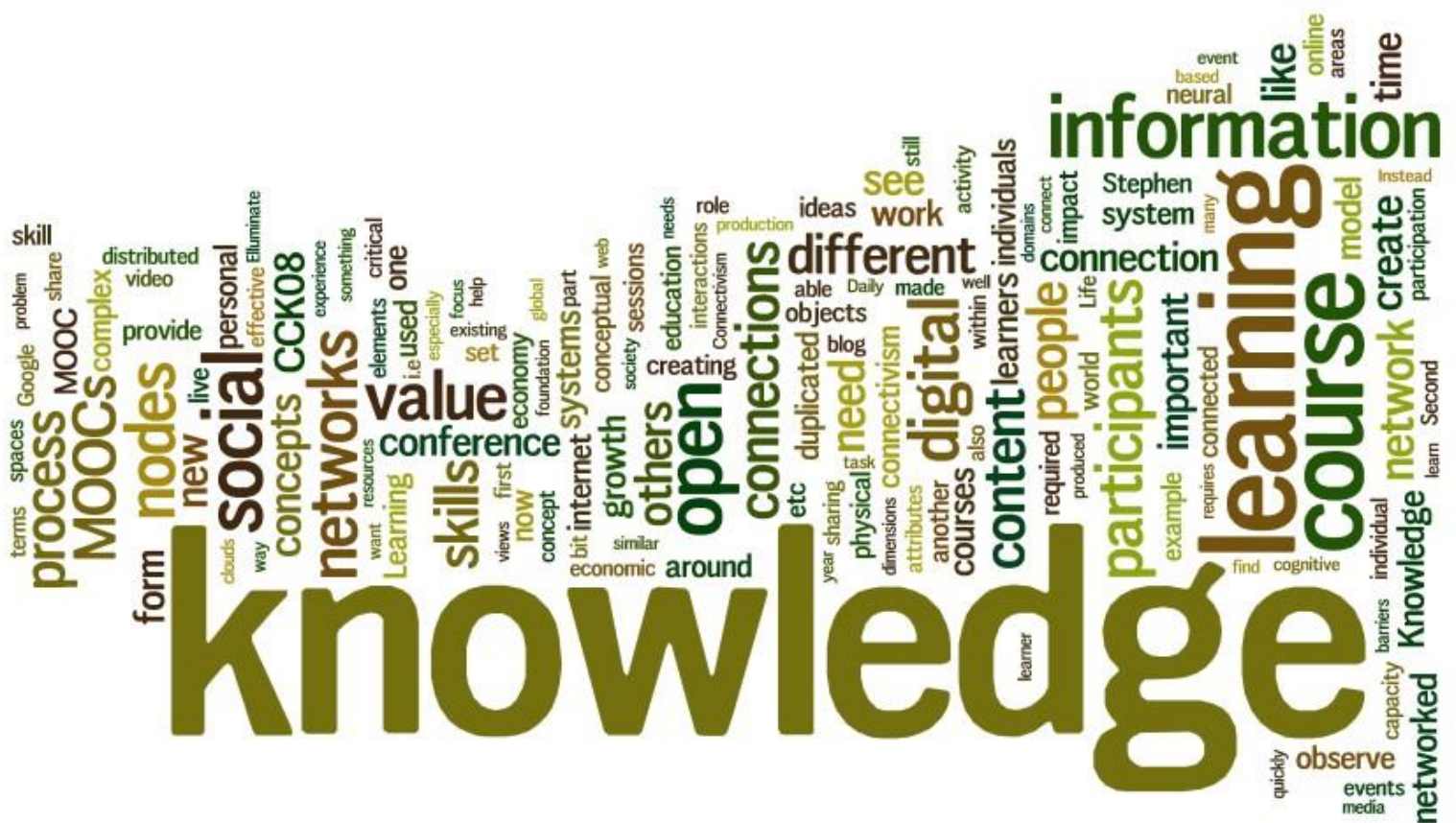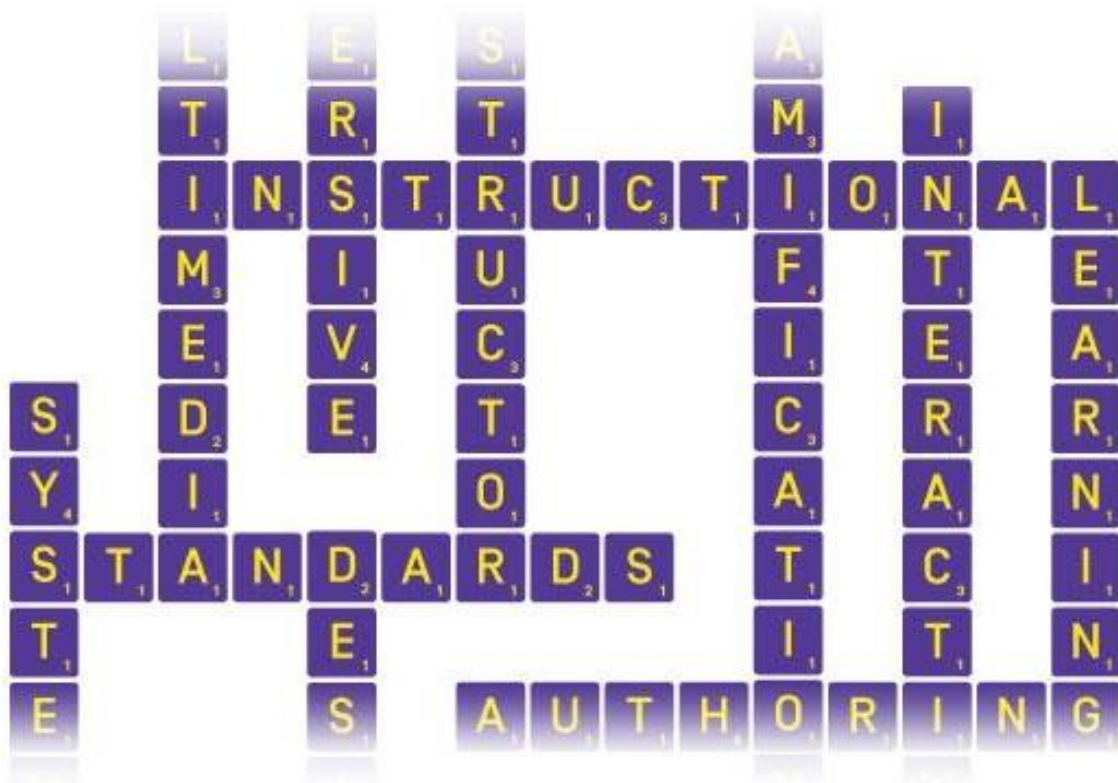
# DIGITAL: DIGITAL TREASURE AND LIBRARY

