TCC VET

TEACHER MANUAL

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1.   Introduction

TCC VET is an Erasmus+ project devoted to enhance the teaching & learning methods in VET schools around Europe, empowering teachers with modern digital skills. This will be done by collecting and testing innovative e-learning tools, starting from the countries where the partners are located:

➢ TURKEY, Elazig: Elazığ Meslekı ve Teknık Anadolu Lısesı (project leader, vocational training centre of secondary level)
➢ GREECE, Piraeus: Idec - Aıntek Symvouloı Epıcheırıseon Efarmoges Ypsılıs Technologıas Ekpaıdefsı Anonymı Etaıreıa (project partner, training consulting company)
➢ SPAIN, Badajoz: Eolas (project partner, consulting company)
➢ ITALY, Milan: Dlearn - European Digital Learning Network (project partner, association of organizations in the field of education)
➢ NETHERLANDS, Leeuwarden: Stichting Incubator (project partner, foundation involved in training activities)

Vocational education in Europe is facing quite everywhere problems due to the low-level usage of digital educational tools. While the student who enters a VET institute spends and lives his life in the digital age, the scholar system is not ready to follow this momentum. In many European Countries the digital reform of the education system started yet, and most of the schools are now equipped with digital hardware they can use in the everyday classroom work, but the average teachers' training has not followed the development of the requirements of today's world.

Of course, the role of teachers is vital in the learning process of students. However, in true spirit of Lifelong Learning, their teaching role and their required competences need further improvement to be able to maintain high quality education, especially now in a digital era. Recent research in the European Commission's initiated 'Open Education Europa' platform shows that 70% of VET teachers recognize the importance of digital-supported teaching and learning, but 6 out of 10 tell they didn't receive any training on how to use ICT in the classroom.

As a result, only 1 in 4 students believes he's taught by digitally confident and supportive teachers, and we know that the quality of teaching has a direct effect upon learner's attainment. In this context, teachers, educators, school directors and teacher's trainers are called on to play a key role in modernising education. To do that, they need to develop their own knowledge and skills. Using more digital tools in their lessons, teachers and educators can find opportunities to develop their teaching techniques and to increase teachers' development and quality.

2.   TCC VET specific aim

It is quite easy to guess that the final goal of this project, like many others do, is to facilitate the path of VET students towards a better employability in the labour market once finished their training period.

Boundaries are hopefully disappearing in Europe, more and more jobs are becoming international and less dependent on the Country that you live in. Students are therefore also being stimulated to travel more internationally and take internships or studies abroad. In such a situation, it's clear that developing the 21st Century digital skills for VET teachers and students will help the EU as a whole to become more competitive: students will have better career opportunities and EU businesses will gain more highly qualified students.

The pandemic Covid-19, occurred in 2020 all over the world, contributed giving evidence to the relevance of a higher degree of integration of digital skills in education. Therefore, TCC VET will help supporting teachers and trainers involved in VET education in updating and modernising school curricula, to match the rapid evolution of technical innovation. Improving the teaching skills of VET educators, and teachers in general, can hardly help this process, and this is the reason why TCC VET aims to contribute directly to the professional development of VET teachers, supplying them with a TEACHER TOOLBOX including 17 digital and interactive tools selected as the most useful to improve their lessons by using modern technologies.

3.   Target group

The teachers are the true target group of this project, because they are the genuine "power unit" of any school and they transfer their knowledge to the ultimate benificiaries, the students. They need to be always updated, ready to explore the opportunities the digital tools can bring and able to use them in the teaching&learning process. Mostly in vocational schools, where students attend their courses hopefully to enter directly in the labour market, without any further step, the above mentioned investment in hardware stuff will be ineffective if teachers cannot optimally use the facilities in their teaching. Therefore, TCC VET will take an integrated approach to serve the needs of teachers and their VET institutes, to optimally engage the final beneficiaries, the students. They need an important support to become very familiar with digital skills and feel comfortable to continuously keep training when new technologies or applications arise.

4.   Why apply interactive learning in class?

The answer to the title-question is very simple, almost intuitive: in this 21st Century it is no more possible to apply the traditional model of teaching & learning, because

the world outside the schools is not the same as some decades ago, and mainly vocational students need a different approach abreast of the times. For better or worse, the relations model with teachers changed too, the gap closed, and interaction is a fact.

Nevertheless, revolutionising existing curricula in vocational schools overnight is not a realistic goal, nor a good idea, for several practical and policy reasons. It's a process requiring its physiological terms, to let teachers gradually incorporate innovative ways of teaching and, fundamental, to obtain the management's commitment for the application of digital methods and tools into the existing curricula. To be effective, the strategy must involve all levels of the school organization, creating awareness and sharing around common goals from the board room to the work floor.

Considering its specific situation, each vocational school feeling ready to join TCC VET proposals will perform as a starting point an internal critical evaluation of the curricula currently in place. These curricula will be reviewed and dissected to identify the opportunities to incorporate the most suitable TCC VET elements to its organisation. Such a process will facilitate schools to turn the evaluation outcomes into action plans including proposed curricula and learning environment improvements (e.g. organization of training courses for teachers, designing of new or revised courses and teaching modules, new logistic organization of internal rooms to facilitate the use of tools with students, etc.) followed by the implementation of these action plans.

5. How to use the Toolbox in class?
Practical instructions for teachers

This Manual support teachers with precise instructions to fully understand how to use the Toolbox, giving them confidence and skills to use the selected tools in practice in the classroom, maximizing the results in terms of students' engagement. Applying interactive learning in class corresponds in fact to leap on the overall shared theory expressed in several pedagogical studies over the past 10-15 years: the effective engagement of students, making their learning process interesting, challenging and useful, can be obtained only if teachers are ready to make use and adequately equipped with digital competences, because we live in a digital era continuously asking us to improve our skills to be able to function properly in today's world.

Lessons offering the typical contents of the different topics of study are always important, that's sure, but the way to teach them should change, because world is changing, students are changing, and their learning requires new rules to be effective: nowadays students need different skills too, the so-called 'soft skills', including doing research, working in team, problem solving, pro activeness, ICT skills, discussion, presentation, time management, etc.

In this phase, the teachers are therefore the true protagonists of the system, and through this Manual TCC VET aims at helping them to be aware of the importance to teach using digital tools, to deepen their knowledge of the Toolbox elements and to recognize from time to time what are the most suitable tools to be used in order to reach their goals with students.

The TCC VET Teacher Toolbox includes 17 tools not to be missed, with different characteristics, to be then used with students in specific contexts and to pursue specific objectives.

Visit tccvet.com/project-results/ to join our Teacher Toolbox!

To facilitate the overall comprehension of the suggested tools and to make it easier to choose those matching with the current learning objectives in the class-room, 4 macro-areas were created and made available to the teachers:

➢ **Interactive Presentation**
➢ **Animation Creation**
➢ **Digital Collaboration & Assessment**
➢ **Game-based Learning**

In the next chapter, you can find practical instructions for the use of any single tool, adding to the descriptions accompanying the list of tools in the Toolbox.

6.   Tools per category

Anyone knows that internet is plenty of a variety of applications, involving the fields of education and communication too. Some of them are smart and useful, but some seem to be only time-waster. Discerning good and evil is not always a simple task, and the reviews from other (supposed) users risk sometimes to be fake. Besides, according to the different needs and pockets, you have to discover if an application is freeware or if there is a price to pay… So many parameters and categories should be evaluated to make a good choice, often making the task difficult and time-consuming, so that someone could also think to give up before the finish line.

Taking care of teachers and their multiple activities, TCC VET tried to do the skim for them and selected a quite small number of useful applications suitable to be used as interactive tools in the frame of the scholar activities.

Just to ease the presentation, the learning tools are grouped in 4 different categories, but of course they mix and cross elements of various kind, making each of them interesting under several points of view.

6.1. Interactive presentation tools

PowerPoint by Microsoft was the first and probably it remains the most used tool dealing with presentation in public. But in the last years several new tools came out, with very interesting functionalities to be applied to classic presentations. TCC VET selected for its VET teachers 4 tools for presentation and publication, available online for free of for a very reasonable fee.

6.1.1. CMapTools

Why using this tool – benefits

This tool is a free software that allows teachers to create cognitive maps or conceptual charts that are adapted to the needs of their creators through concepts and interconnection lines. It is therefore an interesting tool for teachers to produce summary tables on the subjects dealt with, or to establish relationships between concepts, which eases their students learning and increasing their efficiency and productivity when studying. It is an interactive and visually attractive tool that can be used as complementary material for pupils. In addition, CAMPTOOLS can also be used as a database in which to store materials that teachers consider relevant for their training, and allows them to upload their concept maps to the network. Documents can be also saved as PDFs or images.
CAMPTOOLS allows users to share maps so they can be collaborative, identifying each one changes. It's also possible to link digital resources in them. It's necessary to download, install and execute its software on a computer, then create an account and teachers will be able to design their own schemes eventually.
The tool is being used in an educational environment, as well as for investigation and business training. This platform is available in several languages.
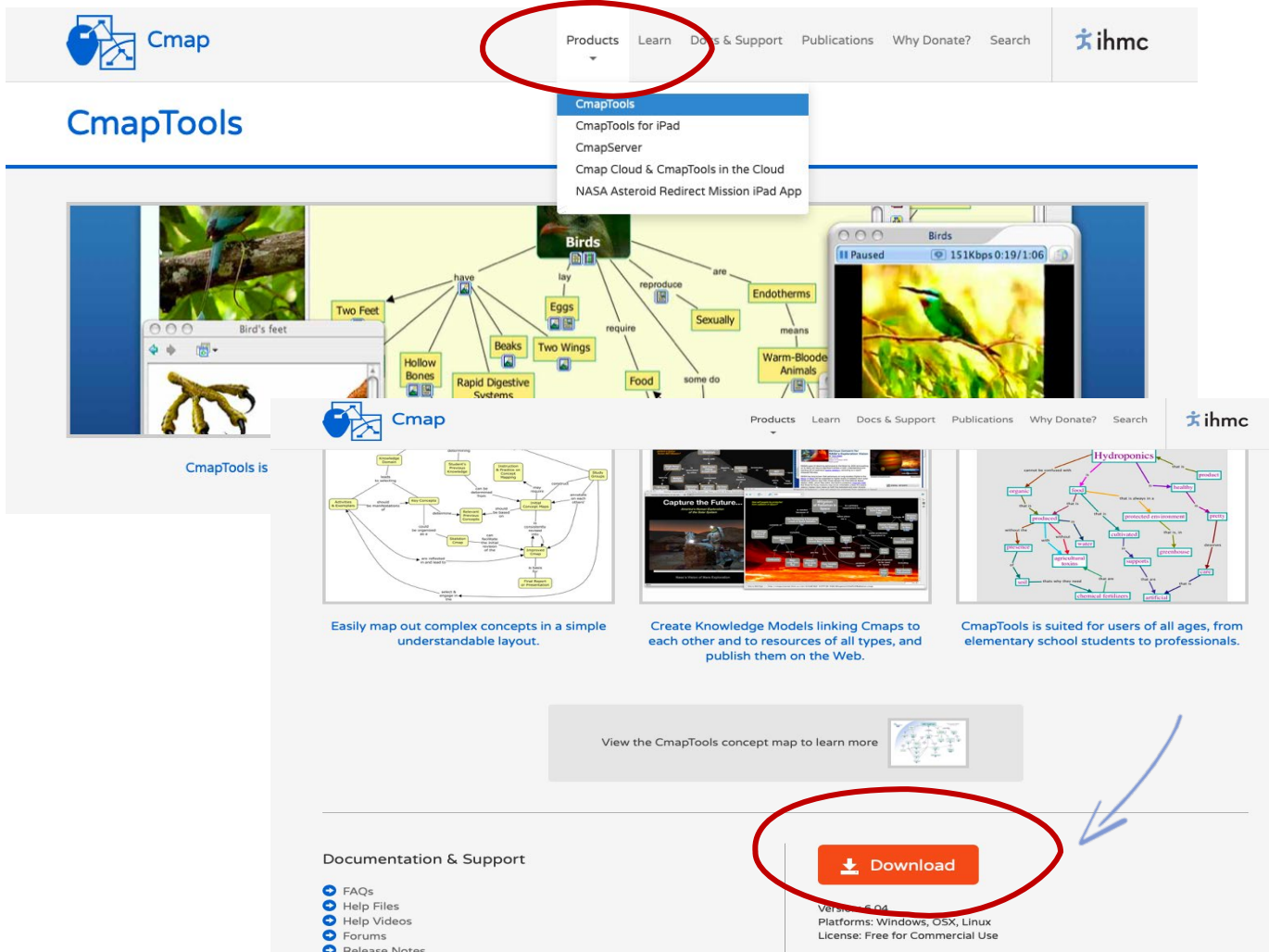
Written instructions

1. Go to https://cmap.ihmc.us/cmaptools and click on **DOWNLOAD** to install the software on your computer. By click on *products* you'll have a look at different options and further information on display about each one of them.

2. Right after select the *download* option for your device, you'll need to fill the following information:

This single CmapTools download includes the following languages: English, Spanish, Italian, Portuguese, French, Greek, Catalan, Euskera, Turkish, Swedish, Finnish, Estonian, Dutch, German, Chinese, Galician, Japanese and Czech. After installed, the program will launch in the language of your Operating System, or in English by default. You can change the language in the Preferences panel once CmapTools is running.

Please fill the following information to obtain authorization to download the IHMC CmapTools:

*Email Address [Email Address]

If you previously registered, only the Email address is needed.

*First Name [First Name]

*Last Name [Last Name]

*Organization Type [Please Choose:]

Organization [Organization Name]

*Country [Please Choose:]

*Target OS [Please Choose:]

3 + 10 = [3 + 10]

Please prove you are not a spambot.

*When clicking **Organization Type**, you can select from a huge range of options, such as: SMEs, Higher education, Researcher,…*

☑ Subscribe to the CmapTools mailing list

[**Submit**]

3. **Complete the installation process and execute** CMAPTOOLS program. Your process may vary due to the different OS. You can choose between *typical configuration* and *advanced configuration*.

4. It may ask for any further information about you, such as your mail account and to create a password.

5. When your CAMPTOOLS account has been created, you will be able to **START CREATING MAPS!**
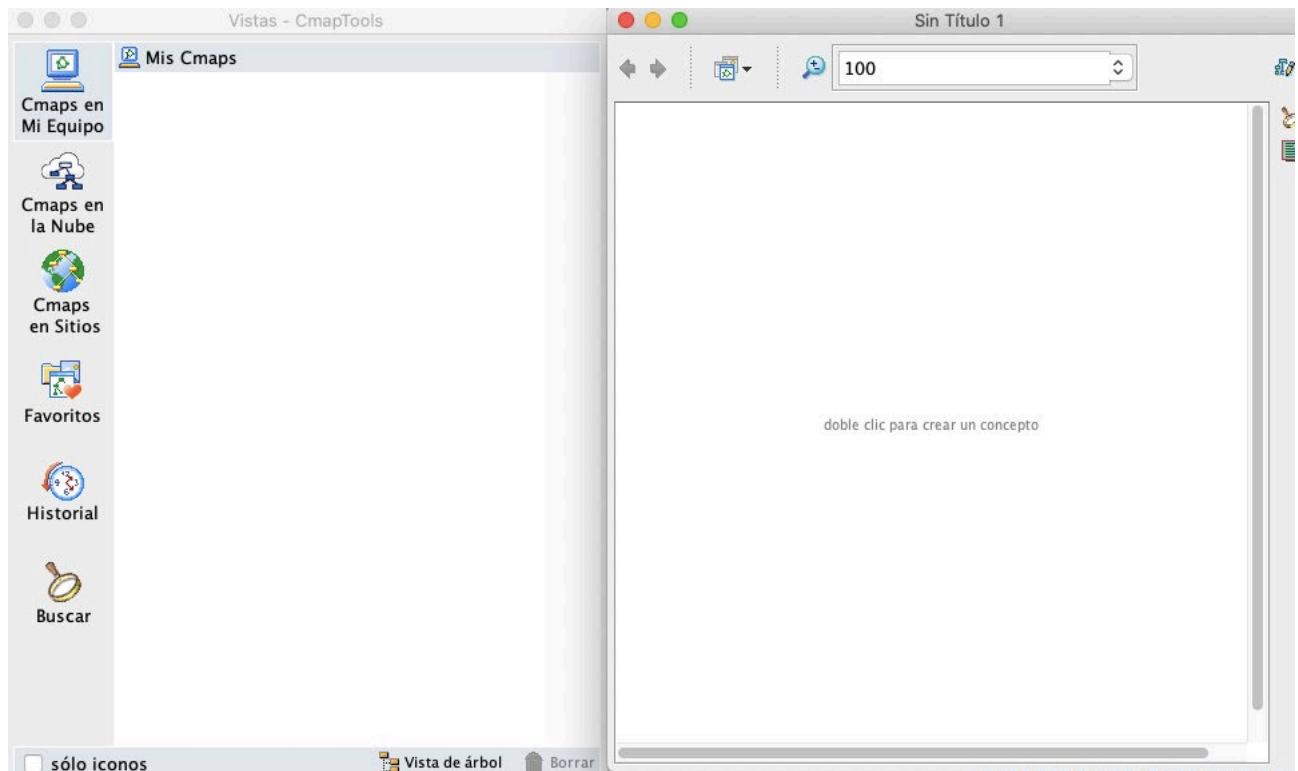
6. Create new maps, save them, upload maps on the internet or search for them in your files. They can be saved as PDFs or images, so you can use them to complete learning materials for your students.

7. Do not hesitate to try it different utilities and options. **Design different maps until you find out the style which suits your need better!**

Video İnstructions

Tutorial in English available at:
https://cmap.ihmc.us/docs/video.php?id=mOdLwdFgUAs&title=How%20to%20Use%20Concept%20Map%20Itineraries

6.1.2. Flickr

Why using this tool – benefits

Flickr is probably the most well known photo sharing tool available in the web. Millions of photos are uploaded to the site on a daily basis from all around the world and of every subject you could possibly think to photograph. This incredible database of images has amazing potential for education, because it's carefully structured with specific folders, enabling teachers and students to easily find what they search for teaching and learning purposes.

The standard Flickr's edition is available for free. A professional version, with a monthly or annual fee to be paid, can be subscribed, but for educational purposes the basic option is more than enough.

Teachers and trainers normally refer to Flickr in order to enrich their presentations in classroom, indipendentry from the subject they are busy to transfer to their students: a good presentation, including appropriate images, can encourage students to participate more actively to the lessons and to achieve new visual literacy skills they will be able to use for their own presentations. But of course there are typical applications of Flickr that make it strategic: it may happen primarily with geography lessons, when Flickr's usage allows a geotagging process that can stimulate the geographical location of the source of the photo, permitting a visual, geographical study of a particular location or place.

Flickr is an online sharing community anyone can take part to. This means that once subscribed to the website you will be able to download and use all the available imagery contents, but also to upload your pictures and videos. Of course, there are some simple rules to be respected, clearly listed in the guidelines explaining the behavioural policies, what is possible to do and what is not, also concerning the copyright laws (https://www.flickr.com/help/guidelines).

Written instructions

1. To approach your Flickr experience, please go to your search engine, insert the word '**flickr**' and then enter the website www.flickr.com

2. Flickr is a web-based application and you don't need to download anything. So, click on the button **Start for free** and then, in the following screen, **Sign up** filling in all the required information (name, surname, email et cetera).
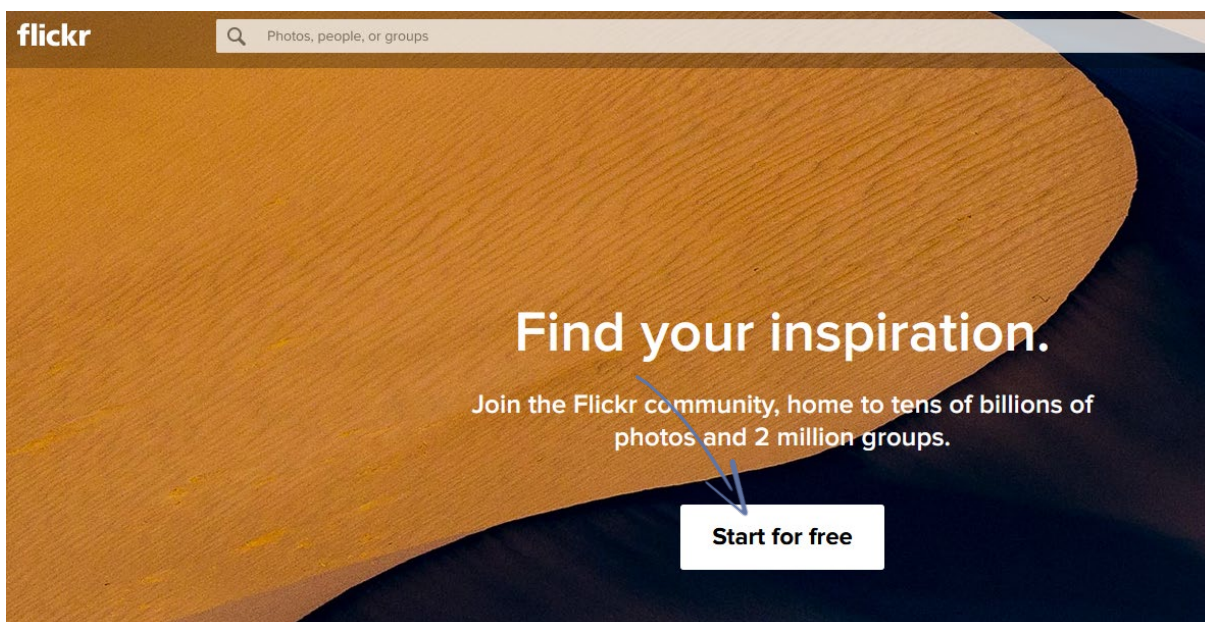
3. When you sign-up for Flickr, you will be directly logged in and your screen will display the main page, with the menu to **Explore** the existing database. You can also scroll down the page and visualize different galleries of pictures.
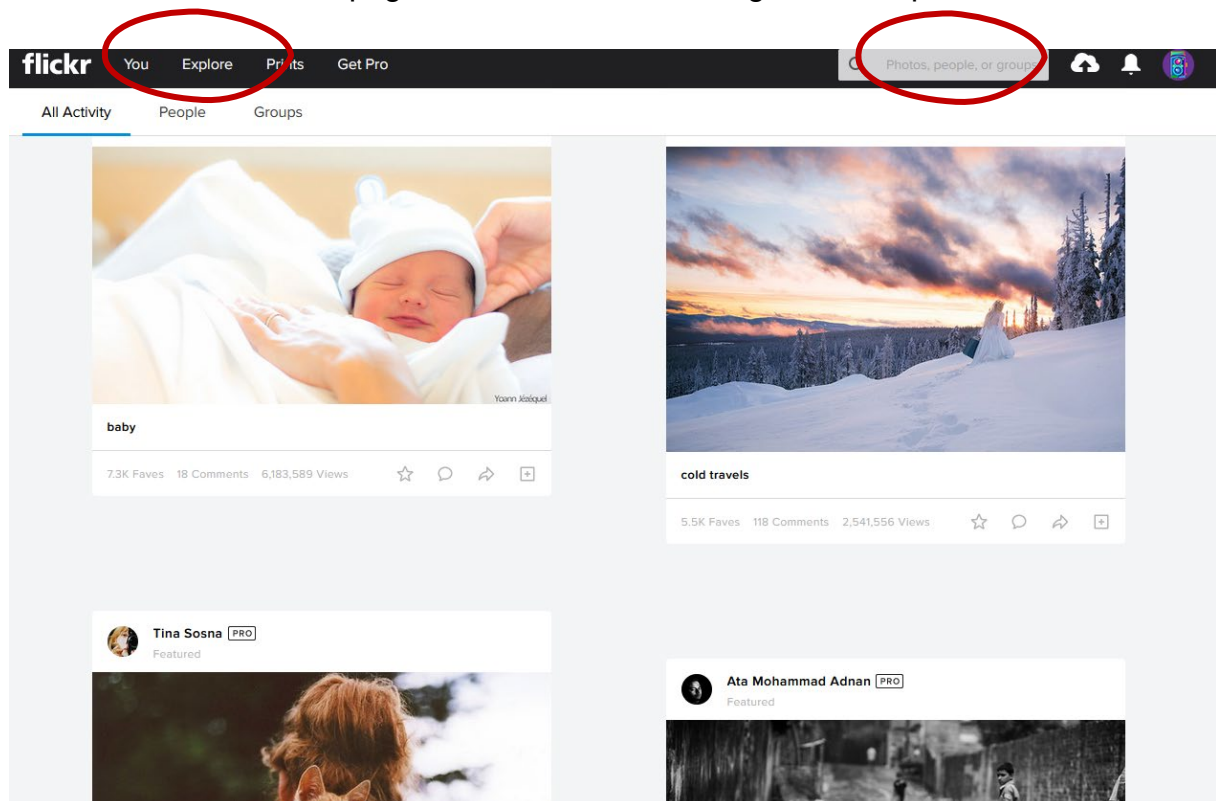
4. Browsing the database of images already available in Flickr, you will probably find what you need. Once selected the picture, you can easily check all the info concerning that image and then decide to **share** or to **download** it.
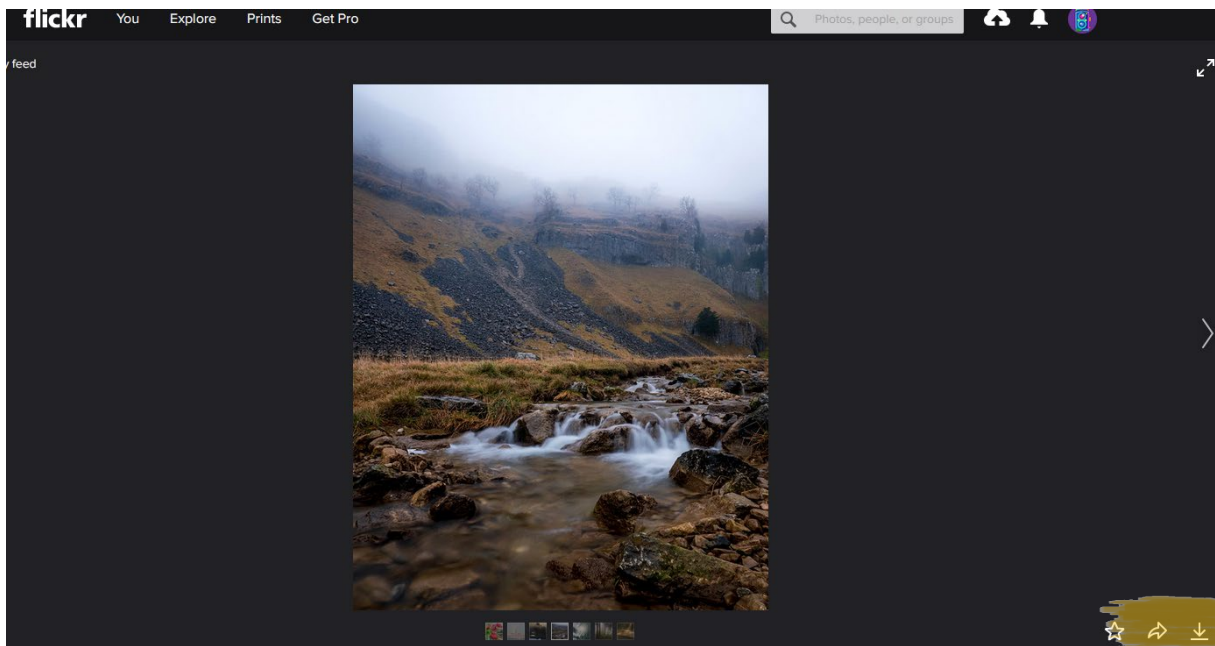
5. Do you want to **upload** your images to Flickr, to let them be easily available for further use or just because you like to share them with your students or other people? It's very easy! On the home page, click on the **upload** icon and follow the following instructions.
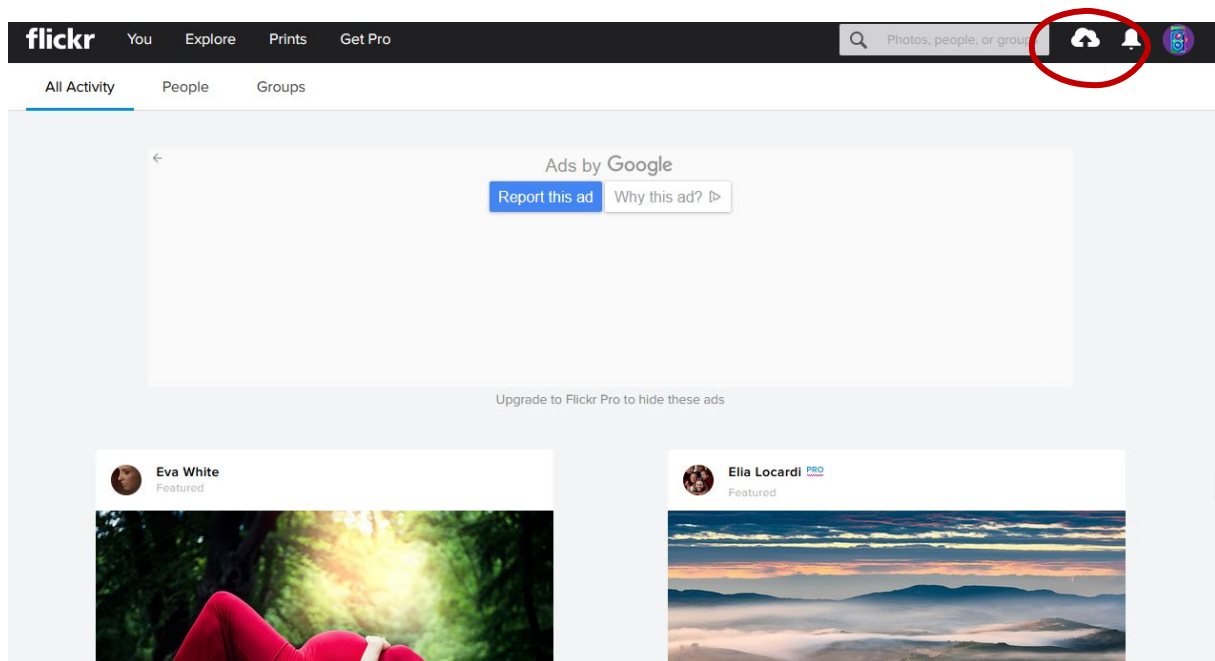
6. If you are registered as free user of Flickr, you can **upload a maximum of 1,000 images**. And, of course, you can always delete old pictures and upload new ones.

