

DERMEN ERASMUS COURSES

# e-platforms and ICT integration

A close-up, low-angle shot of a person's hand typing on a laptop keyboard. The keyboard is backlit, and the hand is illuminated by a warm, golden light. The background is dark, making the hand and keyboard the central focus. The text 'e-platforms and ICT integration' is overlaid in large, white, sans-serif font across the middle of the image.

e-platforms and WEB 2.0 Tools

# e-platforms definition

e-platform, in general, can be defined as a hardware or software architecture that acts as a basic structure upon which applications, processes, and technologies are developed and run to enable business or work outcomes. A platform can also host an application or a service. Typically, a software platform supports many programming languages, engines, and web services and is also represented as a framework.



# e-platforms

## What are the benefits?

Education platforms encourage students to:

Collaborate

Communicate

Share videos, photos and homework assignments

To help students learn, you can set up classes, distribute and collect homework assignments.

Plus, virtual platforms give parents the opportunity to take part and supervise their child's progress from home.

# Student and teacher communication platforms

## 1. FlipGrid

FlipGrid is a conversation-starter enabling students and teachers to share videos about a relevant subject. Starting guides and webinars are available to teach you and your students how to use this unique platform. Best of all, it's free!

<https://admin.flip.com/manage/discussion>

## 2. Zoom

Zoom became the #1 choice for meetings and webinars for its ease and functionality. Why not use this video conferencing tool for online classes, too?

Zoom requires the use of a passcode to take part in real-time video lectures. Not only does this provide a secure learning environment for students but it also allows for safe interactions between students and teachers.

“Technology is best when it brings people together.”





### 3. ClassDojo

Parents can join their kids in class through any device with this platform. ClassDojo gives students a way to receive praise for their skills, and parents have the option to share happy moments captured in classrooms.

## 5. Microsoft Teams

Classrooms are a true team environment where teachers and students can swap thoughts and ideas. Microsoft Teams makes it easy for you and your students to work together as you exchange videos, homework assignments and engage in chat conversations.



## 5. Google Classroom

This is a very powerful yet relatively easy-to-use resource.

It makes digitizing lessons for in-class as well as online learning much easier.

Since this is Google-powered it is constantly being updated with new features and resources to make it better for teachers to use.

## 6. Edmodo

Edmodo gives teachers the tools to share engaging lessons, keep parents updated, and build a vibrant classroom community.



## Game-based learning platforms



Game-based learning combines the fun of gaming with learning. Quizzes, badges and points systems coupled with classroom participation make for a joyful way for students to develop problem-solving and critical thinking skills





**Free Math Learning Game for Kids | Prodigy Math Game**

Make math learning fun and effective with Prodigy Math Game. All in-game educational content is free. Sign up

# 1. Prodigy

e-learning/game platform for Math and English with game-based learning. Prodigy Math and Prodigy English unlock curriculum-aligned skill practice that keeps kids engaged!

## 2. Kahoot

<https://create.kahoot.it/>

As an online quiz maker and game based learning platform, Kahoot! uses visually appealing gamification elements to maximize engagement and ensure higher completion rates among learners.

<https://create.kahoot.it/creator>

## 2- Quizlet

Quizlet is an online quiz maker that is well known for its flashcard format. Its game-show style content can be used in educational settings and employee training. You have access to a library of pre-made flashcards stacks for easier quiz game authoring.

# 3-Gimkit



# Gimkit

## live learning game show

Gimkit is a game show for the classroom that requires knowledge, collaboration, and strategy to win. Get started for free!

 [gimkit.com](https://gimkit.com)

