

# PAGTL LEARNING TOOLS



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## **TOOL/METHOD/METHODOLOGY**

Bamboozle

### **SUBSTANTIVE DESCRIPTION**

A learning game in which groups of pupils compete against each other by answering questions. The fun part is the accidental outcomes which make anything possible in this game.

### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

Can be used in any subject to practice and revise the substance learned. For example in languages the questions can be words or sentences that you have to translate into another language. You win points for correct answers.

### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

By observing the pupils and how well they know the answers to the questions.

### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

It works as a motivational game for example at the end of the class. Pupils want to answer questions and concentrate on the subject matter when playing, they focus on getting the answers correctly and work in teams with other pupils to process the answers. It works best as a revision tool for pupils and for teachers as a tool to see how the subject matter has been learned.

### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

Students strengthen their knowledge about the given subject matter. It also develops team working skills.

### **USED SOURCES, LINKS, PHOTOS ETC...**

<https://www.baamboozle.com/>

## **TOOL/METHOD/METHODOLOGY**

Blooket

### **SUBSTANTIVE DESCRIPTION**

A learning game in which individual pupils compete against each other by answering questions and get rewards for each correct answer. They interact with each other in the game through different tasks depending on which version of the game you play.

### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

Can be used in any subject to practice and revise the substance learned. For example in languages the questions can be words or sentences that you have to translate into another language. You win prizes for correct answers.

### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

By observing the pupils and how well they know the answers to the questions. At the end of the game you receive a report about how many questions each pupils answered and how many of them correctly. The report also tells you how well the subject matter is learned.

### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

It works as a motivational game for example at the end of the class. Pupils want to answer questions and concentrate on the subject matter when playing, they focus on getting the answers correctly. Interaction between pupils in the games makes it even more motivational and fun. It works as a revision tool for pupils and for teachers as a tool to see how the subject matter has been learned, but also as a tool to learn for example new words because of the repetition. The game also gives you the correct answer so you can check it if you don't know it and that way next time you will.

### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

Students strengthen their knowledge about the given subject matter.

### **USED SOURCES, LINKS, PHOTOS ETC...**

<https://www.blooket.com/>

## **TOOL/METHOD/METHODOLOGY**

Kahoot

### **SUBSTANTIVE DESCRIPTION**

A learning game in which pupils compete against each other by answering questions. Works like a quiz about the learned subject matter.

### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

Can be used in any subject to practice and revise the substance learned. Works well as a quick quiz, so for example the subject matter of biology, history, chemistry or any other subject can be turned into Kahoot questions.

### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

By observing the pupils and how well they know the answers to the questions. You can also give a task to play the game at home and will then be able to see how well pupils answered the questions from the report after the game.

### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

It works as a motivational game for example at the end of the class. Pupils want to answer questions and concentrate on the subject matter when playing, they focus on getting the answers correctly. It works best as a revision tool for pupils and for teachers as a tool to see how the subject matter has been learned.

### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

Students strengthen their knowledge about the given subject matter.

### **USED SOURCES, LINKS, PHOTOS ETC...**

<https://kahoot.com/>

## **TOOL/METHOD/METHODOLOGY**

### **Storyline method**

#### **SUBSTANTIVE DESCRIPTION**

A learning method in which the subject matter is formed as a story that moves forward. There are interactive learning tasks during the story.

#### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

Can be used in any subject to practice and revise the substance learned. It is an excellent tool to combine learning of different subjects together. It can for example be an imaginary trip to a foreign country and during the imaginary trip you can learn a language, do art, use music, maths or any other subject, learn team working skills and also use your thinking skills to conclude and analyse different tasks.

#### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

By observing the pupils and how well they know the answers to the questions. By collecting feedback and self/peer evaluation after the project.

#### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

It works as a motivational learning method in which pupils can at best relate to the story and learn while not thinking about it as learning.

#### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

Students strengthen their knowledge about the given subject matter. It also develops team working skills and understanding of various subjects and skills needed in life.

#### **USED SOURCES, LINKS, PHOTOS ETC...**

[https://en.wikipedia.org/wiki/Storyline\\_method](https://en.wikipedia.org/wiki/Storyline_method)

<http://www.storyline-scotland.com/what-is-storyline-2/>

## **TOOL/METHOD/METHODOLOGY**

Quizlet

### **SUBSTANTIVE DESCRIPTION**

A learning game in which groups of pupils compete against each other by answering questions. The fastest team to get twelve answers correctly, wins.

### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

Can be used in any subject to practice and revise the substance learned. For example in languages the questions can be words or sentences that you have to translate into another language. You have to get twelve answers correctly to win. There is a lot of repetition so if you don't get the answer correctly the first time, you learn it and get it right the next time.

### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

By observing the pupils and how well they know the answers to the questions and how they work as a team.

### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

It works as a motivational game, but also as a game with a lot of repetition which is needed to learn for example new vocabulary, or multiplication tables etc. Pupils want to answer questions and concentrate on the subject matter when playing, they focus on getting the answers correctly and work in teams with other pupils to process the answers. It works very well for studying new vocabulary.

### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

Students strengthen their knowledge about the given subject matter. It also develops team working skills.

### **USED SOURCES, LINKS, PHOTOS ETC...**

[www.quizlet.com](http://www.quizlet.com)

## **TOOL/METHOD/METHODOLOGY**

<https://99math.com/>

### **SUBSTANTIVE DESCRIPTION**

A game used for practicing mathematical skills, both individually and in teams and by themselves.

### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

It is used to raise motivation in students, can be used individually and in the classroom.

### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

The teacher and the students themselves can see their correct or incorrect answers.

### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

The game is created for grade levels 1-6.

### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

It helps the students to develop self- efficiency and evaluate their strength.

### **USED SOURCES, LINKS, PHOTOS ETC...**

<https://99math.com/>

### **TOOL/METHOD/METHODOLOGY**

<https://www.nytimes.com/games/wordle/index.html>

### **SUBSTANTIVE DESCRIPTION**

A game where students guess the correct word. It is a game that is available in different languages.

### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

Can be used in developing vocabulary, can be used both individually and in the classroom.

### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

The students are unable to guess the correct word if they lack the vocabulary.

### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

It widens the scope of vocabulary and can be used in any language class.

### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

It develops vocabulary and spelling skills.

### **USED SOURCES, LINKS, PHOTOS ETC...**

<https://www.nytimes.com/games/wordle/index.html>

## **TOOL/METHOD/METHODOLOGY**

<https://skribbl.io/>

### **SUBSTANTIVE DESCRIPTION**

It is a free multiplayer drawing and guessing game.

One game consists of a few rounds in which every round someone has to draw their chosen word and others have to guess it to gain points!

The person with the most points at the end of game will then be crowned as the winner.

### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

It can be used in every subject to learn vocabulary of a certain subject.

### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

The game offers correct or incorrect answers during the process

### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

It depends on the subject, you can create a vocabulary at any level or type.

### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

They practice their skills of drawing, widen their range of vocabulary

### **USED SOURCES, LINKS, PHOTOS ETC...**

<https://skribbl.io/>



## **TOOL/METHOD/METHODOLOGY**

Soap Opera

### **SUBSTANTIVE DESCRIPTION**

A group of students starts telling a story which is acted out and filmed (not necessary), the others continue and do the same etc.

### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

It can be used in revising topics of any kind, making it more interesting and fun.

### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

Groups can evaluate each other's work and think how they can continue with storyline.

### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

It develops team-building skills, self-expression and depending on the subject it can be used at all levels of learning.

### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

Team-building skills, self-expression.

### **USED SOURCES, LINKS, PHOTOS ETC...**

For example: <https://youtu.be/yNM5OAZYuMc>  
<https://youtu.be/5BctG8mCSyU>  
<https://youtu.be/1-UXTxGvREU>  
<https://youtu.be/DPSUEjwFOJQ>

## **TOOL/METHOD/METHODOLOGY**

Augusto Boal's forum theater

### **SUBSTANTIVE DESCRIPTION**

In groups students think of a current subject of discr that is relevant to them. They make a short play on the topic of discrimination and perform it to others, who can interfere and think of ways to make the situation better.

### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

It can be used to solve problematic issues in smaller or larger groups of students. It is also a method that makes the students more aware and emphatic towards each other.

### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

The plays are always followed by a discussion through which the students can themselves reflect on the outcome

### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

It helps the students to become more aware of themselves as well as the others around them. It develops team-building and performance skills.

### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

It helps the students to position themselves in society.

