

**Name of the tool:** Class Dojo

**URL:** <https://www.classdojo.com/>

**Description:** Class Dojo is an educational technology company. Teachers, students, and parents are able to connect with one another. Photos and videos can be posted from the day to the parents. It is also a great tool for giving students points. By adding points, this is a great motivator for students. It is also free for teachers, parents, and students.

**How you plan on using it:** I will use class dojo to keep the students on track by giving them points if they have good behavior. I will use it to reinforce positive behavior. I believe this app will help student grow by giving them positive feedback. I will have each student a different profile.

**Name of the tool:** Socrative

**URL:** <https://www.socrative.com>

**Description:** Socrative is a student-based system that allow the teachers to have their students do multiple educational exercises and games on the iPads. Teachers can create simple quizzes that the students can take on their computers quickly. Once the student launches the quiz, it will automatically be shared with the students, so they can start working on it.

**How you plan on using it:** I will use Socrative as a formative assessment in the classroom. When using Socrative, I can have the students takes quizzes or even tests. This is helping the students engage with their peers and teacher. I think using Socrative in the classroom will help with student's anxiety about quizzes and tests. Once my class is finished with a lesson, then I could pull up Socrative and have the students work on questions over the lesson.

**Name of tool:** Kahoot

**URL:** <https://kahoot.com/what-is-kahoot/>

**Description:** Kahoot is a free student response tool for administering quizzes, discussions, and collecting survey. It is game based, so it is more enjoyable by children. It is a free app and the class sizes can be up to 1,000 people from grades K-12. This app makes it easy to create and share trivia games quickly.

**How you plan on using it:** In my classroom, I plan on using Kahoot as a way to encourage my students to participate in classroom. Often times students do not want to participate in class discussion, so using Kahoot will get them excited to learn with one another. Kahoot can also be competitive. The students may want to set a reward for themselves for being the winner of the game. This will hopefully encourage the students to try their hardest on the questions.

**Name of tool:** EdPuzzle

**URL:** <https://edpuzzle.com/about>

**Description:** This app is free. It is an assessment-centered tool used for teachers and students to create interactive online videos. They are able to ask multiple choice or open-ended questions. Along with audio tracks and comments on a video. By using EdPuzzle, it allows teachers to make their lesson a video like on YouTube. You can record your voice to personalize it and allow your students to answer questions within the video.

**How you plan on using it:** I plan on using EdPuzzle to allow students to watch a video of my lesson and then be able to tell me about it and to answer the questions related to the video. This would also be useful if I had to miss a day of school or for instance this covid breakout, then I could upload a video for my students to watch.