# Creating a story together

Home | StoryJumper

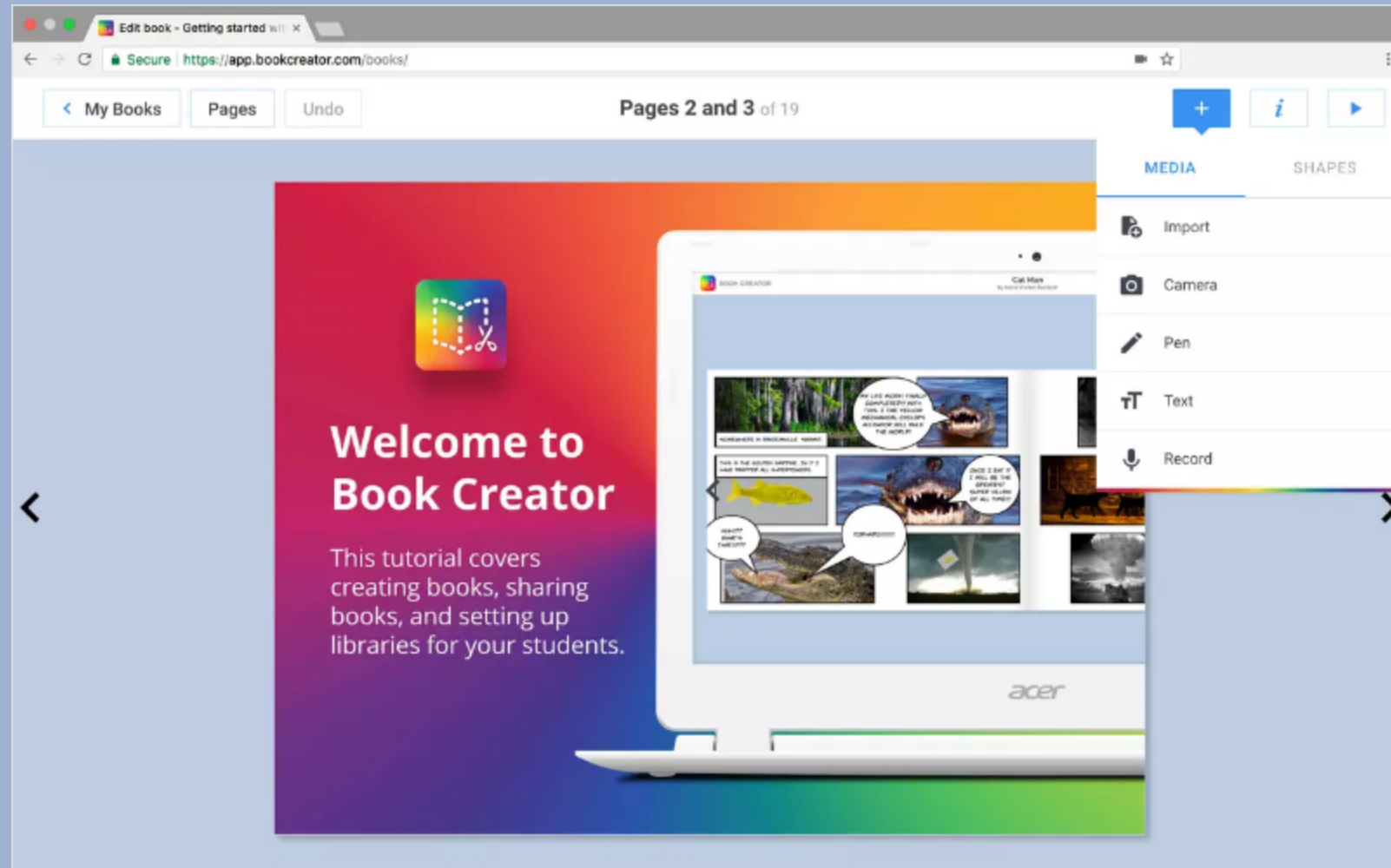
Storybird - Artful Storytelling

<https://app.pixton.com/#/>






# Book creator



**Book Creator app for Chrome**

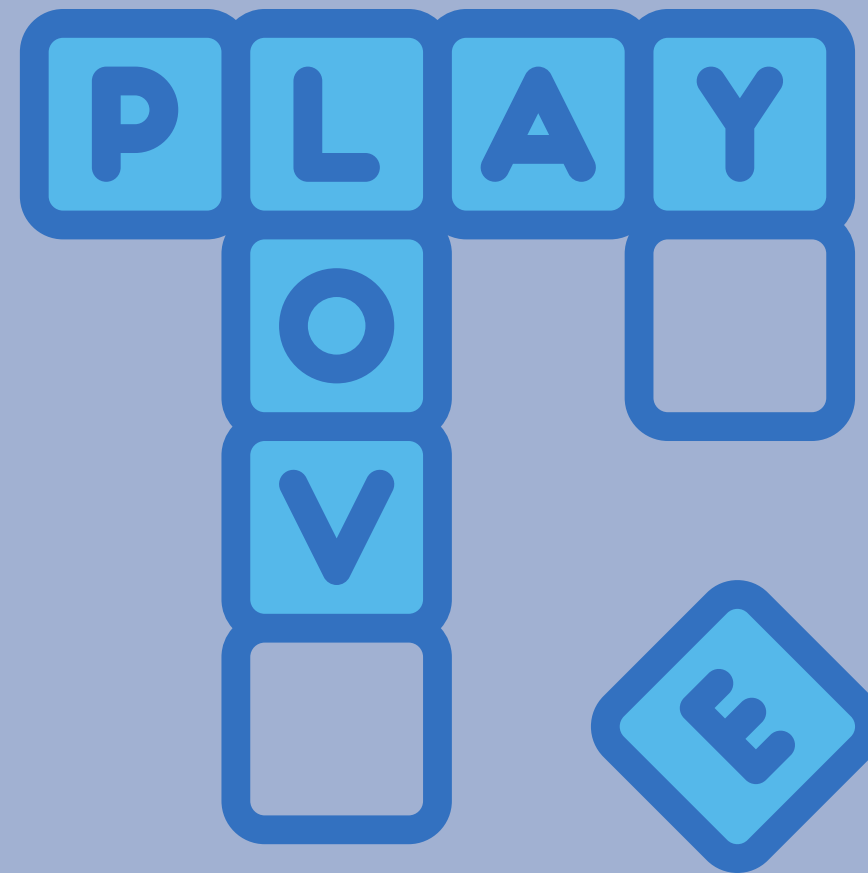
Web-based app for making ebooks in the classroom. Teachers can get started