**ERASMUS PROJECT 2021-1-ES01-KA220-SCH-000032557**



# WEB 2.0 TOOLS GLOSSARY BOOK

**Web 2.0 tools** are now very common and they should be fully utilised for educational purposes. While there are hundreds of tools out there, the aim is not for an educator to boast on the number of tools that he or she use, but how to maximise the potential of the tools to meet one's instructional goals.
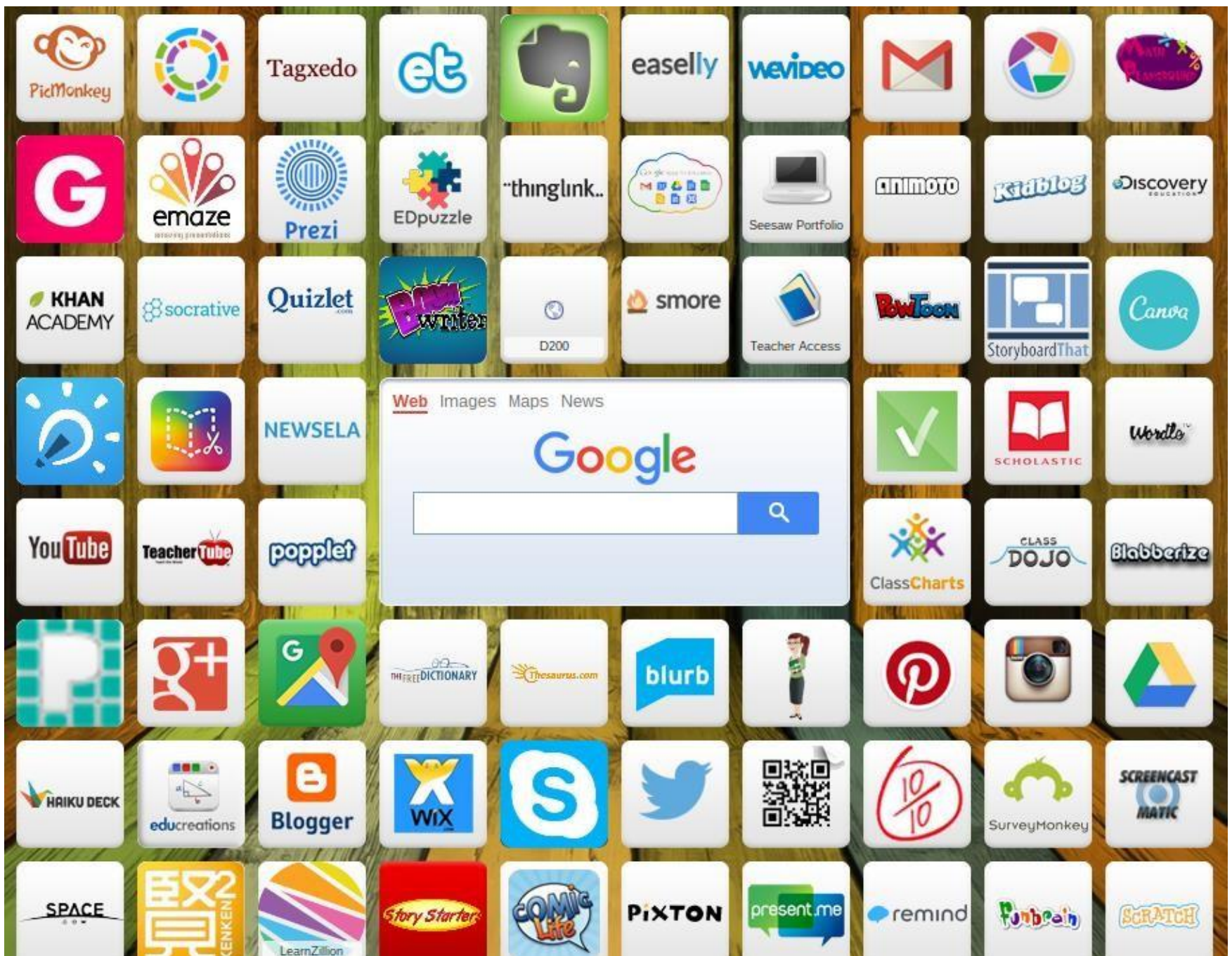
**Animoto** is a cloud-based video creation service that produces video from photos, video clips, and music into video slideshows, and customized web-based presentations

https://animoto.com/resources/tutorials/how-to-create-a-video-in-animoto

**Adobe Spark** is an integrated suite of media creation applications for mobile and web developed by Adobe Systems. It comprises three separate design apps: Spark Page, Spark Post, and Spark Video.

https://edex.adobe.com/teaching-resources/tutorial-to-learn-adobe-spark-video

A platform for beginners, non-designers & professionals to create Animation and Live-Action videos for every moment of our life.

https://www.animaker.com/tutorials

**Audacity** is software that enables the users to both records and edits audio clips free of cost. The interface of Audacity is simple and very user-friendly. It also offers cross-platform compatibility and supports multiple plugins and libraries for enhanced functionality. Audacity one of the most popular audio editing software available today.
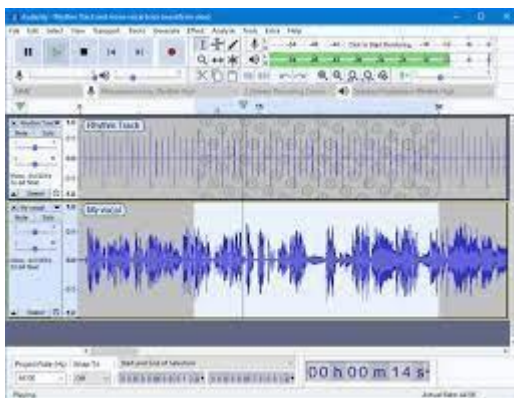
- Free to use for your projects.
- Compatible with multiple operating systems like Windows, Apple, and Linux.
- A small-sized software package that requires less storage space.
- It is an open-source platform with a strong community backing, constantly striving for

## Why is it?

It is used to publish content online in an easy way , generally you can publish "posts" which are articles or entries for your blog. These may be accompanied by photographs, images and links to other web pages.

**Blogger**

You can also create a profile, where you can promote a service or product. In Blogger, you have the opportunity and the space to express yourself freely. However, being a Google business, it gives you the ability to monetize your content with the Google Ad-sense program.

https://www.dienodigital.com/do-it-yourself-tutorials-step-by-step-blogger-tutorial-for-beginners-2020-how-to-create-free-website-with-free-domain/

**Biugo** is a perfect short video maker and editing application, helping users meet their needs and desires. Find out and design yourself a new and unique video with this application!

https://chipapk.com/app/6827682/

**Bubbl.us** is a free online tool for organizing one's thoughts and ideas. This brainstorming, mindmapping tool is similar to Inspiration but is available for free on the internet. It is useful in the classroom for just about any age and course. Creating a free online account is helpful in order to save the bubbl.us projects and return to them later.

https://bubbl.us/help/intro-to-bubblus

Book Creator is a tool that can showcase student projects, document a process, help developing writers, and so much more. It is not specific to any age so it can be used by all grade levels from PK-G12.

https://bookcreator.com/2017/08/book-creator-chrome-goes-live/

**Canva** is your free photo editor and video editor in one graphic design app! Create stunning social media posts, videos, cards, flyers, photo collages & more. Stand out with one-tap animations and fun music for Insta stories and video collages.

- THOUSANDS OF TEMPLATES – endless creative possibilities
- PHOTO EDITOR – free to use, no ads, no watermarks
- VIDEO EDITOR – make amazing videos in just a few taps
- SOCIAL MEDIA – hit it big with on-trend content
- HUGE STOCK LIBRARY – over 2M+ assets for you
- SMART MOCKUPS – see your designs on a shirt or poster
- REAL-TIME COLLABORATION – with anyone across any device
- CANVA PRO – get more for a low monthly cost
- DESIGN FOR EVERYONE

https://www.canva.com/designschool/tutorials/
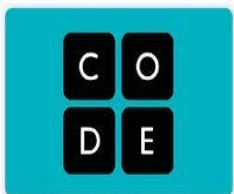
Since each time, the work of a programmer becomes more and more important and as the field of work keeps growing as a result, a job has been done with less and less stigma or stereotypes.

These same stereotypes have been shattered bit by bit over time and more and more people want to program. And, as one of the most important forces behind the entire process of spreading education programming is Code.org.

Code.org is a non-profit organization that seeks to empower every teacher, parent, institute or person so that they can learn more about the programming at a basic level or be able to teach it.

https://www.informatique-mania.com/en/tutoriels/comment-apprendre-a-programmer-sur-le-web-code-org-de-maniere-simple/

**ChatterPix** Take a picture of an object an add adjectives to describe it.

Take a picture of geometric shape and have the shape give its attributes.

Have students animate a favorite photo of themselves with messages for a virtual exhibition .

https://www.commonsense.org/education/lesson-plans/using-chatterpix-to-review-wordly-wise-vocabulary

**CiteULike** is a free service which you can use to store, organize and share papers you are reading. When you see an interesting paper, you can click one button and have it added to your personal library (the citation details are automatically extracted and it works from your web browser so you don't need to install anything).You can then access your library from any internet related device, as it is stored in an online server.

https://blogs.bournemouth.ac.uk/research/2012/01/25/find-collaborators-online-with-citeulike/

Is a multifaceted site which (i) caters for teachers who wish to create or find multimedia language learning units to use with their students and (ii) offers a repository of language learning units in a variety of languages which students can access directly and use independently. Students are also welcome to register as authors and create and share units . The repository of existing units is open access, therefore, teachers or students wishing to use existing units do not have to register with the service before viewing or using the materials.

https://languageforwork.ecml.at/Portals/48/HtmlTagFiles/e34995a5-00a8-40c8-a083-d3daf166e117.pdf

