

## 1. Socrative

- URL: <https://socrative.com/>
- Description: Socrative is a program that teachers can use to create exercises or educational games for their students. Teachers are able to see their students results from the exercises or games and can modify future lessons as needed. There are both free and paid versions for teachers based on how many of the tools that you need or want. The program can be accessed using any mobile device including phones, laptops, or tablets.
- Use: I would use this tool in my classroom as a quick assessment to check for understanding with my students. For example, if I were teaching a Social Studies lesson about Presidents, then after my lesson I would have my students take a short quiz about what was discussed in class. I would consider this to be my exit slip for the day and I think that students would enjoy it because it is something different rather than paper and pencil all the time.

## 2. TED-Ed

- URL: <https://ed.ted.com/>
- Description: TED-Ed is a website that is used to discover and create lessons as well as provide teacher and student talks. The website contains several different videos from a wide variety of subjects including social studies, health, literature, engineering and technology, science, and more. By creating a lesson, teachers can add questions, discussion prompts, and additional resources to share with their students and track their progress.
- Use: I would use TED-Ed in my classroom as an activity to complete while I am working with other students. For example, if I were meeting with a group of students to assess their reading skills, then I would have the other students rotate around different activities with this being one of them. I would tell my students which video to watch and I would provide them with questions of my own to answer.

## 3. Kahoot!

- URL: <https://kahoot.com/>
- Description: Kahoot is a website that allows teachers to create questionnaires, discussions, and surveys to go with lessons. To use the program, teachers create an activity and are given a game PIN number that students type in to access it. The website allows teachers to show a graph of how their students answers compare to assess their knowledge. By using Kahoot, students are more engaged in learning because they get to play a fun game and are involved in learning.
- Use: I could use Kahoot in my classroom as a review if there is extra time left in the class period. For example, if my students were working in groups to complete a project, then I would use Kahoot to pull them back together at the end of the lesson. I would make the questions a review for them about what they have been learning or provide questions about what the group project is about.