for free and invite students to join their library. Add text, images, audio and video and easily publish your books online.

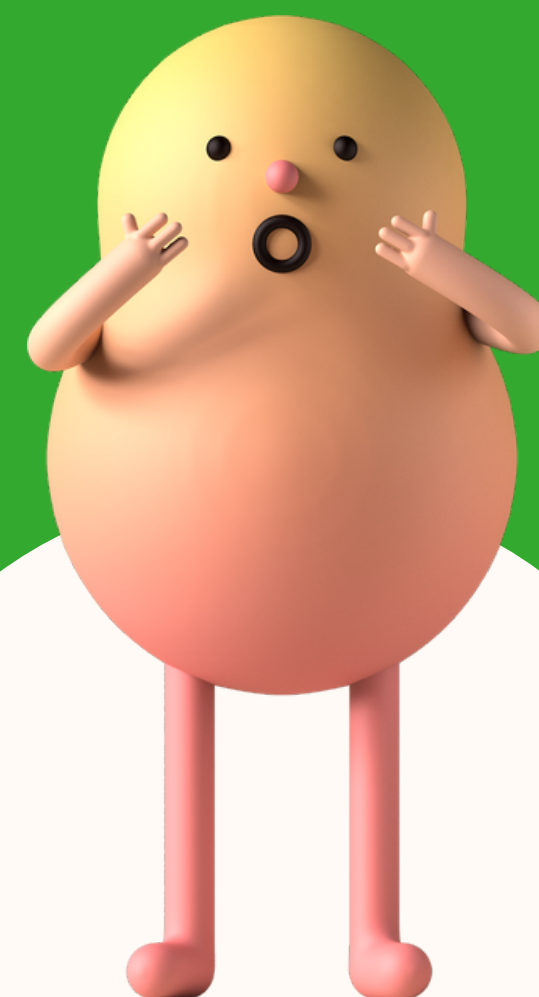
 bookcreator



# Wordwall

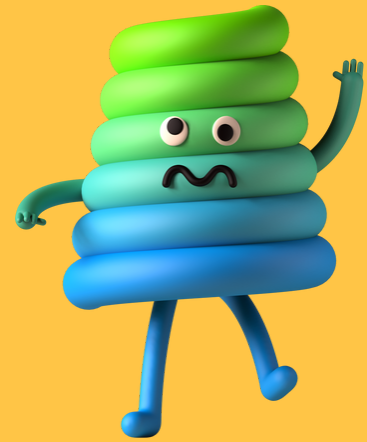
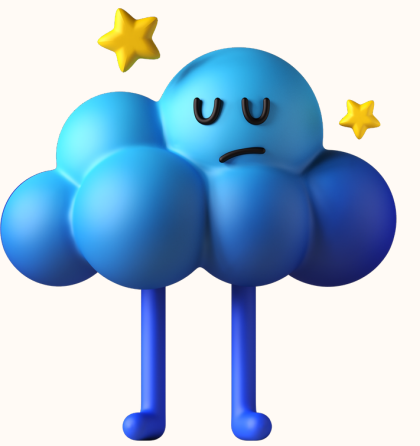
Wordwall | Create better lessons quicker