Video İnstructions

Tutorial in English available at:
https://www.youtube.com/watch?v=6Dyfoj3ad10
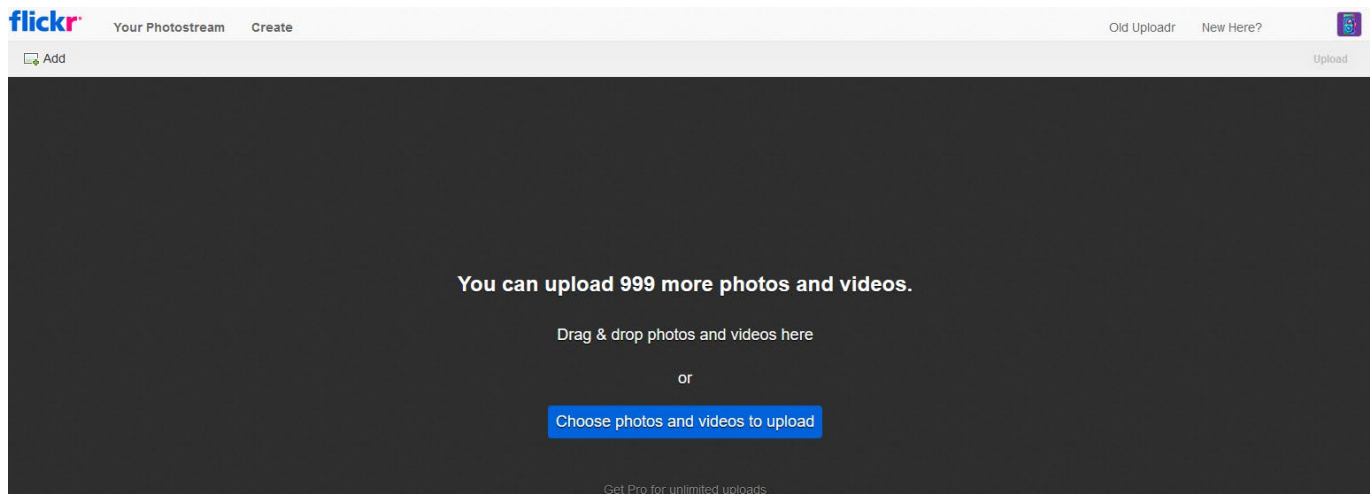
6.1.3.Issuu

Why using this tool – benefits
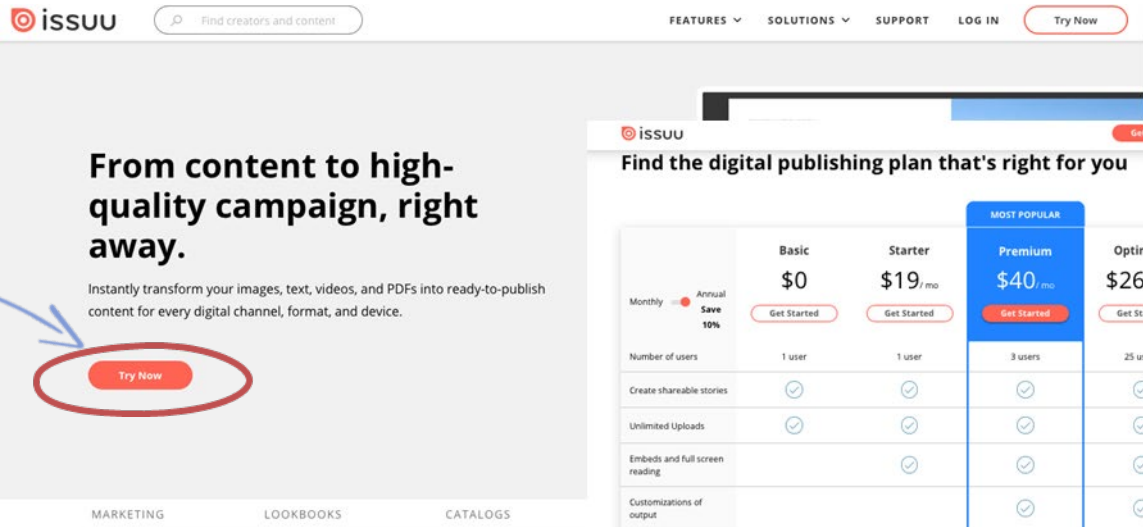
ISSUU is an online platform that allows the viewing of digital content such as documents, manuals, books, magazines, newspapers, presentations and any other type of digitized publication. Access to ISSUU requires prior registration, there are several subscription plans. It's possible to create a free account, although its options are more limited. Through ISSUU teachers have the possibility to store and visualize different teaching resources, own and from other authors, which they can share with their students through Moodle courses.
One of the main advantages of this platform is that it allows the visualization of your materials from any device, so that its interface works perfectly on mobile phones, and it is made to look as much as possible as a print publication. Another of its main utilities is that it allows you to download some of the documents available for offline reading. Some of the requested teachers point out that ISSUU was useful for them in order to compile reports and articles of a specific theme, allowing online students to get it thought Moodle courses.
ISSUU has a free version for mobile (Android and Apple) and web. User can log in using Google +, LinkedIn or Facebook social network accounts.

Written instructions

1. Go to https://www.issuu.com and click on **TRY NOW** button below.

2. Once you have clicked on, you'll find information about its different plans, choose the one that suits you the most based on their options and then click **GET STARTED** to create your account.

3. You can sign in with Google/Facebook or with email. Once you create your account, you'll need to choose your username and continue.

What do you do?

Corporate communication   Educator

Publisher   Student   Designer

Sales   Marketer   Social media manager

Don't see your role here? Tell us what you do.
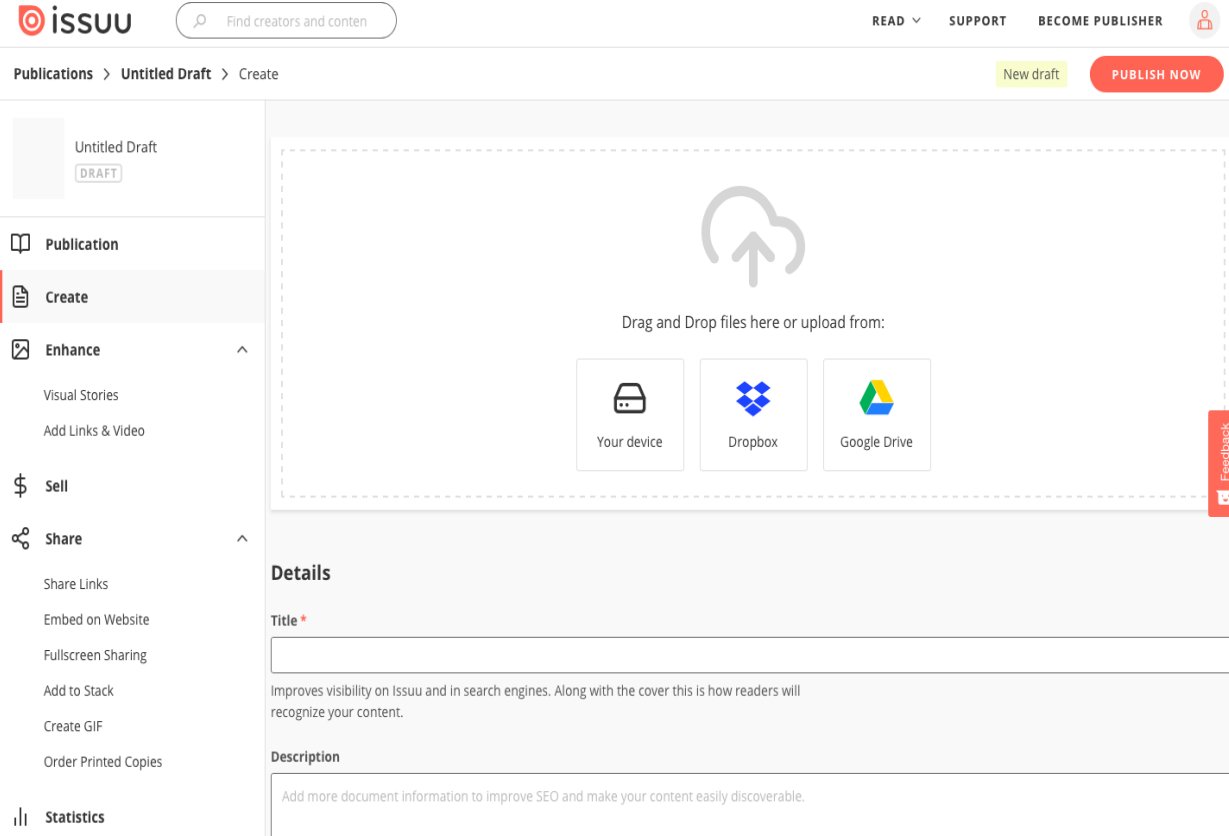
What kind of content will you be creating today?

Lookbooks   Brochures   Newsletters

Magazines   Marketing Collateral   Catalogs

Don't see your content type here? Tell us what you want to create.

4. Select between the options on display: **1) What do you do?** The educator option will make it; **2) What kind of content will you be creating today?** If any of the available option suits you, you can click on: *Tell us what you want to create*, write your answer in the box below and continue.

5. Then, the following page will be shown. Here you can create or upload your document. Complete the requested details, such as title, description,.... And **PUBLISH**, so your student can access to the materials.

6. When your document is ready to go live, don't forget to share with your students. Click on the "Share" option on the left side, you will have different options, such as: "share links", "embedded web"...
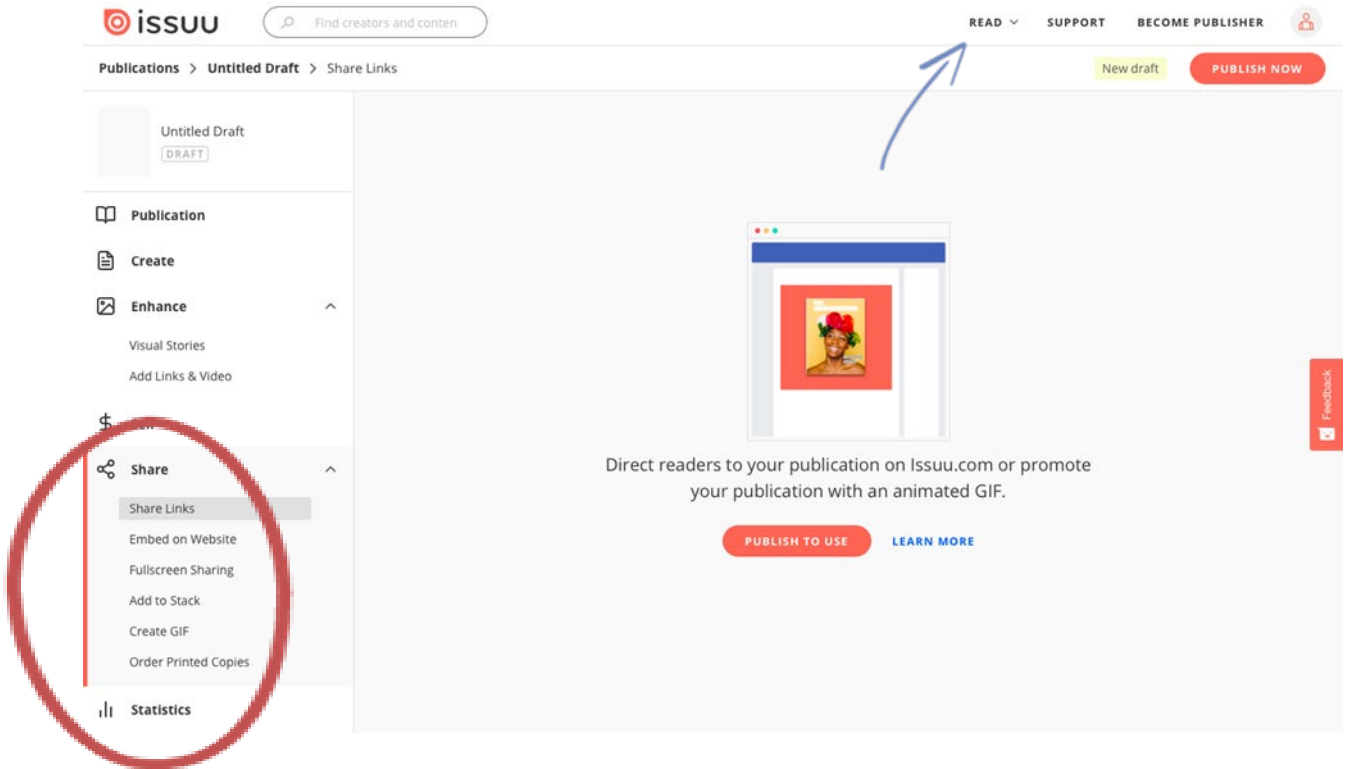
7. By clicking on the **READ** button, you'll see: PURCHASES → **FEED**→ **SAVED**

FEED:

Here you'll have an insight of different magazines, lookbooks, portfolios,... you can search for content which may be useful for you/your learners. Select the file you are interested in, such as, for example:
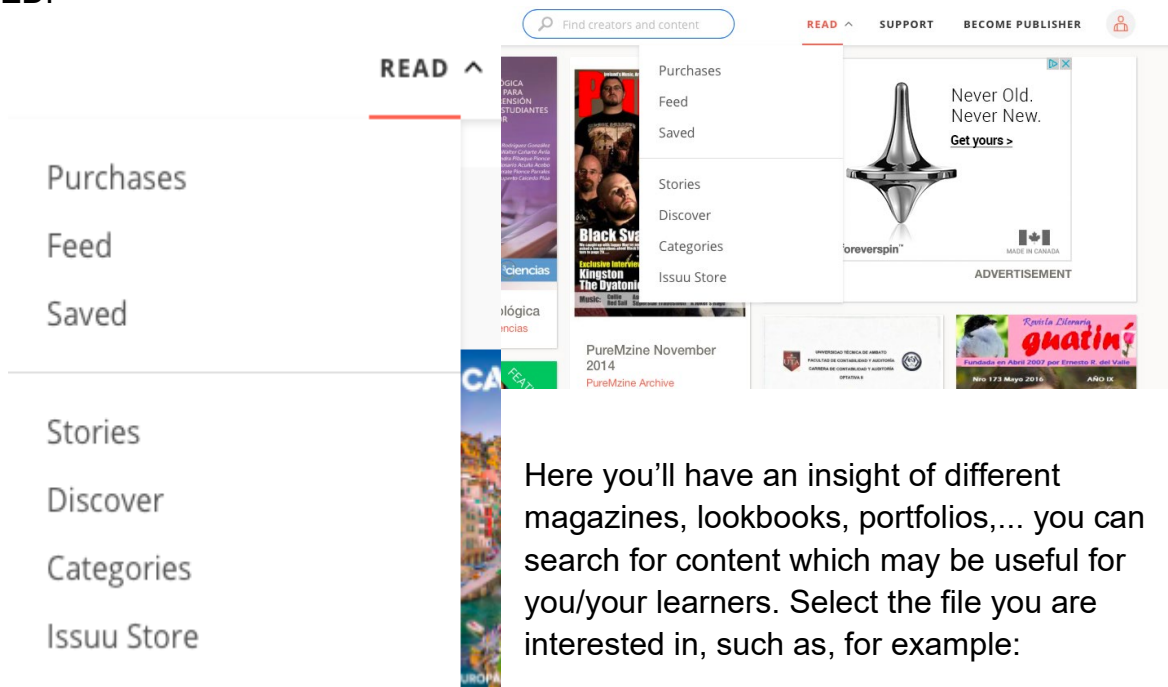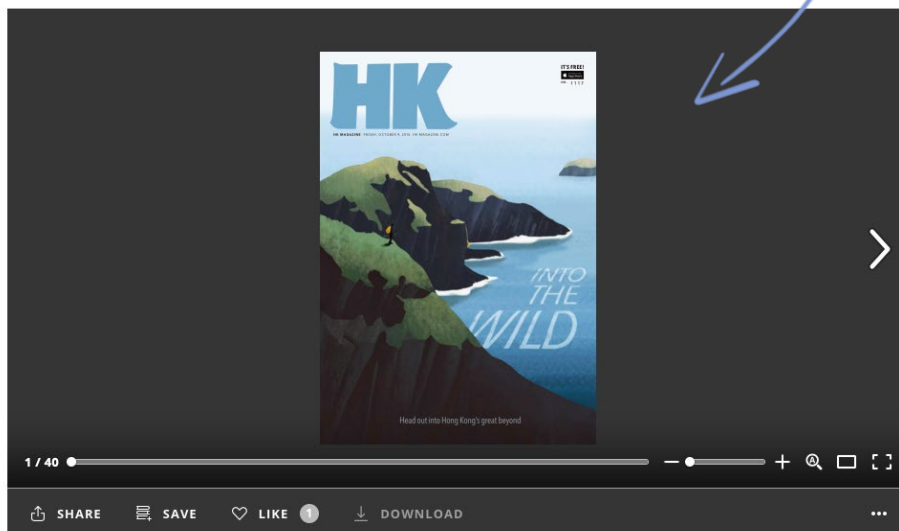
This is the general view of a published file. You can share the document, save, like or download it (so you can have access offline).

SAVED:
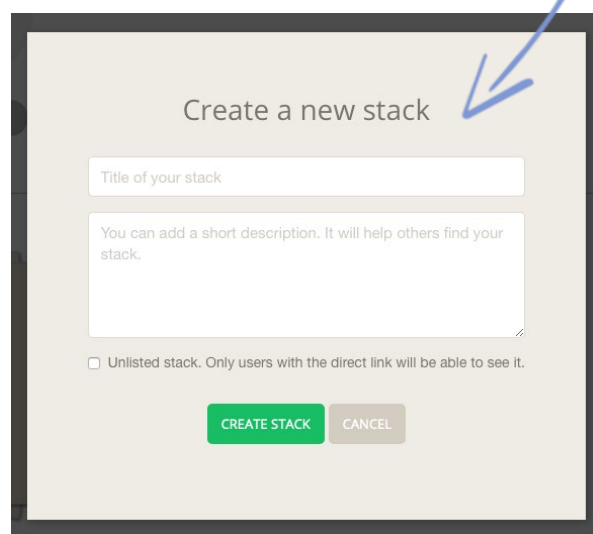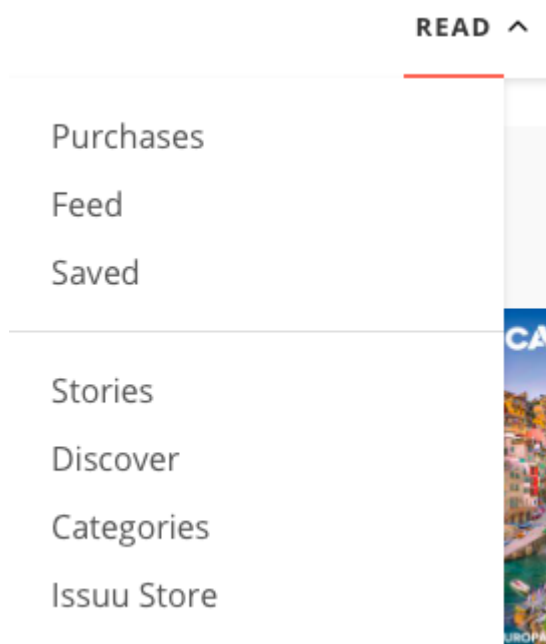
Here you can create different **STACKS** of saved files. You will be able to add a title and a short description, so you can share your stacks with your students. ISSUU allows them to have different resources stocked together for them to read.

Video İnstructions

Tutorial in English available at:
https://help.issuu.com/hc/en-us/articles/360007637473-Get-Started-on-Issuu

6.1.4. Mentimeter

Why using this tool – benefits

Mentimeter is a very efficient tool and can actually help simplify your life as a teacher. It brings together features from a couple of different tools and has many of the functions of a polling or quiz app. These features are simply embedded into a presentation form, so you can engage without leaving your presentation materials (you can also embed them into PowerPoint).

Mentimeter can help ensure you're receiving answers from all of your students, also the quite ones. They don't need to speak publicly to share their ideas and opinions using the interactive features built into the application. It is a great way to engage students and help them stay focused to the topic. Instead of listening, students are asked to contribute and share opinions. They can answer your questions, submit their own, or even create their own Mentimeter presentations as part of the course. Especially the function of anonymity, allows all students to participate as they won't be exposed when the answer isn't correct. There are several ways to use Mentimeter in class; Start your class with a poll, do quick quiz to test your students, get feedback on your teaching, etc.

Written instructions

Getting ready to use Mentimeter with your students, for example, to start your class with! You only need to log in at the website www.mentimeter.com and there you are! Ready to create your first Mentimeter presentation.

1. Start signing on the web through your computer. Open your browser (Chrome, Edge, Firefox, Opera, Safari... or what else you prefer) and search for "Mentimeter".
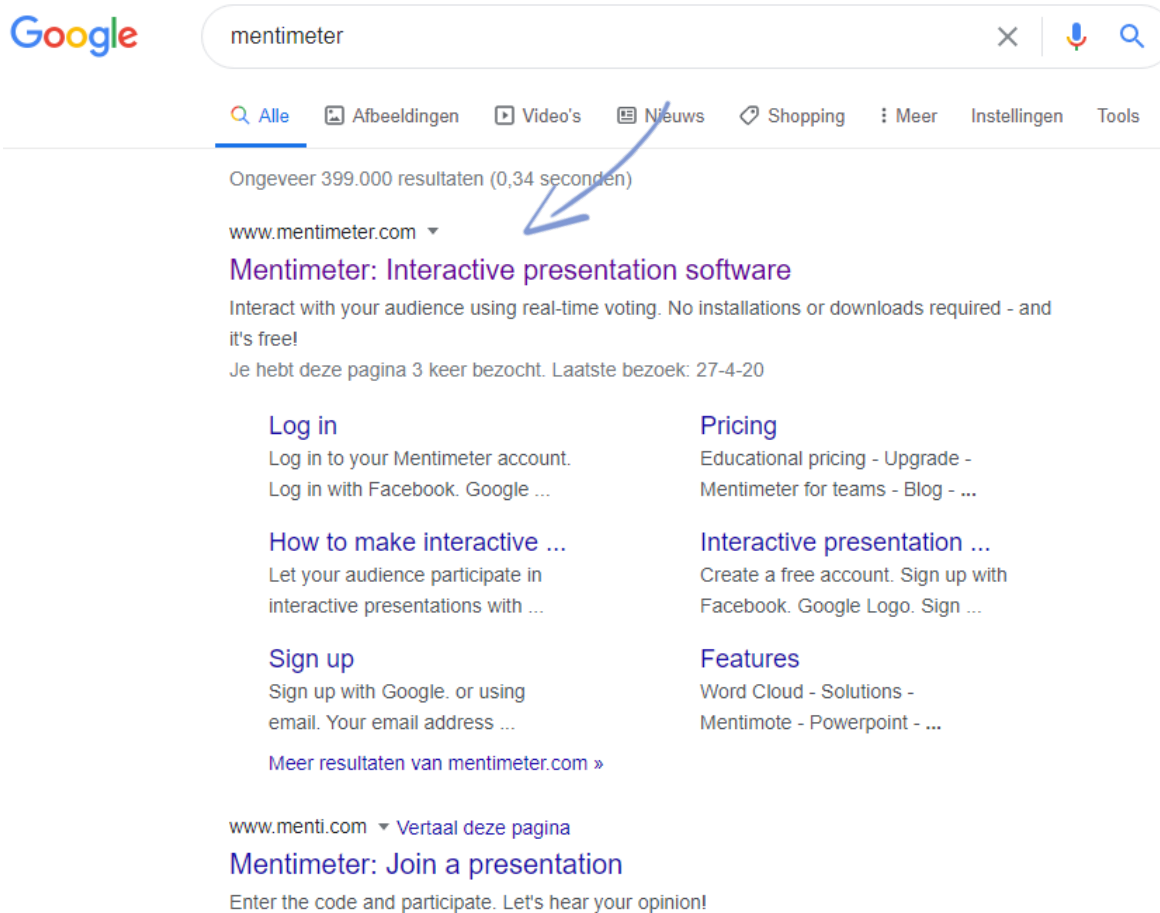
2. The homepage of Mentimeter will appear on your screen. Now you need to sign-up:
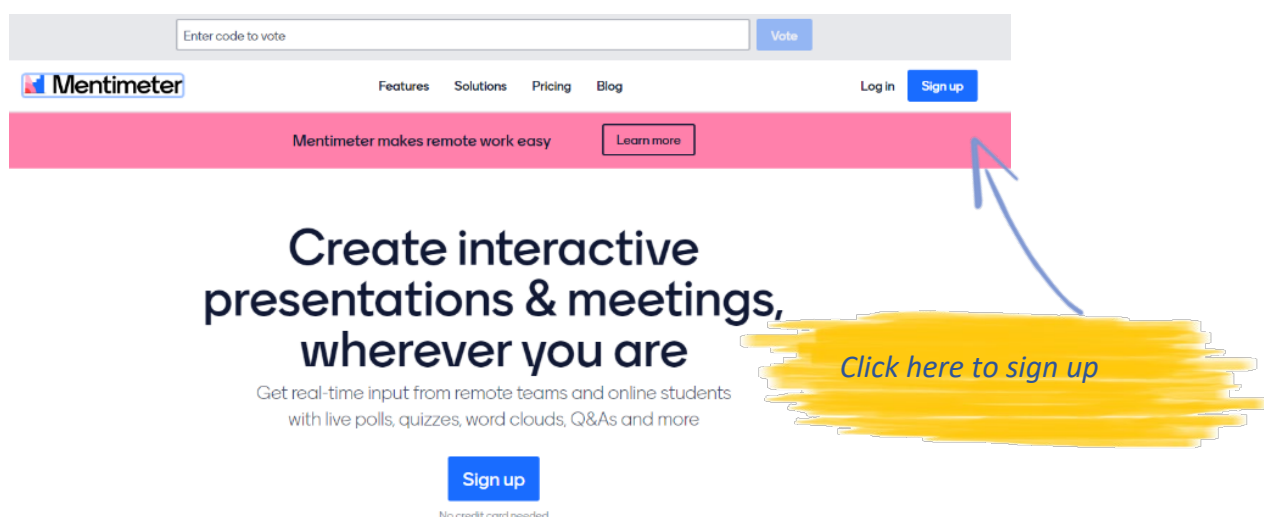
3. To create your Mentimeter account you can use your Google or Facebook identity (if you have one) or proceed with the registration filling in all fields with the required info:

Mentimeter

Create a free account

[f] **Sign up with Facebook**

[G] **Sign up with Google**

Or

or using email

Your email address

brienne@tarth.com

Choose a password

Very secret password

At least 6 characters

First and last name

Brienne of Tarth

Sign up

By signing up you accept our terms of use and privacy policy.

Already have an account? **Log in**

Sign up with SSO

4. Well done, now you are in! You have different options to choose from; go to "Inspiration" on the left side of the menu to discover some valuable ideas and examples of which questions and subjects to use. To create a new presentation, go to the blue button "New presentation" and you will be at the start of a brand new presentation to use in your class!

Mentimeter   Your presentations

- Your presentations
- Inspiration
- Upgrade
- Branding & colors
- Account
- Help

🏠 Home

[+ New presentation]   [+ New folder]   [🔍 Type to search]

Name ⇕   Created ⇕   Last updated ▲

You don't have any presentations yet. Click on the button New Presentation to make one.

[+ New presentation]

5. Once the presentation is finished, you can share it with your students. Students need to browse to www.menti.com and use the code which appears in your screen at the top of your presentation. For example:
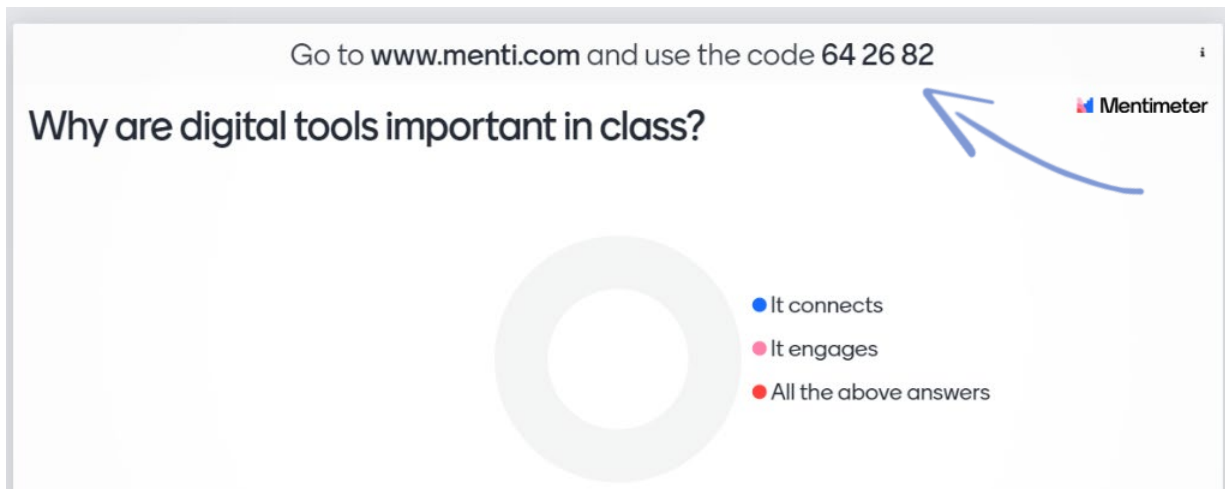
6. Finally, a tip for the teachers: try to be as clear as possible about the questions you are asking. You don't want to cause haziness during your presentation. Explain your students up front what to do and what is your goal. For sure it will get the attention of your students!

Video İnstructions

Tutorial in English available at:
https://www.mentimeter.com/webinars

6.1.5. Prezi

Why using this tool – benefits

Prezi is a web-based tool for creating presentations (called **prezis** for short). It's similar to other presentation software like Microsoft PowerPoint, but it offers some unique features that make it a good alternative. In recent years, it has become popular in schools and businesses. If you're looking to create a presentation that's a bit more eye-catching and engaging, Prezi may be for you.
Being Prezi entirely run through your web browser, you will encounter fewer compatibility issues than with other presentation programs: your Prezi will **always look the same**, no matter what computer you're viewing it on.
Most types of presentation software use a slide-based approach, where you move back and forth between individual slides, kind of like pages in a book. Prezi, however, uses a **canvas-based approach**: instead of using slides, Prezi has one very large canvas that your presentation moves around on, zooming in and out to view various frames.
The following instructions were drafted in English, to facilitate a general comprehension in every European region. Nevertheless, Prezi is available in several languages, and when you go to open its website, you will probably have in front of you the version in your mother language.

