



TOOLS FOR DIGITAL INTERVENTION

With the growing penetration of technology in our lives, especially during this pandemic there is a rising *need for adapting digital technologies* in the education ecosystem. Digital transformation in education ***can enhance the traditional face-to-face learning environment***. It can enable teachers to innovate pedagogical models for creating better connect with students.

The last decade has seen rapid growth in digital game-based learning. Educational video games present the prospect of combining learning with the inherently motivating medium of games. As a result, learning environments that are highly interactive and visually stimulating are now within the reach.

Interactive games promote learning and skill building among school students are sometimes integrated into curriculum, for example Reader Rabbit that enhances reading and spelling abilities among school children.

This pandemic situation has added to the rise of extensive use of digital assets which is changing the needs of modern learners. To counter the situation schools and colleges need to develop alternative models of teaching for imparting education. Teachers are constantly looking for learning opportunities ***beyond the traditional classroom-based approach***. It is the teacher who makes an educational app like this powerful. So, let me give you some tools for digital classroom.

Here are some Top 10 picks for your digital classroom

Padlet:



Padlet is a free online tool, it is best described as an online notice board. Padlet can be used by students and teachers to post notes on a common page. ***With padlet you can create an online post-it board that you can share with any student or teacher you want.*** Just give them the unique

Padlet link. Padlet allows you to insert ideas anonymously or with your name. This feature allows each and every student to participate actively.





Padlet reaches as far as your imagination. some padlet ideas for your online classroom.

1. Class agenda
2. Brainstorming on a topic, statement, project, or idea
3. Live question bank
4. Gather student work
5. Online student portfolio
6. "Thinking" maps
7. Classroom communication
8. Book discussions
9. Classroom newsletter
10. Gather teacher feedback
11. Class agenda
12. Complete the story

Use the following link to know how to use Padlet

https://drive.google.com/file/d/1ZZF_xrATn5RdpFbccF-sjAg8QF7_hast/view?usp=sharing

Kahoot /Quizziz:



These sites are free student-response tools for administering quizzes, facilitating discussions, or collecting survey data. ***It is a game-based classroom response system played by the whole class in real time.***

Questions are projected on a shared screen, while an unlimited number of players answer the questions with their smartphone, tablet, or computer, creating a social, fun and game-like environment.

Kahoot allows for the design of multiple-choice quizzes as well as polls and surveys that populate on-the-spot data; the quiz questions and polls stimulate quick instructional decisions as well as whole-class discussion.

Use the following link to know how to use Kahoot

<https://drive.google.com/file/d/1gl7HXd1dNGYMIyqHwC1GkXQYRepYkPXv/view?usp=sharing>





Commonlit:



Commonlit offers teachers a free online collection of Common Core aligned reading materials. Teachers can use Commonlit to find texts for students from 4th to 12th grade.

Once on the Commonlit website, teachers are prompted to first choose a theme such as germination to narrow down their choices. Next, ***teachers can select a discussion question related to their chosen theme and then to specify a reading grade level.***

ranging from 4th to 12th grade. At this point, Commonlit provides teachers with poems, news articles, short stories and more, all of which can be directly downloaded from their website without signing up. In addition to the text itself, each downloaded document comes with discussion questions and follow up reading suggestions.

Use the following link to know how to use commonlit.

<https://www.youtube.com/watch?v=09UeM-yYcA>

Edpuzzle



edpuzzle

Edpuzzle is a free assessment-centred tool that allows teachers and students to create **interactive online videos** by embedding either open-ended or **multiple-choice questions, audio notes, audio tracks, or comments on a video.**

In Edpuzzle teachers can create online classes and upload original videos or select online videos, add interactive features, assign those videos to students, and send the video assignments to students. EdPuzzle enables teachers to keep track of how many students watched the video, what percentage of the video students watched, when they watched it, what questions in the video students answered right or wrong.

Teachers can enhance the videos they show in class by adding their own narration into the video to clarify concepts or highlight key points.

Use the following link to know more about edpuzzle

<https://drive.google.com/file/d/1je0BPODTEy6zZxP7KyFcwuUw6N39VGXW/view?usp=sharing>





Playposit:



Playposit is a free easy-to-use tool that lets teachers **add interactivity to streaming video content from popular sites** like YouTube. Teachers can crop the length of the video, build questions or finish the "bulb"

Throughout any video lesson, students can rewind to hear any part of the video again. Students take note on additional visual cues in order to provide a more comprehensive assessment for technical execution.

Use the following link to know more about Playpoist

https://youtu.be/sukxPsV_ozM

Socrative:



Socrative is a free online assessment tool that allows instructors to administer in-class quizzes, view responses, and generate reports to monitor.

Socrative is an interactive web-based student-response that can help teachers spark conversation and learning through user-created polls and quizzes. **Students access questions via a Room code, and answers register immediately on the teacher's computer** as the students submit their responses on almost any device. Teachers can create quizzes, quick questions, and exit slips that allow for multiple-choice, true/false, and one-sentence-response questions that can be graded with feedback for each student. In addition to those basic assessment strategies, students can team up to play Space Race, a collaborative activity that allows student teams to answer questions as quickly as they can.

Use the following link to know how to use Socrative

<https://youtu.be/11O7Nwsn1Pc>





Wiser me:



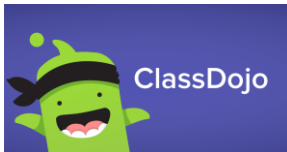
Wiser me is an Interactive worksheets tool that will enable teachers to easily leverage a social and gamified learning experience and will enable both teachers and parents.

Wiser me is an engaging and easy to use app that allows **teachers to build beautiful worksheets**. You can add video, audio, images and a variety of question types, assign them to students with one click, and embed them into Canvas.

Use the following link to know how to use Wise me.

<https://www.youtube.com/watch?v=Gni4p8b3EZc&t=127s>

Class dojo:



Class Dojo is an online behaviour management system intended to foster positive student behaviour and classroom culture to **strengthen lines of communication**. This is done primarily through

Class Dojo's 'Dojo Point' system and messaging system that connects teachers and parents. Students earn 'Dojo Points' based on their classroom conduct.

Use the following link to know how to use Class Dojo

<https://www.youtube.com/watch?v=-EmYneNIgzA>

Class Dojo includes six pre-existing 'positive' class values:

1. Helping others
2. On task
3. Participating
4. Perseverance
5. Teamwork
6. Working hard



Wheel of Names:



Wheel of names is an online interactive tool that can be used to **choose students names randomly**. This can help students be alert and wait for their chance. It helps in turn taking. The best part of the tool is it is easy to use and very friendly.

Use the following link to know how to use Wheel of names.

<https://drive.google.com/file/d/1Q6lsvhH3NCBFJsA5qrjrR2MqHTnfgFKo/view?usp=sharing>