**CmapsTools** is mainly used for concept mapping but is also useful for diagramming or schematic design. It allows users to use different tools to improve the design and is completely free, which is why it is highly recommended by teachers around the world.
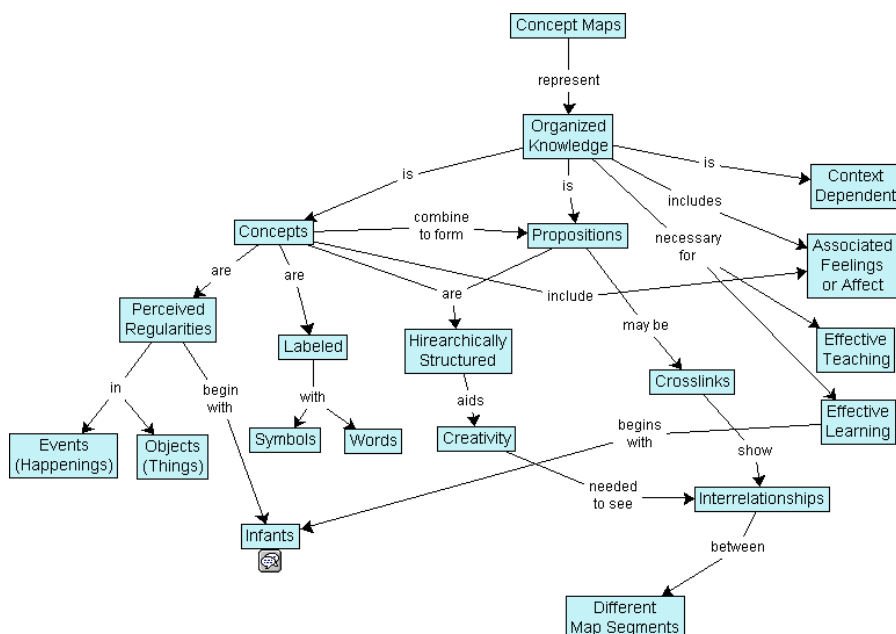
The concepts are the ideas to be developed in the concept map. To create a concept you just have to double click on the board and start writing the concepts you want and with the button above, we will create the arrows that will join the concepts.

https://cmap.ihmc.us/cmaptools/

**Duolingo** is an online platform that consists of both a website and an app. It teaches multiple languages to speakers of a variety of languages, and there is the opportunity to take proficiency assessment exams. It is now one of the biggest and most successful companies of its kind with more than 300 million users around the world. Since it was founded, the company has expanded rapidly, achieved any things, and has some unbelievable statistics. Here are 20 things that you probably didn't know about Duolingo.

https://happilyevertravels.com/how-to-use-duolingo-tutorial/

**DURecorder** is a stable, high-quality screen recorder for Android that helps you record smooth and clear screen videos. With a variety of features such as screen capture, video recorder, video editor and no rooting needed, DU Recorder provides an easy way to record screen videos, like game videos, video calls, live shows, and more - making everything simple!

https://www.durecorderapks.com/

You can easily share your video content in any language! **Dotsu**b makes it simple to create and view captions and subtitles in multiple languages. These subtitles can be viewed anywhere your video travels - on websites, blogs, and mobile devices

https://dotsub.com/howto

**Diigo** is a social bookmarking website that allows signed up users to bookmark and tag Web pages. Additionally, it allows users to highlight any part of a webpage and attach sticky notes to specific highlights or to a whole page.

These annotations can be kept private, shared with a group within Diigo, or be forwarded to someone else via a special link. The name "Diigo" is an acronym from "Digest of Internet Information, Groups and Other stuff"

https://www.todaypk.video/s/diigo-tutorial-2018/amp?amp=1

**Emaze** makes it easy for teachers to create fun, interactive lessons that keep their students "zoomed in". With Emaze's out-of-the-box templates, even technology-challenged teachers can build lessons that combine video, sound, and text to make the most of distance learning - including for students with special needs and learning disabilities.

And Emaze isn't only for teachers! Homework can be fun when kids can express their creative ideas with animation and sound.

https://www.indezine.com/products/other/emaze.html

**EdPuzzle** is a platform that helps teachers in creating and assigning interactive videos as homework. The platform covers all homework-related tasks starting from planning to analyzing the assignment.

By using EdPuzzle, teachers can just sit back and (virtually) watch the students learn the subject and become accountable for their homework.
What is interactive about EdPuzzle? Teachers can embed questions into any part of the video to check students comprehension while watching! More on the benefits below**.**

https://englishteaching101.com/how-to-use-edpuzzle/

**Educandy is** an exciting new website allowing teachers to create engaging interactive activities.

Free site to create 8 different types of interactive games by entering your own vocabulary words or questions and answers.

http://mrsgleason.blogspot.com/2019/11/educandy-for-creating-on-line-games.html

**ESL Video** is a website that offers grammar and listening activities as well as teaching materials for students and teachers of English. It also allows users to create their own teaching materials such as quizzes that are based on YouTube videos.

https://eslvideo.com/

**FreeMind** is a free mind mapping application written in Java. As with other mind mapping software packages, FreeMind allows the user to edit a hierarchical set of ideas around a central concept.
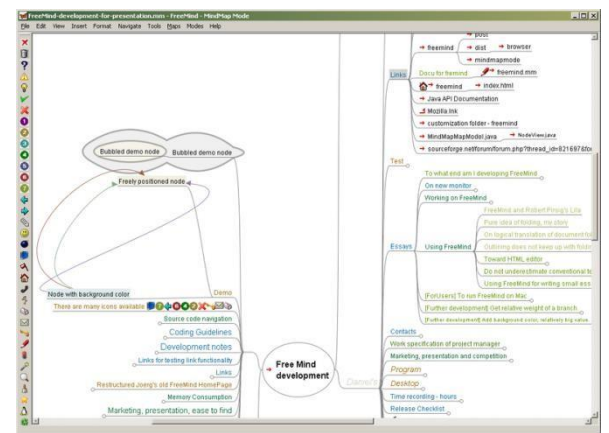
http://freemind.sourceforge.net/wiki/index.php/Main_Page

**Flip Quiz** is a game generation tool that will enable you to create Jeopardy! style games. After signing up, you can start creating your game board.

The tool gives you categories to add your questions and your answers. You don't have to use all the categories; you can delete some if you like. You can add a picture, video or a link to your questions and to your answers as well. When you are done, you can get the link to play it in the classroom. The good thing is that you don't have to sign in to play your game. https://www.techlearning.com/tl-advisor-blog/12323

**Fantashow** is very similar to Wondershare's excellent DVD Slideshow Builder Deluxe. That program allows you to create a video slideshow from still photos, complete with your own music soundtrack, opening and closing credits, and (if you want them) animated themes.

Fantashow offers a decent amount of customization options, including the ability to add a voice over to certain photos, the ability to adjust the time each photo is displayed, and the ability to add some cool effects, such as a sketch-like design to photos. It also includes basic editing tools that let you crop or rotate your photos. All of these are simple enough so as not to overwhelm even those new to photo tools.

https://www.pcworld.com/article/451850/review-fantashow-makes-almost-fantastic-videos.html

**Genially** is a media creation platform focused on designing and sharing media creations and presentations of all kinds. From the dashboard, students can start from blank or predesigned templates organized into 12 types, including videos, infographics, interactive images, quizzes, and more. To get your free account up just go to www.genial.ly and click "create your free account". You can also watch this video which walks you through the steps for signing up.

https://waterbearlearning.com/engaging-elearning-genially/

**GeoGebra** (a portmanteau of geometry and algebra) is an interactive geometry, algebra, statistics and calculus application, intended for learning and teaching mathematics and science from primary school to university level.