Animations

# STOP MOTION





MUVIMI

<https://youtu.be/mecdRT6cwQI>

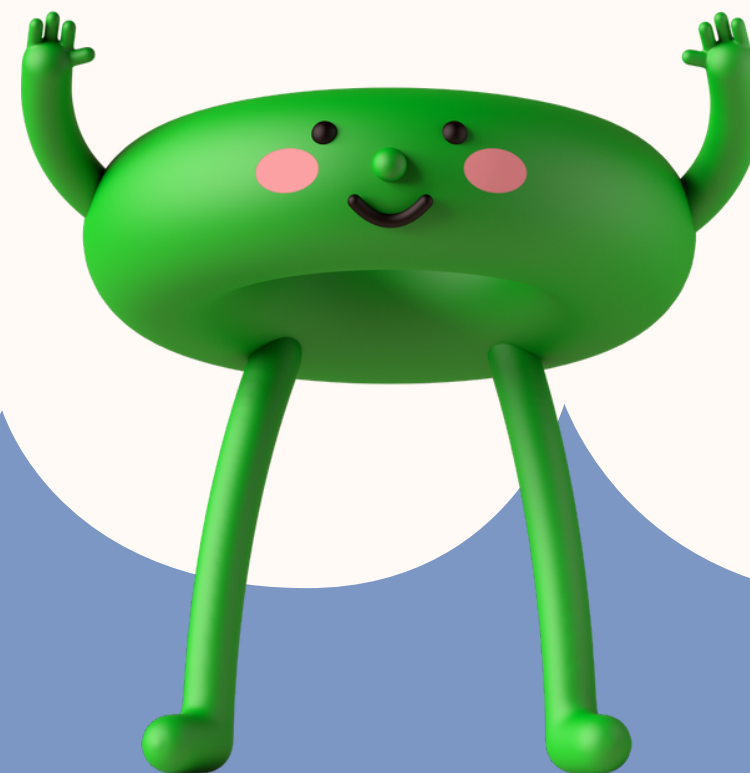




Voki

Voki - Create

Warnings!!!  
We must be careful in our use  
of technology



Be intentional with your technology practices.

Infuse technology and digital devices into many interest areas in the classroom and offer them as choices with clear objectives.

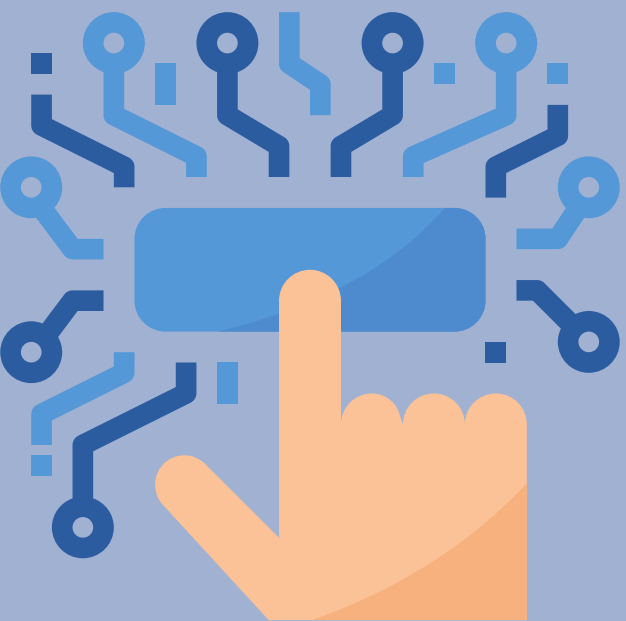




Use digital tools as options when they make experiences more meaningful or efficient or add value to learning.

