On-Line Tools in the Classroom

Kristen Stokes

1. Kahoot

http://kahoot.com

Kahoot is a game-based learning platform uses as an educational technology is schools. Kahoot is a classroom response system played by the whole class in real time. Quizzes, surveys, discussion items, and other games can be created by anyone on Kahoot and can be incorporated in a classroom for teaching and reinforcing a lesson and content.

How I would use it in the classroom: I would use this in the classroom in all of the ways listed above. My main idea for using Kahoot in the classroom would be to use it as a source of reinforcement of a lesson. The students see Kahoot as a game when really they are quizzing over content we have learned and discussed and it is helping them comprehend that even more.

2. Edmodo

https://www.edmodo.com/

Edmodo is an educational website that takes the ideas of a social network and refines them and makes it appropriate for a classroom. Using Edmodo, students and teachers can reach out to one another and connect by sharing ideas, problems, and helpful tips. It is a collaborative based tool that teachers can use to not only collaborate with students but communicate with them effectively.

How I would use it in the classroom: I would use this in the classroom for projects. In this way I could communicate with my students and we could collaborate with each other in planning a project and figuring out each step of the way. I would also use this tool to communicate with students who are more shy and anxious and I feel this would be a great outlet for us to speak to each other and work out any stress or problem that may be going on with them.

3. Socrative

https://www.socrative.com/

Socrative is a cloud-based student response system developed in 2010 by Boston-based graduate school students. It allows teachers to create simple quizzes that students can take on their I-Pads or computers. Quizzes can be true/false, multiple choice, graded short answer or allow open-ended short responses. Activities can either be teacher-paced (for use during a classroom discussion) or student-paced (for use as a more traditional class-end "exit ticket" or quiz).

How I would use it in the classroom: I am all for reinforcing content in an effective way and if I can find something that can do that in a fun way that students can enjoy then I will use it in my classroom. This tool does that. It is a little more advanced than Kahoot but it still has all of the bells and whistles and the quizzes and games are all made by teachers for their students.