https://www.slideshare.net/BoydHamulondo/geogebra-tutorials
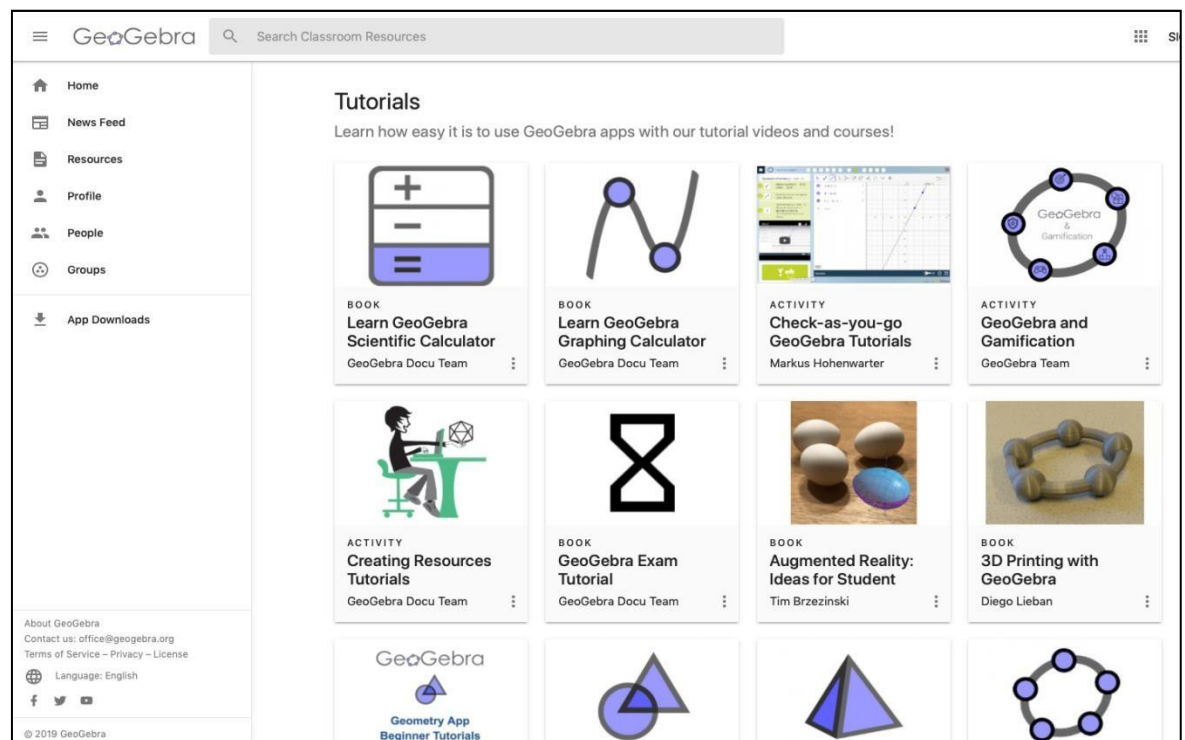
This app for writers suggests spelling, grammar, and style changes in real time and can even edit for specific genres.

https://www.grammarly.com/

**Hot Potatoes** is freeware, and you may use it for any purpose or project you like. It is not open-source.

The **Hot Potatoes** suite includes six applications, enabling you to create interactive multiple-choice,

- short-answer,
- jumbled-sentence,
- crossword,
- matching/ordering
- and gap-fill exercises for the World Wide Web.



https://www.slideserve.com/addison-riddle/hot-potatoes

https://www.youtube.com/watch?v=RdD-qM5IYrY

https://www.scribd.com/presentation/325519923/Hot-Potatoes-Tutorial
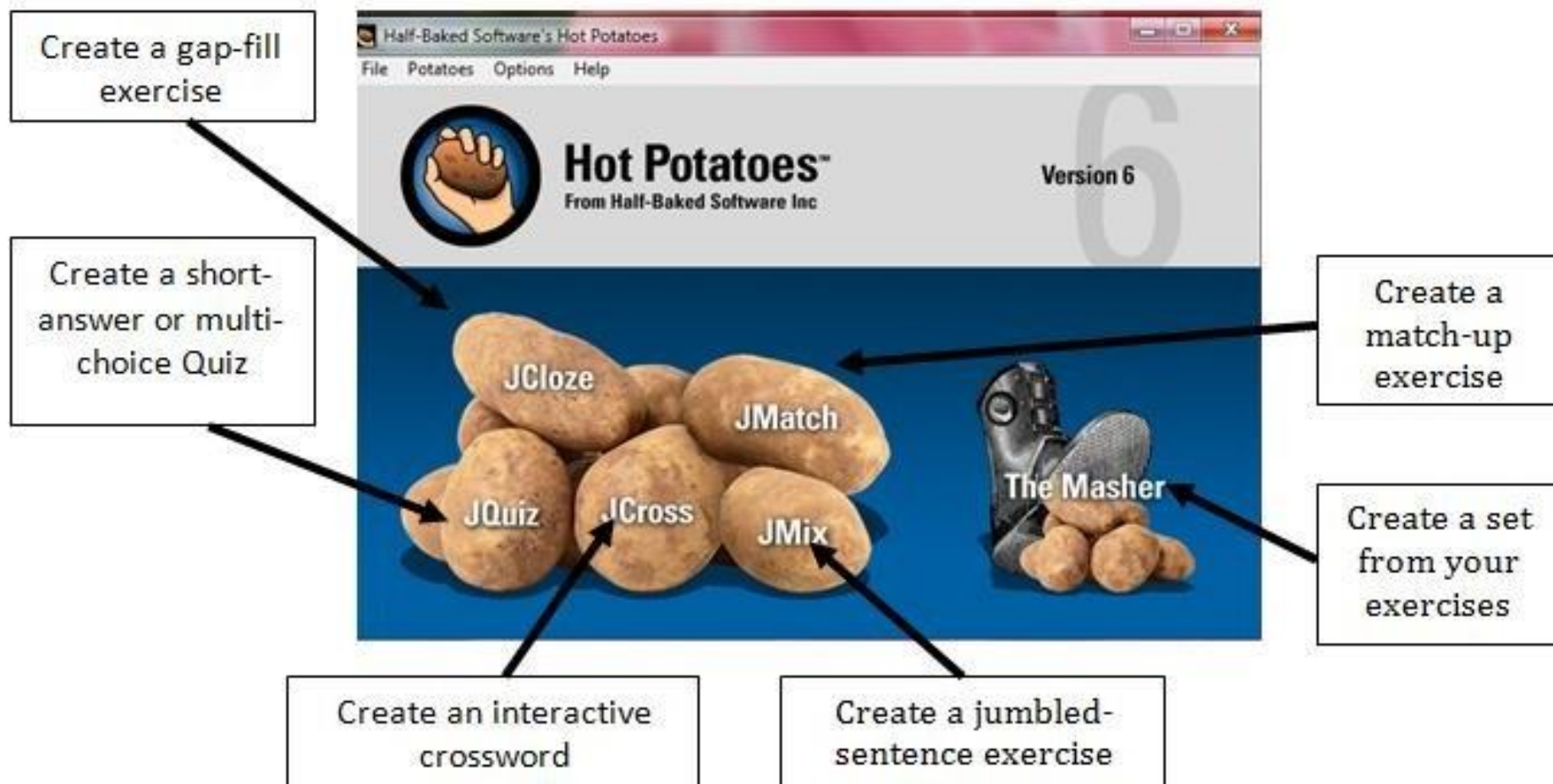
# I

**Isometric Drawing Tool**-Use this interactive tool to create dynamic drawings on isometric dot paper. Draw figures using edges, faces, or cubes. You can shift, rotate, color, decompose, and view in 2-D or 3-D. Start by clicking on the cube along the left side; then, place cubes on the grid where you would like them.
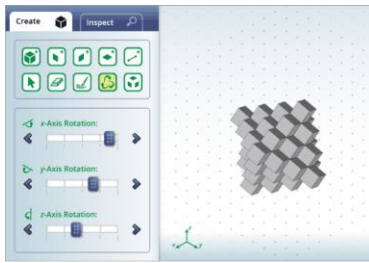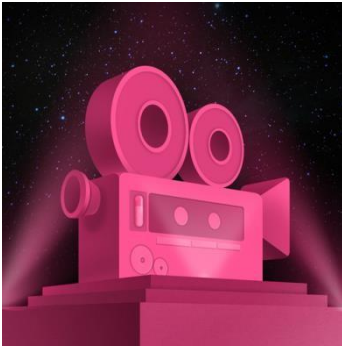
https://www.nctm.org/Classroom-Resources/Illuminations/Interactives/Isometric-Drawing-Tool/

**Intro Maker** is the easiest way to make a YouTube intro video. Customize your video in seconds without downloading any software.

https://www.adobe.com/express/create/video/intro
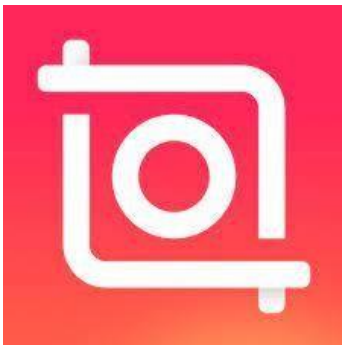
**InShot** - Powerful Video Editor and Photo Editor with professional features. Add music, transition effects, text, emoji and filters, blur background and etc!
- Add music beat markers
- Support Live Photos
- Speed curve presets
- New effects pack "Split"
- Bug fixes and other improvements

https://inshot.cc/terms/terms.pdf

**iMovie** is a fun and powerful tool for creating short videos on your iPhone. We show how to take your first steps with this excellent app. The iMovie app is designed to be simple to use, so anyone can create something beautiful, and even those who aren't all that technical can create something in just a few steps.