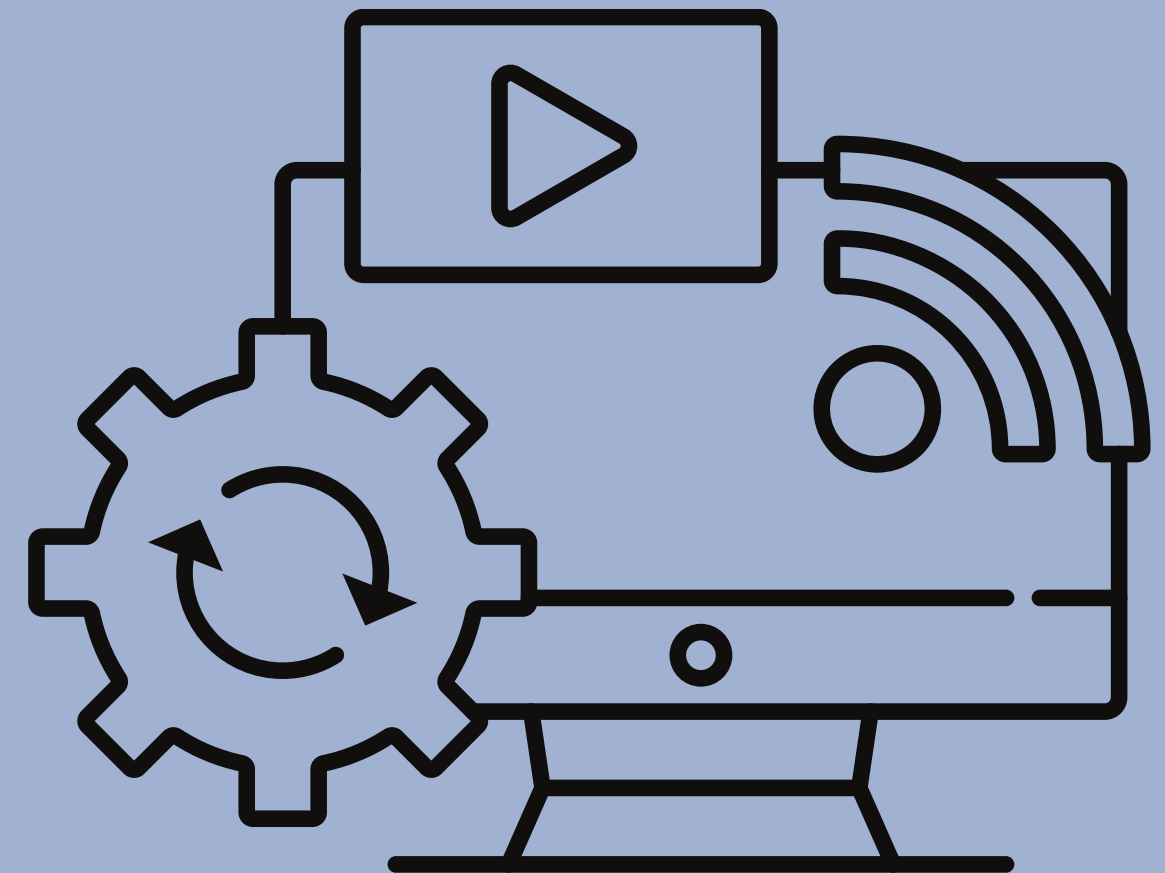


Use software or apps that help meet curriculum learning objectives, meet program and state standards, and lead to deeper learning experiences

