

Scratch

<https://scratch.mit.edu/>

Scratch is an application where you can create interactive games and stories. Scratch gives students the tools to think creatively, work together, and reason systematically. The application can be used in any area of study and at any level of learning. A popular activity for students currently is coding and this tool allows them to create code and programs.

Scratch is a tool I for see adding to my classroom. Language arts is the main subject area I would adapt the tool but it can be used in all subject areas. A great aspect of this tool is students can create games. Each week in my elementary class I will introduce new vocabulary and scratch can be used to create a vocabulary game which will allow students to use creativity. Furthermore, students are the ones in control of creating their own game. Students can play each other's games and get an idea of how to develop their game further. Math is also an area where games would be useful. This allows students to work on concept skills and the games can be interactive. There are many more ideas of how to use Scratch in the classroom, but this is one that I would bring into my classroom for initial trial and error.

Kahoot

<https://kahoot.com/>

Kahoot is a tool that can be used in the classroom or for distance learning. Educators can use a template or create their own puzzles, quizzes, games and more. Open ended questions can be created and feedback is immediate.

Kahoot is a tool I recently fell upon that covers multiple purposes in the classroom. After we read a story I can give them a 3-5 question quiz to identify student understanding of the reading. This eliminates paper quizzes and also incorporates technology into the classroom. The answers can be viewed immediately. The teacher can see what areas might be trouble for students. You could also create an end of the week review with Kahoot. My favorite part of this tool is that it can be used as an assessment piece. You can use this to assess summative or formatively.

Five Card Flickr

<https://5card.cogdogblog.com/index.php>

Five Card Flickr sounds like a very basic application with a strong presence. Five cards can randomly or specifically chosen and students can identify the pictures, organize them, and create a story from them.

Five Card Flicker is also a fun application I would add to my classroom. The tool generates or you can choose five random pictures from Flickr and the student can write a story based upon the photos. Students can arrange 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.

Padlet

We had to review the Padlet application for a previous assignment and it looked cool but not until I started playing with it for this assignment did I truly see the benefit of this tool. I even suggested it to my husband, who teaches Composition I and II for his students to use a brainstorming page for their research papers.

I would like to create a Padlet board for students at the beginning of the year to learn about one another. They can create their very own page of things that represent them.

Another use could be to use Padlet as a form of review from the day. Students have to list three things they have learned from the day. List if they still have questions. What was difficult, what was easy, and so on. This could wrap up each day or each week.

Students can create boards based upon books. Books they like with a review. Books they want to read. Books they are assigned to read. Pictures can be added and author information can also be included on their Padlet board.

Discovery

The more knowledge I am gaining about the vast amount of online tools that are out there, the more I am getting excited to adapt them into my classroom. Online tools allow for hands on activities which is something I want to strongly promote in my classroom. What I don't like is not knowing all the ins and outs but that will come with time due to playing with them. This lesson has also made me see that online tools are much more than fun and games, these tools help students to learn. We are not creating zombies that sit in front of their computers or ipads. We are developing their cognitive thinking and basic skills. After just having a child, I have said we are not going to give her a phone or iPad to simply occupy her and this lesson has showed me we can give her access to tools to give us a break and base it upon learning.