Written instructions

1. First of all, you need to log in at the website https://prezi.com/, so open your browser (Chrome, Edge, Firefox, Opera, Safari... or what else you prefer) and search for "Prezi".
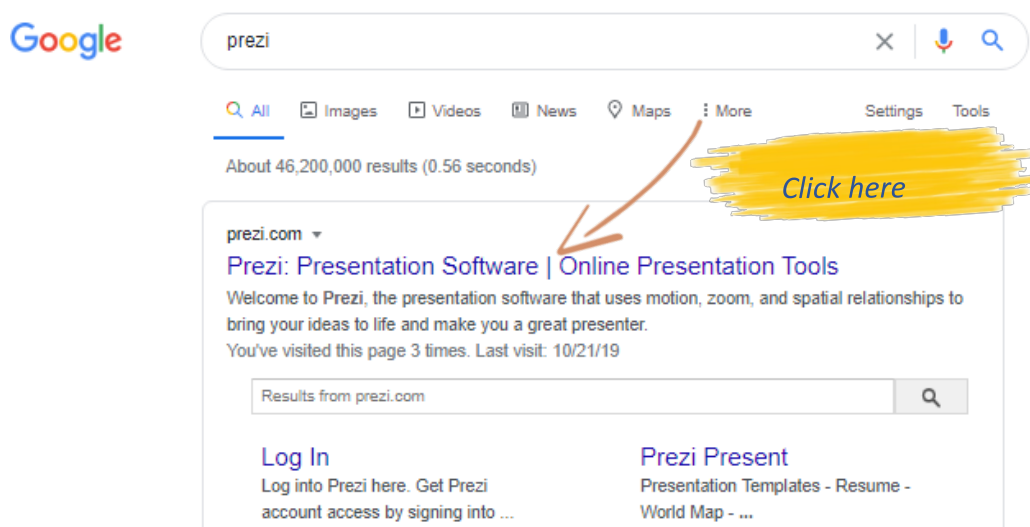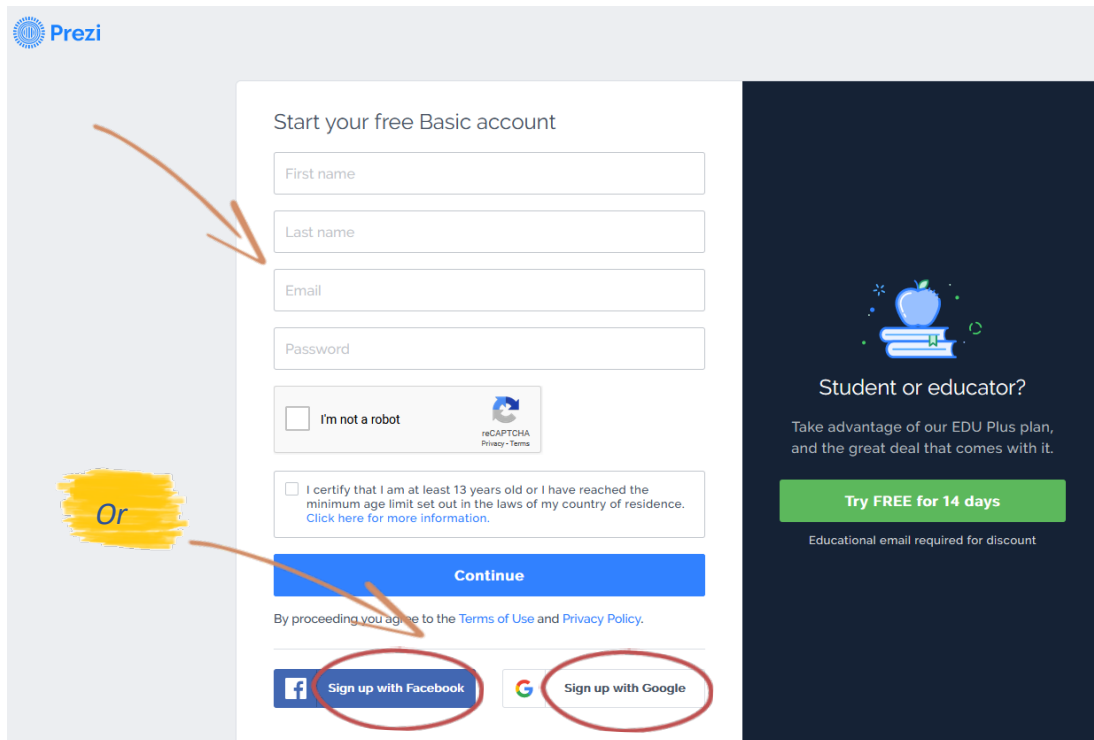
2. The homepage of Prezi will appear on your screen. Now you need to sign-up to go on and so you will click "get started":
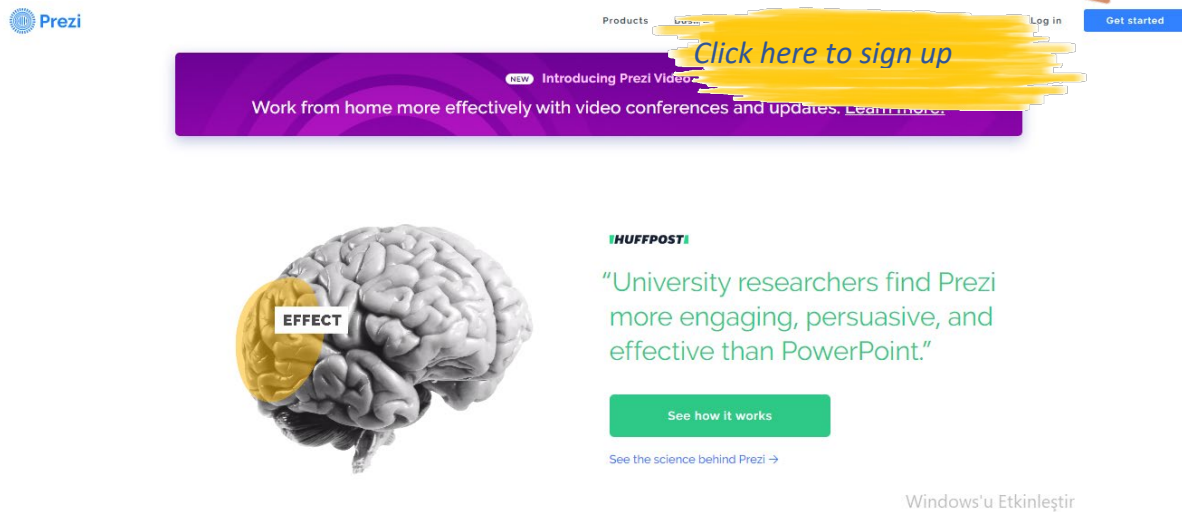
3. When you click on "get started", then the next Prezi will appear on your screen as below, with the possibility to choose the subscription package that fits with your needs. Given that you should be interested in the "Students & Educators" package, the basic option is for free. If you prefer the EDU Plus offer, with several additional functionalities, the normal price is reduced to only €3 per month, after a 14-day free trial period.
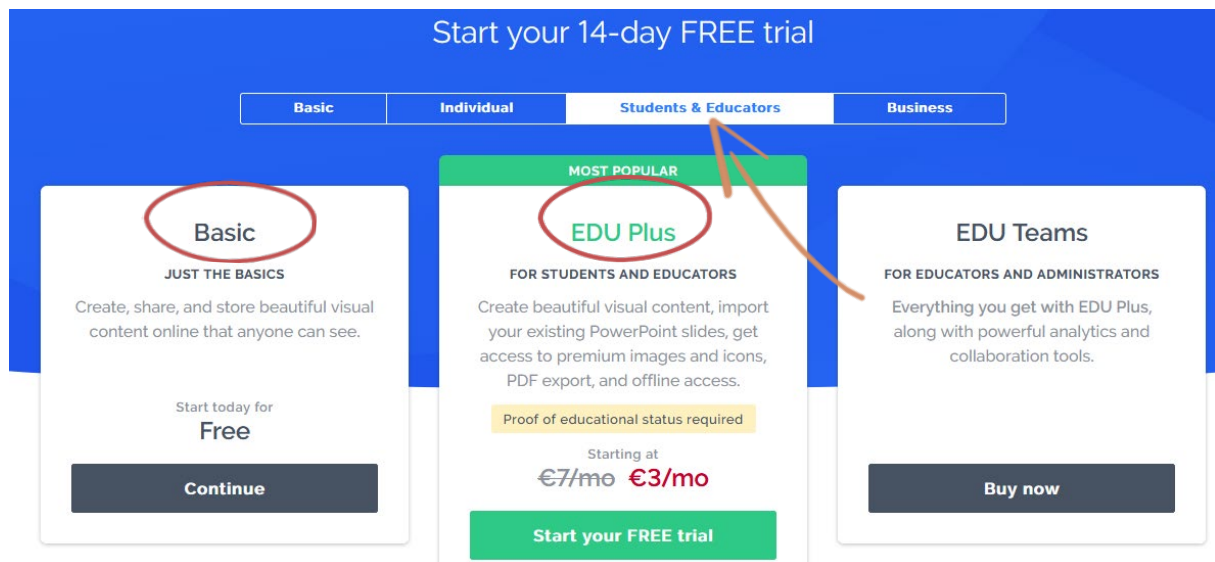
4. Once chosen your favourite package, you are ready to create your Prezi account. You can use your Google or Facebook identity (if you have one) or proceed with the registration filling in all fields with the required info:

5. Well done, now you are in!

You can start browsing your Prezi and discover it's plenty of presentation, video and design galleries, and amazing templates for your lessons, ready-to-use. But of course, you can also create your own presentations, videos and designs.

Another interesting feature Prezi makes available for you is recalling your PowerPoints and transform them in Prezi presentations, just by one click.

As you can notice, Prezi is very flexible and it's worth deepening how to use it. So, our suggestion is to make one step back and join the internal guidelines:

"University researchers find Prezi more engaging, persuasive, and effective than PowerPoint."

See how it works

See the science behind Prezi →

6. Now you are supposed to be expert enough! Go to your Prezi dashboard and start preparing the activities you like for your students.
   To create your videos, or to explore video gallery:
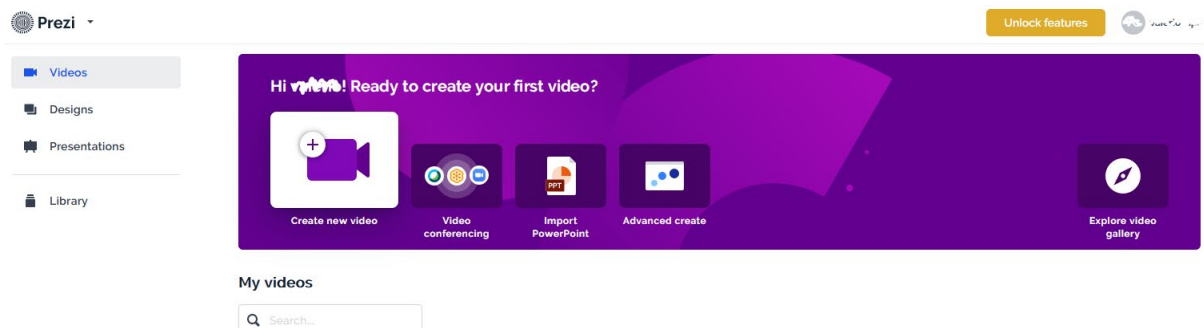
For your designs:
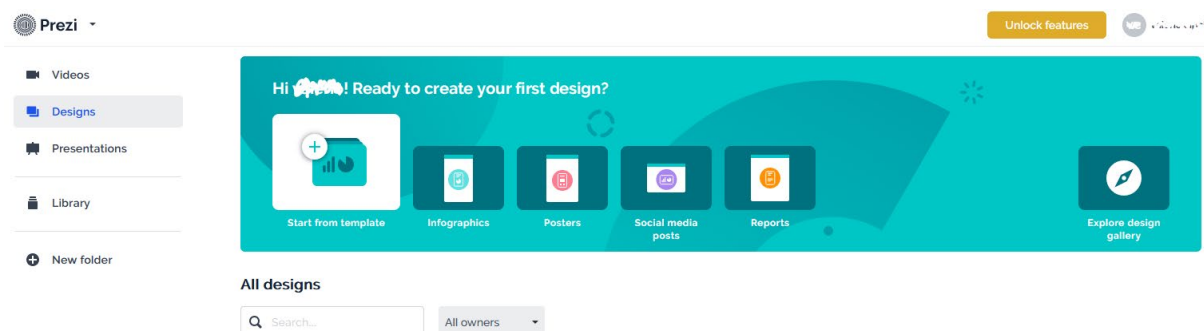
If you like to deal with presentations, maybe converting previous PowerPoints:
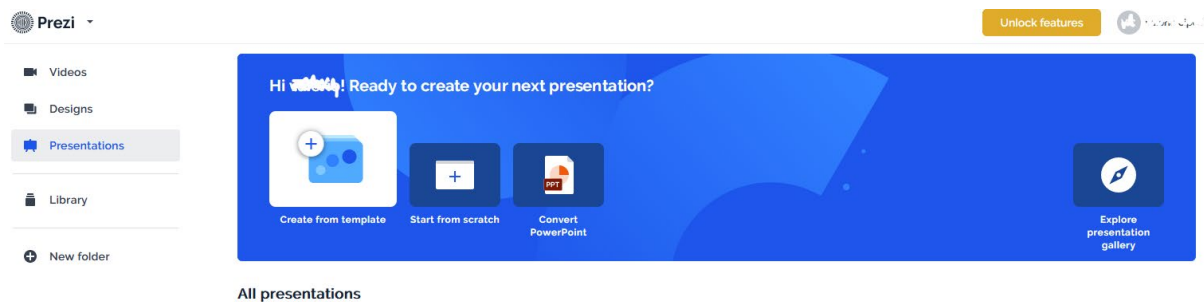
Finally, you can use Library menu to get inspired:

Video İnstructions
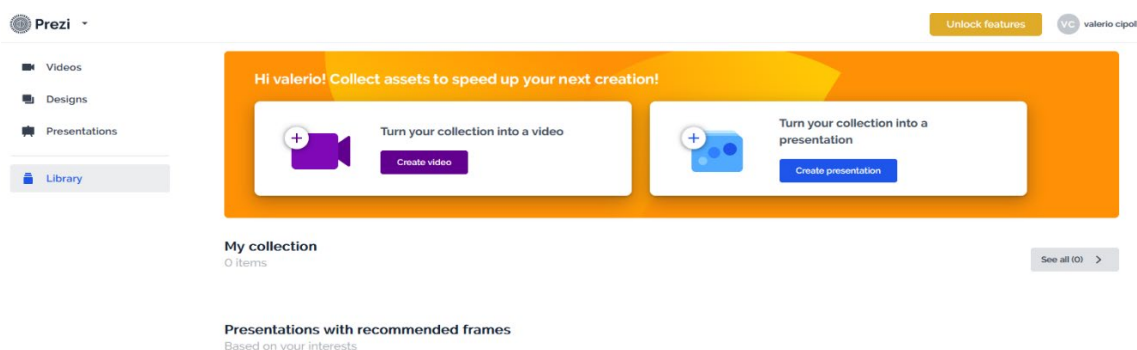
Tutorial in English available at:
https://prezi.com/learn/

6.2. Animation creation tools

Another category of tools normally very useful to support teaching&learning activities is provided by those referable to animation and creation. TCC VET suggests 4 tools, interesting not only for an application in the field of the arts but also as general support to stimulate creativity and other soft skills.

6.2.1. MakeaGif

Why using this tool – benefits

This is a really modern digital tool since GIFs are the No1 trend on chatting platforms. GIFs are like a coded and short answer to any question that mostly young people use, so this is your best chance to catch up with them and integrate this technique to your didactic modules.
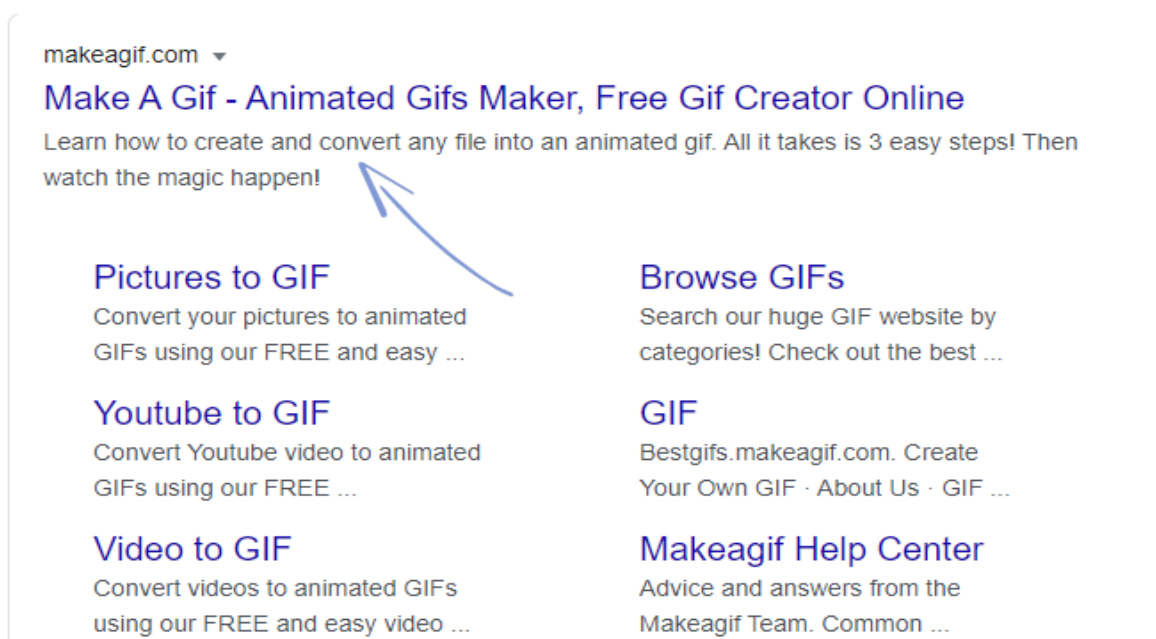
With the platform's support, you can transform any digital form to a GIF: Pictures, YouTube videos, Facebook posts, any videos, you can use your webcam and create a GIF instantly or even use the platform as a host space for saving your GIFs.

There are also TOP CATEGORIES in order for you to check and decide what is best for your class.

GIF is not something that can upgrade your content, but it can interact with others and engage them fast, easy and fun. It is dynamic and so creative!

Written instructions

1. First, search on the web for make a gif https://makeagif.com/

2. Click on the link and this is the landing page:
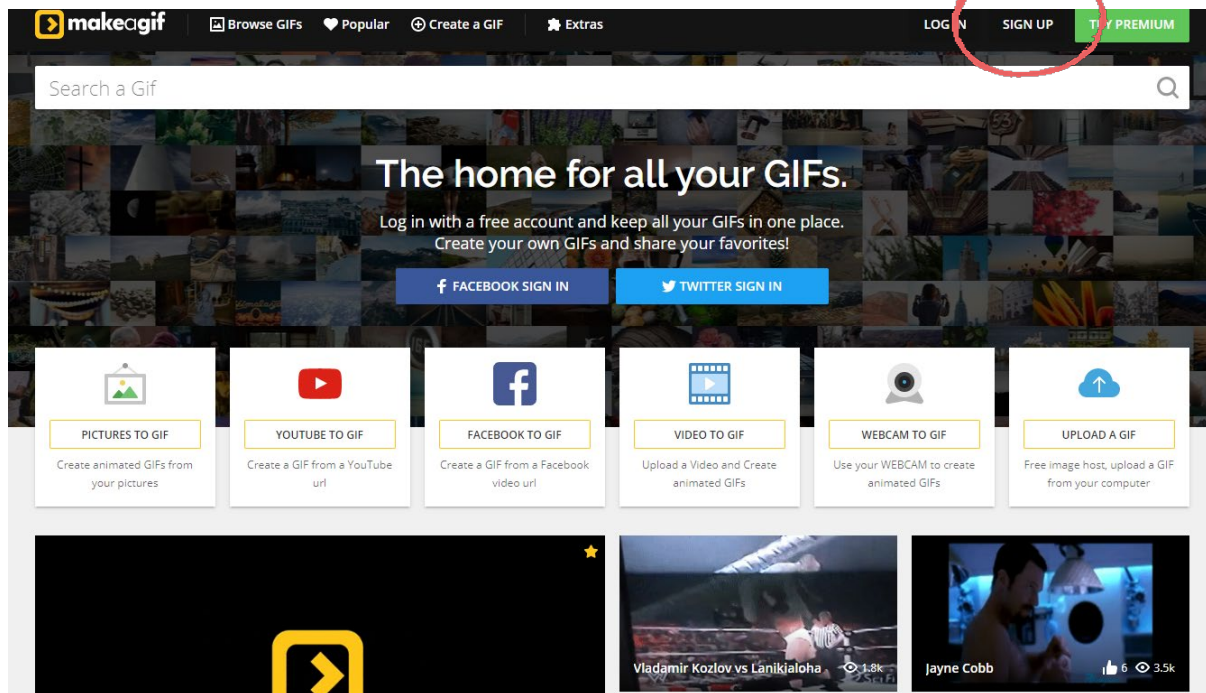
3. Obviously, this is too much information; still, you can take it one step at a time and first create an account. You fill in your email and password as well as a username for a tailor-made account. Then click on the captcha – you are not a robot - and **SIGN ME UP!**
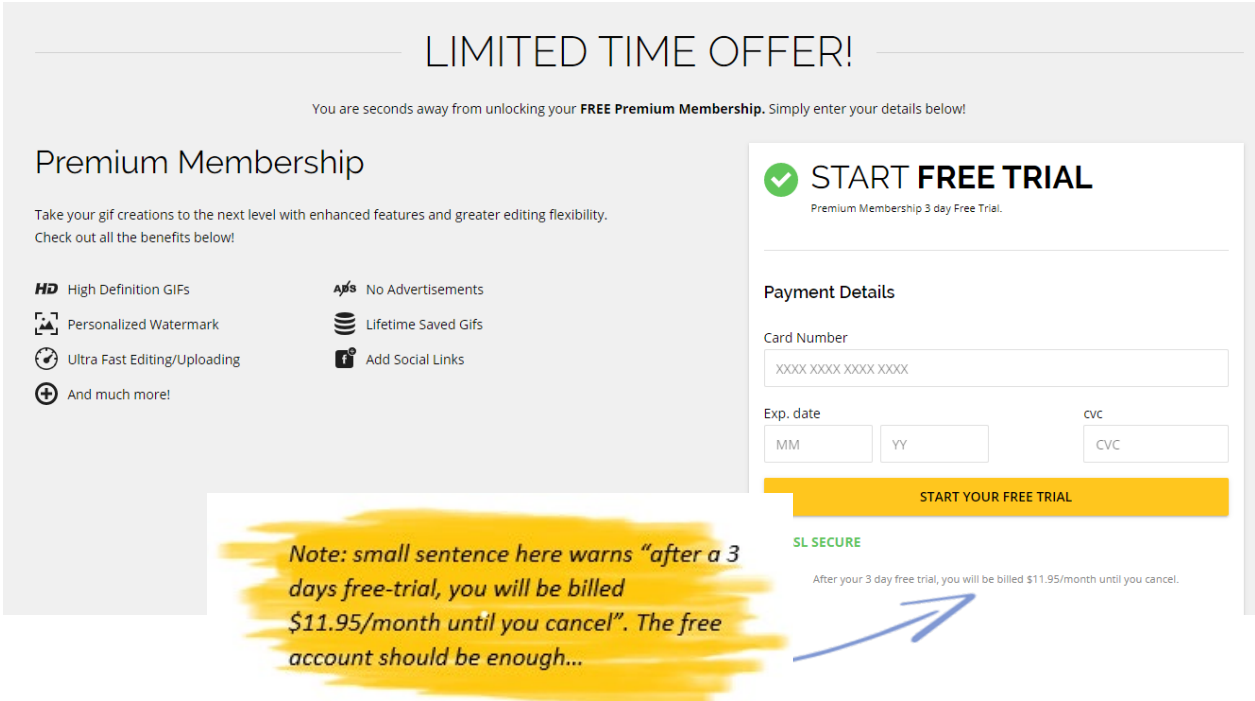
4. Of course, you can go with premium version if you like. Here is your option:

It is still a little bit hard to create a GIF from scratch, so the platform has a tutorial for you: https://medium.com/@makeagif/how-to-create-a-gif-from-photos-84d7ce164322
It is like an example, where someone from the platform is giving short description on how to make a GIF. He has collected photos of himself with VIPs and instead of a static photo album, he has developed a GIF. There are 4 basic steps to follow:
* Select your photos by drag -drop or just uploading them,
* select the order of their appearance,
* choose the animation speed
* either share it with people or download it.

5. Let's try to create a GIF now. We will try the **YOUTUBE TO GIF**
    Important notice: most of GIFs do not have sound but you can enable audio, if you want!

The example will be with a video with landscapes. Let's capture a few seconds from the video and create a new GIF.

First you choose a video. i.e https://www.youtube.com/watch?v=TAVOzguetSI and then try to isolate some seconds, that will eventually be the content of your GIF. In any case, it should not be too long, 4-7 seconds is ok. You track on the specific part of the video and you note down minutes and seconds. In this case we are "isolating" the part from 2nd min 33 sec until 2nd min 40 sec (02:33-02:40).
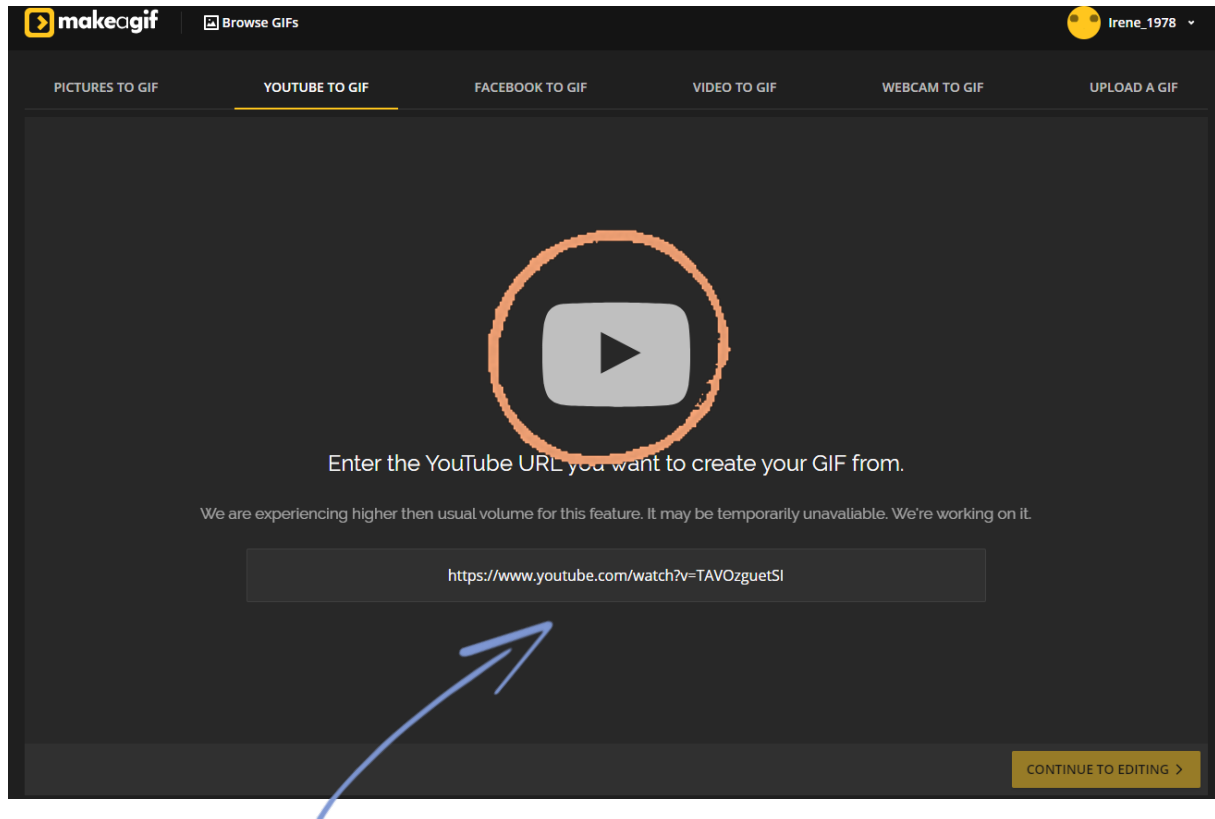
6. You enter the YouTube video's url here:
    Then you click on **PLAY** and you see the whole video uploading. It takes some seconds of processing.
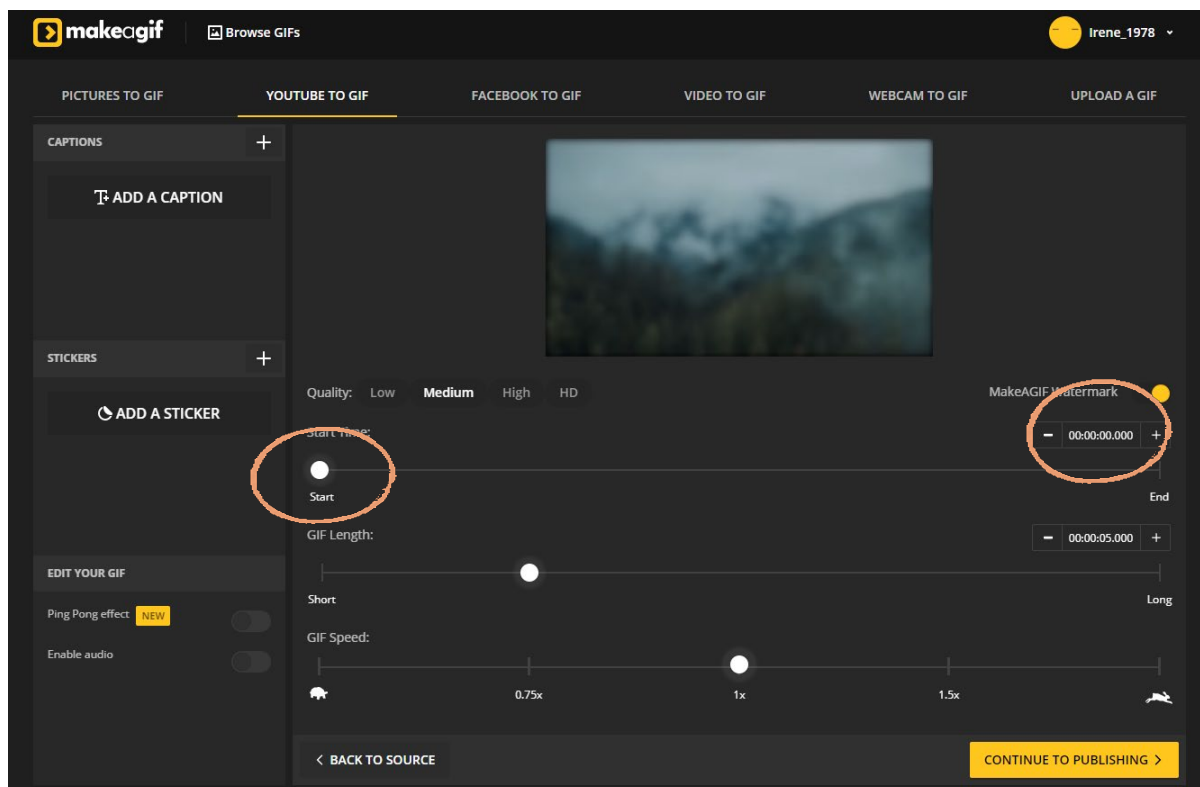
As described before, you have isolated the part already, so you go and find it on the GIF timer. You can either insert the starting second on the timer or use the bar to track it. (both on Start time). Then you decide on the GIF length, it is advisable to be not more than 7 seconds. And then, GIF speed, that means how fast your GIF will be, i.e slow motion could be a suggestion for the one you create now, because it is a timelapse, but fast GIFs are also interesting and fun, especially when cartoon characters are involved.

Next step to be CAPTION part, on the left, where you can insert a word or two. Stickers can emphasize more on your GIF.

Enable audio if you want, it surely gives another perspective.

Then click on **CONTINUE TO PUBLISHING**
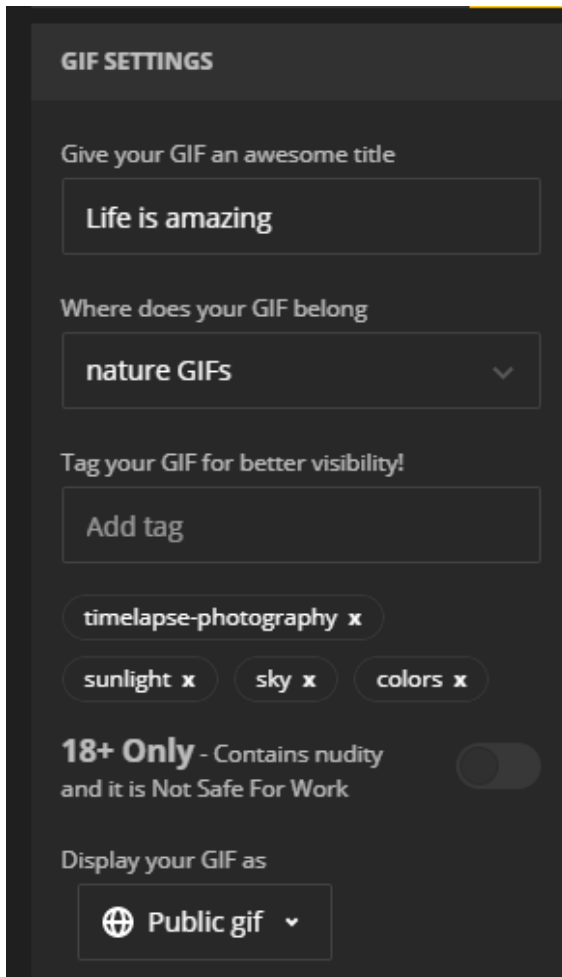
You see your GIF settings.
You name your GIF.
On the drop-down menu, you can choose category. You can use hashtags, set privacy settings and move ahead to CREATE YOUR GIF!

7. This is the unique link of your GIF https://makeagif.com/gif/life-is-amazing-1ULNU_?ref=Q4GORo.

And that is what you have created:
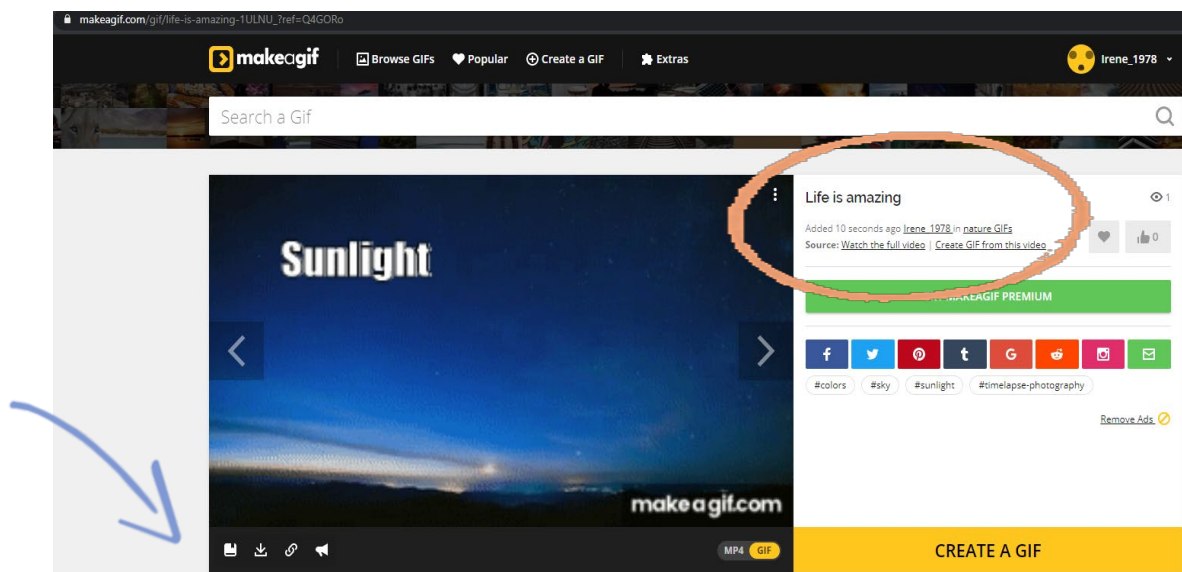
Let's explain symbols, starting from left bottom of your screen:

You can add this GIF to an album or download it.

You can get the link of this GIF or report it for being inappropriate for a certain target group.

Now, let's check the features on the right top of the print screen.