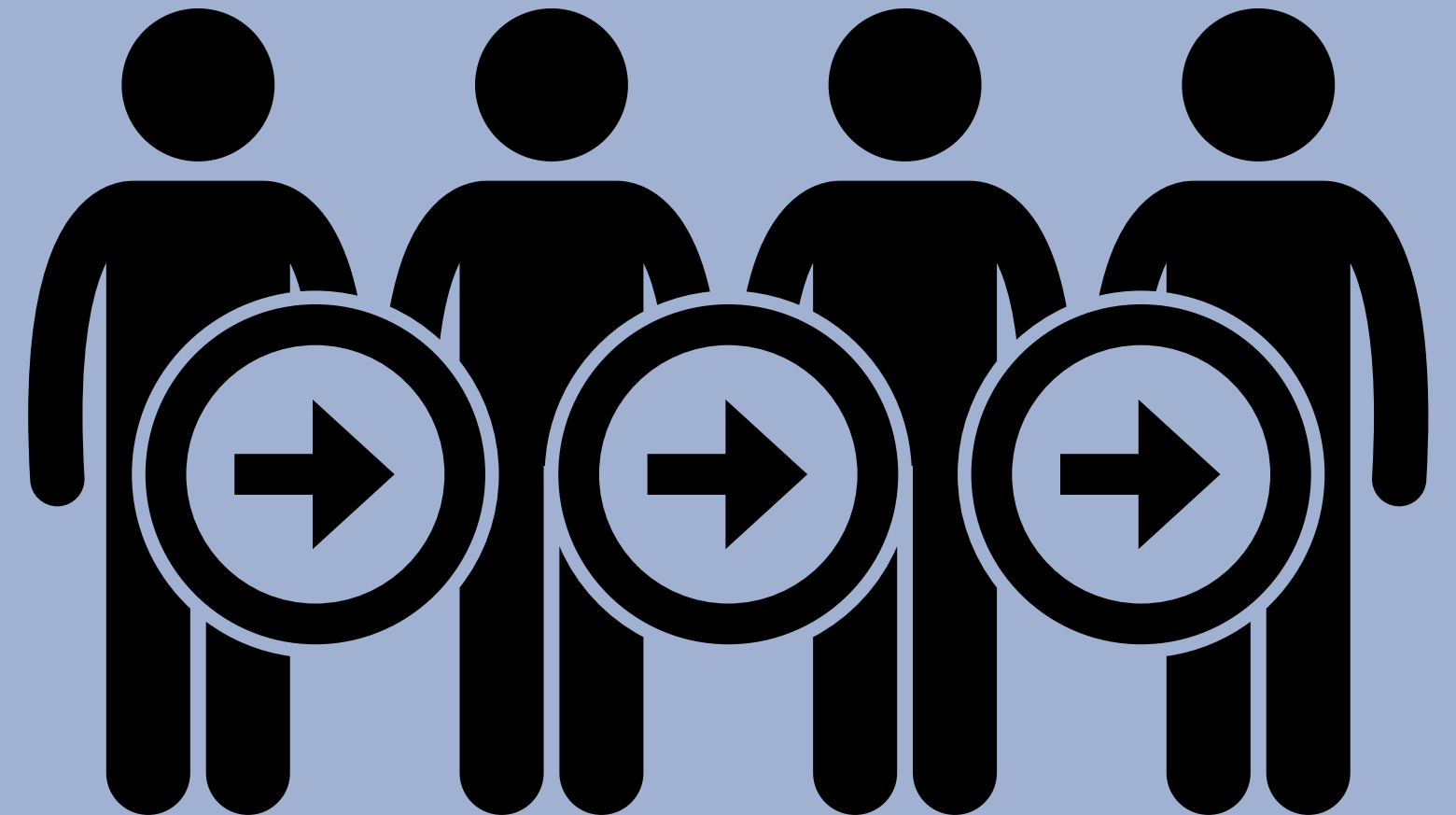




Select an array of devices, software, and apps that encourage creativity and offer multiple divergent learning paths.



Balance within developmental abilities and child-initiated activities with those that involve small and large groups and collaboration.



Creativity is about discovering new or making new connections. It is about critical thinking. We need to provide ICT in ways to support our pedagogy and improve our understanding of the nature of children's developing creativity.





Modelling your creativity with ICT in front of students is essential as it demonstrates what to do with ICT and significantly helps them to copy higher-order thinking skills. This, of course, forms the foundation for their own ICT capability.

