

ONLINE TOOLS

Class Dojo

<https://www.classdojo.com/en-gb/?redirect=true>

This is a fun tool to gamify the classroom. Students make their own avatars, gain and lose points based on classroom behavior, discussion approaches, and other soft skills agreed upon by the teacher and the class. Teachers can also use Class Dojo to take attendance and create graphs that breakdown the information for teachers. Not only will this tool encourage students to uphold class values, it will also provide key metrics to help teachers adjust their teaching tactics accordingly.

I plan on using this tool in my classroom to help every student feel like they're apart of a family. Each student gets his or her own avatar, and they each get a scoring system. Instead of having a clip chart for behavior, I'm going to use Class Dojo.

Kahoot!

<https://kahoot.it/>

Kahoot! is a handy tool that students can use to create in-class questionnaires and quizzes. This is handy for obtaining data for graphing assignments, data for research essays, and feedback from their classmates. Kahoot! is compatible with multiple devices and has a game-like feel that will help keep students interested.

I plan on using Kahoot for all of my little quizzes and assessments that need to be made in the classroom. This is a fun way for both the students and the teacher to have fun with quizzes.

Go Noodle

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

Go Noodle is best presented on an interactive board the entire class can view together. Teachers choose a game that then walks students through introductions, warm-up routines, and the game itself. Teachers' roles vary. In the breathing game, they can join in with students. For the running game, they're responsible for evaluating the effort of the class and advancing the representative runner in the track meet. A tally in the dashboard section keeps track of the minutes of each activity, points gained, and medals won, which is a nice incentive for the class and a great way for teachers to share the activity summary with students. Students can also create accounts at home, which can be a fun way for them to keep motivated with physical activity and mindful behaviors over the weekends and holidays.

I plan on using Go Noodle for any small brain breaks that my students might need. There are so many dances, songs, and activities for the students to do to help them refocus after a lesson.