**Jamboard** is an interactive collaborative whiteboard system that allows students to brainstorm and create dynamic visualizations. Students can work in small groups using Jamboard, collaborating in real time to integrate drawings, images, and text.

Google Jamboard is a digital whiteboard available in Google Workspace (previously known as G Suite and Google Apps.)

https://www.makeuseof.com/use-google-jamboard-for-visual-collaboration-from-anywhere/

**JeopardyLabs** allows you to create a customized jeopardy template without PowerPoint. The games you make can be played online from anywhere in the world.

Building your own jeopardy template easy. Just use our simple editor to get your game up and running.

Where can I play Jeopardy online free?

2.1 Playfactile.

2.2 Jeopardy Labs.

2.3 TrainingArcade.com.

2.4 Arkadium.

2.5 Arcadespot.

2.6 Sporcle.

2.7 JeopardyApp.

https://jeopardylabs.com/

2.8 Additional Platforms to play Jeopardy Online Game.

**JIMDO** Create your professional website or online store with the website builder made for small businesses.

**Kialo Edu** is a custom version of Kialo (kialo.com), the world's largest argument mapping and debate site, specifically designed for classroom use. Its clear, visually compelling format makes it easy to follow the logical structure of a discussion and facilitates thoughtful collaboration.

Kialo's mission is to promote well-reasoned discussion online, and to that end, Kialo is free for educators to use.

Use Kialo to help students get to the core of the issues they're discussing

- To put their knowledge into action
- To sharpen their critical reasoning skills
- To demonstrate their understanding
- To engage constructively with each other

**Kaywa** It is basically a free online QR code generator that you can use to generate a wide variety of dynamic and static QR codes. Through this web app, you can easily create QR codes for your social network profiles, websites, blogs, etc. You can even create a special code that will contain your contact information and then you can attach this code to your business card.

https://dottech.org/131711/web-review-kaywa-app/

**Kahoot!** is a game-based learning platform that makes it easy to create, share and play learning games or trivia quizzes in minutes. Unleash the fun in classrooms, offices and living rooms! https://kahoot.com/schools/ways-to-play/

**Kidblog,** provides kids with a safe platform to publish their writing. Teachers have the option to moderate all posts and comments before publication.

https://www.slideshare.net/meahsid/kidblog-tutorial

**Lino** is an online stickies service that offers stickies and canvases. You can post, see and peel off stickies on canvases freely. Stickies posted from this Android App can be accessed with PC browsers.

http://tsiagency.weebly.com/uploads/1/3/4/8/13485927/lino_it_cheat_sheet.pdf

### Little Bird Tales StoryTelling

Kids all over the world are using the Little Bird Tales app to create their own stories, podcasts, presentations, journals and to share vacation photos. Now, they can also download lessons from their teacher, and send them back for review when complete! The Little Bird Tales app is easy, fast, and fun!

https://en.calameo.com/read/0028221670598ef97f82f

LiveBinders is your digital binder for all of your online content and learning. With your LiveBinder, you can create a central hub full of resources on a topic that you choose.

Most everything that you can think of can be added to your LiveBinder – links to websites, YouTube videos, Flickr images, PDF/Microsoft Word documents, and QR codes are just some examples of rich content for your LiveBinder.

https://www.theedublogger.com/livebinders/

**LiveJournal** is a unique place where people share their life stories, give advice and exchange ideas.

The new LiveJournal app is the best for reading, communicating and blogging. Get access to millions of life stories, new ideas, thematic blogs and daily news with the top bloggers.  https://www2.gvsu.edu/daviska/wrt351/uaproject/index.html

**Mentimeter** is a presentation tool that is designed to work digitally, live. It's built both for use in the classroom as well as for remote education.

Unlike a PowerPoint or Slides presentation, this tool allows teachers to interact with the students in real time, take a poll, present a quiz, and more. Point being, this should be more engaging for students to help them learn, even when not in the class.

Mentimeter is designed for use beyond the classroom, in business too, so there is lots of support, making this a very well-made platform that's getting constant updates from all its various users.

This tool can be used via a web browser, making it simple to access from nearly any device. Dedicated apps also help to make it even easier for students to use on their own smartphones and tablets wherever they are.

https://www.techlearning.com/how-to/what-is-mentimeter-and-how-can-it-be-used-for-teaching-tips-and-tricks

MindMeister makes creating stunning mind maps easy. Our intuitive editor allows you to map your big ideas together with your team, quickly and beautifully. From project planning, to brainstorming, to meeting management, set your collaborative creativity free and create epic mind maps.

https://support.mindmeister.com/hc/en-us/sections/200529257-Video-Tutorials

https://www.mindmup.com/
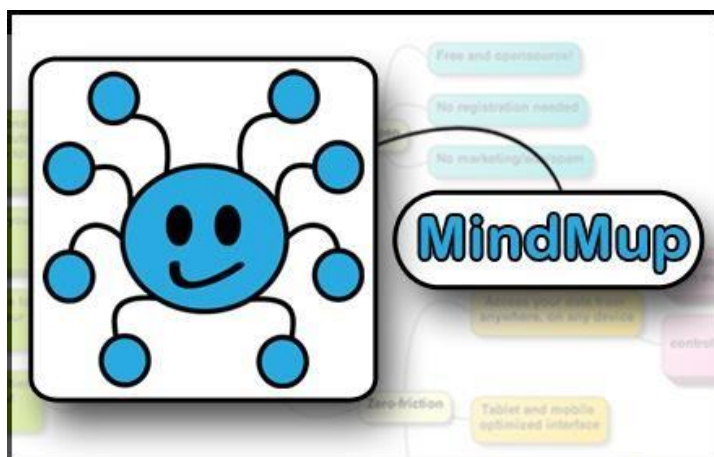
Create and share amazing **mind maps**

Capture ideas at the speed of thought – using a mind map maker designed to help you focus on your ideas and remove all the distractions while mindmapping.

Create unlimited mind maps for free, and store them in the cloud. Your mind maps are available everywhere, instantly, from any device.

# Nimbus capture

Nimbus Screenshot, also known as Nimbus Capture, is a first-rate solution to your screen capturing and screen recording needs. This extension was developed by Nimbus Web Inc., which also created Nimbus Note. This is a desktop, web, and mobile application, which was designed to help people at offices or in schools to collect and organize information like a data management solution.

https://nimbusweb.me/screenshot.php

# nearpod

**Nearpod** is an online student engagement platform that is a great resource for teachers to use in class in order to help students learn because it allows the teacher to give students questions like open-ended ones where you type the response, or the answers can be published in drawings where the students can draw on Nearpod to show their work in writing or drawings if they need to. Nearpod allows all the students to come together in one classroom, and each one is in their own space where the teacher can give them feedback on their answers.
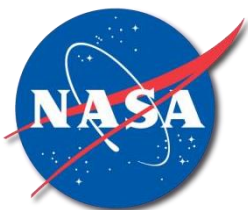
**The NASA** app showcases a huge collection of the latest NASA content, including over 19,000 images, videos on-demand, NASA Television, Solar System Exploration feature, podcasts, news & feature stories, ISS sighting opportunities and tracking, mission information, all the latest tweets, Third Rock Radio and much more. The NASA app is available free of charge.

https://www.nasa.gov/nasaapp

O

**OFF2CLASS**®

**Off2Class** offers interactive ESL Lesson Content with the power of student management.

The lesson library includes hundreds of task-based lessons, including Business English and IELTs test preparation. A step-by-step curriculum takes students from complete beginner (A1) to advanced (C1), with lesson content, homework assignments, and regular progress tests.

https://www.off2class.com/how-to-use-off2class-live-onboarding/

**OneNote is** a digital notebook application that enables you to save and organize information –handwritten and typed notes, online research, receipts you want to keep a record of, documents you want to read and annotate, items you want to track, and much more. Your information is neatly structured into notebooks, with sections and pages.