# Project poster and logos

**Canva- Poster mywall-Glogster-Keep Calm**

**Wallwisher**

**Posterini**

**Magnoto**

**Web Poster Wizard**

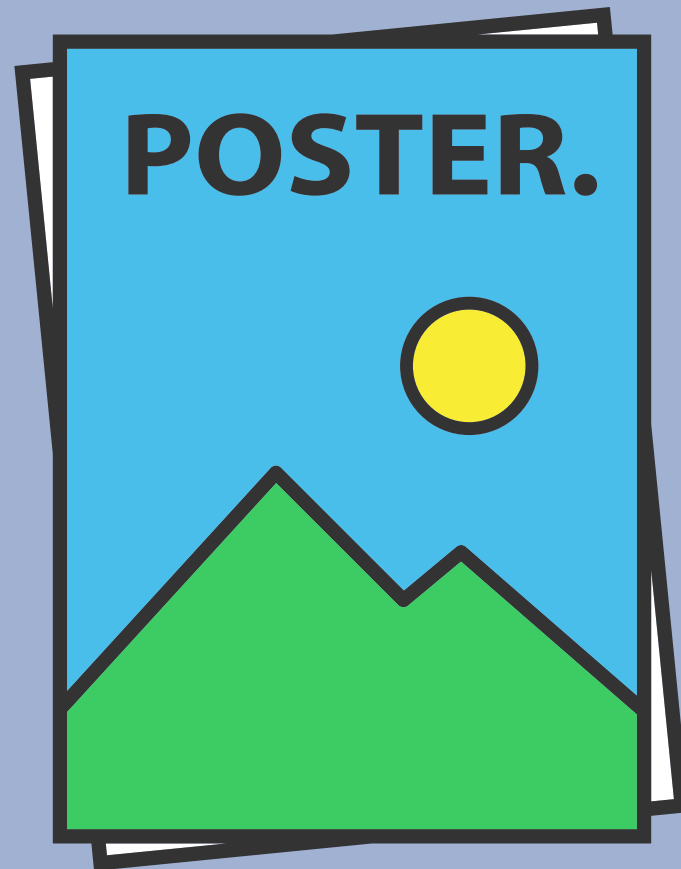
**Artskills**

**Loupe**

**LOGO**

**Logo Type Maker**

**Graphic Springs**



# Event Videos-Photo Edit

**Photopeach**

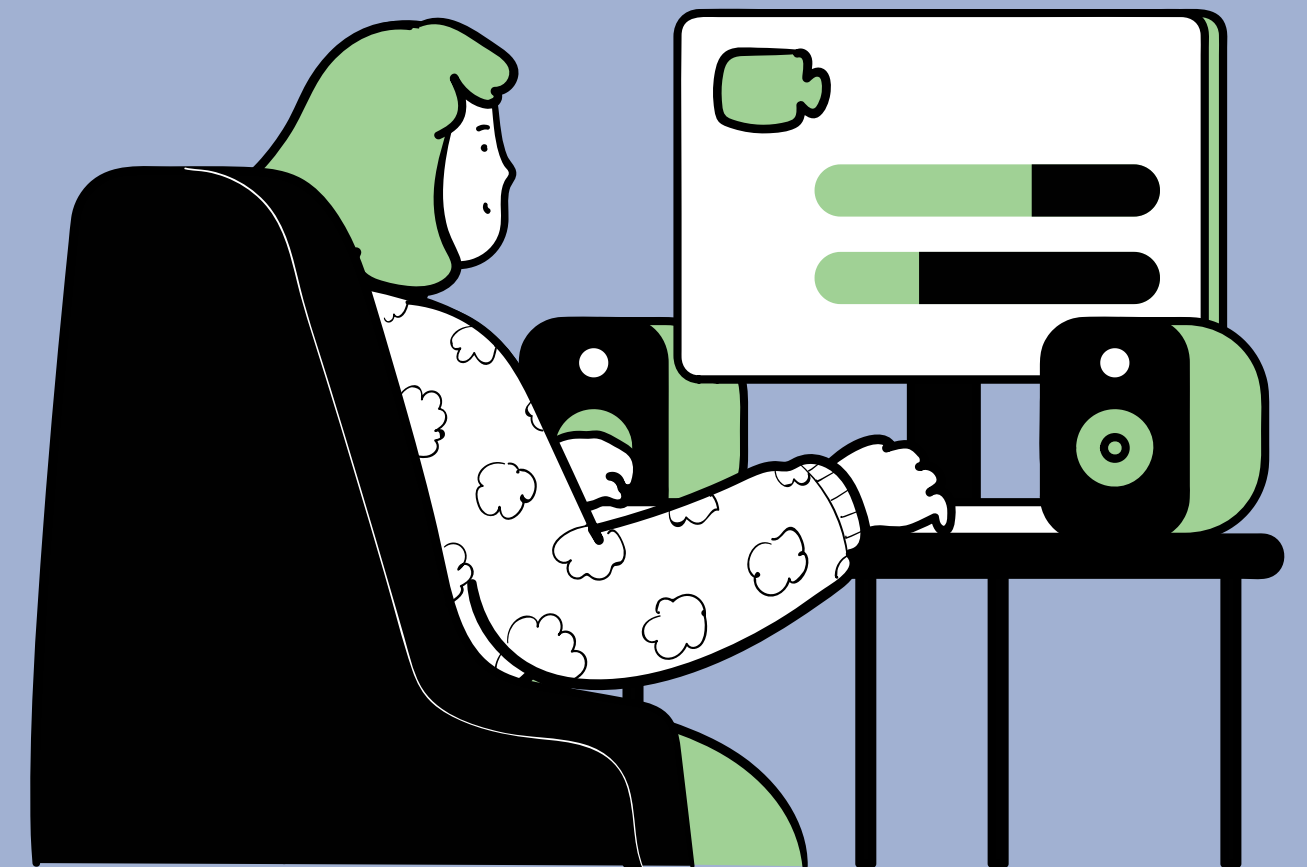
**Smilebox**

**Tripadvisor**

**Kizoa**

**Animato**

**Magisto**



# Presentation Tools

Canva