The title you gave is here "Life is amazing", with the creator's name, the category set and of course a reference to the Original video. Your hashtags are here, too.

Finally, on the colourful squares, you can see all the social media channels that can be used for the dissemination of your GIF.

Video İnstructions

Tutorial in English available at:
https://www.youtube.com/watch?v=mPQQXAPWqHw/

6.2.2. Powtoon

Why using this tool – benefits

The website of Powtoon tells a nice story, well describing the reason why of this tool:
In 2012, four friends met in a cafe to solve a problem: How can you communicate a message without putting your audience to sleep, or driving them to check Facebook under the table during your presentation? The answer seemed simple - how about one of those great animated videos! But working with an animation studio can take weeks and cost thousands. Our four friends decided, right then and there, to create a tool that everyone can use when they need their message to make an impact and when they can't afford to be ignored.
What is Powtoon anyway? It's a web-based application that allows you to make presentations and videos with the help of nice animations without having to download and install anything. Its strength is to be a very intuitive and easy-to-use animation software, enabling to create nice and attractive videos without needing to be an expert. Besides, paramount add-on of Powtoon is a portfolio including specific educational solutions, enriched with ready-made templates for the classroom.
The basic version of Powtoon is for free, good enough but imposing some restrictions to the users: the logo and the claim "created by Powtoon" is always fixed, at the bottom right of the screen and at the end of the video, the max length of the videos you can create is up to 3 minutes, and the max storage allowed is up to 100 MB. So, nothing of relevance, but feel free to consider professional versions too, that have nice prices for teachers and students.

Written instructions

Powtoon website is quite easy to manage, but it offers several pathways to reach the contents and solutions of interest. Therefore, the suggestion is to practice a bit before starting creating your educational videos and presentations.
Let's see how to proceed:

1. Through your favourite search engine go to the website www.powtoon.com. You may enter directly through the Education solutions.

2. Clicking on Powtoon Education you land in a welcome page that let you have a first visit to the educational contents. Then go back to the top of the page and click on **Try it free** or **Sign up free**.

3. Whatever button you chose to click, you need now to create your account. You can use your Google, Facebook, Microsoft or LinkedIn identity (if you have one) or proceed with the registration filling in all fields with the required info:
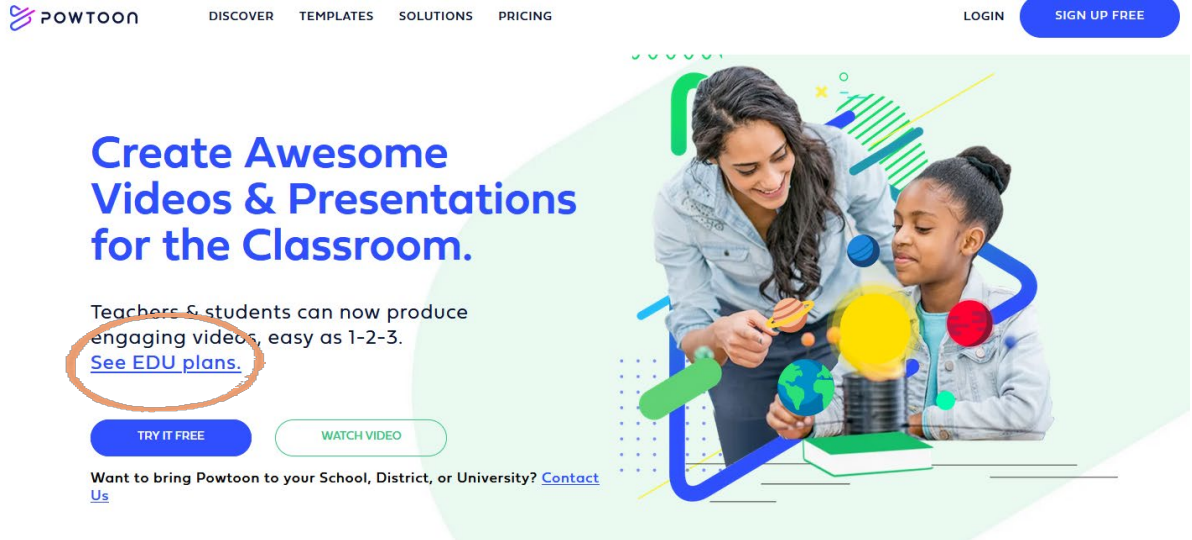
4. Although you decided to try Powtoon for free, the website automatically gives you the chance to start with 4 days Premium, including all the functionalities reserved to paid subscribers. When the trial period expires, you will be subject to the limits described above. But no panic: you will be able to go on with almost all you could need!
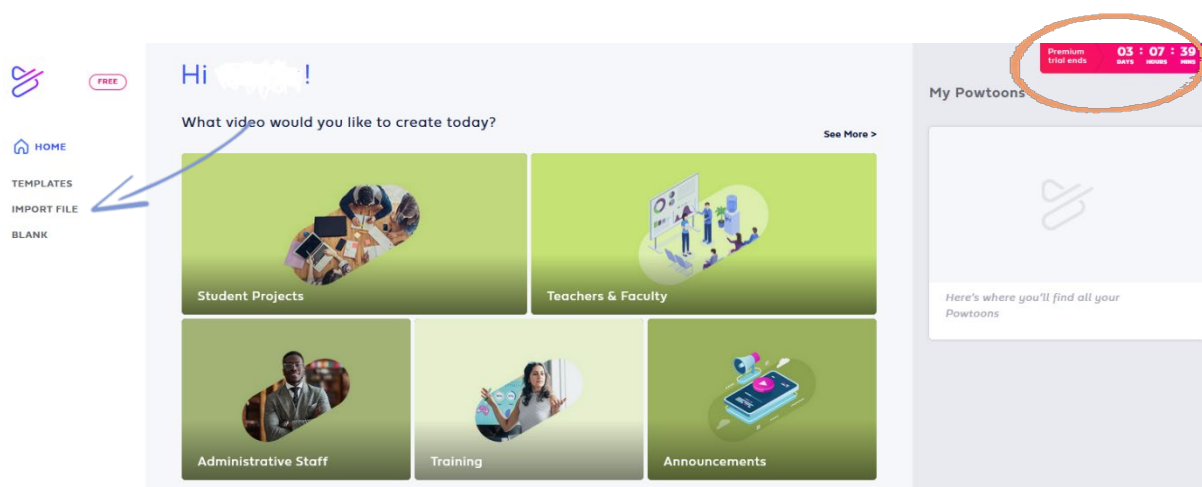
This is your dashboard. Once subscribed, each time you log in you will land directly here, with the possibility to check your previous Powtoons and to create new activities using available templates, importing your files or starting from blank.

5. Of course, if you can't any longer go without the Premium add-ons, you may consider paying options. Click on **See EDU plans**:

Current educational offers for Premium accounts are the following:

Video İnstructions

Tutorial in English available at:
https://www.powtoon.com/tutorials/

6.2.3. ThingLink

Why using this tool – benefits

ThingLink is a tool with endless possibilities in class. No matter the project or access to technology, you can incorporate ThingLink into your class. You, as the teacher, could create one that students will use to preview/review information or complete an assignment. Students could work in groups or on their own to create one, depending on their access to technology and devices inside and outside of the classroom. You can use ThingLink as an alternative way of brainstorming, assignment designing, share information about a certain topic, icebreaker, getting to know each other by using a group photo or create an entire lesson in one ThingLink, by including links and sound clip instructions, video content and links to assignment or quiz. Instead of preparing a PowerPoint presentation, one simple picture could do the trick using ThingLink. A new, fun tool to use in class.

Written instructions

Getting ready to use Thinglink with your students, for example, to upgrade your presentation visuals and options! You only need to log in at the website www.thinglink.com and there you are! Ready to create your first ThingLink presentation.

1. Start signing on the web through your computer. Open your browser (Chrome, Edge, Firefox, Opera, Safari... or what else you prefer) and search for "ThingLink".
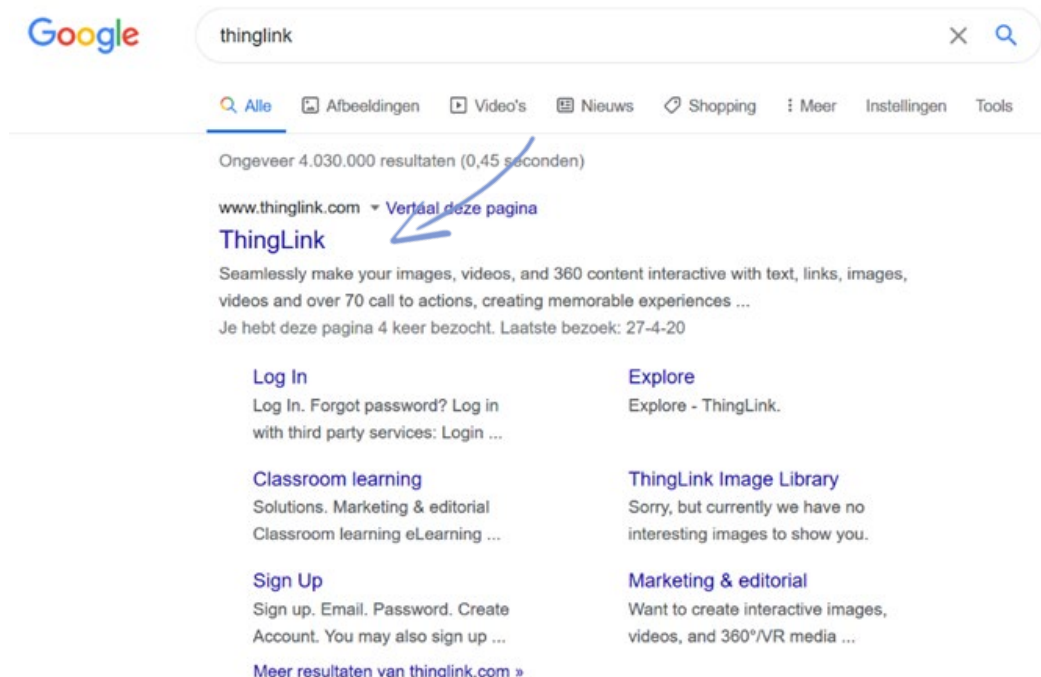
2. The homepage of ThingLink will appear on your screen. Now you need to sign-up.
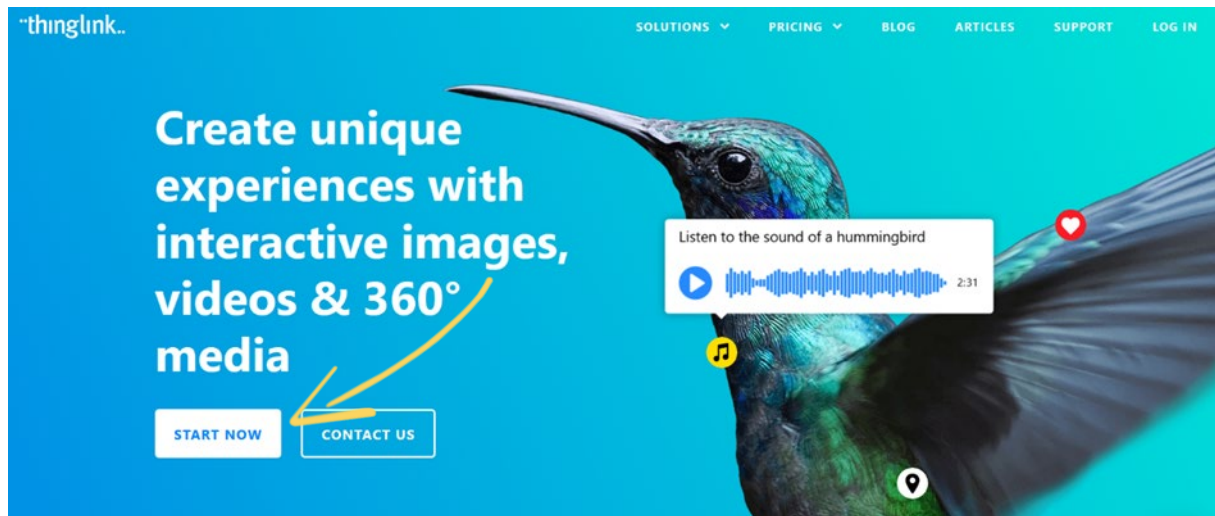
3. To create your ThingLink account you can use multiple identities to log in; Google, Facebook, Twitter, Clever and Microsoft. It is also possible to proceed with the registration by completing all fields with the required information:

4. You're only two steps away from starting your ThingLink presentation; 3 options show up when you have logged in. Choose the most suitable option for you, in which context will you use ThingLink?

Your ThingLink account is almost ready

There are three common ways that ThingLink is used. First, select the subject that is most suitable for you.

Step 1 of 2.

Editorial & Marketing   SELECT

Suitable for media, businesses, government and educational institutions creating editorial and marketing projects on websites and social media.

Classroom Learning   SELECT

Suitable for teachers and students at schools and universities.

E-learning & Corporate training   SELECT

Suitable for educational content creators and online publishers. Ideal for creating e-learning, corporate trainings or paid online courses.

5. Now you have to fill in some information in order to use ThingLink in the most optimal way. Fill in your name, choose your role (teacher or student) and complete the requested information. Once you complete this step, you're in!

Your account is ready!

Before you dive in, take a quick look at what you can create on ThingLink.

Thinglink is a visual learning solution

2:48

START USING THINGLINK
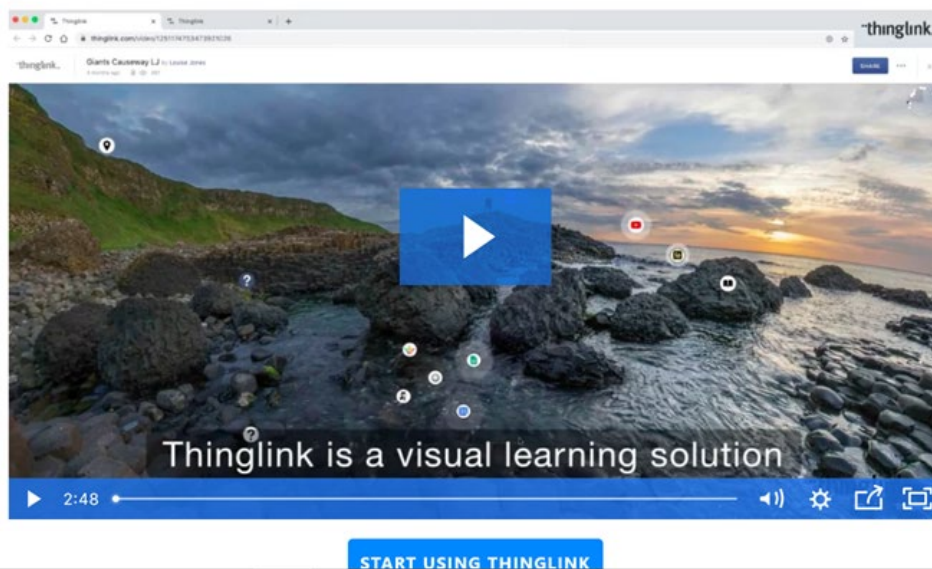
6. You can watch an instruction video to see all features of ThingLink and pop ups will guide you through the making of a first presentation using this great tool. A new innovative way of engaging your students!

Video İnstructions

Tutorial in English available at:
https://support.thinglink.com/hc/en-us/articles/360034508093--Video-How-to-use-the-ThingLink-editor
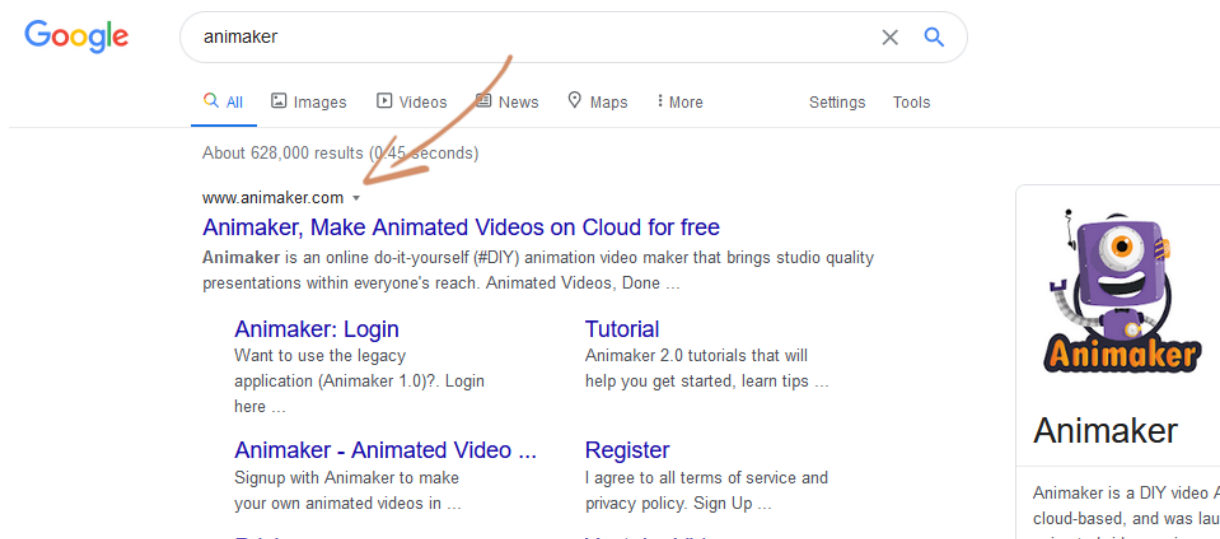
6.2.4. Animaker

Why using this tool – benefits

Animaker is a do-it-yourself animation software that can be used for different purposes, including those related to education field, in a variety of styles. It is provided by a platform for beginners, non-designers & professionals to create animation and live-action videos, helping a wide range of users to craft videos of studio standard without much training or external guidance. Everything starts with just a simple drag and drop interface to allow you to add/edit elements, as well as plenty of templates to get you started if you aren't sure what you want your video to look like. There's also an included library of images, characters, audio, and more that you can use in your video. Animaker is a freemium software, and it's up to you to decide if the basic features are enough for your needs (they should definitely be!) or if you need to have more and therefore check the pricing model.
The software is anyway completely web-based (you don't have to install anything) and very easy to get started with.

Written instructions
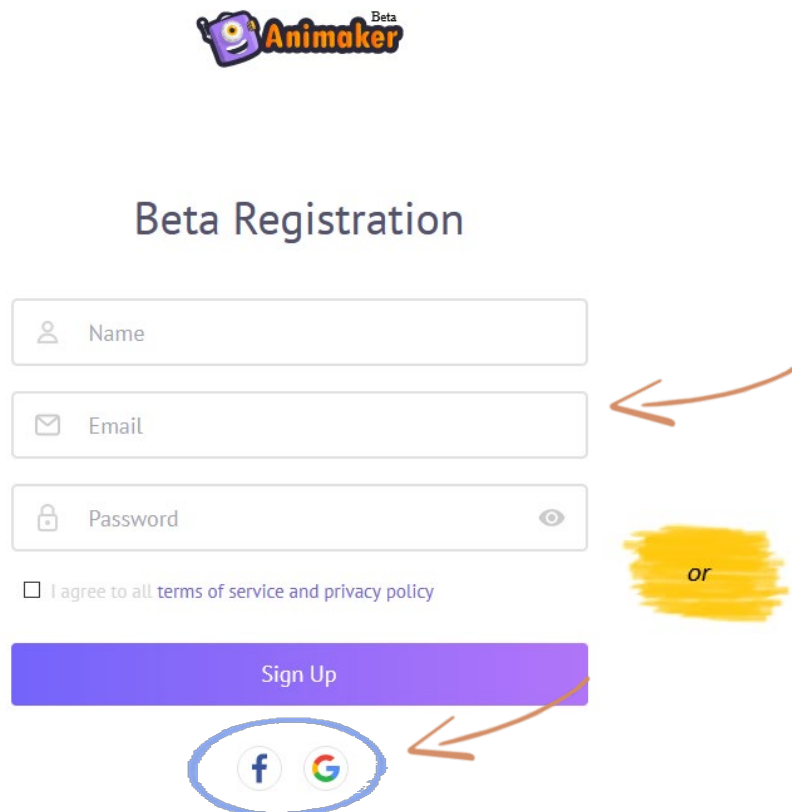
1. Your first step to approach Animaker consists of using your favourite browser and search for its website https://www.animaker.com/:

2. The homepage of Animaker will appear on your screen. On the top right corner there's a button to choose the language you prefer (not so many languages are available other than English…). Once chosen the language, you can sign-up with a simple click, but first of all please spend 2 minutes to scroll down the page and get an overview of the numberless features Animaker gives to its users!

Click here to select the language and sign-in
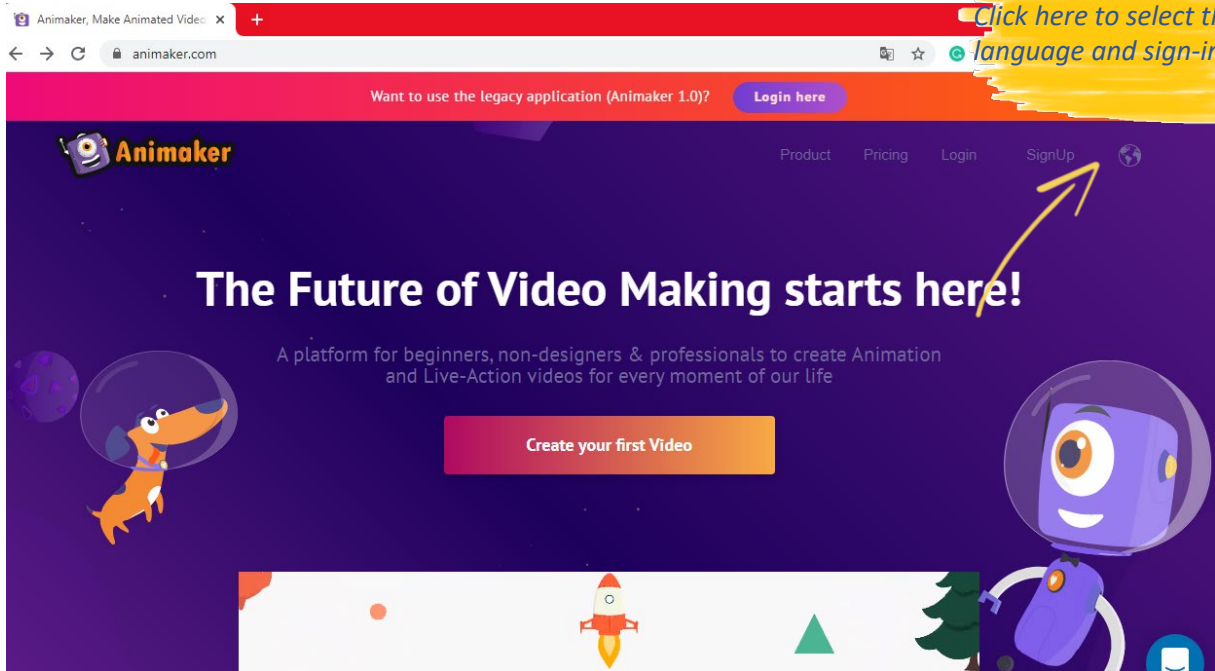
3. When you ask to sign-in, the following screen will appear. You can decide to use your Facebook or Google profile (if you have one) or to fill in the table with the required info:

Beta Registration

or

4. Once finished the registration process, you will directly access your dashboard. It shows the opportunities Animaker gives you to create animated videos.
What appears in front of you is the free version of this nice app. If you prefer you can obviously switch to the pricing section and upgrade your profile, but your educational purposes should be satisfied without spending any money!
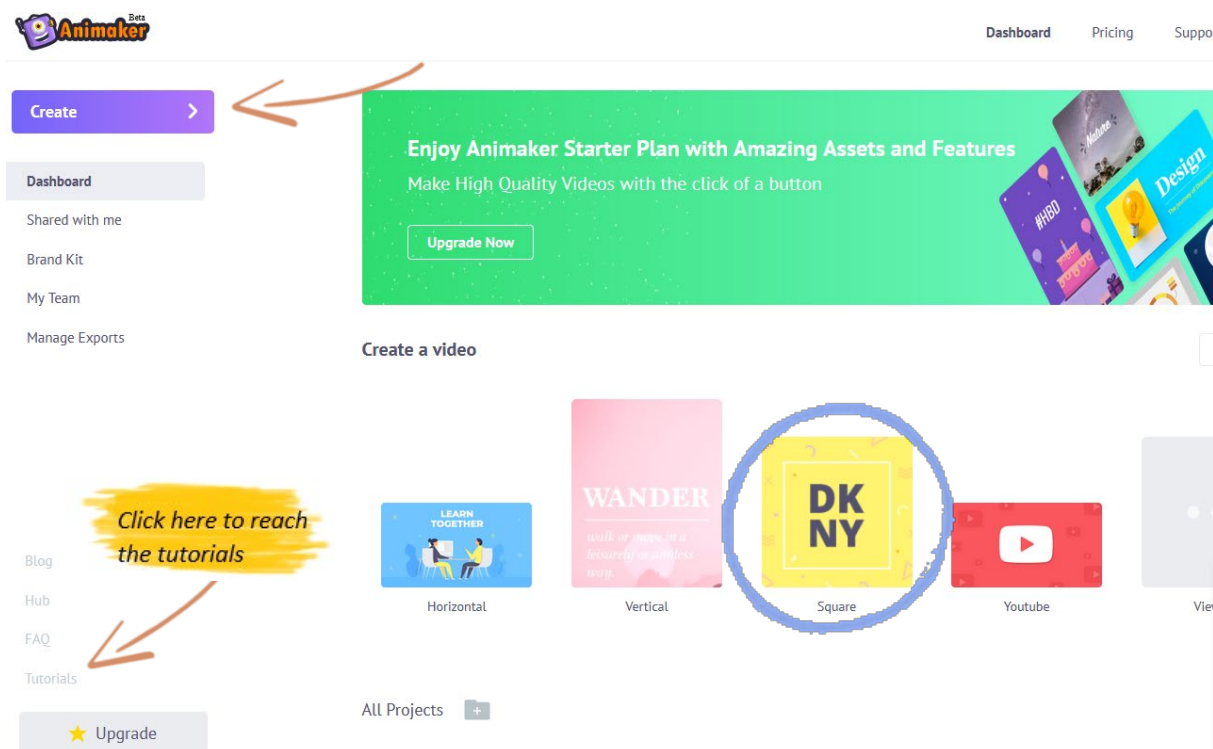
5. Look carefully at the screenshot above: if you feel comfortable with such a tool, because you normally use something like this, you can start creating your animos, maybe choosing in the middle of the page the form of your video, the final destination and so on. But if you still need to learn the technique, you'd better go first to the tutorials, clicking the button in the bottom left corner. However you decide to proceed, Animaker always helps you step-by-step to create your activities, but you have so many features at your disposal that a bit of practice will help to achieve good results!

6. Let's say, just to give an example, that you want to create a square animated video. Clicking of the circled yellow icon above, you land in a new page, which offers several templates ordered by different objectives:

Just click it, Edit it and Share your moments
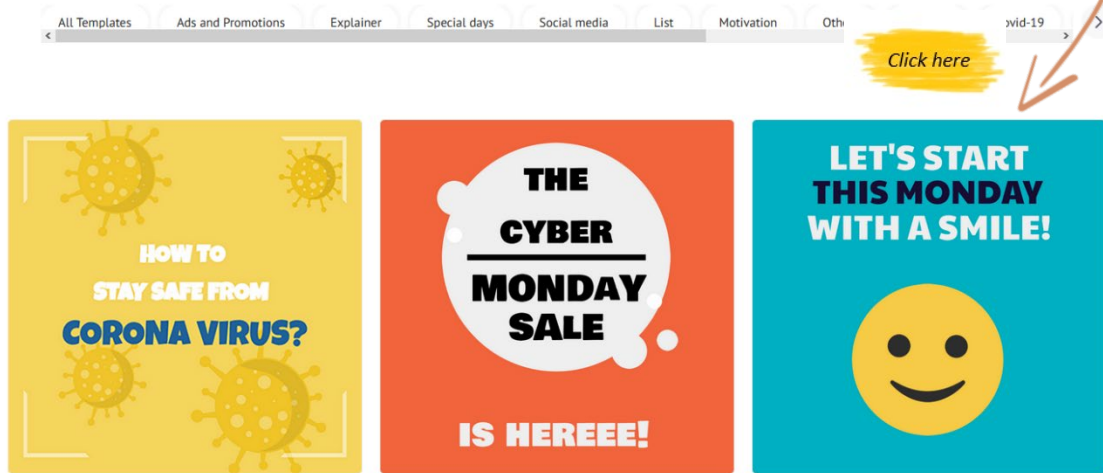
7. Choose your favourite template, according to your purposes, and click on the relevant icon. Now you are "on the ground"! The following screenshot shows all the commands you can use to create your video starting from this template:
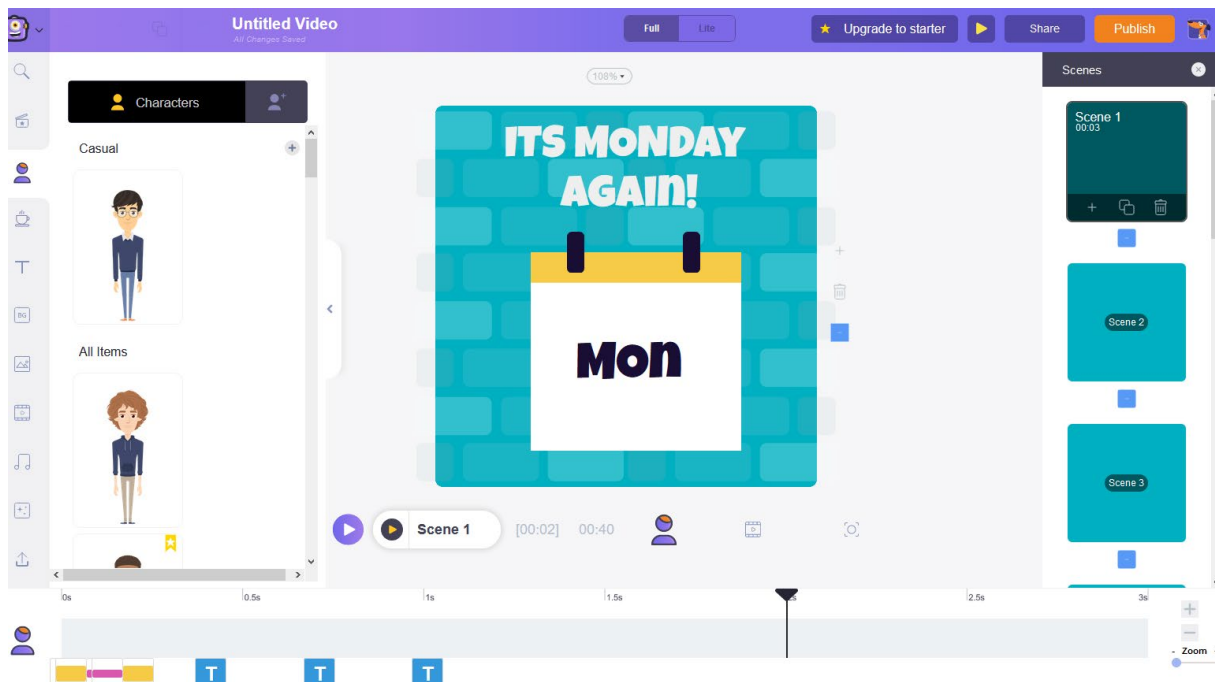
It might seem a bit complicated, but it isn't. Animaker will take you along the entire process, transforming it in an amazing experience. And if should not be clear enough, please remind to use the tutorials!

Video İnstructions

Tutorial in English available at:
https://tool.animaker.com/dashboard/editProject/4wh6RCIweVhe

6.3.   Digital collaboration and assessment tools

TCC VET offers to teachers and students 6 good examples of interactive tools whose characteristics are very close to typical scholar activities: storage of contents, easy assessment, practicing in the class-room and at home. So, typical activities, but performed in a different and effective way.