Concise Oxford English Dictionary

The world's most trusted dictionaries
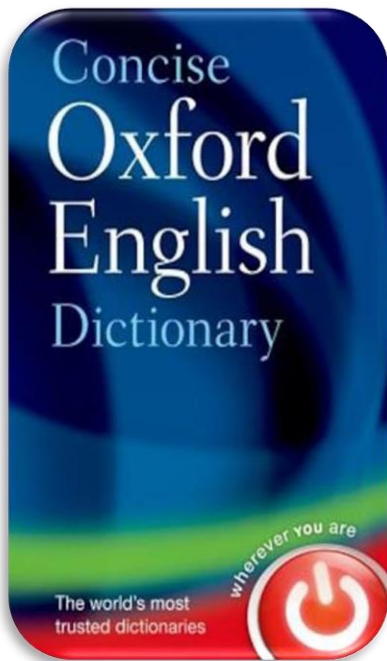
**The Oxford English Dictionary** provides an unsurpassed guide to the English language, documenting 600,000 words through 3.5 million illustrative quotations from over 1,000 years of history across the English-speaking world.

The Oxford Dictionary of English (ODE) with more than 150 years of research behind it, is globally accepted as the highest authority in the study and reference of the English language.

Screenshots iPad iPhone

https://apps.apple.com/ph/app/oxford-dictionary-of-english/id978674211 v

**PowToon** is an eTool that creates animated videos for personal, educational, or business/professional use. It is a free, web-based (with options to upgrade), userfriendly software that creates presentations via three simple and easy steps: writing a script, recording a voiceover, and adding visuals.

https://www.natcom.org/sites/default/files/pages/eTools_PowToon_December_2017.pdf

**Plickers** is an assessment tool made by a teacher who was looking for a quick and simple way to check student understanding. This assessment tool allows teachers to collect on-the-spot formative assessment data without the need to have students use devices or paper and pencil.

Teachers can use this tool with previous planning or on the go as needed. This tool provides teachers with the data needed to inform their instruction. It's a data collection tool that's helpful for teachers and fun for the students.

https://blogs.umass.edu/onlinetools/assessment-centered-tools/plickers/

**Popplet** is a tool that allows users to visualize ideas. Teachers and students can create graphic organizers, timelines, and many other forms of visual organization. Popplet's strength as a collaborative brainstorming tool, however, should not lead teachers to overlook its usefulness as an effective presentation tool.

https://www.popplet.com/blog/tutorial-getting-started-all-about-popples/

**Prezi** is a web- based tool that allows users to create a presentation using a map layout. They are able to zoom in and out of different items and show relationships from an interesting point of view.

**Quizizz is** a learning platform that uses gamification to make content immersive and engaging. Participants can engage in live and asynchronous learning using any device—in person or remotely. Teachers and trainers get instant data and feedback while learners engage with gamification features in fun, competitive quizzes and interactive presentations.

https://www.slideshare.net/Quizizz/quizizz-presentation-49737217

With **Quik**, all it takes is a few taps to create awesome videos. Just choose your favorite photos and video clips from your Gallery, Albums, Google Photos, Facebook, or GoPro Plus—then let Quik work its magic. In seconds, it analyzes your footage to find great moments, adds beautiful transitions and effects, and syncs everything to the beat of the music. You can customize your story with text, filters, music and more, then easily share it with friends. Editing has never been this fast—or this fun.

https://www.filmingfamily.com/quik-desktop-automatic-video-editing/

**QuickAppNinja** is a game app builder with templates that allow you to easily create your own quiz games.

You make money from ads shown in your games.

You don't need any special skills or coding knowledge.

Build games via the easy, intuitive drag-n-drop game wizard.

https://www.youtube.com/watch?v=YTDWOz2u7kg

**Quizlet is** an educational application that provides a platform where students can create flashcards for free.

This Quizlet for students is very useful for better knowledge and understanding of one or more subjects. It is usually a preferred application for students in primary or secondary schools. Quizlet provides users with reading aids and flashcards to enhance their learning.
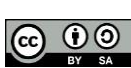
**RoboVoice** is a tool that converts your texts into an audio file. This can be helpful for creating voiceovers for videos, client management, and generating audiobooks and articles among other things.

You can type texts or copy-paste them. This tool also provides the option to choose from a vast range of voices to voice the texts and even configure their speaking speed and pitch.

https://www.topbestalternatives.com/robovoice/



**Renderforest** is an online video production platform that allows individuals and businesses to create "broadcast quality" videos for private or business use. It is completely free to use and anyone can register as a user in a few simple steps

https://www.renderforest.com/blog/how-to-make-tutorial-videos



**Reddit** is broken up into more than a million communities known as "subreddits," each of which covers a different topic. The name of a subreddit begins with "r/," which is part of the URL that Reddit uses.

https://www.digitaltrends.com/web/what-is-reddit/

**Scratch** is a high-level block-based visual programming language and website aimed primarily at children as an educational tool for programming, with a target audience of ages 8 to 16.Users on the site, called Scratchers, can create projects on the website using a block-like interface.

Scratch takes its name from a technique used by disk jockeys called "scratching", where vinyl records are clipped together and manipulated on a turntable to produce different sound effects and music. Like scratching, the website lets users mix together different media (including graphics, sound, and other programs) in creative ways by creating and 'remixing' projects, like video games, animations, and simulations. https://www.idtech.com/blog/how-to-create-a-game-on-scratch-a-tutorial-for-beginners

**Snappy Words** is a free visual dictionary and thesaurus..

Enter any word or phrase into the Snappy Words search box and it will create a web of related words, phrases, and definitions. Hover your cursor over any word or phrase in the web to read its definition. Click and drag any node to explore other branches of the web. Double click on a node and it will generate new web branches

https://clickonenglish.blogspot.com/2013/11/snappy-words-free-online-visual.html

Screencast-o-matic, a quick help video to support students in a module use a website/piece of software to achieve a task in reaction to student queries

https://elearningyork.wpcomstaging.com/2015/03/16/screencasting-camtasia-echo360-screencast-o-matic/

**Sway is** a web-based Microsoft app that enables you to create personal stories, presentations, and interactive reports. You can include your own texts, images, and videos or search for related content online right from the Sway app.

https://www.youtube.com/watch?v=4PbNYGOwRO0

# T

**TeamLink** is one of the world most advanced solutions for video and web meeting that enables anyone to work together with teams and partners from anywhere at any time.

It offers the lowest latency and crystal clear audio and video with global connectivity. For a limited time, TeamLink is offered for Free.

https://www.teamlink.co/tutorial-video.html

ToonyTool.com is a free online cartoon maker and (animated) comic creator tool: create and share your own cartoons, comics and animations.

Choose or upload a background, add our or your own characters and speech bubbles. You can create single or multiple frames comics and combine them into one comic or animation. Download, print or email the resulting cartoon or save and share it online.

https://www.toonytool.com/

**ThingLink is** an award-winning education technology platform that makes it easy to augment images, videos, and virtual tours with additional information and links. Over 4 million teachers and students use ThingLink for creating accessible, visual learning experiences in the cloud.

A free teacher account allows you to try out different basic features, create presentations using ThingLinks and see how it could improve your classroom experience. You can learn more about free teacher accounts here. Free teachers can publish an unlimited number of images, videos 360 images but cannot invite students.

https://www.thinglink.com/scene/1048249942214180865

The photos on **Unsplash** are free to use and can be used for most commercial, personal projects, and for editorial use. You do not need to ask permission from or provide credit to the photographer or Unsplash, although it is appreciated when possible.

https://css-tricks.com/add-beautiful-images-with-the-unsplash-api/

**UtellStory i**s a multimedia storytelling and sharing community where you can easily create and share stories with audio, image, video and words. You don't have to use all of these media together in one story but you can if its necessary.

A story can be as simple as one photo or can be a combination of multiple images, video, audio recording and background music. The idea is to empower you to tell your stories, engage your students and make an impact

https://edshelf.com/tool/utellstory/

With **Unscreen** you can record your footage anywhere, then simply get rid of the background.

This plugin allows for easy import of Unscreen Pro bundle files into Adobe Premiere Pro and Adobe After Effects.Note: This plugin is free, but requires a paid Unscreen Pro account.

https://tipsmake.com/how-to-split-video-background-gif-image-on-unscreen

**Unite** for Literacy is a Colorado-based company that provides engaging picture books with culturally relevant narrations. More than 450 digital and print books in 38 languages encourage families to read together anytime, anywhere.

https://www.youtube.com/watch?v=j6X9Ypghvdk

# V

**Voki**, an edtech tool, is a collection of customizable speaking avatars for teachers and students that enhances classroom instruction, class engagement , and lesson comprehension.

There are hundreds of avatars to choose from and clothing, accessories, facial features are just some of the ways your avatar can be customized. Simply, choose your head, clothes, and accessories, give your Voki a voice, and then add a background. The fun continues with our many in app sharing options. Creating and sharing a Voki with friends, teachers and parents has never been more fun and easy!

https://prezi.com/p/q73eawwrf1_o/voki-tutorial/

**VisuWords** is a free online graphical dictionary that is an excellent resource for language development and language support.

