

Animoto - <https://animoto.com/>

Animoto is a video and slideshow video creating software. Users can choose from several different templates, such as promos, personal messages, or tutorials. There is also the option to start from scratch and customize any way the user desires. Pictures, videos, and music can be added to any video or slideshow. After creating, users can preview their creation, and then download and share or post to social media straight from the website. The website provides very helpful tutorials and examples that show how to create an Animoto video or slideshow.

Animoto could be used to create tutorials or lessons to share with students. Since I plan on teaching early elementary, I can incorporate fun music and pictures into an Animoto video that helps teach a lesson. This can intrigue the students and help them to better understand. In times such as blended learning or virtual learning, Animoto could be a great tool to make helpful videos for students since the videos can be shared or exported.

My Example: <https://animoto.com/play/VcMz9ZxjMrca15VkhW9RqA>

Google Classroom - <https://edu.google.com/products/classroom/>

Google Classroom is a tool that allows users to create classes, create or complete assignments, and communicate with teachers. It connects with other Google platforms such as Docs, Gmail, and calendar all under one account. Teachers can also share files with students and grade assignments. Google Classroom allows teachers and students to stay organized by separating work and information into different classes. Students can receive notifications regarding anything posted on the Classroom Stream, such as announcements, homework, or updated grades.

Google Classroom can be used in a number of ways. Personally, I like Google Classroom because it helps keep assignments and grades organized and easy to find. As a teacher, Classroom makes it easy to send students homework and reminders. If students have a Google account, they can access all Google platforms, including Classroom. If I were to use Google Classroom in my classroom, I would separate each subject into their own "classes" so they can be easily accessed and found on Google Classroom. I can post lesson reviews and assignments in each class, and the students will know where to find things based on the subject. I can post grades in Classroom so the parents and students both can stay up to date. By posting in Classroom, an absent student can view what they missed and what they need to complete, saving them from getting behind.

Here is a class I created: [Math - First Grade Miss Rachel \(google.com\)](#)

IXL - <https://www.ixl.com/>

IXL is an engaging and interactive online tool with numerous practice problems. All subjects are covered, including Spanish and social studies. Students can create a free account or have a paid account through a school system. Subjects are organized by grade: Pre-K up to twelfth grade. Each subject is then organized into skills. Students can practice each skill as many times as needed and rewards are given after mastering each skill. There is a "read aloud" option for each question, which makes the software usable for all students. By practicing with an account, students' progress is monitored, and they can keep track with what skills they have previously mastered.

IXL can be a great drill and practice tool to use in a classroom. In my own classroom, I could use IXL each day as a warm-up activity or as a review activity after a lesson. Students can practice 10 problems a day under a free account, which is just enough for either of these activities. Each problem provides feedback after completing and allows the user to try again if answered incorrectly. By using IXL each day, students can increase their speed and comprehension. It is also fun and exciting when the students earn rewards.

Here is an example of a first grade math skill: [IXL | Counting review - up to 10 | 1st grade math](#)

Kahoot! - <https://kahoot.com/>

Kahoot! is a learning platform where users can create, share, and play learning quizzes. Users create multiple choice question quizzes and players can access the quiz through the Kahoot website or app. Every quiz created comes with a code and players type in that code to join the game. The questions are displayed on the creator's screen, and the players have the answer choices on their screen. Once they have chosen an answer, the class results will appear on the main screen, and players will be ranked based on the amount they have gotten correct. Each screen is very colorful and a fun Kahoot! song plays while players take the quiz.

Kahoot! can be a great tool to keep students engaged and motivated. Since the quizzes are user-generated, they can be about all different topics. I can use Kahoot! as a fun review activity after completing a lesson. Students can work together to answer the questions, or they can work independently and have a friendly competition against each other. We can play the Kahoot! game the day before a test to help them review what we have learned.

Here is a Kahoot! game I created: <https://create.kahoot.it/share/tens-and-hundreds/075533ac-7e43-4044-8fa5-9145accb918f>