

# Digital Tools to Maximize Student Engagement





Drag the dot to the picture that matches how you feel today.



Students, drag the icon!



## Objective:

- We will explore blended learning and tools that can help make lessons more interactive.
- We explore how these tools can encourage students to discuss and work together and help students with diverse learning styles and backgrounds be successful.

Blended learning: Blended learning is leveraging technology to create a personalized, competency-based learning experience, including increased student control over the time, place, path, and/or pace of learning.

**“Technology will never replace great teachers, but in the hands of great teachers, it’s transformational.” – George Couros**

Draw or type 2 things you already know about today's topic:

1

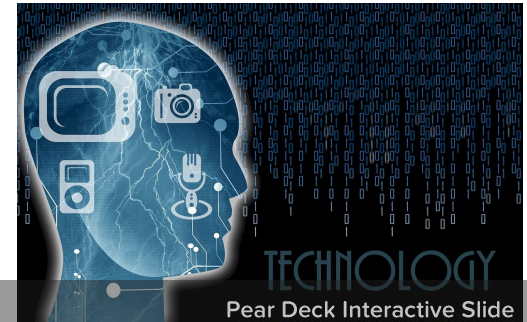
2



Students, draw anywhere on this slide!

There are so many tech tools available. Just a few are: Pear Deck, Quizlet, Jamboard, Kahoot, Quizlet, Blooket, Flipgrid, Google Forms, PlayPosit, shared documents, Desmos, Google Classroom, and more.

What apps/resources if  
Any have you used?



Students, write your response!

Do not remove this bar

## Pear Deck: interactive activities

- Teacher paced or student paced
- Free app allows some interactions
- Paid account allows more options like draw (they do have a discount for educators).

## Jamboard

- Digital interactive whiteboard that multiple students can work on simultaneously
- You can create duplicate copies and have students work on groups, each group with their own Jamboard, maybe in breakout rooms.





## Desmos

- LOTS of math activities
- Users have started making more science and other subject activities
- You can make your own activities (card sorts for vocabulary or other interactive activities.
- **If students create an account they will be able to go back and revisit their answers. They can also click "Continue without signing in" and you will see their answers.**



# Quizlet

- Vocabulary Practice
- Can also be used for math flashcards (i.e., math facts or perfect squares)
- Students can use as:
  - Flashcards
  - Interactive practice (learn, spell, write, test, match, gravity)
  - Quizlet live game in class (easier in person or you could have groups in breakout rooms so they could work together.)



# Kahoot

- Live games in class
  - Icebreakers
  - Review topics
  - Practice something just learned
- Asynchronous games
  - Homework
  - Extra practice
  - Students at different levels
  - Choice boards



# Quizizz

- Very similar to Kahoot
- Live games
- Homework Games
- Icebreakers
- Practice



Students browse: [quizizz.com/join?gc=14261301](https://quizizz.com/join?gc=14261301)

# Blooket

- Similar to Kahoot and Blooket
- Live games
- Homework Games
- Different formats for games. Gold rush and similar have students work on their own problems, win gold, lose gold, steal and swap gold
  - I was nervous about this element of the game, but my GED students LOVE Blooket.



# Quizizz

- Very similar to Kahoot
- Live games
- Homework Games
- Icebreakers
- Practice



Students browse: [quizizz.com/join?gc=14261301](https://quizizz.com/join?gc=14261301)

# Google Forms

- Survey information
- Practice
  - Can be created to be self-checking/graded
  - Students can be given one opportunity, or you can let them try again as many times as you want
- Teacher check-in's
  - This is a simple check-in I used as part of a playlist, for students to let me know when they were ready to conference with me.



# Flipgrid

- This link is to a student introduction. I sometimes use before our first class so that I know pronunciation of student names and know something about them.
- You can have students share answers to a problem or give a short presentation.
- As with many of these tools, you will want to be careful onboarding so students understand and feel comfortable. I did allow some students to record a video and send to me individually or send an audio message if they weren't comfortable with video.





# Playlists

- A series of activities (usually they should be completed in order, a choice board [next slide] lets them go in any order.
- Teachers can be working with individual students or a small group and the rest of the class can be working through the playlist of tasks.
- You could post in Google Classroom or a Google doc that students can access. In a classroom, you can write the playlist on the board.



# Choice Board

- A list of activities that can be choices in terms of order or in terms of what activities will be completed.
- This is one I created, but you are not limited to this format. There are also this or that styles (I'll link an example on the resources document at the end).



# PlayPosit

- Interactive video and questioning program.
- You can record your own videos or upload videos from sites like youtube.
- You can add questions which can be open-ended or a poll, or questions with an answer so students know if they were correct or not.



# Screencasts

- Many different apps out there. I use screencast-o-matic, but there is also screencastify, wevideo, and more.
- I use it to front-load knowledge before a class with some classes.
- I've also used it to review something so absent students will get info they missed.
- When I had to be absent, I had this video showing how to solve problems specific to what students were working on (instead of finding a video on youtube).



# Hyperdocs

- A document that students can use to access a series of tasks.
- Can be simple with just a few, can be pages of items.
- Can be a choice of articles to read, or a series of activities to pick from, or more of a playlist.



Thank you!

If you have any questions/comments or would like to talk more about any of these apps (or other apps), please reach out.

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# How well did you like this lesson?



Students, drag the icon!



Pear Deck Interactive Slide  
Do not remove this bar