

# Online Tools

## [Animoto](#)

Animoto is an online tool that can create video presentations, flyers, or advertisements. I chose to use Animoto because it takes many different apps and combines them all into one. It is very user friendly with a lot of different capabilities. You can add music or a background audio, add pictures, and have endless amounts of templates. The first way you could use this in the classroom would be for instruction. It is very easy to turn your lesson into a presentation and add different elements to keep students' attention. Another way it could be used is for the students to make their own presentation to show their understanding of a topic. The last use is to use the newsletter template for a monthly newsletter.

## [Visme](#)

Visme is an online tool that creates graphs, infographics, or other presentations. I chose Visme because of how user friendly it is. The templates available were really simple to customize to my purpose. The tables for the graphs were already made, and all I had to do was enter my information. Visme can be used in the classroom in many different ways. The first is that teachers could use it to create a chart for their students. Another use could be for students to create a basic slideshow presentation to display their understanding of a topic. The last way is it can be used as a whiteboard. The teacher can pull up the whiteboard capabilities and they could use it to show an example of a math problem.

## [Kahoot](#)

Kahoot is an online tool that makes it easy to take quizzes. I chose this tool because of its unique capabilities. The first use is there are quizzes already made that students can use to practice on their own. Another use is that the teacher can make a quiz and students can get on and answer. It makes a leader board which makes students get competitive. It is a great way for teachers to informally assess what their students know in a fun way. The last way it can be used is to have students make their own test. They could turn this into the teacher for a grade, or they could use it as a study guide for a test.

## [Edpuzzle](#)

Edpuzzle is a tool that allows students to watch videos while also answering questions throughout. I chose this tool because I could not find anything like it and I think it is really beneficial to the student and the teacher. The main way this could be used is for the teacher to assign a video and questions and the students watch and answer questions. This makes students pay attention to the video. Another way this could be used is as a class watch the video and answer the questions as a class. This would best be used when first introducing the material. The last use this could have is to allow students to study by finding videos and questions themselves. This can help with research or independent learning.

## [Autodraw](#)

Autodraw is a drawing tool. I chose this tool because of its simplicity. A lot of students can get distracted when they have a drawing tool, but this one does not really allow students to have access to a lot of functions. Autodraw can be used in many different ways. The first is that you

can find out what students know about shapes, by asking them to draw it on their computer. Another use is to let them practice their motor skills. When they are using a mouse to draw. They have to work on their fine motor skills when moving the mouse. The last use is to have them work on math facts by having them write the equation and write the correct answer.

## EdClub

EdClub is an online typing tool. It has lessons geared toward each grade level to help them get familiar with keyboards and how to properly type. I chose this tool because of its lesson geared toward young students. Other programs just had one set of lessons for all ages, and it was not appropriate for younger students. The first way I would use this program is to have the students work independently on their typing skills. They can work at their own pace on the keyboard skills. Another use is to have them type their spelling words. They will work on their typing skills while also getting familiar with their spelling words. The last use of EdClub is its lessons about Digital Citizenship. It has a series of lessons about what it means to be safe on the internet and I could also use that in a lesson.

## Starfall

Starfall is an online tool with games that practice math, language, and other skills. I picked this tool because the games are age oriented and they are actually effective. It is also a one stop shop for various subjects. One way I plan to use this is to let students practice their math skills. For example, there is a coin game they could play to help them get familiar with what each coin looks like and its value. Another use is the language section. There are lessons specific to learning topics. One is about nouns and recognizing them. The last way I would use this website is the historical folk song section. There are all kinds of different songs about different cultures and traditions. This whole website is safe to let students explore when they are done with their work or they just want a break.

## Toy Theatre

Toy Theatre is an interactive clock. I chose this online tool because it is user friendly and can be manipulated. Other interactive clocks I found were hard to use and were not fully interactive. This tool can be used in the classroom in a number of ways. The first is students can practice reading the clock when the teacher is manipulating it. Another way is that the teacher can tell the students the time and they would represent that on the analog clock. The last way it can be used is to show your class schedule. Students can represent what time your class does things each day so they can count how many hours or minutes are in between.