6.3.1. Google Keep

Why using this tool – benefits
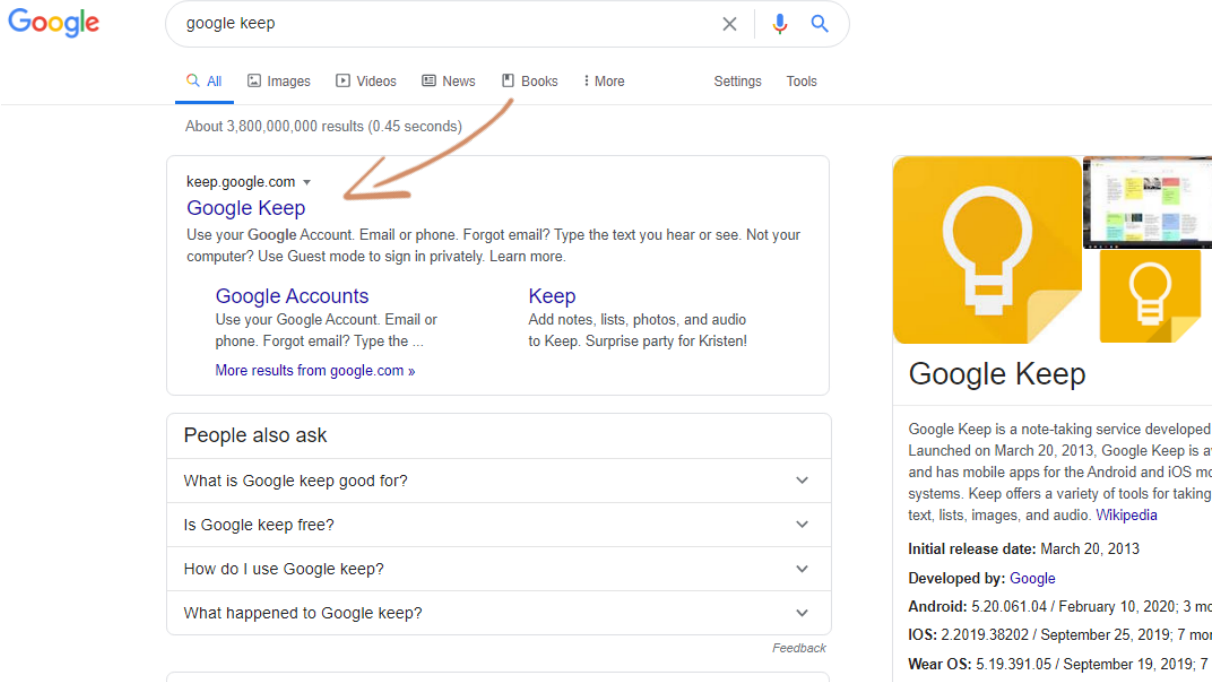
Google Keep is a note-taking service developed by Google. Launched in 2013, Google Keep is available on the web, and as an app for Android and iOS mobile operating systems. Keep offers a variety of features for taking notes, including text, lists, images, and audio. Users can set reminders, which are integrated with Google Now. Text from images can be extracted using optical character recognition, and voice recordings can be transcribed. The interface allows a single-column view or a multi-column one. Notes can be color-coded, and labels can be applied for organization. Later updates have added functionality to pin notes, and to collaborate on notes with other Keep users in real-time.
Using this app it will be easy to discover that it may help you in a big variety of circumstances:
·   Create notes and lists, set time and place reminders, and check off your completed tasks.
·   Add a collaborator to your notes and lists, then get things done together.
·   Add photos and drawings, or just draw on your photos.
·   Dictate your thoughts, Keep will transcribe them for you.
·   Search notes by automagically created topics.
·   Group notes together with appropriate labels.
·   Access your notes on any device, synced automatically to your phone, tablet, watch, and laptop via the Google Keep website, or Chrome app.
·   Use "Ok Google" voice commands to "take a note" or "add to your to-do list".

Written instructions

1. Open your browser (Chrome, Edge, Firefox, Opera, Safari... or what else you prefer) and search for "google keep" to reach the website for the download at https://www.google.com/keep/

2. The homepage of Google Keep will appear on your screen. Now you need to sign-up to go on and so you will click "Try Google Keep":
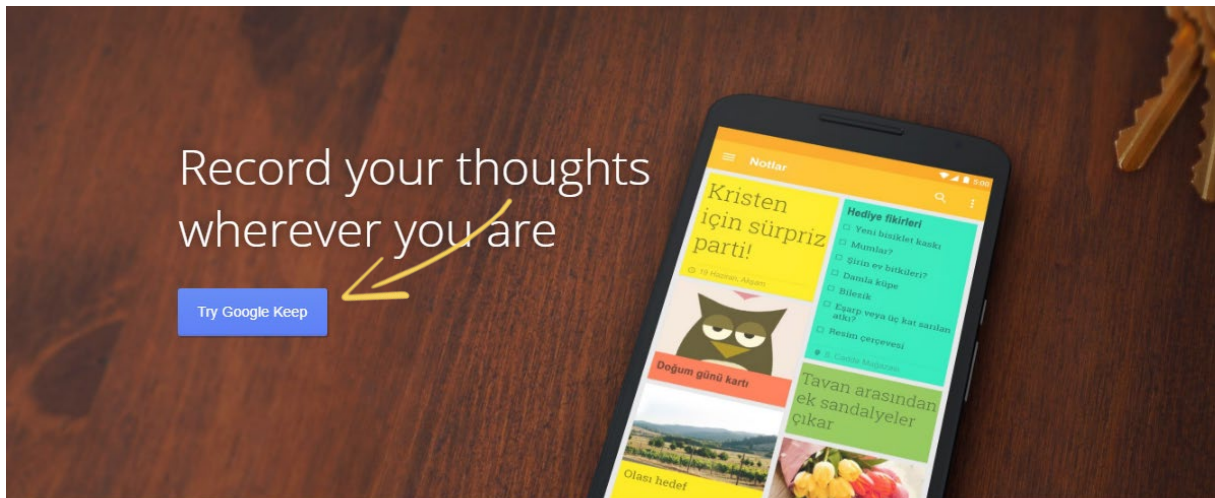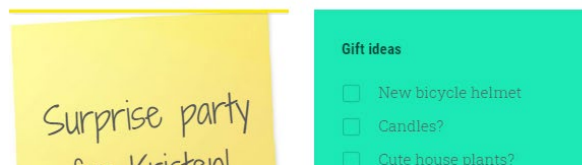
3. To use Keep you obviously need a Google account. If you already have one, go with it. If not, creating a new account is easy and fast.
Let's say you already have your Google account, and go to see what happens when you download Keep or, even better, you choose Keep from the Google apps already available for free in your pc or mobile device. The screenshot below shows the icons of the commands you can use. Please note in particular the icon of the microphone, one of the most appreciated and useful features that allows you to leave a vocal note that Keep will hold and transform in text:
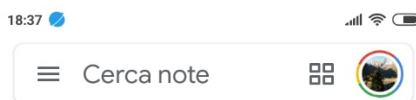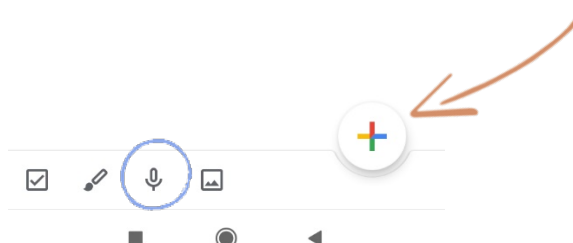
4.   Clicking on the big and coloured "plus" on the right you will add a new note, while the icons on the footer area (including microphone) give you the opportunity to add one or more images to any single note, define labels, modify, store or delete your notes et cetera.
Using Keep, don't forget to sync your device with the others you have: in this way, your notes will appear everywhere, always synced!

Video İnstructions

Tutorial in English available at:
https://www.youtube.com/watch?v=KwU4aA63hpA

6.3.2. OneNote

Why using this tool – benefits

Microsoft's OneNote is actually a digital notepad accessible via the Internet. Designed to gather information from other programs or from the Internet, along with those written by the user, it has an extremely flexible structure, which allows great freedom of work. The data are contained in notebooks, which are divided into tabs, in turn divided into pages. Each of these parts is connected with the others in an information network and can be copied or moved from one notebook to another with a single click.

Furthermore, OneNote has been specifically programmed for the use with mobile devices (tablet and smartphone) and incorporates many digital ink features (absent in the web version), leveraging the Windows-integrated write recognition technology, which allows you to convert handwritten notes into editable text.

By installing an add-on, available for free, the program also allows you to enter and calculate mathematical equations.

OneNote installs in your pc a dedicated printer (listed as "Send to OneNote"), suitable for clippings of various displayed objects.

Written instructions

Microsoft OneNote is an online note management program produced by Microsoft and distributed for free under commercial license. It is part of the Microsoft Office personal productivity package, and is available for Windows, macOS, iOS and Android operating systems. In 2016 Microsoft included OneNote in the Windows 10 suite, so the program is automatically available for all those who use this operating system. People using different operating system and/or without Microsoft Office package can anyway download for free the last separate version, published and available as OneNote 2016 (https://www.onenote.com/download).

As there are several different ways to obtain OneNote, according to your operating system and installed software, we are introducing here the easiest solution available for anyone, that's to say downloading OneNote 2016.

1. Open your browser and ask your search engine to download OneNote 2016:
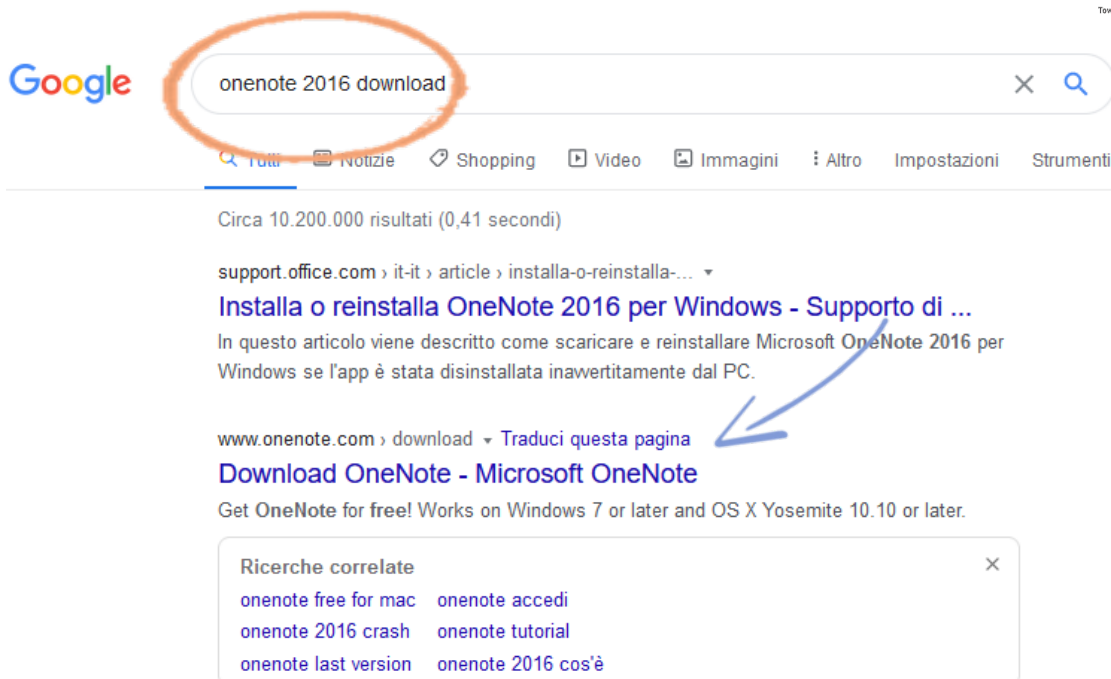
2.   A dialogue page will appear in front of you, and it should be in your Country language. If it shouldn't happen, or if you prefer to use a different language, you can change it clicking on the button in the bottom left corner. Once chosen the language, click on **Download**.

3. Follow the installation procedure in your computer and then launch OneNote from the start menu. OneNote is now available and you can use it as a flexible and smart planner for your activities, notepad or whatever you want about your job, spare time, private life et cetera.

Video İnstructions

Tutorial in English available at:
https://www.youtube.com/watch?v=_2DYm1n9Nr4
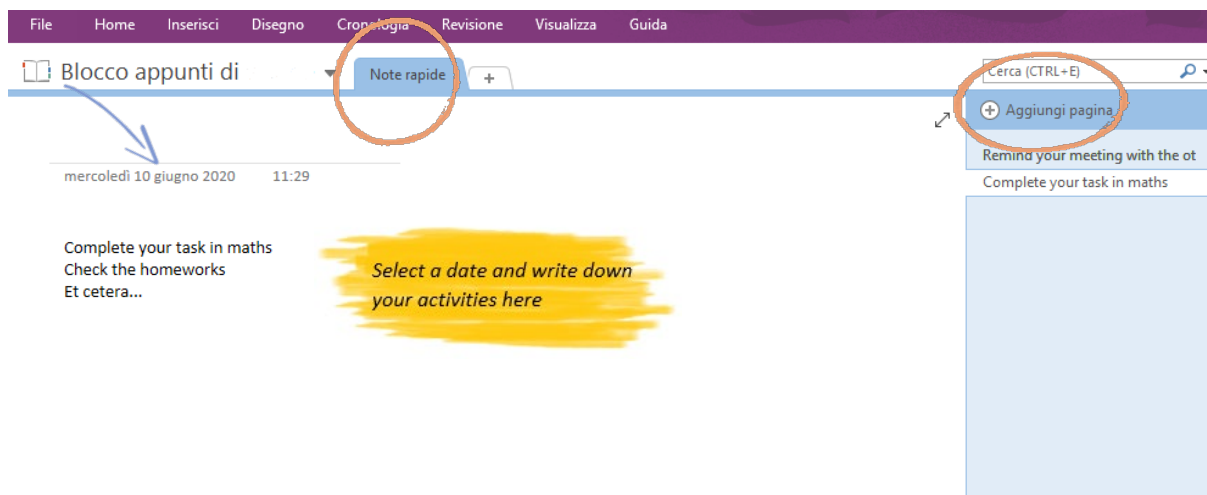
6.3.3. Padlet
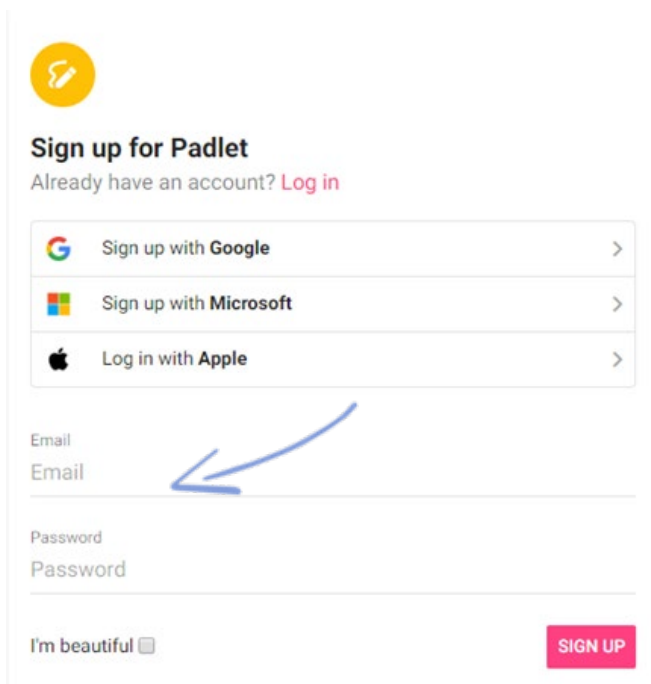
Why using this tool – benefits

This is an internet tool that allows teachers and students to collect online information and upload them on Padlet's digital board with just Drag & Drop. Videos, texts, hyperlinks, images etc can be added to Padlet's digital board and can be organised like on a traditional class board, that used to be full of announcements and notes. Students can upload files, they have created, with activities or assignments and this can be shared with many other students; This feature is so useful, since it promotes team spirit and working together on projects even on the same time. Social media can also be integrated with these boards, blogs and if you feel confident enough on your IT skills, you can even transform this into a QR code. Padlet also protects privacy settings, so that sharing can be manageable by creators and other users.

Written instructions

1. You can start by searching for Padlet on the internet https://padlet.com/. Welcome to this amazing collaboration platform!
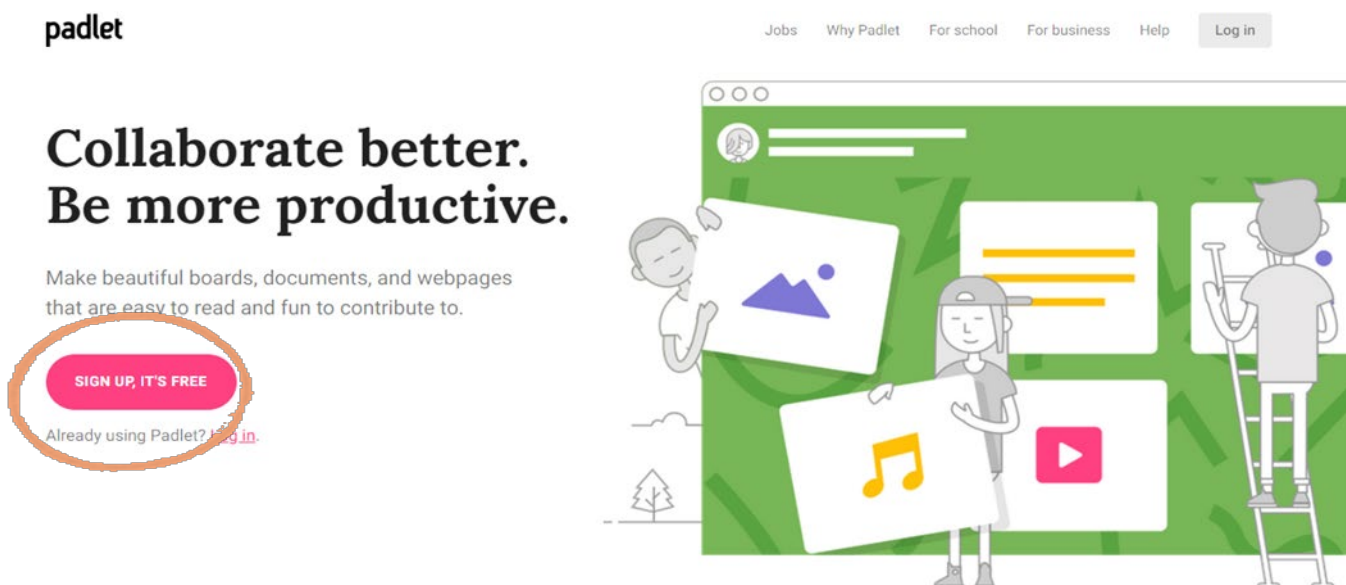
2. In order to be sure you are not a robot, the platform gives you a simple test. Play the captcha game, click on Verify and then you will be logged in. Welcome on the creative environment of Padlet!

Your portfolio

The rest of your options are here: either to create a padlet from scratch, participate in a board that someone else has made or make an album

3. If you feel like starting from the very unknown, here is something you can do first: https://padlet.com/features. Read about all features that Padlet is offering you and decide what fits best to your needs. You can also read about paid/premium version: https://padlet.com/premium

Upgrade the way you work. Wherever that may be.

With user management, extra privacy, gorgeous themes, and more.

Padlet Backpack
For schools
Learn more

Padlet Briefcase
For businesses
Learn more

Padlet Pro
For individuals pro at life
Learn more
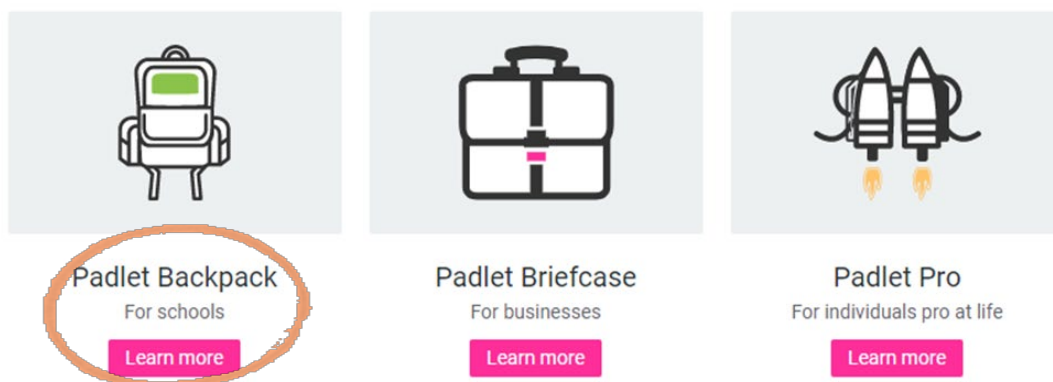
The Premium version for school is quite expensive (a teacher plan starts at 12 $ per month), and considering that the free version offers almost all what you may need, our suggestion is to go definitely for the basic account.

4. Go back to your creative environment and click on **Create a Padlet**. Here are the options you can consider to realize your project:

Start with a gap ...

Wall PREVIEW
Pack the contents in a brick-like layout.
SELECT

Canvas PREVIEW
Scatter, group and link content in any way.
SELECT

Flow PREVIEW
Improve content in an easy to read flow from top to bottom.
SELECT

Grid PREVIEW
Arrange the contents in rows of boxes.
SELECT

Shelf PREVIEW
Fill in a series of columns with content.
SELECT

Backchannel PREVIEW
Communicate in a chat like environment.
SELECT

Map PREVIEW
Add content to points on a map.
SELECT

Timeline PREVIEW
Place content along a horizontal line.
SELECT

Each category addresses to different teaching and collaborating needs. You can experiment a bit and find out which board is the most appropriate to your case. *Wall* and *Canvas* are the most common boards (Canvas is mostly about creating causal links between ideas, projects etc) *Flow* is for presenting content in a vertical way.

Grid supports row format, which works pretty well with some students and it is more or less the same with *Shelf*. *Backchannel* is like a chat room, where you can brainstorm and exchange ideas. *Map* fits perfect for international collaboration or geography course, while *Timeline* is best for road mapping and keeping schedule for your tasks.

Let's randomly choose *Canvas* and go to Adaptation:
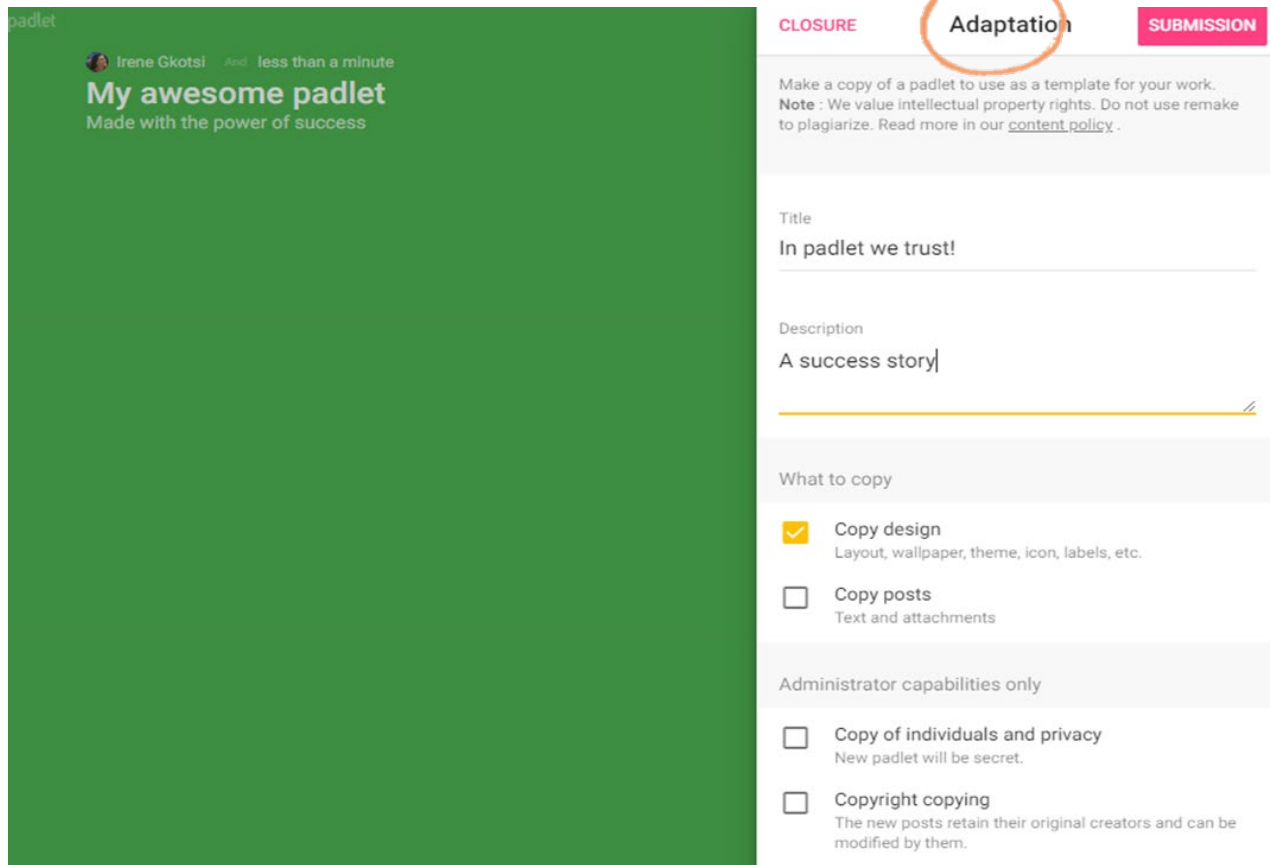
5. You can keep suggested texts on Title and Description (those are pretty motivational, actually) or you can rephrase. Since you are the Administrator, you can also select privacy standards. Then click **SUBMISSION**, and the first set-up is done!

   Now continue with the Notification procedure and check in the following screen what you can do:

CLOSURE   Sharing

Invite Members

ADD MEMBERS

Privacy   ⑦

Secret .
Keep the padlet hidden from the public. If I choose to share it
with someone, they should be able to access it.

Visitors can **read** .

CHANGE PRIVACY

Sharing

🔗 Copy link to clipboard

▦ Get QR code

<> Incorporate into your blog or website

✉ Email

f Share it on Facebook

🐦 Share it on Twitter

🖼 Share on Google Classroom

Export

🖨 Save as image

🖨 Save as a PDF file

*→ *Invite·members,·in·order·to·have·interaction¶*
*→ *Change·privacy·terms,·if·needed¶*
*→ *Copy-paste·a·link·from·a·website/blog¶*
*→ *Get·a·unique·QR·code·for·your·Padlet¶*
*→ *Upload·your·board·into·a·blog/webpage¶*
*→ *Email·it¶*
*→ *Share·on·social·media¶*
*→ *Save·it·or·Print·it¶*
¶

6. Customising your Padlet will take you some time, but it's worth it. If you click on the cogwheel (a very common symbol for settings) you have the chance to improve your Padlet's layout! Remember to click **SAVE** when finalising your choices!
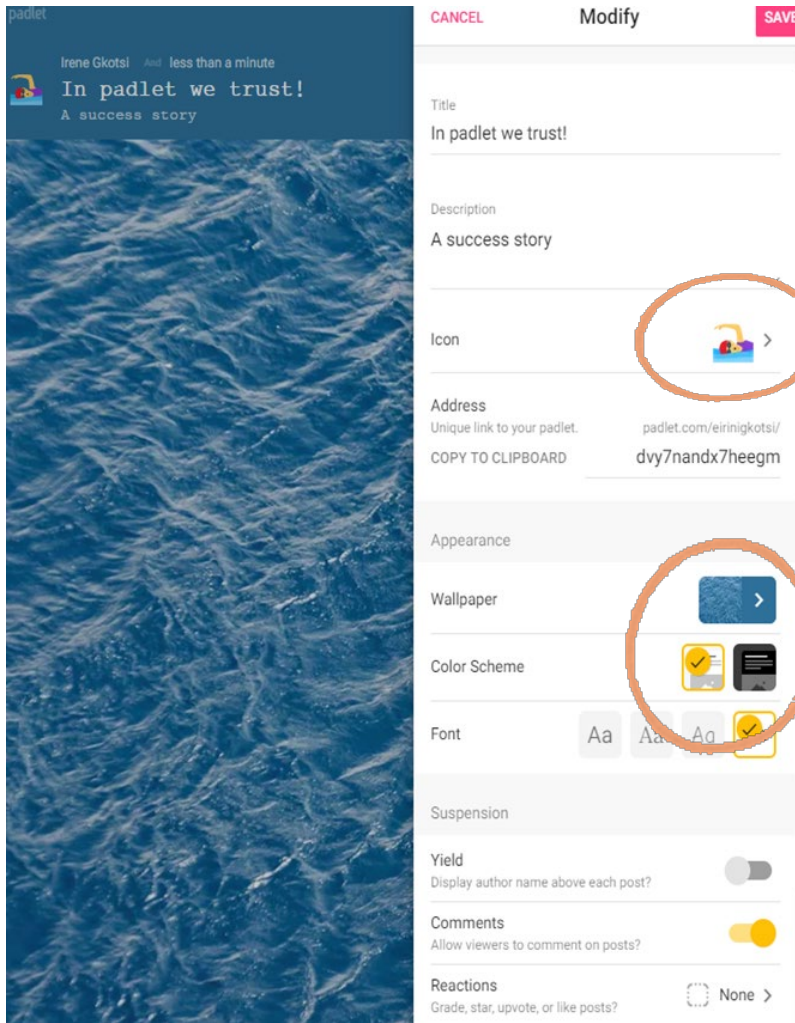
Icon·can·change:·emojis,·animals¶
Wallpaper·can·change,·results·are·fantastic!¶
You·can·keep·color·scheme¶
Choose·the·font·you·like¶
Allow·authors·to·display·their·name· (when·writing·on·board)¶
Allow·comments·on·posts·(best· interaction)¶

7. Next step: in the main screen, top left, you will find 3 dots … If you click on those, here is what you get:

61

Info

Help

Do like

Adaptation

Enter the full screen

Invite people

Notification or integration

Export

Print

Modify

Change format

Clear all posts

Archive

Delete

Some·features·are·already·used·or· decided,·nevertheless·here·you·can· e.g.:¶
--·invite·more·people¶
--·export·your·Padlet¶
--·modify·it¶
--·clear·all·posts·and·start·over¶

