Scratch

After reviewing the numerous online tools provided, I would pick many of them to implement in my classroom but I have narrowed it down to a few. My focus is elementary, and I was attracted to Scratch since it was specifically designed for 8-16 year old but is used by all ages. My classroom will strongly advocate hands on projects with myself available as a backup resource. Scratch will fit into my criteria since it helps individuals think creatively, reason methodically and work together. The sample video on the Scratch website has great visuals, animation, and colors. Students can create their own interactive stories, animations, and games. The website provides links to help a teacher be able to review all the activities Scratch has to offer. Students can be given a topic and the freedom to create an animated story. Students that enjoy IT can even create code for activities using this online tool. Math can be made more fun by having students create a math game. I see many positives to incorporating Scratch into my classroom.

Socrative

I provided a presentation to faculty about gaining student attention. Many professors where struggling with whether to allow cell phones in the classroom or not. I decided to meet the students head on. Instead of battling them to put their phones away I showed the faculty how to create a quiz on Socrative that students would take from their phone, which could be implemented in their class. This was for higher education learning but Socrative can be adapted for the elementary level as well. Instead of a phone create quizzes students can take via a tablet. This will also make grading faster and easier on the teacher. Assessment, no matter what grade level, is a constant topic and Socrative can help gather and provide assessment data. Live results are provided, and educators can comment on results immediately. In turn, they can see what area of the subject is a struggle and create a lesson for later to address the subject. This tool can be used creatively for students but is also a strong beneficial tool for teachers.

5 Card Flicker

Five Card Flicker sounds like an interesting and fun tool to add to the classroom. The tool generates or you can choose five random images form Flickr and the student can write a story based upon the photos. Students can organize them any way they would like and create their own story. This can even be brought down to a lower level student where they describe what they see in the picture to the class. The class as a whole can contribute to creating a story. Furthermore, students can be broken up into small groups to create stories to be presented to the class. This tool can also be adapted for students to associates words with images.

Educreation

As educators we have to adapt to any situation. Due to the quarantine situation right now, Educreation is a tool I would have my students access to continue learning. The tool is specifically designed for on the go learning. Videos can be created and anything can be shared instantly from the teacher and the student. Webpages can be inserted and maps can be shared. Tutorials can be created for students on any subject and saved in the cloud for use down the road as well. For example, history videos can be created, students can watch them from any location and the next day upon meeting in the virtual

classroom they have to answer a question based on the video or provide 3 sentences of major points they learned from the video.

Realtime Board

Realtime Board is a collaborative tool now rebranded as Miro. The class as a whole would login and review the functions of this program and together brainstorm a topic. Then students would be placed into small groups, where they have to login at specific times and brainstorm on a specific topic provided. Depending on the grade level and preference of the teacher, he or she can login as well to help guide the process. After the brainstorming, instructors can take things in a various direction, such as students collaborating on a paper or individually writing a paragraph based upon the brainstorming map.

Random Name Picker

I have used random name picker for selecting a winner of a giveaway but what a great idea to list everyone's name on it and spin the wheel when it is time to answer questions. The students can have fun and guess whose name might be selected. Furthermore, it helps a teacher to ensure all students are involved in answering questions. With all the tools of collaborative learning or simulated whiteboards, the random game picker can be shown to the whole class.

Pixton

What elementary student wouldn't want to make a comic. With Pixton students can do just that. Students can be provided the content and they can create their own story line or they can create some of the content as well. Student can even create their own Avatar. Creating of any kind equates to learning.

Boomwriter

Boomwriter offers a variety of areas for students to increase their vocabulary and writing skills. You can have your students keep a journal in Boomwrite. The tool can help teachers devise a vocabulary list for students. This tool allows students to simply write or write based upon topics provided by the teacher. Group or individual writing can occur. Students can collaboratively or individually create a book to be published. As with all the other tools mentioned this is a virtual tool that can be implemented during an unexpected time, when learning needs to continue but may not be able to physically in the classroom.