You can type any word into the searchbox or click on Random  to view random words defined. The site then searches for related words and then produces a user-friendly diagram. Each node in the diagram is clickable to view a definition of that word or double click on the node to expand the search for that particular term.

https://www.searchenginejournal.com/visuwords-research-word-meanings-and-their-relationships/21306/

**Venngage** is an easy to use website where the most design-inept can create stylish content for websites, presentations, ads, social media use and much more.

There are templates for a wide range of projects including infographics, reports, posters, promotions and social media images.Save yourself the frustration of learning to use complex design software, let alone understand design concepts and trends, and check out what Venngage has to offer.

https://www.mikegingerich.com/blog/venngage-infographics-creator/

# W

## WORDLE
### A DAILY WORD GAME

Wordle is a free, browser-based, word-guessing game that's more like Hangman than a bite-sized crossword puzzle.

You have six chances to guess the five-letter word, and each guess provides clues to make your next guess a little more educated. If a letter is gray, that means the letter is not in the word at all. If a letter is yellow, that means the letter is in the word but in the wrong spot. If a letter is green, it's the right letter in the right spot. The correct answer is five green letters in a row.

https://www.polygon.com/gaming/22858324/wordle-viral-word-game-explainer

**WordPress** is a content management system (CMS) that allows you to host and build websites. WordPress contains plugin architecture and a template system, so you can customize any website to fit your business, blog, portfolio, or online store.

https://www.certguidance.com/wordpress-dashboard-explained/

**WebOffice** is a web-based information system. It adds frequently asked for productivity tools and enhanced capabilities for system integration to ArcGIS for server.

https://www.esri.com/partners/vertigis-gmbh-a2T70000000TNJPEA4/weboffice-a2d5x000005k2E6AAI

### Web Poster Wizard
Quick and easy online school projects and short reports.

**Web Worksheet Wizard** and Project Poster have combined to make Web Poster Wizard. This FREE tool allows educators to create a lesson, worksheet, or class page and immediately publish it online.

Teachers can also set up classes and assign projects to students. Students complete the assignments by creating their own online projects or reports. Teachers and students can even add images and links to their pages.

https://www.slideshare.net/sherriroman/web-poster-wizard

**XMind** is a full-featured mind mapping and brainstorming tool, designed to generate ideas, inspire creativity, brings efficiency both in work and life. I have used this software to make my mind map and it works so well! Whoever feels like better organising the thoughts or visualising your thoughts can give this software a go!
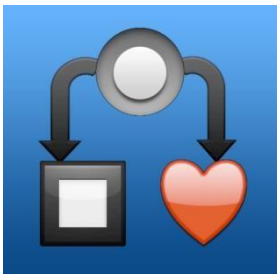
https://www.xmind.net/

**xSky** is a simple to use virtual telescope app. Just look at the sky through your device.

https://baixarapk.gratis/en/app/850941042/xsky

"**xDiagram 2**" for iPad could help you make nice diagram graphic documents quickly by keeping lines connected to shapes even when they're moved



https://appadvice.com/app/xdiagram-2/892045529
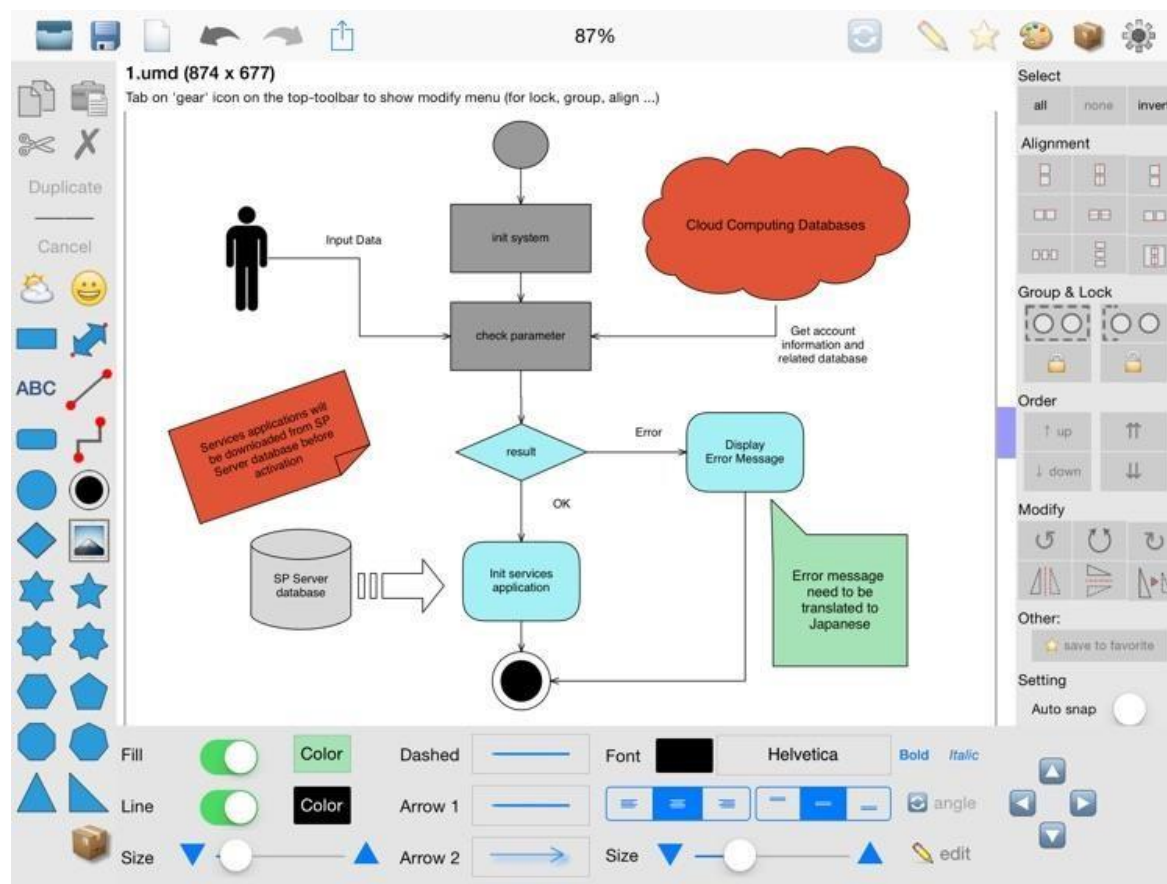
**YouTube** is the 2nd largest search engine next to Google. People upload more than 100 hours of video per minute to YouTube. It's one of the best ways to communicate to a wide audience, whether you're promoting programs or providing information to students.

YouTube has had an unprecedented social impact, influencing popular culture, internet trends, and creating multimillionaire celebrities. Despite all its growth and success,

### Improve your Search Engine Optimization

Video is one of the most popular content formats, and it's regularly shared via social media. Google and other search engines tend to favour video, so sharing video via YouTube with good titles, descriptions and tags is a great way to improve your search engine ranking.

### Powerful Branding

Video is a fast and effective way to convey your brand messages. People respond well to visual cues, and video is a perfect method for capturing the emotion and physical attributes of what you're promoting.

### Show, Don't Tell

Video is a great way to demonstrate concepts that are not easily explained in text form. Show your students through screen capture videos, live demonstration or even drawing on a white board.

### Yodio

• Upload images and use a phone to add voice.

• Can be embedded or viewed online

• Free

• Because it's by phone, students could record thoughts at field trips, around campus, etc. then link to images and publish.