8. And now, it's time to start using Padlet! Add a post by clicking on the **+**
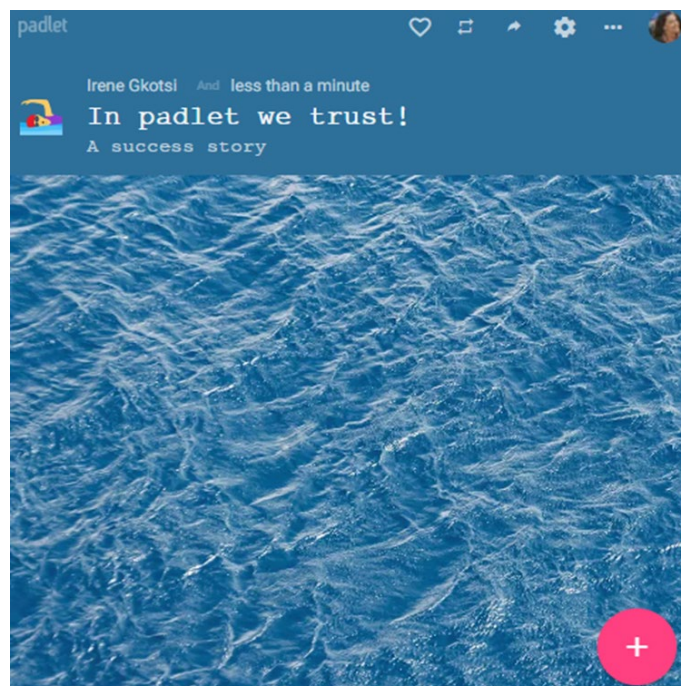
9. On your screen a sort of virtual card will appear: under the Title you can start writing something, like a message, a key word etc, and then upload it.
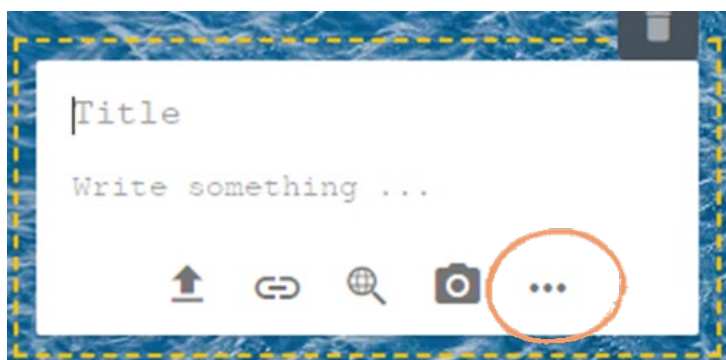
10. Then you can add a link, you can search something on Google, Snap or more, as in the following screenshot:
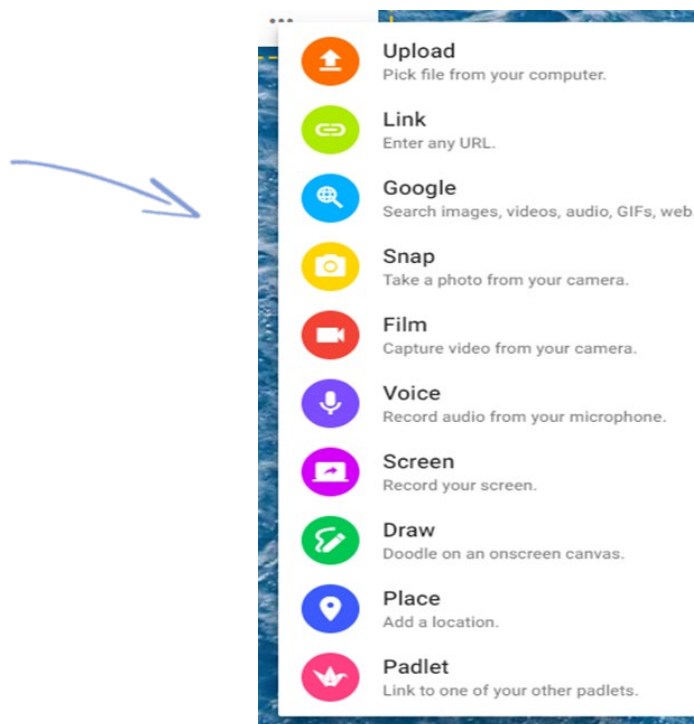
11. Taking advantage of all features, you might end up with this result:
the main topic is VACATIONS and you already have a question highlighted. The answers given are either a YouTube video (Casablanca) where you can click on and watch it, an online picture (Corsica), an online article (Peloponnese) or an uploaded photo from your pc/smartphone (Lisbon). The interaction is based on students' comments, on the right bottom of every post.
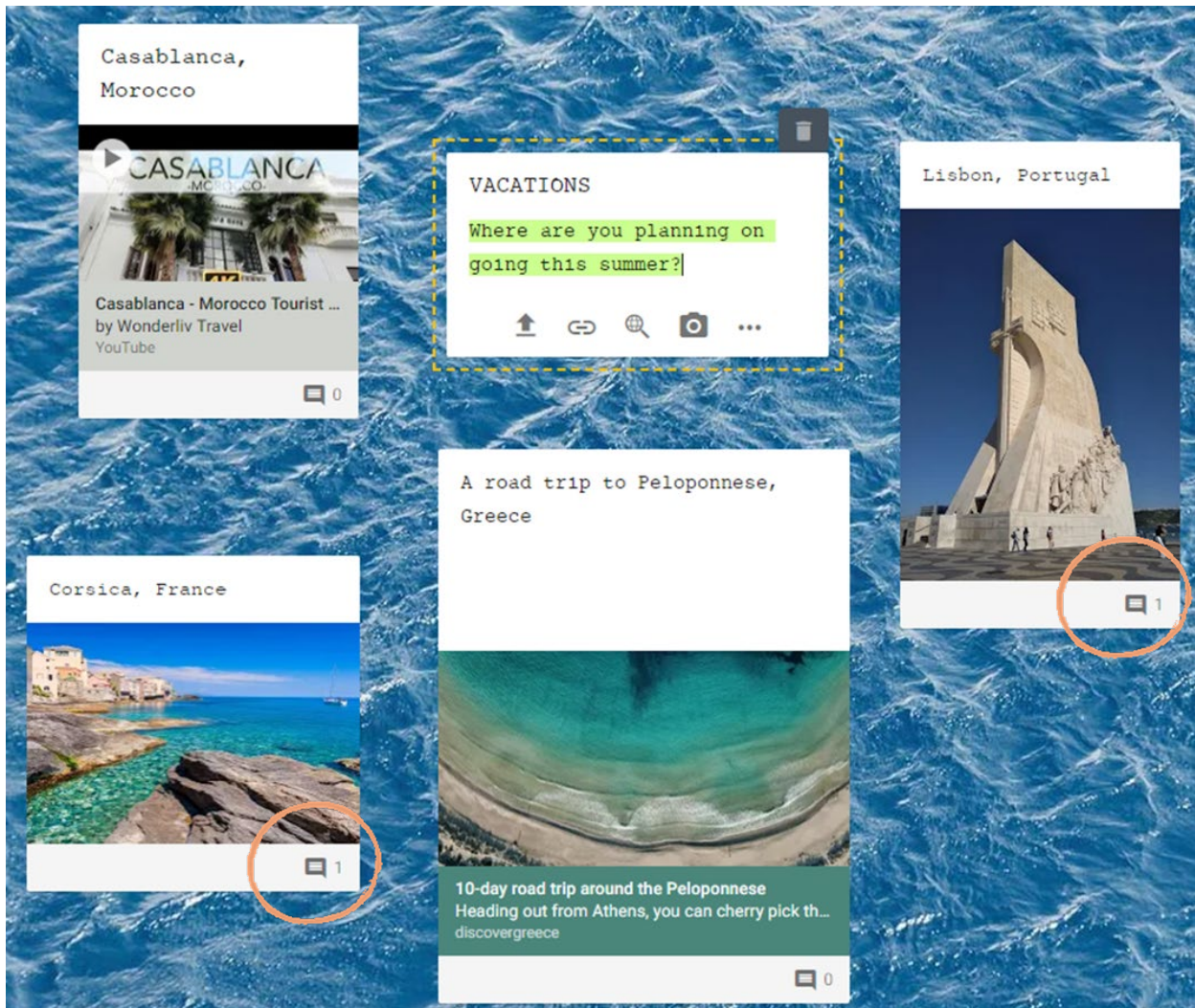
12. You can invite even more people by sharing the unique link your Padlet has with them. Check the menus presented at the beginning of this platform presentation. Every Padlet type can give you the opportunity to create many different things. Explore as much as you can, and find out what best suits you.

Video İnstructions

Tutorial in English available at:
https://www.youtube.com/watch?v=OPkq5q8nRbM

6.3.4. Plickers

Why using this tool – benefits

Plickers is an interesting app that allows you to carry out tests, quiz and other surveys and collect data in real time, without any need for students to use a device. The teacher uses a smartphone or tablet connected to the internet and creates a digital class. The teacher then distributes to the learners a series of so-called cards that contain special codes.

The teacher asks a question to the class and uses his smartphone or tablet to collect the answers of any student, scanning the codes on the cards. The App will record all the answers, that will be immediately reworked and made available to the teacher himself. The results will appear, therefore, in real time on the smartphone or tablet of the teacher or displayed on the inteactive dashboard.

Plickers is a tool that integrates very well with any type of teaching. It makes the lessons more engaging and interactive and thanks to the strong visual potential allows a particularly effective and shared learning.

Like many other tools, Plickers is available for free. Teachers who like to use enhanced add-ons and special functionalities can make use of the professional version, paying a monthly or annual subscription, but the basic version offers all what you normally need for your educational purposes.

Written instructions

Getting ready to use Plickers with your students, in classroom and/or for a distance learning activity, is very easy and fast!

You only need to log in at the website www.plickers.com/login and to download and install the Plickers app on your mobile device (Android or iOS).
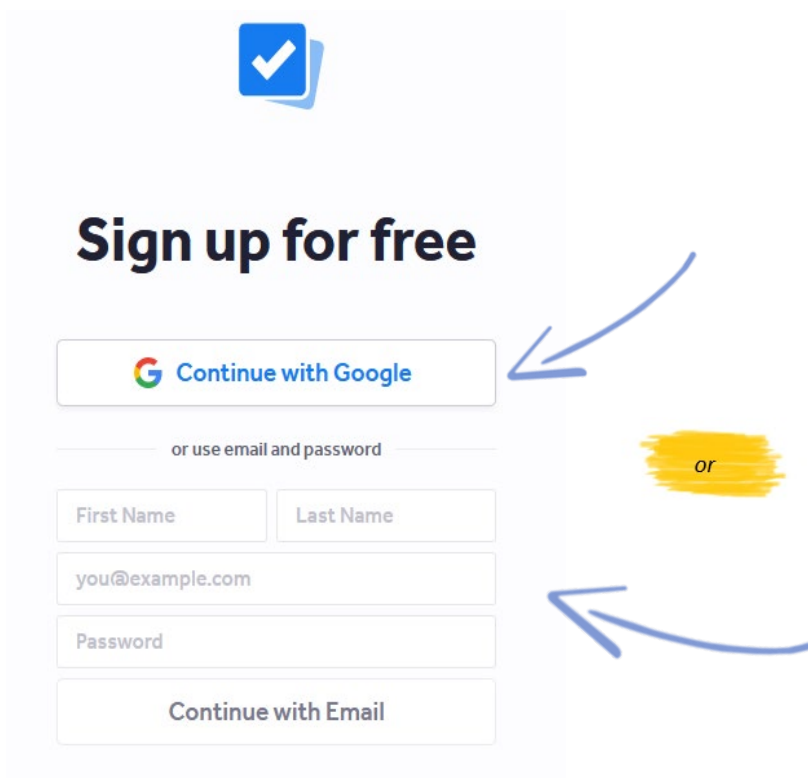
1. Our suggestion is to start signing on the web through your computer. Open your browser (Chrome, Edge, Firefox, Opera, Safari... or what else you prefer) and search for "Plickers".
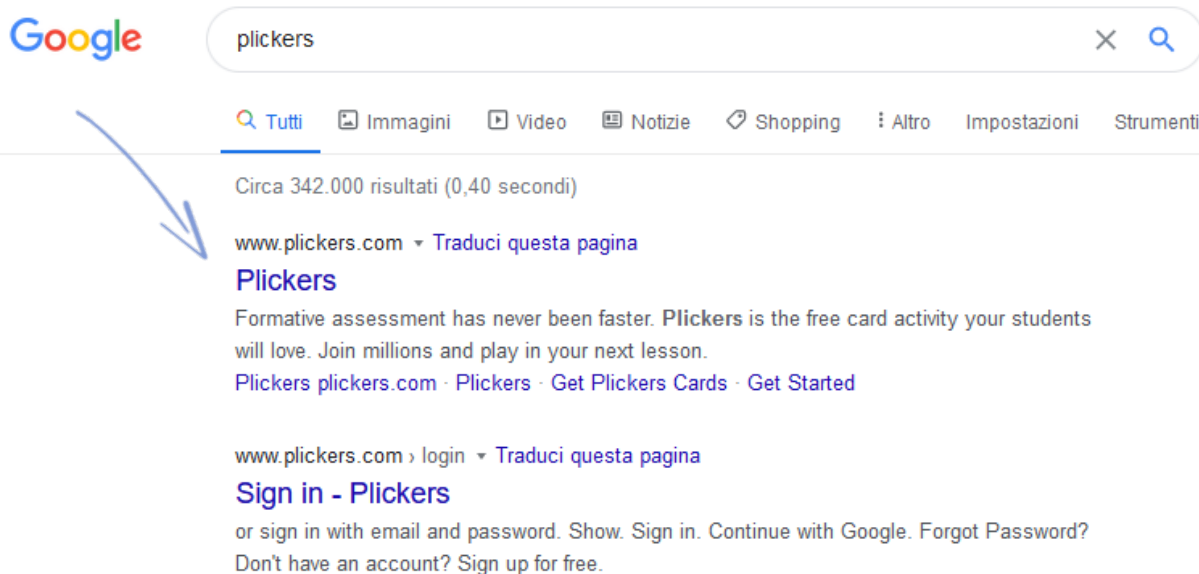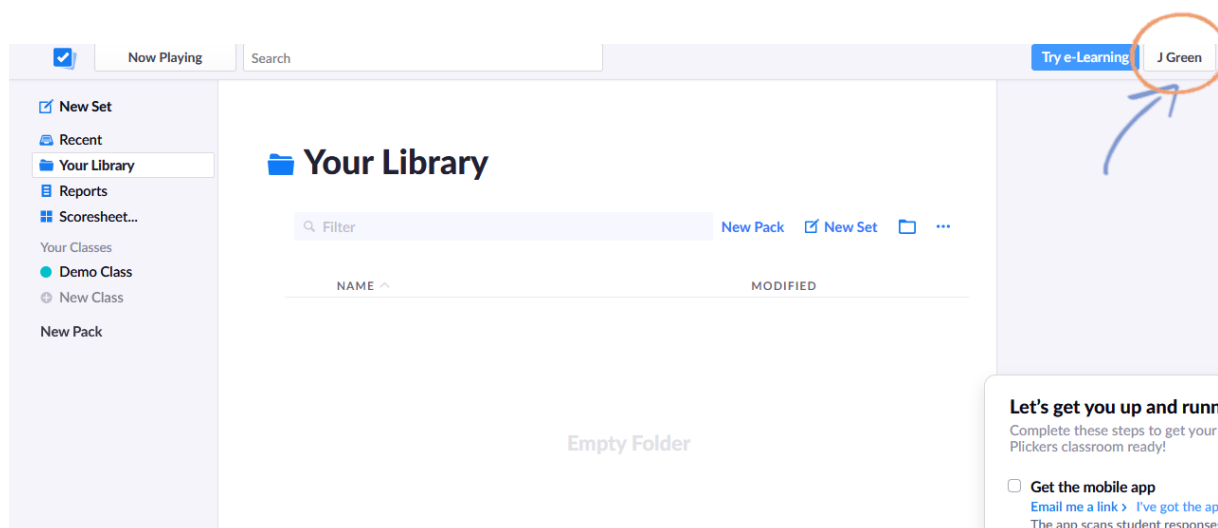
2. The homepage of Plickers will appear on your screen. Now you need to sign-up to go on:
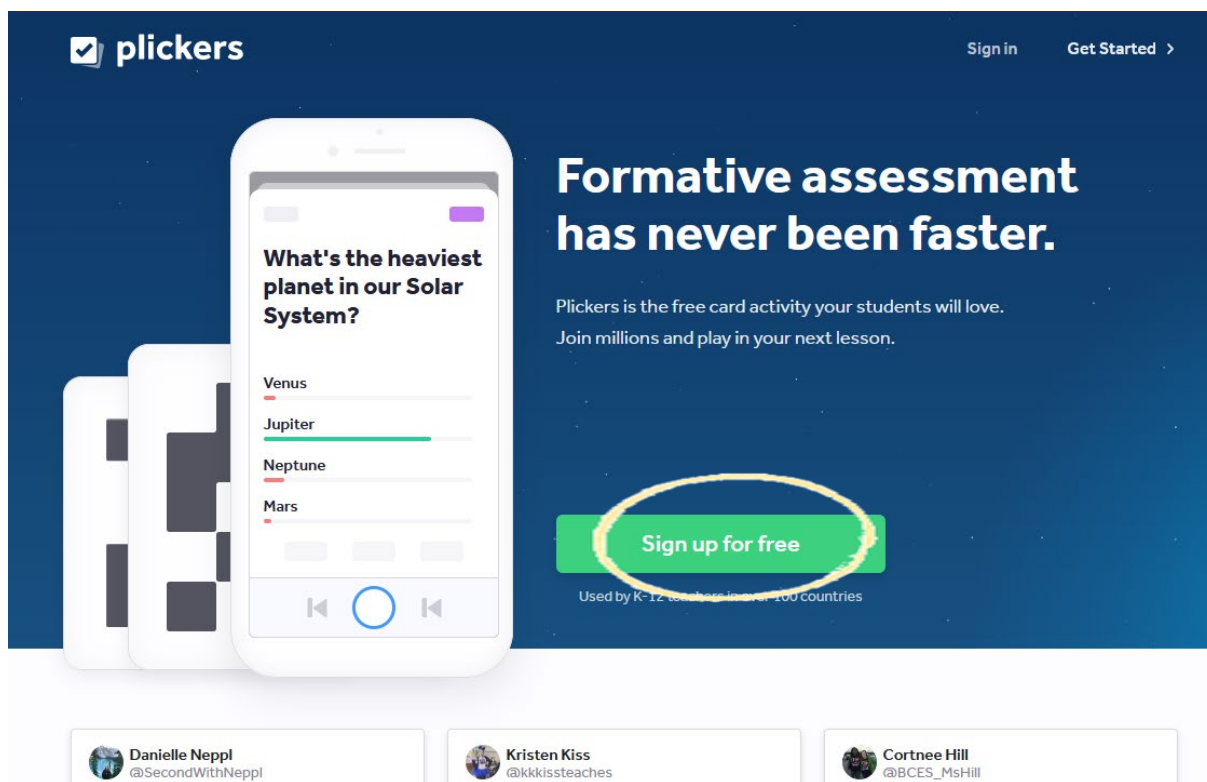
3. To create your Plickers account you can use your Google identity (if you have one) or proceed with the registration filling in all fields with the required info:

4. Well done, now you are in! Your Plickers library is in front of you, it's time to start practising the solutions offered by this app.

5. Before you take action, please spend some minutes to read the official instructions given by Plickers, because in this way you're sure to be always updated. Click on your name on top right and choose **Getting Started Guide** from the page that will appear:

JG **John Green**

DISPLAY NAME

J Green
Update Name

PLAN

Plickers Free
Upgrade to Pro   Add License Key

SIGN IN AND AUTHENTICATION

Email Address ....
Update Email Address   Edit Password   Add Google Sign-in

HELP LINKS

Plickers Help Home   Get Plickers Cards   Privacy Policy
Getting Started Guide   Get iOS App   Terms of Service
Contact Support   Get Android App

Sign out of Plickers

Read carefully the instructions in the Guide, and take note that this page is always available and it summarizes the entire info about your profile and the app.

6. Now go back to your library: so far it's empty, but you are ready for the next steps in order to create amazing quiz, surveys and other activities for your students! First of all, follow the to-do list in the box on the right. It will take only few minutes and at the end you will have all what you need! You can also follow a different order, e.g. downloading first the app on your mobile device, then creating a class and the cards and finally starting with the questions and surveys you want to run with your students.
When you Get the cards, please remind that you don't need to buy anything: creating a card for each student is easy and can provide an amazing activity you can do in cooperation with the students themselves!
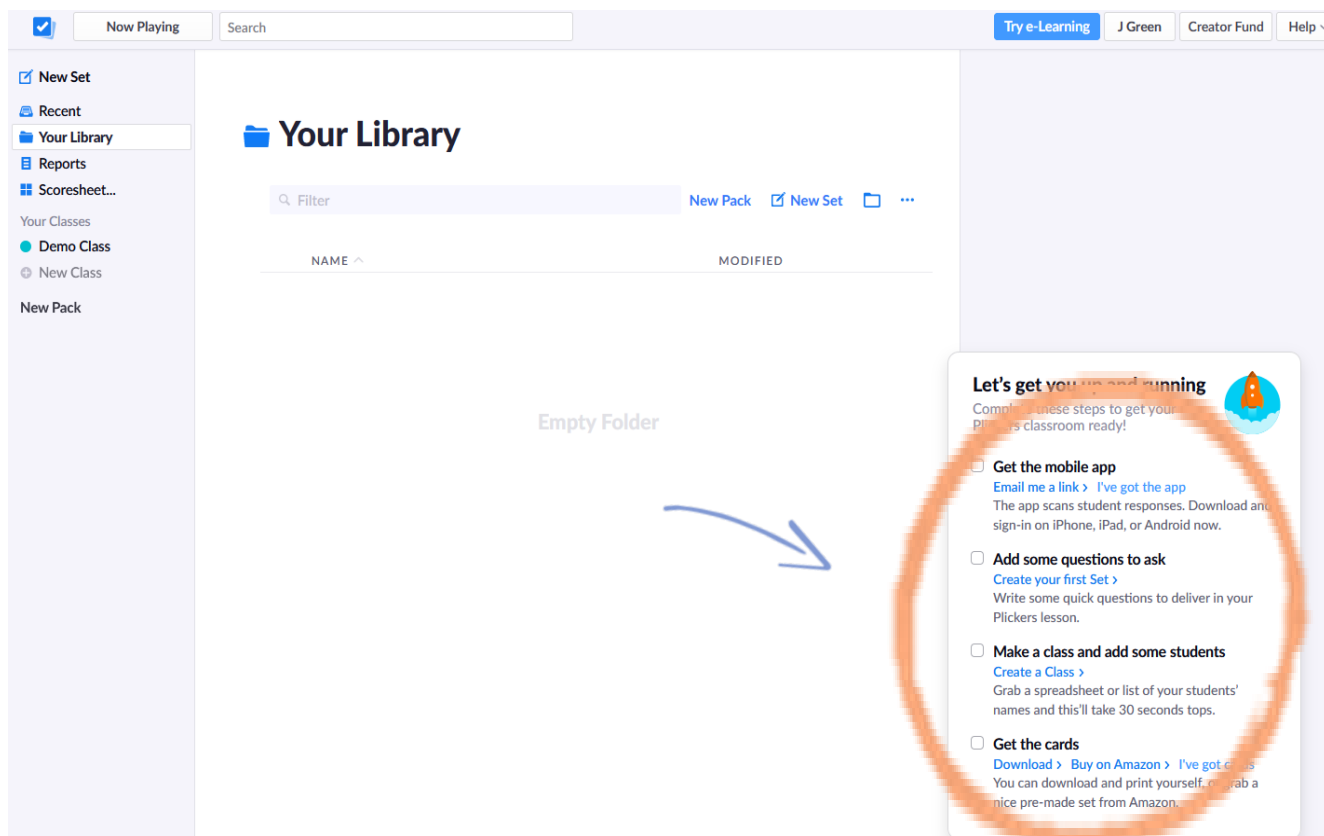
7. Once finished to collect the required stuff, your library will start showing your activities. In the screenshots below there is an example of a simple survey created just to have a trial.

Demo class. You can name your classes as you prefer

Set of questions. You can create any you want

List of students for your class. Plickers will ask you to write down the list when you create a class
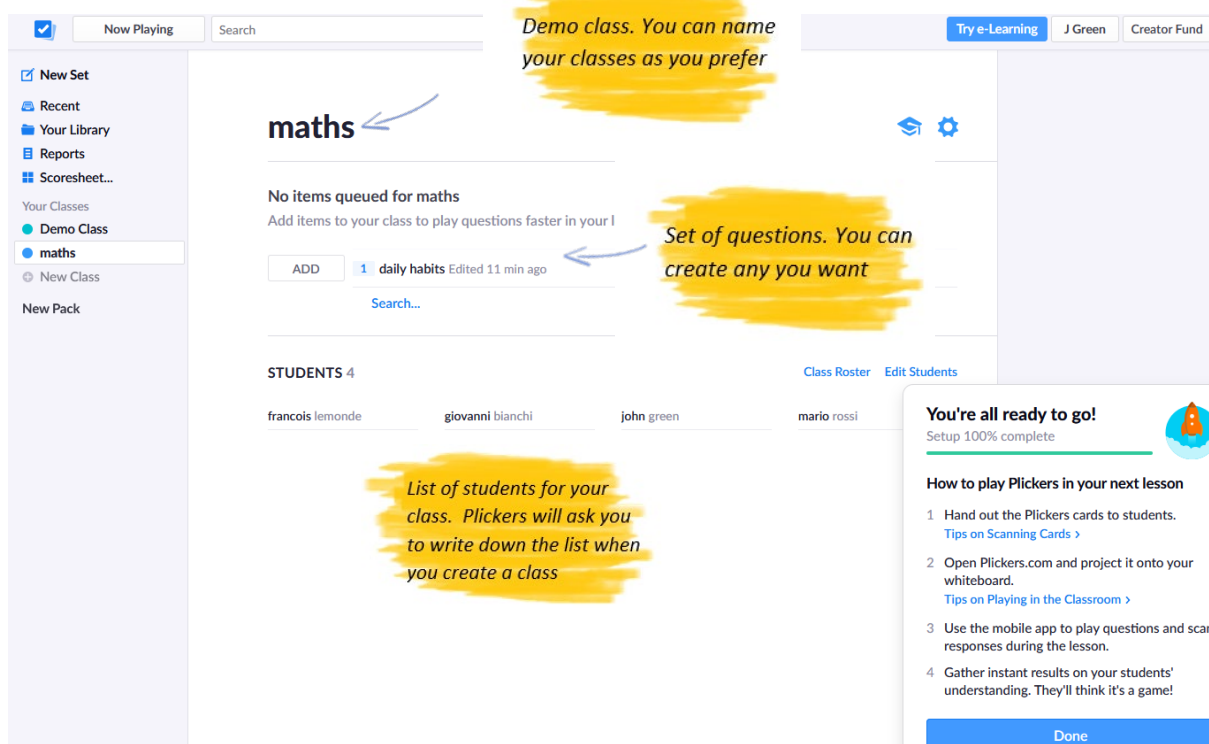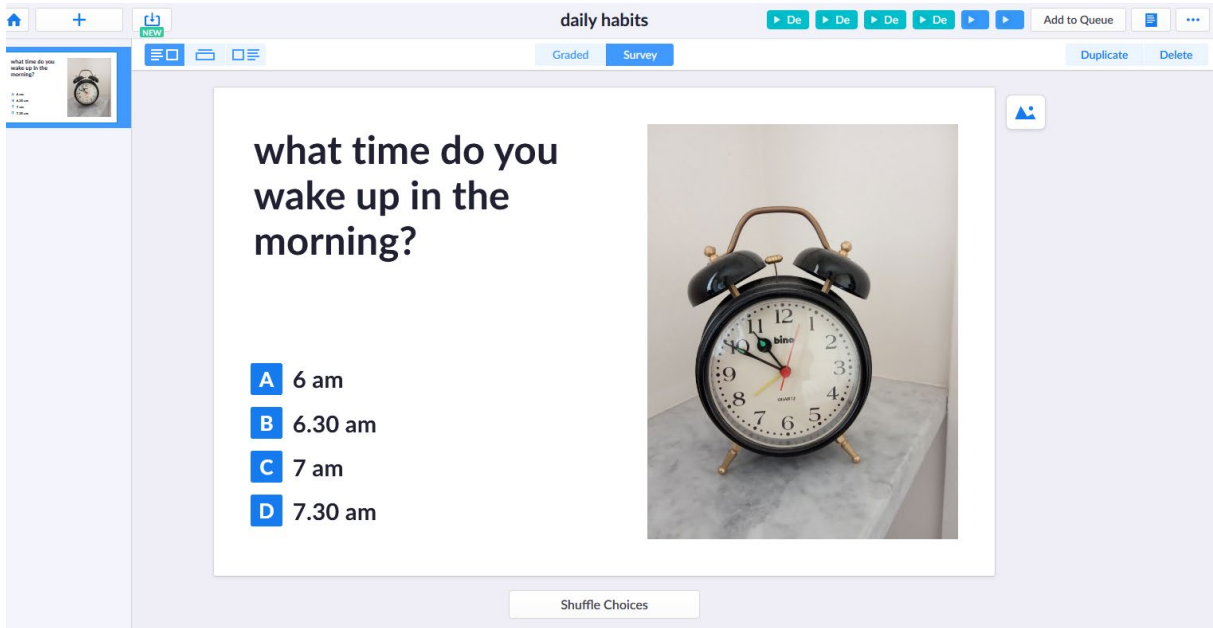
8. Of course, you can develop your library adding the number of classes you need, creating every day new set of questions and surveys et cetera.
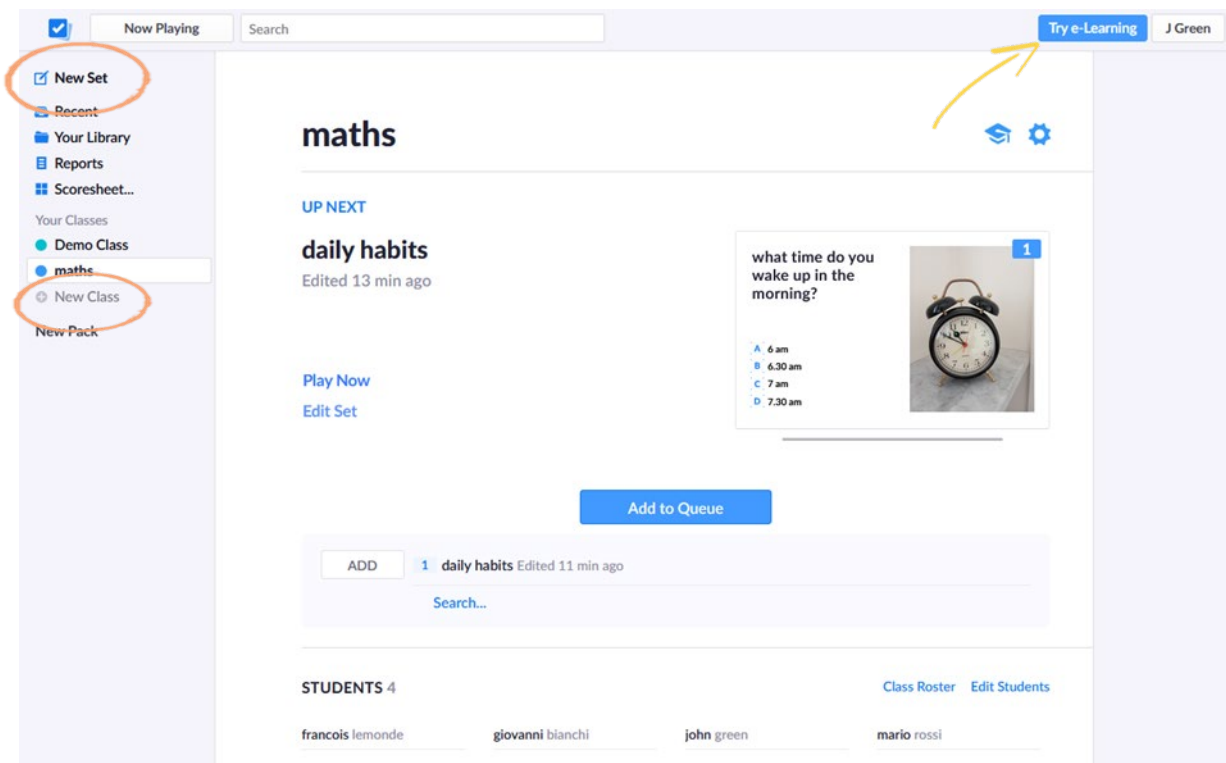
9. Last but not least: the coronavirus pandemic in Winter 2020 provided a further confirmation of how essential e-learning can be in all the educational and training paths. Aware of this, Plickers started implementing this strategic asset, that will soon be available for teachers and students. Don't forget this opportunity!

Video İnstructions

Tutorial in English available at:
https://www.youtube.com/watch?v=KE3Sgw4fiQ4
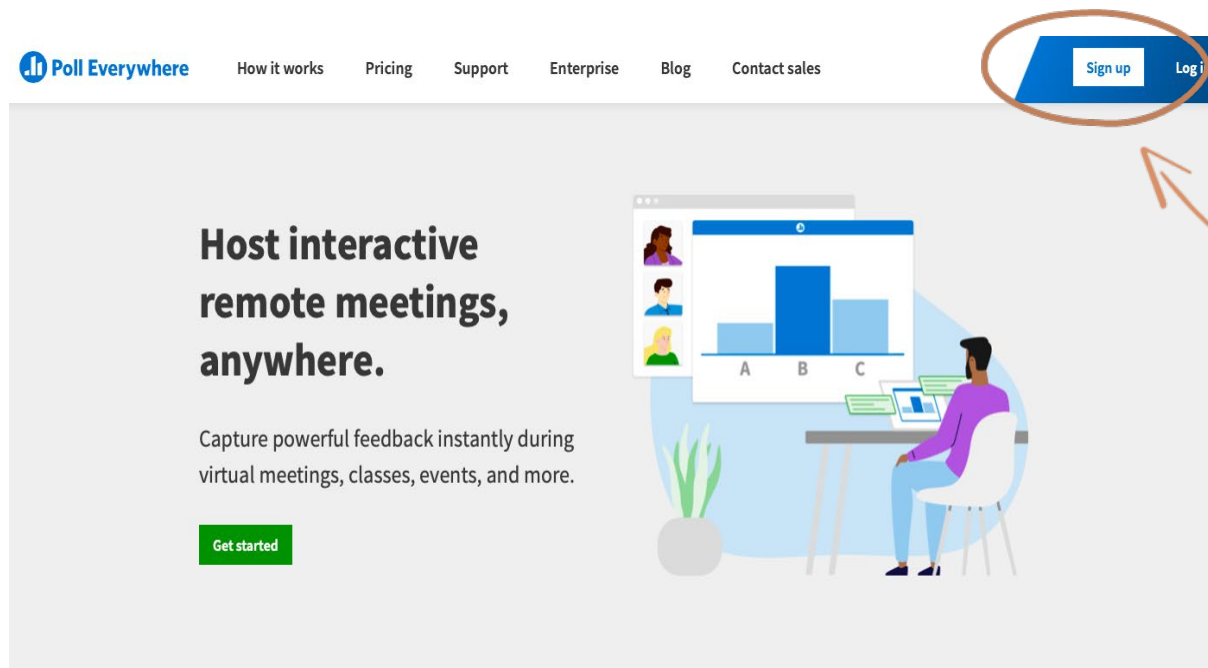
6.3.5. Poll Everywhere

Why using this tool – benefits

Poll Everywhere is an online platform that allows teachers to create online surveys and receive direct responses, making it a useful tool to interact with students. They will have the opportunity to answer questions posed or discuss a topic proposed from any electronic device (mobile, tables and computers), without the need to create an account, so it only needs internet connection. They can even participate anonymously! This eliminates the typical pressure of online exams or tests and encourages their participation without fear of making mistakes. It is therefore not useful for evaluating pupils, but it is an attractive means of engaging pupils in educational materials. However, the teacher does have to create an account to design the survey, which he can then share with his students through a link.