### **USED SOURCES, LINKS, PHOTOS ETC...**

<https://dramaresource.com/forum-theatre/>

## **TOOL/METHOD/METHODOLOGY**

Recreation of historical painting.

### **SUBSTANTIVE DESCRIPTION**

Students are given a period in art history. In groups they do research on the given period and find a painting they wish to recreate by staging the scene on the painting and taking a photo of it. They also make a short presentation of the period and give reasons on their choice of the painting.

### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

The students should work in equal teams and all put in the work while doing the presentation as well as the recreation process. There should also be some props available for them to use in the recreation.

### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

The outcome is followed by a discussion and the students themselves give feedback of what they learned through the process.

### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

It helps in developing team-building skills and gives actual knowledge of art history.

### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

Art history and teamwork

### **USED SOURCES, LINKS, PHOTOS ETC...**

## **TOOL/METHOD/METHODOLOGY**

Sketches on given topics

### **SUBSTANTIVE DESCRIPTION**

Students are given topics and they have to perform sketches on the given topics

### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

The topics given to them are random and at times even absurd (for example 2 elephants meet at the school canteen etc.)

### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

The performances are followed by a discussion and the students themselves give feedback to other teams and evaluate the outcome of their own group.

### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

It can be linked with any subject. The topics can be presented as revision exercises.

### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

They revise the topic of a given subject, they develop freedom to improvise and work with each other as a team and give constructive feedback to others.

### **USED SOURCES, LINKS, PHOTOS ETC...**

Sketches on given topics

## **TOOL/METHOD/METHODOLOGY**

### **Quizizz**

#### **SUBSTANTIVE DESCRIPTION**

Quizizz is a Learning platform that offers multiple tools to make a classroom fun, interactive and engaging. As a teacher, you can create quizzes and polls to test students' knowledge creating a competitive environment between them during the process.

#### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

Can be used in any subject to practice and revise the learned contents. Teachers can choose from 10 different question types supported in text, images, video, audio and math equations. For example, you can create map-supported questions in the Geography subject, and students can mark on the map the correct answer to a given question.

You can search and teleport questions from other quizzes and lessons from other users and use power ups according correct answers, giving the students better chances to the next questions.

#### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

Teachers can display a student progress dashboard on the projector to see progress of each student and instantly see how many questions the class answered right/wrong. At the end Teacher can access a detailed performance report that includes a class-level report by questions or an individual student report. They still can use homework mode to assign it to pupils to be completed by a deadline.

#### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

It can be used as a motivational game to consolidate student learning contents at all subjects from curricula. After the game, teachers and students can discuss the results achieved and the answers obtained, helping students to consolidate concepts and the learning process.

Teacher has the chance to customize his quiz sessions to toggle the level of competition and speed, according to student levels.

#### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

Students strengthen their knowledge about the given subject matter. It also develops team working skills. Compared with other online questionnaire platforms, like Kahoot, quizizz is student-paced. No one gets upset because their device didn't load the game fast enough to compete. With a traditional Kahoot! game, everyone sees the question and possible answers on the projector and answer simultaneously. Quizizz is different because the questions and possible answers are displayed individually on student devices and can appear on a different order allowing different learning paces on the students.

#### **USED SOURCES, LINKS, PHOTOS ETC...**

<https://quizizz.com/>

## **TOOL/METHOD/METHODOLOGY**

### **Plickers**

#### **SUBSTANTIVE DESCRIPTION**

Plickers is a free, accessible and engaging educational tool used by teachers to assess their students and collect instant results in the classroom. With Plickers only the teacher needs to have a device because students hold up a paper card to show their answer.

#### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

Plickers is perhaps a better option for teacher directed formative assessment as there is no temptation for distraction as there are no devices, a different approach from other similar platforms. However it only allows multiple-choice questions (4 options), corresponding to the number of positions from each card used by the students (A, B, C and D). Teachers can't use plickers for open-ended questions.

#### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

While playing, students only check the correct answer and the percentage of answers to each option. At the end they can view a final report with the percentage of correct answers for each student and for each question. A corresponding ordered list is shown with the final results.

#### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

It can be used as a motivational game to consolidate student learning contents at all subjects from curricula. Due to limitations in the typology of questions that can be formulated (only multiple choice questions) it is not an application recommended for summative assessment, being more used as a motivational game within the scope of a more formative assessment.

#### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

Students have to respond in real time to a series of questions timed and controlled by the teacher, who collects the answers (A, B, C, D) associated with the position of the students' cards, using the camera on his device. At the end students strengthen their knowledge about the given subject matters.

#### **USED SOURCES, LINKS, PHOTOS ETC...**

<https://www.plickers.com/>

## **TOOL/METHOD/METHODOLOGY**

Edpuzzle

### **SUBSTANTIVE DESCRIPTION**

Edpuzzle is a Learning Management System (LMS), which enables schools to create or personalize video lessons with voice narration, audio notes or even embedded assessment questions to ensure that students are watching actively. It's the perfect online tool to allow students to watch and engage with content online videos while the teacher collects data throughout the lesson.

### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

With Edpuzzle, the teacher can edit an expository video about certain contents of the subject he teaches, obtained from different sources (youtube, own videos from local folders or edpuzzle online library) and add complementary content such as text or audio notes to give additional information, and create track markers at any point during the video with embedded quizzes to check if the students truly understand the lesson. Quizzes can include multiple-answer questions or open-ended questions.

### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

Teachers can track students' activities and progress using analytics and assessment functionalities. Videos can be assigned to students at the classroom to all class or like homework and their responses can be reviewed by teachers. In this way students get the chance to watch the lesson and be able to learn at their own speed through videos.

### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

Edpuzzle helps students focus on learning goals with fewer distractions by using video clips to guide students through key concepts. The tool also motivates students to begin the learning process because they can view the content in an organized manner designed by the teacher. It can be used as a different way to consolidate student learning contents at all subjects from curricula.

### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

We believe for teachers using the flipped classroom philosophy, Edpuzzle is the perfect enhancement tool for videos to be watched in the classroom, or at home rather than wasting valuable class time, encouraging students' autonomy. For example teachers can assign a project to their students and let them create the video lesson.

### **USED SOURCES, LINKS, PHOTOS ETC...**

<https://edpuzzle.com/>

## **TOOL/METHOD/METHODOLOGY**

Goosechase

### **SUBSTANTIVE DESCRIPTION**

GooseChase is a popular digital tool that helps students learn through teacher-designed scavenger hunts. These scavenger hunts can be conducted during in-person class or entirely online, and can incorporate word games, math puzzles, and research. Educators can use GooseChase to create group or individual scavenger hunts, and can have their students explore the internet, their classroom, their school, or even their own homes. GooseChase helps prioritize active learning and get students excited about class assignments.

### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

Each Experience is a collection of Missions for participants to complete for points. You can use a bank of ready-to-go ideas, or create your own.

Students can compete individually or on teams, and the scavenger hunts can be timed and entirely text-based or can require students to travel to certain GPS coordinates to complete missions. GooseChase missions can require students to take a picture of or make a video at a specific location. For instance, a vocabulary lesson could use GooseChase to require students to visit the school library and look up specific words in the dictionary. A mission for high school students might ask them to find a teacher to interview who is not teaching a class and direct them to ask a specific question related to the day's lesson. On a field trip, GooseChase scavenger hunts can be designed around museum visits as a fun way for students to document what they learn on the trip.

### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

Using the live leaderboard and reporting dashboard, teachers can find the winners and analyze students Experiences to see which Missions and submissions were a hit, and who were the most engaged participants.

When the Experience is in flight, the teacher don't need to monitor the activity because the Experience is built to run seamlessly without any intervention from him. Teacher only has to wait to find out who wins. But if he wants more control, with real-time activity feeds and rankings, he can adjust scores, award bonus points, or add and delete Missions on the fly.

### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

Goosechase is a great way for educators to gamify their lesson plans while facilitating active learning, collaboration and, when appropriate, friendly competition between students. It can be used as a motivational game to consolidate student learning contents at all subjects from curricula.

### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

Students develop leadership strategies and orientation techniques, thus strengthening their autonomy and team building. Using the App, students have to show many skills such as: enter GPS coordinates to show they arrived at a specific location, take photos to demonstrate they found the object of the scavenger hunt, record videos with audio to demonstrate learning in various ways and answer simple or complex questions through teamwork. At same time they strengthen their knowledge about the given subject matter.