• http://www.yodio.com/

**Zoom** is a video conferencing service that operates on many platforms – Android phones, Windows phones, iPhones, tablets, and home computers. We are using Zoom to continue our meetings and studies together and perhaps to offer fellowship opportunities as well. Depending on your setup and preferences, you will be able to hear and/or see other participants and the host.

https://stchristopherolympia.org/meetings-studies-now-online-you-need-zoom/

**What can I do with ZeeMaps?**

- Create a free customized, interactive map
- Publish the map on a blog or website
- Upload addresses from Google Spreadsheet or CSV file
- Customize marker fields for geo search
- Highlight regions like states or countries
- Create PDF or JPEG images
- Create wiki-maps for groups      https://www.zeemaps.com/mapping/create-a-map/

**Zunal** is a perfect tool to create your own webquest. With the help of it you can make group and individual tasks, connect classmates and groupmates, increase colloboration of the students and many other things! just follow the link and check it on your own
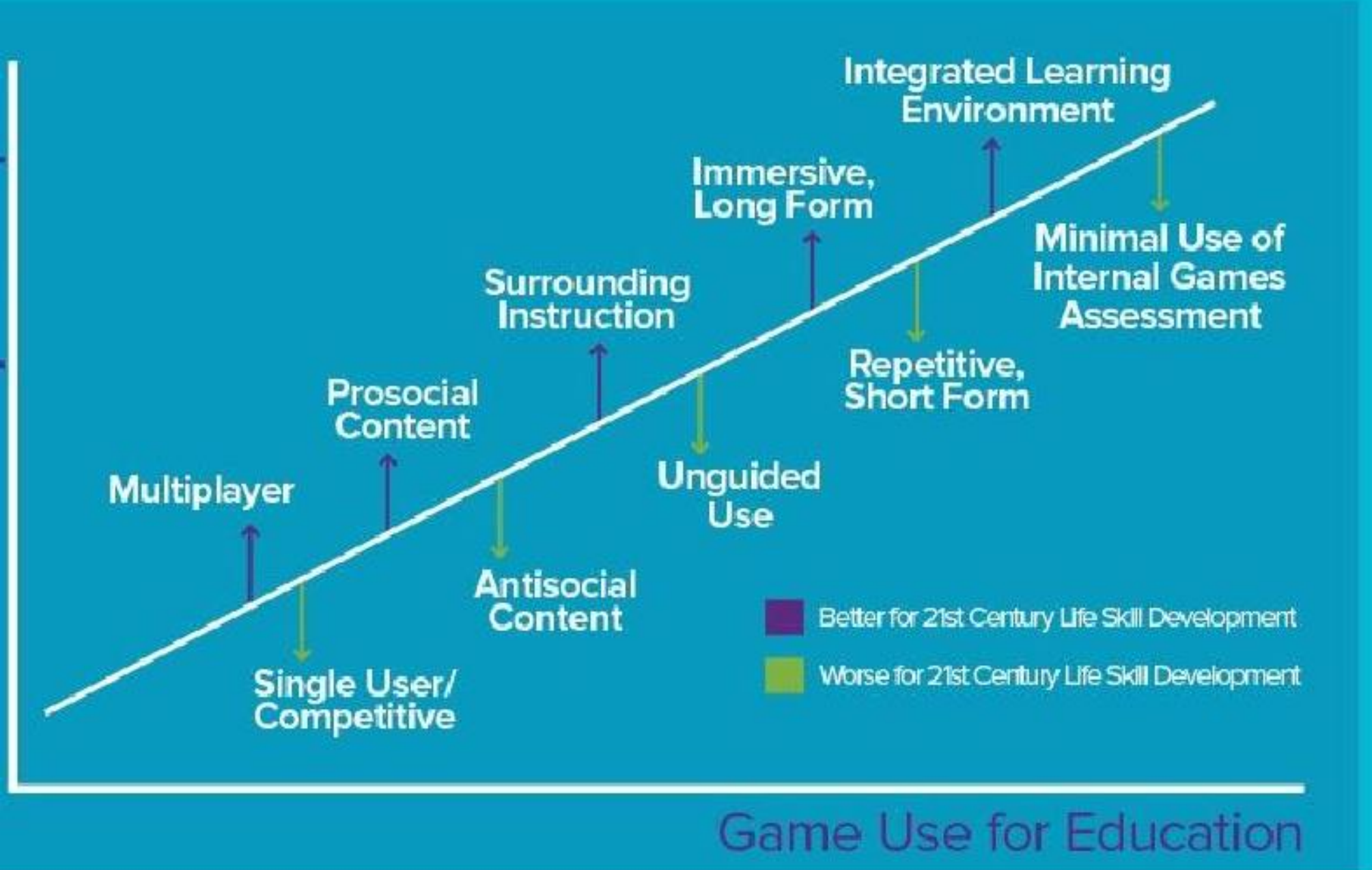
.http://zunal.com/      http://zunal.com/xhelp.php

https://www.zoho.com/survey/

**Zoho Survey** is easy-to-use online survey and questionnaire building software. Our features are scalable to suit yourneeds, with everything essential to create surveys, distribute them, and analyze responses. Survey panels are also available, if you needdata from specific demographics.
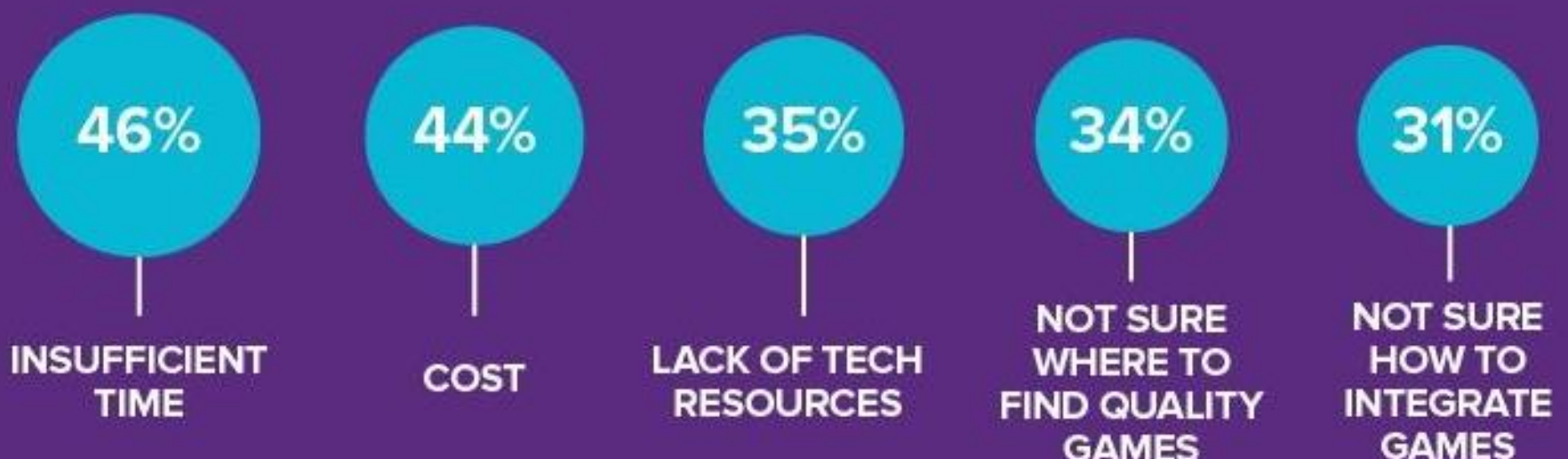
# IMPACT OF GAMES USED FOR EDUCATION

Integrated Learning Environment

Immersive, Long Form

Surrounding Instruction

Minimal Use of Internal Games Assessment

Prosocial Content

Repetitive, Short Form

Multiplayer

Unguided Use

Antisocial Content

Single User/ Competitive

■ Better for 21st Century Life Skill Development

■ Worse for 21st Century Life Skill Development

Game Use for Education

## COMMON BARRIERS TO GAMIFICATION

At your school, what are the greatest barriers game-using teachers face in using digital games in the classroom?[1]

**46%**
INSUFFICIENT TIME

**44%**
COST

**35%**
LACK OF TECH RESOURCES

**34%**
NOT SURE WHERE TO FIND QUALITY GAMES

**31%**
NOT SURE HOW TO INTEGRATE GAMES

# BUILDING 21ST CENTURY SKILLS WITH DIGITAL GAMES

Schools around the world are implementing **gamification** to help learners develop the life skills necessary to be successful.

Gam·i·fi·ca·tion: *(n)* the application of game elements to learning.

**79%**
OF TEACHERS[1]

**83%**
OF PARENTS[2]

**AGREE**
Games teach students 21st century life skills.

# 4 TIPS FOR IMPLEMENTING GAMIFICATION

**Think collaboratively:** The positive effects of game-based learning are strongest when students play together, instead of alone. Organize activities in pairs, groups, or with the whole class.

**Set up instruction:** Students learn best when they're given clear instruction, even when they're playing games.

**Use groups to encourage gaming:** Students are more engaged when learning together. Use group play to encourage learning.

**Consider SMART Lab™ as part of SMART Learning Suite™** to make gaming in the classroom easy!

## AGREE
Games teach students 21st century life skills.

## 21ST CENTURY SKILLS

Collaboration    Communication    Creativity    Critical Thinking