



## Technology Based Resources to Enhance Engagement with Students

Sairam,

In preparation for the Ready, Sai, Go activities track, please find attached a list of online tools that can be used when planning lessons and activities. Please familiarize yourself with at least 1-2 tools prior to the workshop on Sunday.

| Apps   | Description  |
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| Socrative<br><a href="https://www.socrative.com/apps/">https://www.socrative.com/apps/</a>   | Exercises and games that engage students using smartphones, laptops, and tablets.  |
| Plonga<br><a href="https://m.plonga.com/">https://m.plonga.com/</a>  | Games that can be played online. There are popular arcade games, puzzles and more. There are usually 1-2 ads that show up before the game, so plan ahead and load the game before sharing your screen.   |
| Flipgrid<br><a href="https://info.flipgrid.com/">https://info.flipgrid.com/</a><br><a href="https://www.youtube.com/watch?v=vJOoloQ7k5Q">https://www.youtube.com/watch?v=vJOoloQ7k5Q</a> | Students can use 15-second to 5-minute videos to respond to prompts; teachers and peers can provide feedback.  |
| Seesaw<br><a href="https://web.seesaw.me/">https://web.seesaw.me/</a>  | Seesaw is a digital portfolio and communication tool that many teachers love! Seesaw works on any device shared or 1:1. Free for teachers. Teachers create activities for students. Students draw, take pictures and video, and capture their learning in their portfolio. Parents can view their students' work and leave comments. (Freemium, some features are free.) |
| Pixton<br><a href="https://www.pixton.com/">https://www.pixton.com/</a>  | Pixton is a web-based tool for creating comics   |
| Kahoot<br><a href="https://kahoot.com/what-is-kahoot/">https://kahoot.com/what-is-kahoot/</a>  | Kahoot is a game-based learning and trivia platform. Teachers can create multiple choice games related to class content that students can play as a class by entering the game code on their app or device. Kahoot offers a multitude of other forms of games related to class content that can make learning fun.   |
| Mentimeter<br><a href="https://www.mentimeter.com/">https://www.mentimeter.com/</a>  | Allows you to use mobile phones or tablets to vote on any question a teacher asks, increasing student engagement. You can choose how answers show up: bar graphs, wordles etc.   |
| Peardeck<br><a href="https://www.peardeck.com/">https://www.peardeck.com/</a>  | Plan and build interactive presentations that students can participate in via their smart device. Limited free usage, and it offers unique question types.   |