### **USED SOURCES, LINKS, PHOTOS ETC...**

<https://www.goosechase.com/>



## **TOOL/METHOD/METHODOLOGY**

### **Flipgrid**

#### **SUBSTANTIVE DESCRIPTION**

Flipgrid is a video discussion platform that allows teachers to see and hear from every student/student in the classroom and foster a fun and supportive social learning environment. The concept of Flipgrid is simple: an enclosed space, where participants can post a video of up to 5 minutes. They create this video themselves, with their smartphone, just as they are used to from various other apps. In the closed group, a statement or question can be asked, and so everyone a chance to respond to it. Even better: everyone also has the chance to watch the videos back.

#### **HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

Flipgrid, is al tool to put more interaction into lessons. Whether you teach a language subject, science or a practical subject. You can use this tool anywhere. You can also easily link it to existing classroom environments such Google Classroom, Microsoft Teams, etc.

The app allows participants to very easily record a video message from their smartphone. They click on a big blue button that says "Add response," access the camera and microphone, and there they go. What makes Flipgrid great is that you can set how long the response can be, e.g. 1 or 1.5 minutes. What's also nice is that you can comment on the videos.

You start by creating a Grid. You can think of a Grid as your online classroom. You can create as many Grids as you want. You can choose an option that requires students to log in with their Office 365 school/work account. This way the Grid is secure and no others can access it, which is a safe idea. In each Grid, you can then create Topics. Each Topic can hang on a topic, lesson, theme or whatever. When you have created a Grid you will receive a Flipcode and with this code your students can find the Grid in the free Flipgrid app for iOS or Android. Each Topic you can enrich as a teacher with instructional text, attachments such as PowerPoint, Sway, PDF, your own instructional videos and more. You can also choose to "approve" the videos as a teacher before they are shown in the Topic, this prevents unwanted videos in your Grid.

#### **HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

Teachers can easily evaluate students' activities using Flipgrid. Tasks can be assigned to students at the classroom or homework and their responses can be reviewed by teachers.

#### **HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

Teachers or students can start their your own video discussion group, collect videos of completed assignments, provide individual formative feedback or work together, and offer peer evaluation opportunities. You can teach students media literacy, but you can also put up QR codes during an open house where students introduce themselves, their work or the school. And all this in a TikTok-like filter and sticker environment, the living world of young people today. Flipgrid is a GDPR-safe tool that allows you to use video and audio to engage students more strongly in the lesson topic. It is also perfectly manageable in hybrid or distance learning and on any device. This tool gives each learner a voice in a secure protected space, where participants can post a video and respond to each other's messages if allowed. Each video can be used separately afterwards if desired. Students can share facts or respond to a question about a lesson or topic. Example: Describe 3 interesting details about a planet in our solar system. Students share facts and opinions about a research topic. They can also complete a biography project and record a video from the perspective of the person they researched. After students complete a reading response, they can record a video of their response. This also gives students the opportunity to explain their answer in a different way. Once their video has been posted, they can comment on classmates' videos and add to the discussion. This is just one way that Flipgrid makes it easy to engage students and increase student comprehension! Set up digital book clubs by creating topics in your class grid for different

books. After sharing the topic link with the students assigned to each book, simply attach a reading discussion card as a PDF or screenshot for each group. Members of each book club can use these as starting points to discuss their books and comment on each other's videos. After completing a selfie writing slide, students can create a video to record their response. Students can interact with posted videos by watching them and leaving a comment, which promotes positive relationships among your students. Create a "Shoutout" topic in your class grid, with each student recording a video recognizing a classmate with a meaningful compliment. Recording shoutouts on a weekly basis will get your class in the habit of celebrating each other.

#### **WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

They practice their communication and vocabulary skills.

#### **USED SOURCES, LINKS, PHOTOS ETC...**

[www.flipgrid.com](http://www.flipgrid.com)

**TOOL/METHOD/METHODOLOGY**

Storyboard

**SUBSTANTIVE DESCRIPTION**

**HOW TO PUT IT INTO THE PRACTICE (INCL PRACTICAL ADVISES)**

**HOW TO EVALUATE/ASSESS STUDENTS ACHIEVEMENTS, LEARNING OUTCOMES AND GOALS THROUGH THIS TOOL/METHOD/METHODOLOGY**

**HOW IT SUITES TO THE CURRICULA, WITH WHICH SUBJECTS IT IS CONNECTED AND USEFUL**

**WHAT STUDENTS LEARN THROUGH IT AND WHICH QUALITIES CAN DEVELOP MOST**

**USED SOURCES, LINKS, PHOTOS ETC...**