One of the advantages of Poll Everywhere is that it allows you to create different types of surveys, such as: multiple choice questions, simple answers, open debates, etc. It is an agile and interactive tool that can be used for free. However, some users point to the number of limited responses as one of their disadvantages, since if the group is too large this tool may not be enough.

Written instructions

1. Go to https://www.polleverywhere.com and click on **SIGN UP** to create your account. Select *I'm a presenter* to design your own polls online.
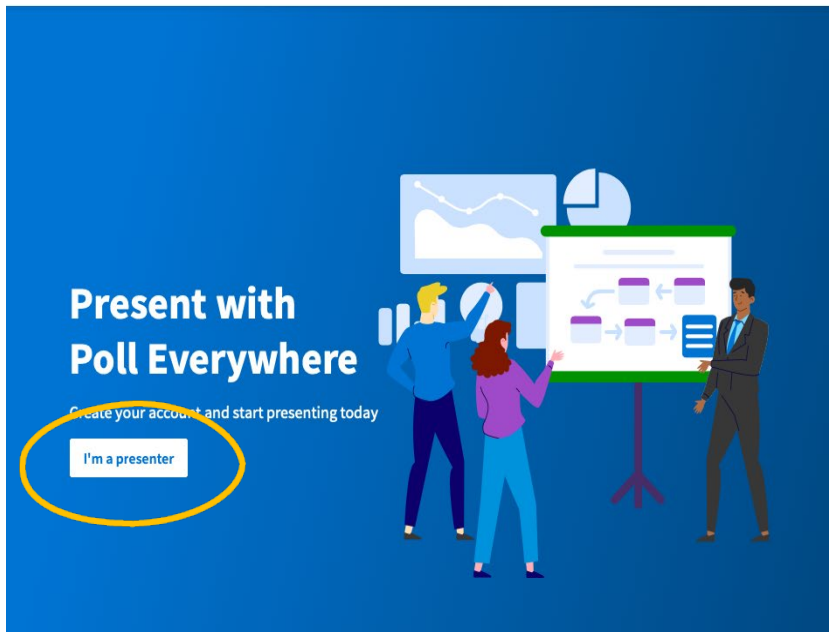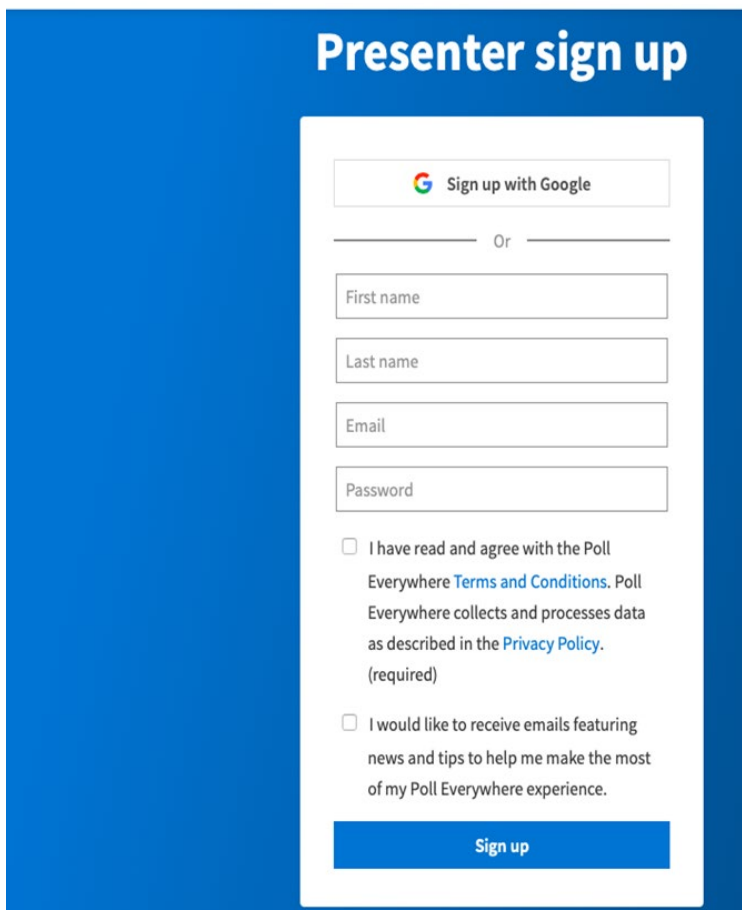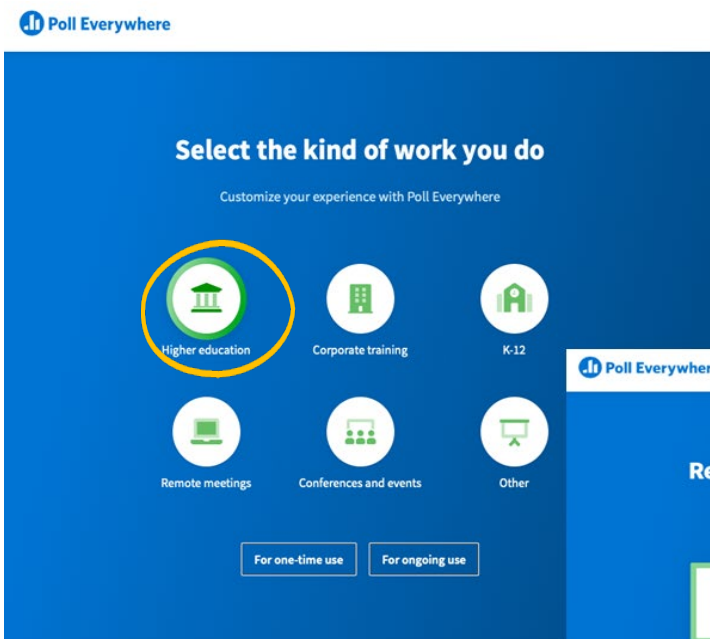
2. Once you have identified yourself as a *presenter*, you're ready to sing up with Google or with mail.

3. Select the kind of work you develop (maybe higher education will suit your needs), then **Poll Everywhere** will recommend you some tools which may be useful for you. Anyway, later on you'll be able to choose between a bigger range of types of online polls.

Some recommendations on display once you've choose your main activity

SOME USEFUL UTILITIES FOR YOUR WORK

General view of the Poll Every tool. Here you will be able to create new polls. There are different options, such as: download or delete your polls.

By clicking on CREATE, you will see different options on display (multiple choice questions, open discussion,…).
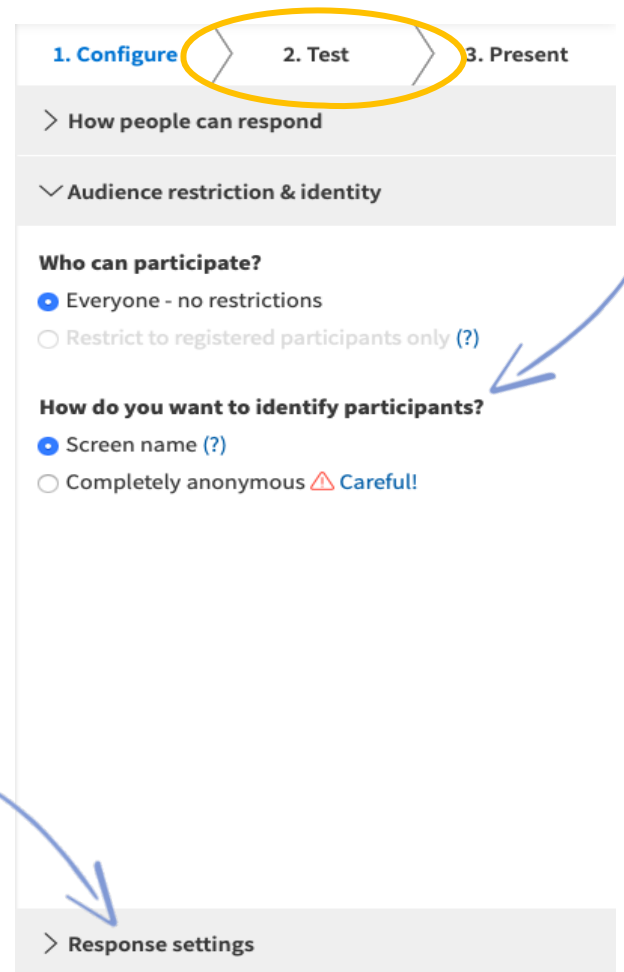
(This is an example of a multiple answers question poll)

4. **SELECT THE TYPE OF POLL** which suits you needs better. Some of them may be more attractive for learners, choose carefully!

5. Once you've designed your new poll, you can configure different setting. Look on the right side of the page. You will see "**configure**" option, where you'll be able to define your audience restrictions and identity, as well as how people will answer it. Pay attention to *response settings* too, they might be key.

6. You will be able to **test** your poll before going live.

7. **Present**: this is the last step when designing your online poll. You can share your POLL by shareable response link, just copy the link available there and share with your audience, so they can access.

1. Configure	2. Test	3. Present

∨ How to present

Present from the web

Ask the audience a question. Then, watch as the activity automatically updates with the audience's responses.

Present from the web by clicking 'Fullscreen' on the left. Stop presenting by pressing `Esc` on a keyboard.

NOW YOU ARE READY TO SHARE YOUR POLL WITH YOUR STUDENTS AND CHECK THEIR FEEDBACK IN REAL TIME!

(BEAR IN MIND THE ANSWERS MAY BE ANONIMOUS IF YOU DON'T ASK FOR THEM TO CREATE AN ACCOUNT ON POLL EVERYWHERE)

> Share

1. Configure	2. Test	3. Present

> How to present

∨ Share

Shareable response link 🔗 ✉ 🐦 f

Use this link to share with people on the web.

https://PollEv.com/multiple_choice_polls/2jDApEqr

People can respond without the poll being active.

PollEv.com/ep716 🔗

Use this page to present the poll to a live audience. It always displays the poll that is currently activated.

Your current poll will remain active for 24 hours. Edit

Live results 🔗 ✉ 🐦 f

Live chart with real-time results.

Don't share unless you want to reveal responses to the people who receive the link.

Video İnstructions

Tutorial in English available at:
https://www.youtube.com/watch?v=469WNkd_BqY

6.4. Game-based learning tools

A very engaging family of interactive tools are those comprising quizzical activities for quick formative assessment in any subject. With a couple of suggested tools, TCC VET aims at accompanying teachers while busy at stimulating the logical skills of their students, including problem solving, cooperative learning, ecc.

6.4.1. Kahoot!

Why using this tool – benefits

Kahoot! is an online game-based learning platform that transforms the learning procedure into a fun and enjoyable experience. It can support teachers in creating their own quiz (that are named Kahoot!) fast and easily and get the answers the next minute. Kahoot! can be used in the classroom for revision purposes or for the reflection of students on a course Additionally, at the beginning of a training for ice - breaking, boosting the team spirit or in order to catch up with what has been taught so far. It can also be used for fun as a trivial game between students since it is really easy to be created.

Its basic version is for free, which means you can create an account and immediately have access to many templates and create your own portfolio. The basic disadvantage of this version is that you can engage only 10 people per quiz unless you want to address to teams instead of individual players. The rest of the versions available are a paid service, especially if you want to create a presentation. The platform's asset is fast engagement and flexibility, the fact that it can be used in laptops, tablets and smartphones and at the same time, it can be adopted to many languages and can be used for many different courses.

Written instructions

1. You can start by searching for Kahoot! on your browser: www.kahoot.com.

kahoot.com ▾ Μετάφραση αυτής της σελίδας

Kahoot! | Learning games | Make learning awesome!

Kahoot! is a game-based learning platform that brings engagement and fun to 1+ billion players every year at school, at work, and at home. Sign up for free!
Kahoot! for schools · Kahoot! app · Study with Kahoot! · At Home

kahoot.it ▾

Play Kahoot! - Enter game PIN here!

Join a game of **kahoot** here. **Kahoot!** is a free game-based learning platform that makes it fun to learn – any subject, in any language, on any device, for all ages!

2. The next step will be to create an account! You sign up at the website according to your profile (Teacher, student, personal, professional) and there it is!
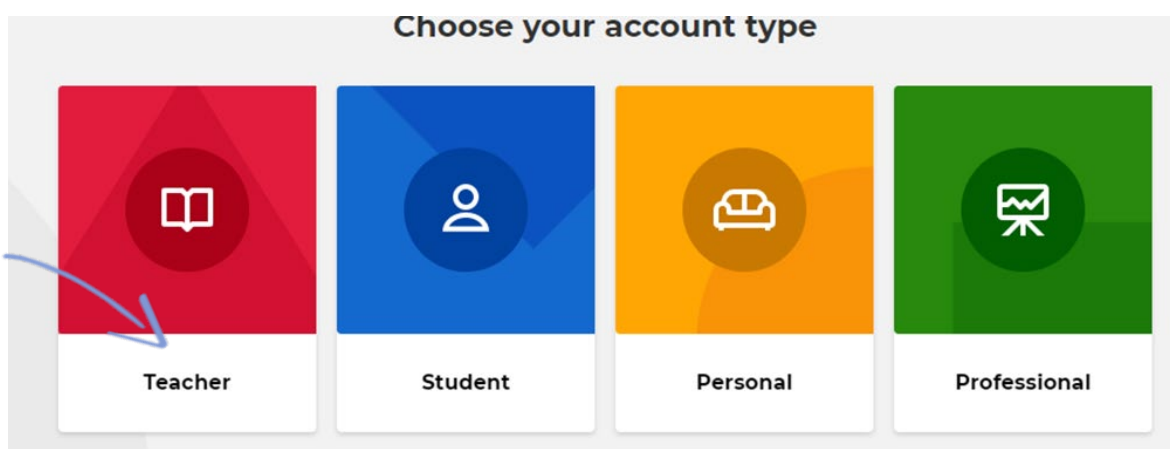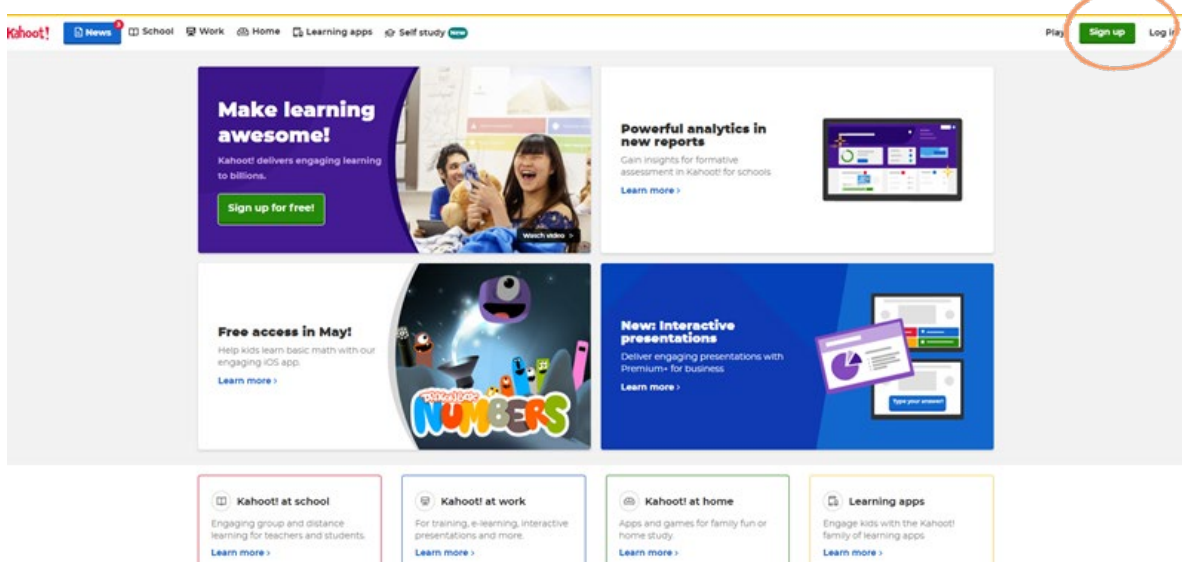
Then describe your workplace and continue

3. Regardless what you might select, now it's the time for you to finally create an account. Sign-up with your Google or Microsoft account (if you have one) or through your email account.

4. Ok, now you are logged-in. Next step is to navigate a bit on this new digital environment and discover its functionalities!

Here is your chance to create a Kahoot!
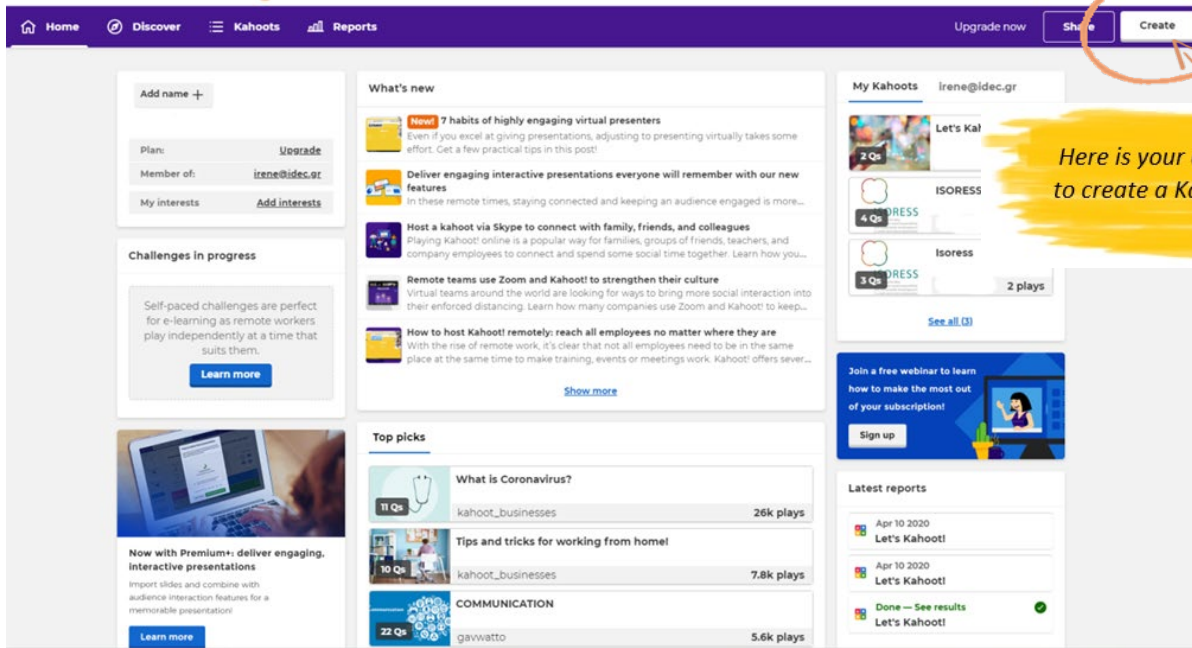
5. Click on CREATE and then the following options appear. Have in mind that the *crown versions* respond to premium accounts, so they are the paid ones. It is up to you to decide.

If you feel you need a paid version of Kahoot, using crown templates, select one of them and then follow the instructions to check different offers, prices and so on. For

usual educational purposes, our suggestion is to remain on the free version of Kahoot!

6. Let's go now to create our first Kahoot!
   Click to start typing your question: Kahoot! can include many questions, here you can type your first one. If you want to add more, go to the blue button - **Add question** and the same slide will appear again, in order for you to insert more questions in the row.
   You can select **how long students have to answer** a question: check the "circle clock shape" next to the yellow arrow.
   Add answer (1, 2, 3, 4): You have at least two options on answering the Kahoot! but you can use all four to make it more fun! Make sure you mark which one is correct.
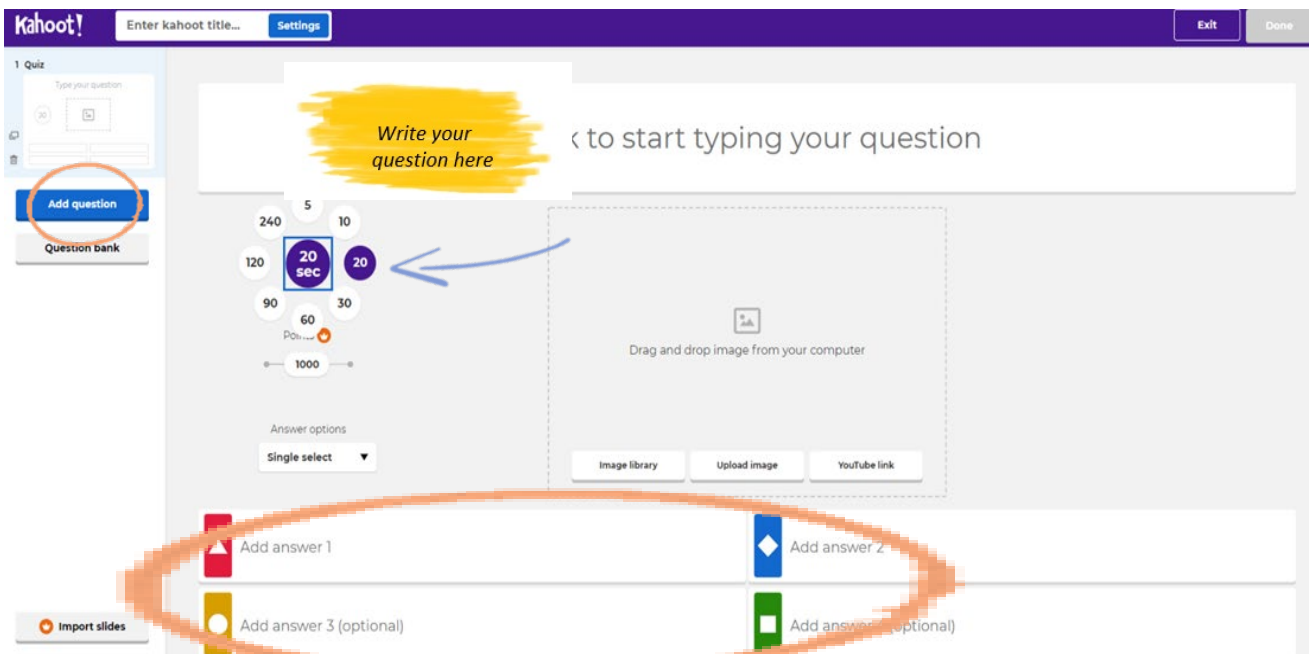
7. Eventually you will end up with the following screen. As you may notice, the platform itself reminds you to select the correct answer, so that the Kahoot! can be valid. After you have chosen the correct one (in our case is the blue), you click the green button **Done**.
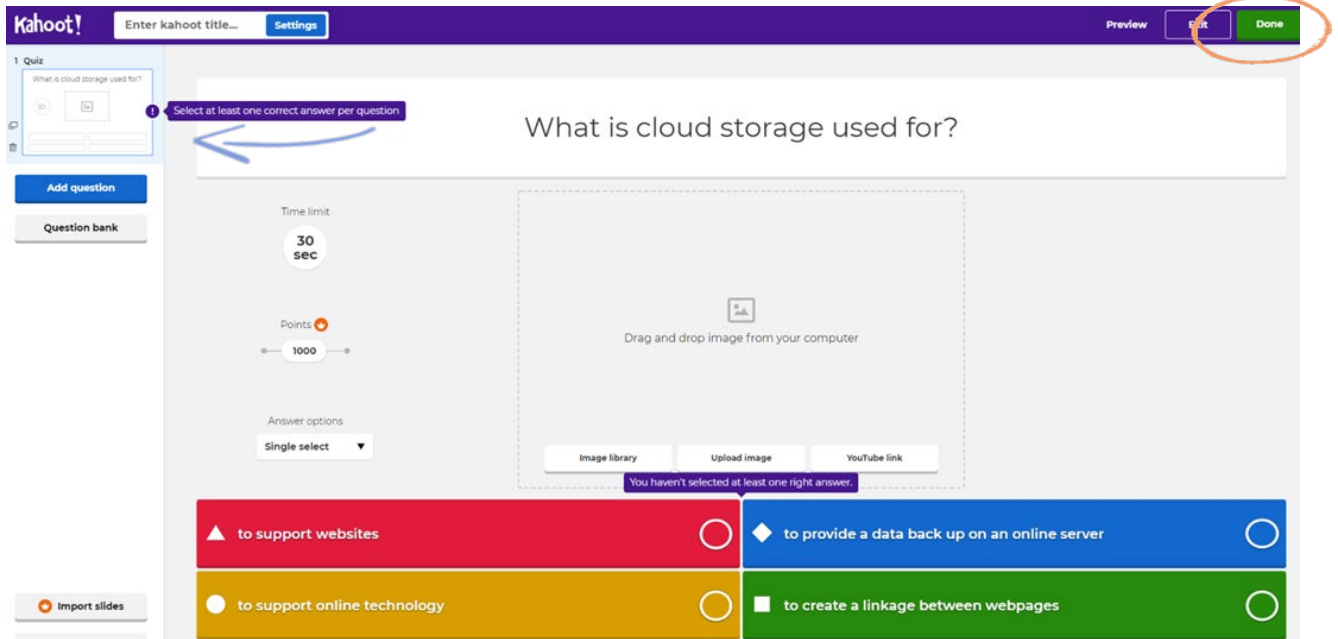
8. After clicking on Done, you land in the following screen, where you can set the title and the description of your Kahoot and **Continue**. If you want to skip this part, change or delete title and description, clicking on the **Cancel** button won't be a trouble!

9. Now your Kahoot! is ready! You can decide to:
   *__test__ before presenting
   *__play__ your Kahoot! with students
   *__share__ it, so that others can be engaged!

If you need to adjust your Kahoot! (e.g. modify the time available for answering, rephrasing your questions etc) you can go **Back to edit**. Then, click **Done** and move ahead.
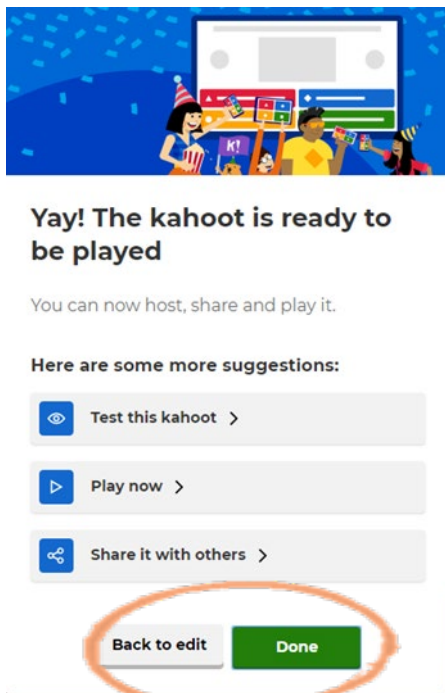
10. The main description of the procedure to create your Kahoot! is over. The dashboard below shows what you have already created, which can be used as template for other ones. When you push the green button **Play**, then it is time to present your quiz to your audience.
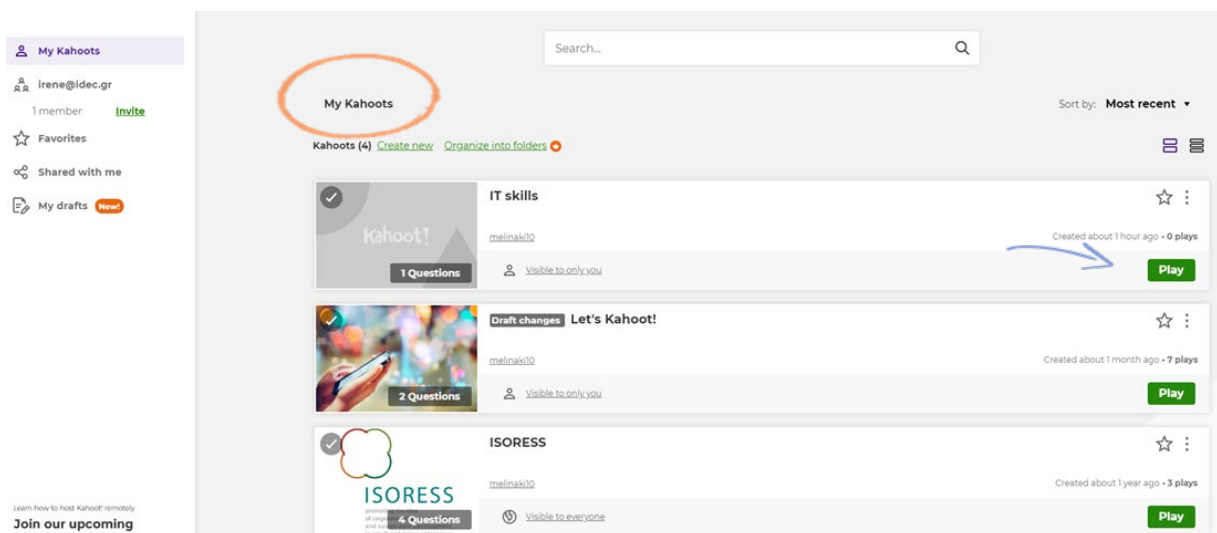
11. It is advisable to choose the **Present** mode, so that you play it on real time!

12. Just one last choice before you play: if you choose **Classic**, that means involving maximum 10 students for your basic/free account. If you have more students in your class, select **Team mode** and you still engage them all! The rest of the options are set by default, again because you are in the free version. Any change would cost!

13. Before starting playing, suggest your students to get their smartphones or tablets and join www.kahoot.it or download the app.
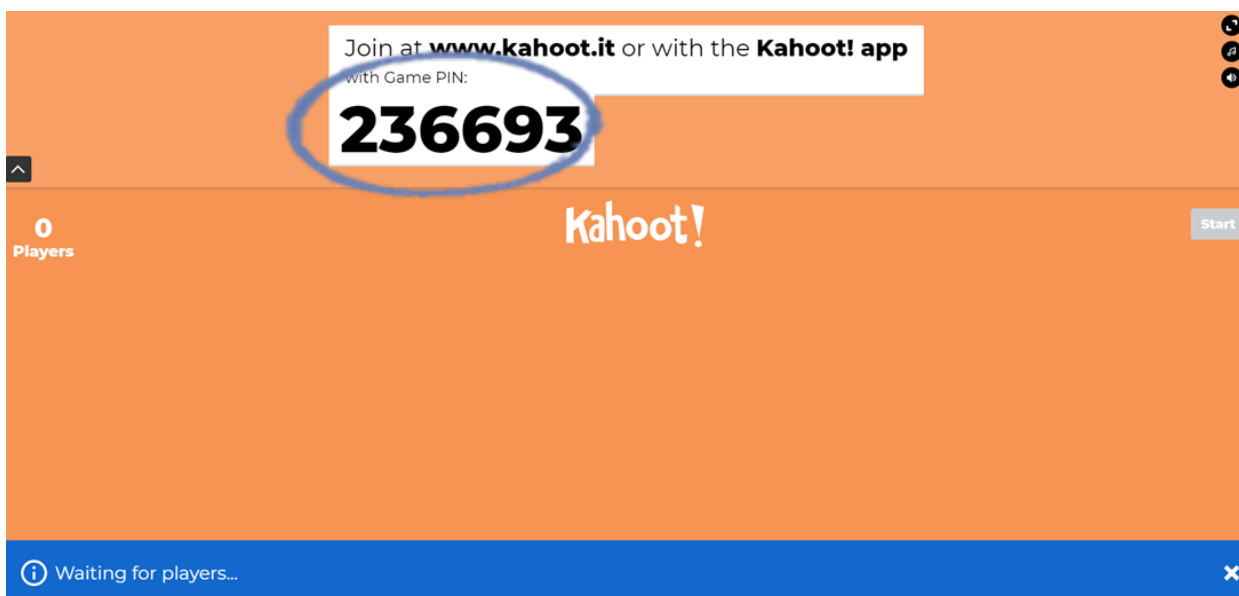
14. Each game you create has a PIN code that appears on your system and may be displayed on the digital dashboard if you are connected to with your device.
Each student will open his/her Kahoot! and digit PIN and nickname.
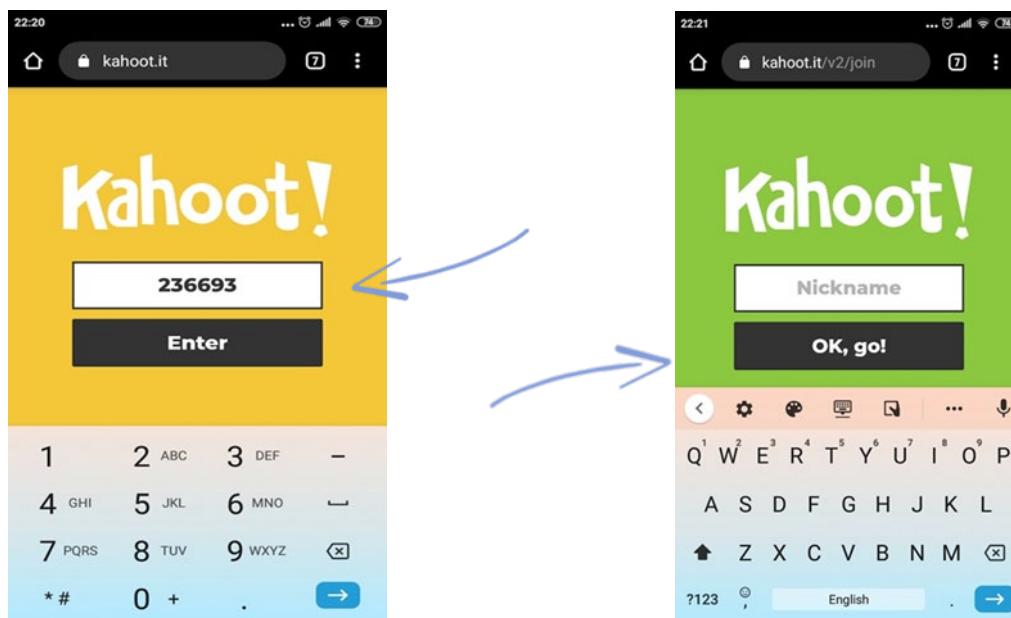
15. When everyone is on board, the teacher press **START** and the Kahoot! quiz developed earlier appears on the students' devices. Please remind that users just see colours and shapes on their mobiles and they have to look on your board screen for question & answers.

