

1. Khan Academy

<https://www.khanacademy.org/>

-There are many things that a child can learn for free with Khan Academy. Khan Academy gives you access to lessons that are presented through videos. After the lesson is watched, you have the ability to test your knowledge of the lesson with activities and challenges. Once achievements met, students earn badges, which I think can truly help students want to learn more and stay engaged. The badges give students something to look forward to at the end of a lesson. If a student was to leave the site, it saves their work so that they can come back later to work on it. The Khan Academy tool can be very helpful in many ways for students.

-In my future classroom, I plan to use Khan academy for students who may be more advanced than others, along with the students who are struggling with a certain lesson or concept. For a student who is more advanced than others, they could go through new concepts with Khan Academy. For a student who may be struggling with a certain lesson or concept, Khan Academy would allow them to work at their own pace and recover a lesson that could better benefit them individually.

2. Random Name Picker

<https://www.classtools.net/random-name-picker/>

-The Random Name Picker is a great tool. The tool consists of a virtual spinning wheel that a teacher would be able to put students' names into. There is the ability to share and save the wheel as the teacher pleases. When the teacher clicks on the wheel, it spins until it lands on a student's name. The wheel stops on a student's name at random, and once it stops it gives the teacher an option to spin again, or remove the name.

- I would use the Random Name Picker tool in my classroom for when I want a student to answer a question during a lesson. This ensures that students are paying attention, and that they

know the material/concept. I think that the students would actually find the wheel fun, and make them more excited to answer a question that I ask them.

3. Kahoot

<https://kahoot.it/>

-Kahoot is tool that makes for fun, interactive quizzes. The user can create a quiz for any concept, or honestly a “just for fun” quiz. To be able to access the quiz, students would need an ipad, or some type of technological device. The quiz takers would type in a designated code for the game. The quiz takers would also be able to type in their names. The user can set different timers for each question. When time runs out, the tool will show who is ahead, and tell the quiz taker if they got the answer correct or not.

- I would use Kahoot in my classroom for a fun quiz/assessment over a specific content area. The students would type their names into the name bar, and I would begin the test. I think that students would love a little competition in their classwork. Kahoot is a fun way for students to take an assessment quiz at the end of a lesson. For the top scorers, I would present a prize.