

Online Tools

1. Kahoot

- a. **URL:** <https://kahoot.com>
- b. **Description:** Their website says, "Kahoot is a game-based learning platform that makes it easy to create, share and play learning games or trivia quizzes in minutes". With this game, you are able to create questions for your students to answer. You can include images, videos, graphs, and other things when creating your Kahoot. When you create your Kahoot, you will have a pin that the students will have to enter into their devices in order for the game to come up on their devices. When they play the Kahoot game and answer the questions, it shows how many in the class got the answer right or incorrect, and it shows who is first, second, etc.
- c. **How will I use this tool in my classroom?** I can use Kahoot in my classroom for a lot of lessons. When teaching colors, shapes, and numbers, I can create a Kahoot for my students to play to see if they are understanding the content that I am teaching. On the Kahoot I can add pictures of shapes, pictures of letters, and numbers for them to see and they will have to click the correct one. I can also use Kahoot in my classroom to make sure that my students understand and know the alphabet.

2. ABC Mouse

- a. **URL:**
https://www.abcmouse.com/abt/homepage?gclid=EAIaIQobChMI4YqZst2Q5gIVR77ACh20TAVKEAAYASAAEgJpPfD_BwE
- b. **Description:** According to their website, this online tool "helps children build a strong foundation for future academic success by providing a comprehensive and engaging online curriculum to greatly assist early learners to succeed in pre-k, kindergarten, and early elementary school programs".
- c. **How will I use this tool in my classroom?** I can use ABC mouse in my classroom for free time in my classroom, after my students finish all of their work. Once they are finished with their work, I will have ABC mouse pulled up on different computers and iPads and they can get on there and further their learning. I could also use this to help students

who tend to learn slower than others, so that way they are still getting the knowledge they need.

3. **Socrative**

- a. URL: <https://socrative.com>
- b. **Description:** Socrative has exercises and games that engage students using smartphones, laptops, and tablets. The teacher can make their own quizzes, activities, or games for their students to participate in. Students can also compete on this online tool with an intergalactic quiz bowl.
- c. **How will I use this tool in my classroom?** I can use this tool in my classroom by making short quizzes over lessons we have just gone over. For example, if we learned the alphabet, colors, numbers, and a little bit of math, I can make a short quiz for them to take so that I can see that they are comprehending. I can also create games for them to play over lessons we have just learned.