What is cloud storage used for?

16. Let's wait for everyone to answer while time is running out, and finally the results will be displayed on your screen. In this example, there was one user only and he/she gave the blue answer, the correct one. Congratulations! Clicking **Next,** you start the next quiz.

What is cloud storage used for?
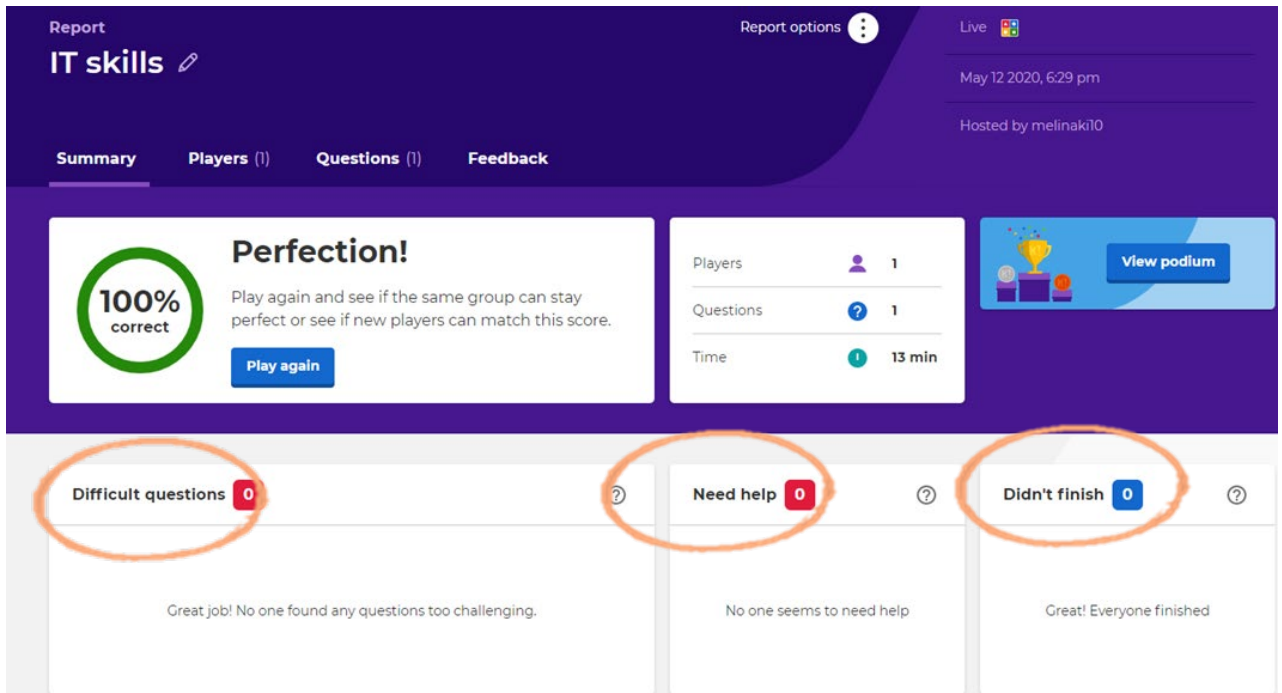
17. Just in case someone should happen to face difficulties in answering or needs extra support, the final report will inform you showing the problems in the following and final table:

Video İnstructions

Tutorial in English available at:
https://www.youtube.com/watch?v=T68nElzXwvc

6.4.2. Quizlet

Why using this tool – benefits

With Quizlet, there are so many options for you and your students to use. You can use millions of flashcard sets, to teach a variety of topics. It makes the learning fun and engaging for students of all ages and above all, it is very easy to use and accessible for you and your students. You can choose from different types of quiz to play, which makes the tool diverse and alive. For example, Quizlet is an effective tool for studying vocabulary by creating digital flash cards putting the vocabulary word on one side and the definition on the other. It is also possible to use the Match option to practice matching the vocabulary word with the correct definition. You can assess students individually on skills they are learning in class using the Quizlet Test feature. The assessment grading will be done automatically, leaving less work for you as a teacher. You can also provide students who need more assistance on a certain topic, with a link to a study set that offers more help. Another way to use Quizlet is to use it in a group. Open Quizlet Live and use it to play a quiz in class. Students go to Quizlet Live and then type in the unique code you give them. Once all students have joined, they are randomly put into groups. Then the game can begin. It motivates students to collaborate, communicate and actively be involved in the group process.

Written instructions

Getting ready to use Quizlet with your students, for example, to introduce them to a new subject using flashcards!
You only need to log in at the website www.quizlet.com and there you are! Ready to create your first Quizlet flashcards to introduce students in new learning methods.
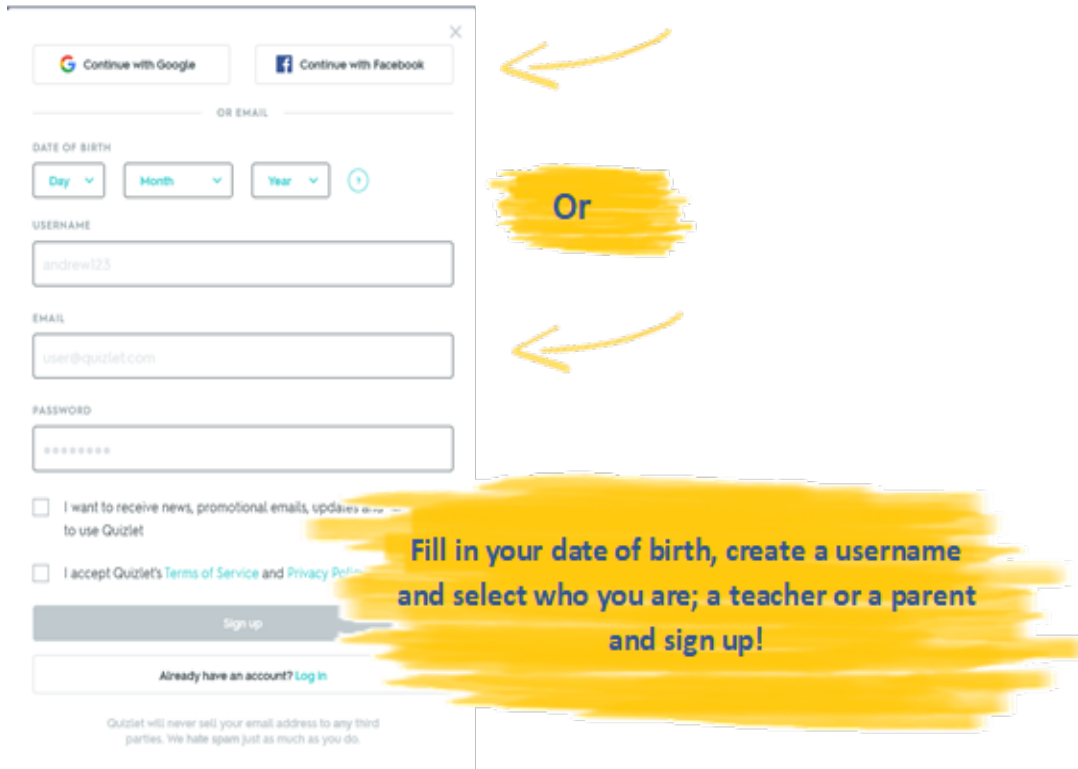
1. Our suggestion is to start signing on the web through your computer. Open your browser (Chrome, Edge, Firefox, Opera, Safari... or what else you prefer) and search for "Quizlet".
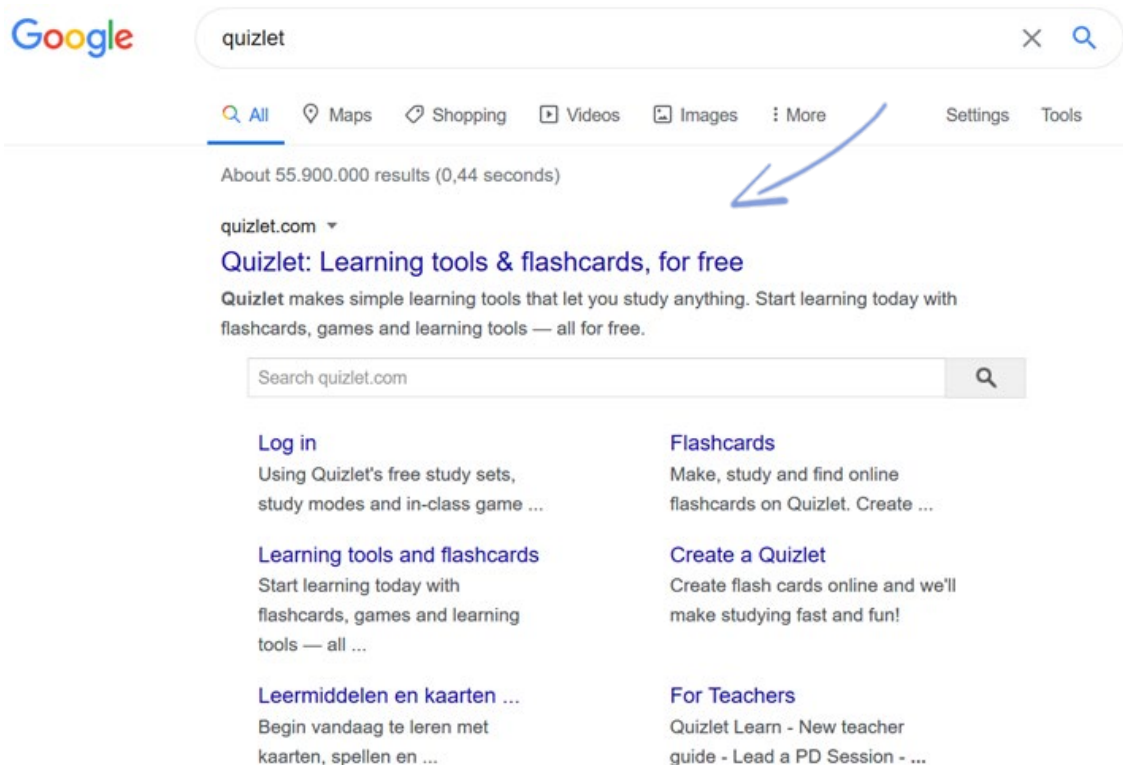
2. The homepage of Quizlet will appear on your screen. Now you need to sign-up:

To sign up you can also click on Get Started
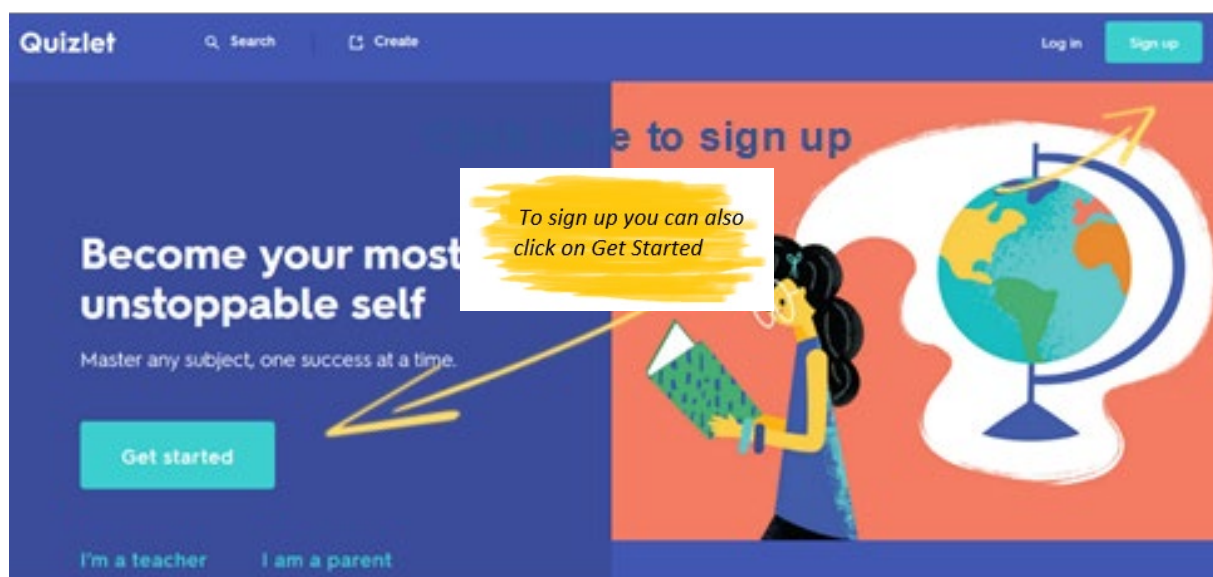
3. To create your Quizlet account, you can use your Google or Facebook account (if you have one) or proceed with the registration filling in all fields with the required info.
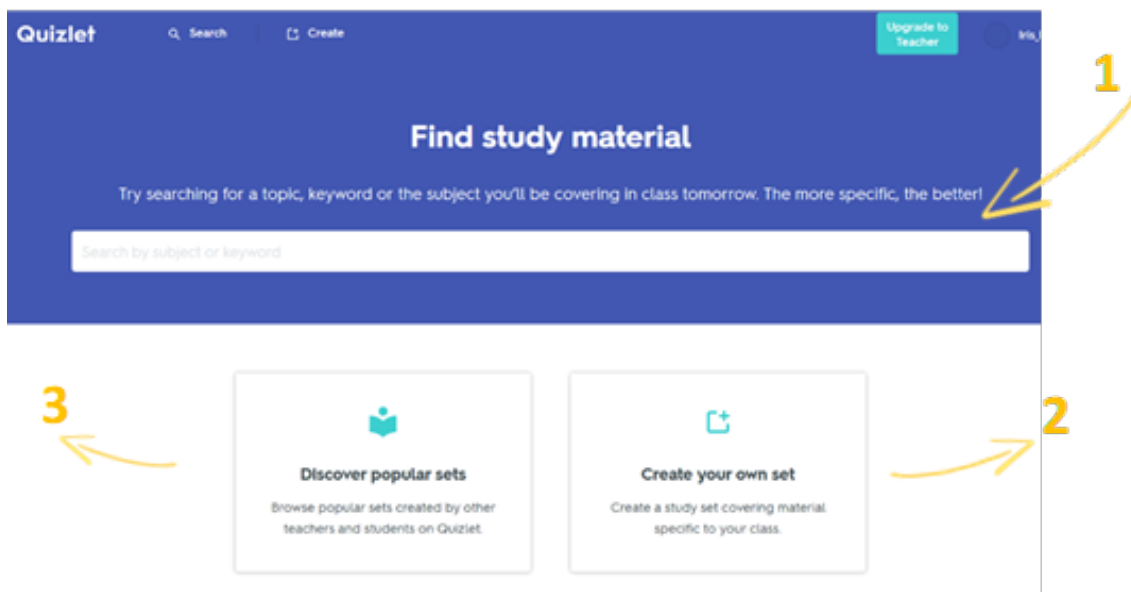
Fill in your date of birth, create a username and select who you are; a teacher or a parent and sign up!

4. Well done, now you are in! You have different options to choose from; 1) find flashcard sets on certain topics to get inspired, 2) make your own or 3) find the most popular ones at this moment.

5. Once the flashcards are finished, you can practice with your students through sharing your screen on a projector and let the students do the exercises individually or together.

Video İnstructions

Tutorial in English available at:
https://www.youtube.com/watch?v=U9LWq-3KJyU

6.4.3. Quizizz

Why using this tool – benefits

Quizizz is an online tool designed to conduct student formative assessments in a fun and engaging way for students of all ages.

This tool differs from many other platforms oriented to learning by quiz because it is totally free of charge. It works on any device: web browser, iOS, Android and Chrome apps.

You can access hundreds of ready-made learning quiz or create your own. Join as a teacher, pick a quiz, and use the code for a virtual room to give to your students.

When you sign in and start browsing the website, you will easily discover a search page where for each subject of teaching you can find the tests already made by other teachers, and all of them are available, printable, duplicable and therefore modifiable.

Teachers have multiple options to customize their quiz session to toggle the level of competition, speed, and other factors. Quizizz is anyway student-paced: questions appear on each student's screen, so they can answer questions at their own pace, and review their answers at the end.

Quizizz is ever mindful of the importance of distance learning. In 2020, kitchen tables and sofas may have replaced classroom desks and cubicles, but that hasn't stopped student engagement: whether playing live or asynchronously, students always see questions on their own devices and they can give answers from wherever they are, keeping on learning!

So far Quizizz is available in English and other 5-6 languages, but recently its developers started implementing a process of internationalization and quite soon many other languages will be available.

Written instructions

1. To start using Quizizz you will first of all go to the website of this free web-based tool https://quizizz.com/

Google

quizizz

Q Tutti   ▶ Video   🖾 Immagini   ◌ Shopping   📰 Notizie   ⋮ Altro   Impostazioni   Strumenti

Circa 5.330.000 risultati (0,38 secondi)

quizizz.com ▾ Traduci questa pagina
Quizizz – Free Quizzes for Every Student
Free gamified quizzes for every subject to play in class and at home. Pick an existing quiz or create your own for review, formative assessment, and more.

Join a Game
Start your streak, play now!
Mathematics. See more. 14 …

Find a Quiz
Choose from millions of quizzes covering math, science, English
…

Log in
Log in to your Quizizz account.

Sign up
Quizizz is free. Sign up as a teacher, student, or parent to get
…

Altri risultati in quizizz.com »

2. Even before getting started, you may scroll down the homepage and discover the main characteristics of this tool. Once arrived at the bottom, click on **Start for free** or **Sign up** and become member of this community!

QUIZIZZ   FOR SCHOOLS   FOR WORK   Join a game   Sign Up

Save time using your favorite tools

"…I used Quizizz in every unit. They have the best google classroom integration of all EdTech tools."

David E. Norman
Clovis High, Fresno, CA

Google Classroom

Login with Google, share quizzes with your students, and instantly get results in Google Classroom.

Start for free →

3. To sign up you can use your Google account (if you already have one) or filling in your email and follow the easy procedure. However you decide to do, remember to flag the box declaring "I have read and agree to…", if not the system prevents you to go on.
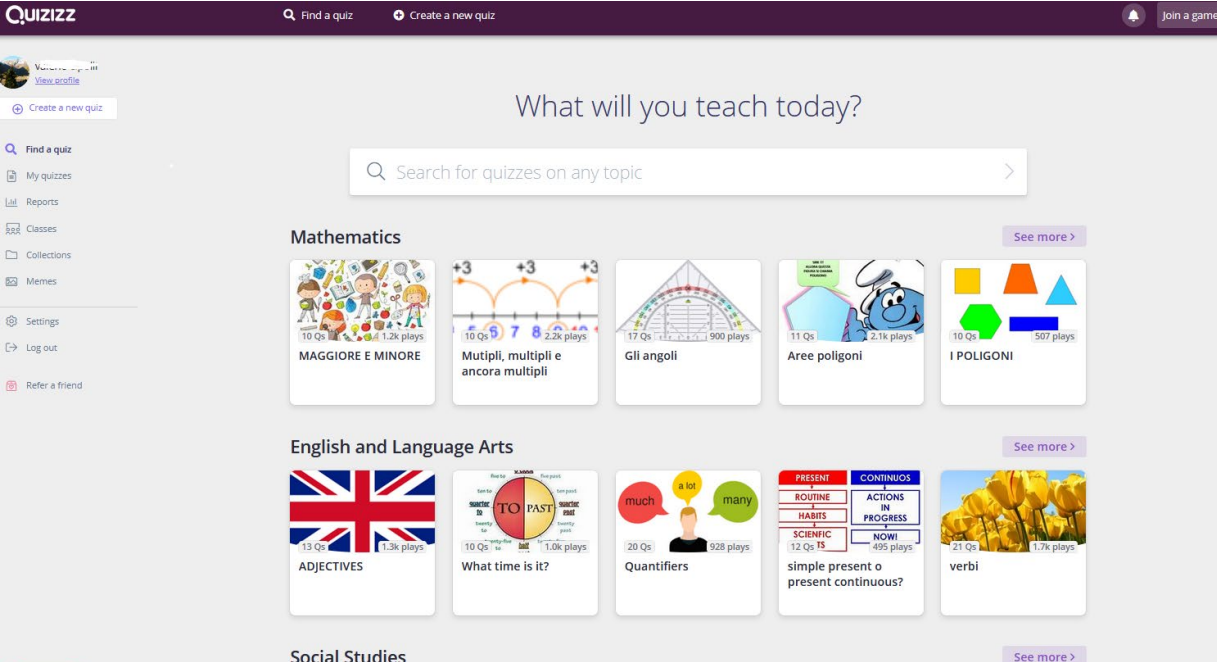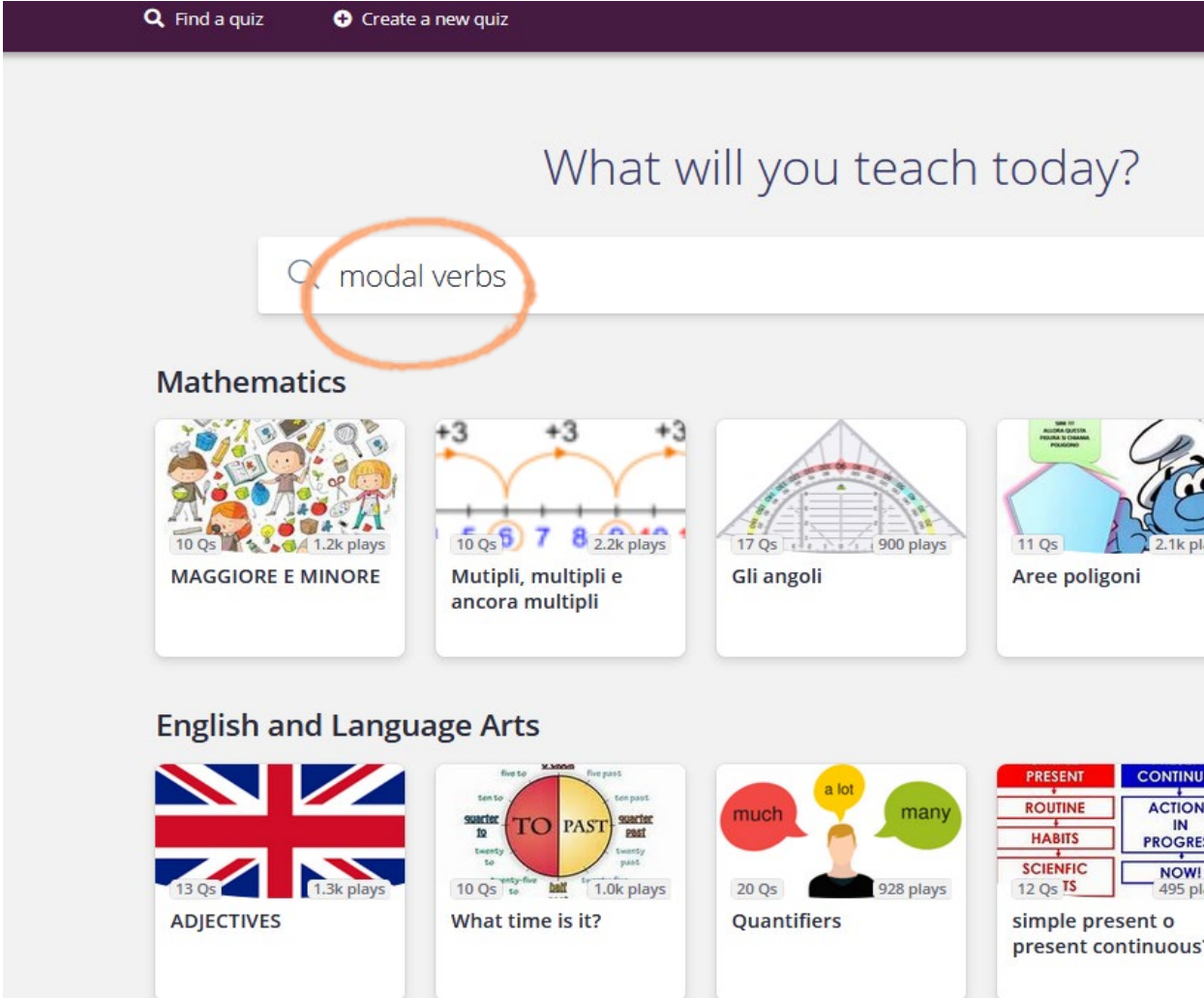

4. Once completed the registration process, you will land in your dashboard, that is very easy to be used: in the centre of the page you can select a subject to teach, while the column on the left allows you to create your new quiz, to find quiz already available, to create your classes and so on. Let's go to see step-by-step how you can positively engage your students.

5. Let's say you are an English teacher (or maths, science, art, et cetera) and you need to choose a quiz on a certain topic for your class of students. Browsing the centre of the page or searching a specific topic in the search bar you can find the topic of your interest. Write a topic and go!

6. You land in a page listing all the existing quiz about the topic you chose. For each quiz, the column on the right gives a preview of the different questions. This will ease your choice of the quiz that better suits your goals. Besides, you can decide how to sort out the quiz and filter the list according to the grade and subject it will be applied to. And when you think a quiz may be of your interest also in the future, you can decide to give a like and save it in your collections:

7. Once decided which quiz you want your students to challenge, click on the title and land in the page where you have the chance to decide how to administer the test: **play live** with your class, **assign as a Home Work**, **practice with it** to check how it works:

8. Let's say you want to **play live** in the classroom: click on the relevant button and land in the following page:
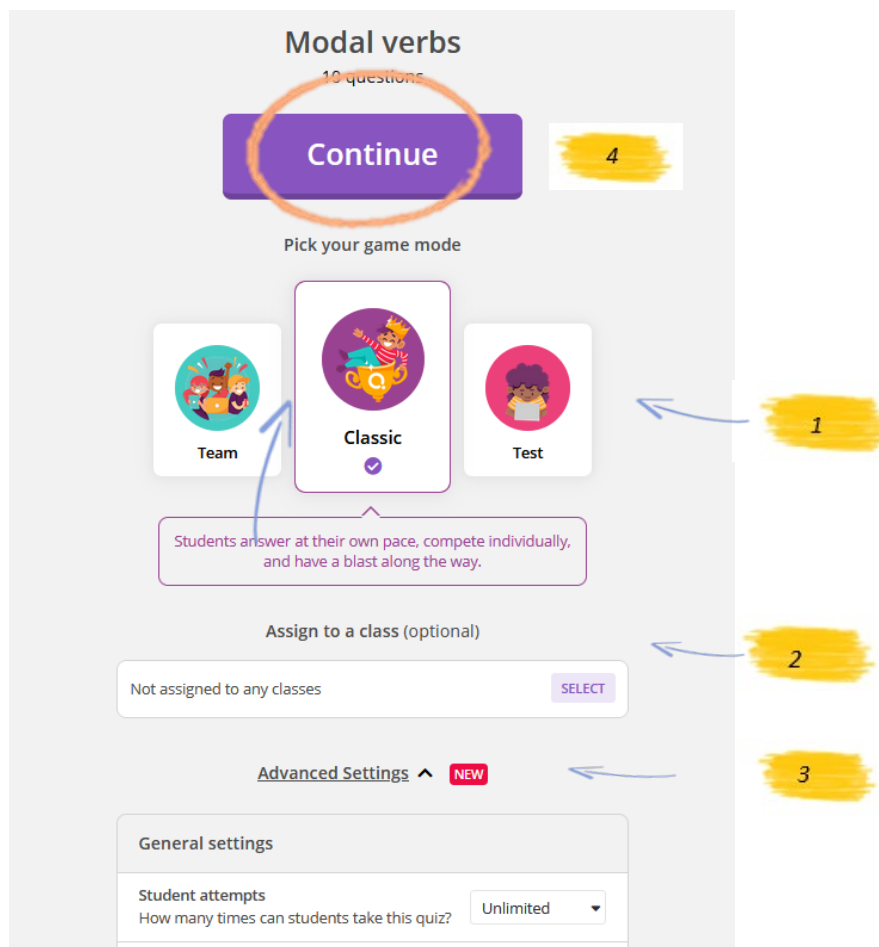
Here you can decide which kind of game your students will play: in team, classic version or test activity to be assessed. You will then assign the quiz to a class, creating it if you didn't do before, and provide the advanced settings. At the end, everything will be ready, and you can click on **Continue**.

9. Now it's time to involve your class: your device will display the following screen, showing the website your students have to connect to and the relevant game code they have to digit on their devices. While they link, on your screen you will be able to check when all of them are ready to **Start.**

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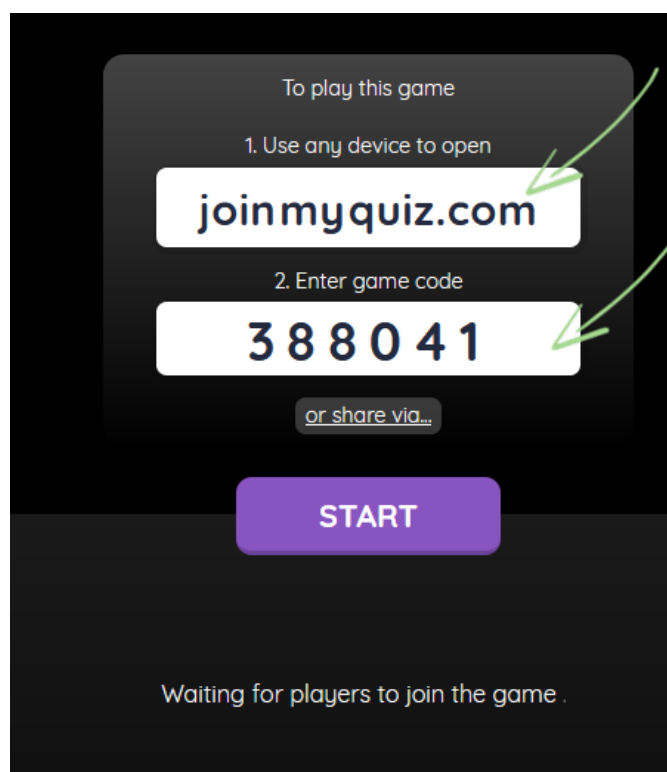
10. The students will visualize the questions on their devices and they will give the answers. At the end of the game you can check the answers and have an assessment. You can also click on **Reports** in your dashboard (left column) to have a statistic feed-back including all your quiz.

Video İnstructions

Tutorials in English available at:
https://www.youtube.com/watch?time_continue=14&v=TmqRCMPpHbA&feature=emb_title
https://www.youtube.com/watch?v=WVMi5esFkF4

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