**Emaze**

**Prezi**

**Keynote**

**Slideshare**

**Present Me**

**Silkslides**

**Knowio**

**ProjeqtEd**

**280 Slides**

**Picsviewr**

**[www.bunkrapp.com/](http://www.bunkrapp.com/)**

**Slidetalk**

**Helloslide**

**Pearltrees**

**Vcasmo**





# Tests and Polls

**Quizizz**

**Kahoot**

**Quizegg**

**Testmoz**

**Tricider**

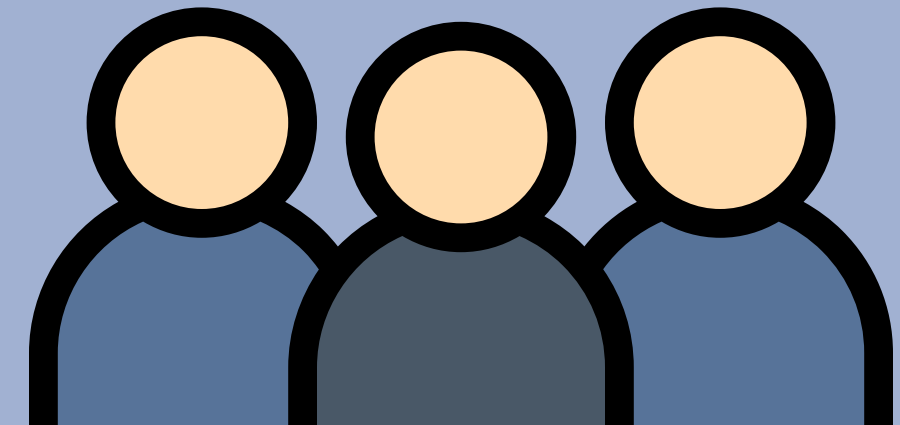
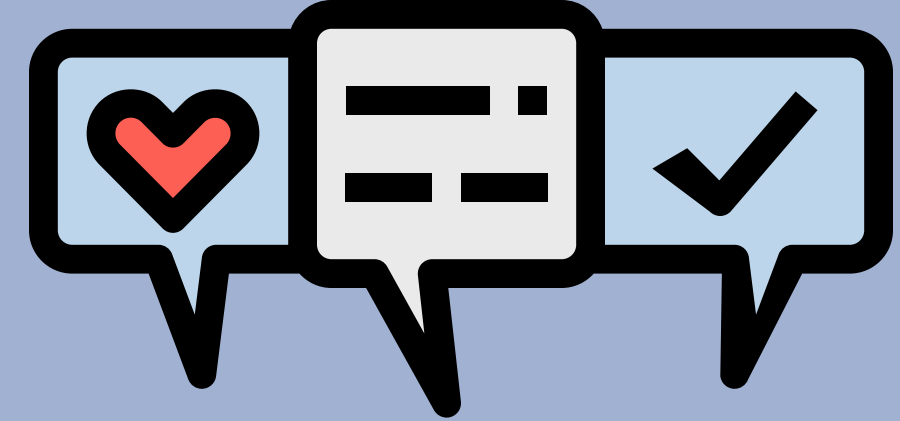
**Poll Everywhere**

**Sticky Moose**

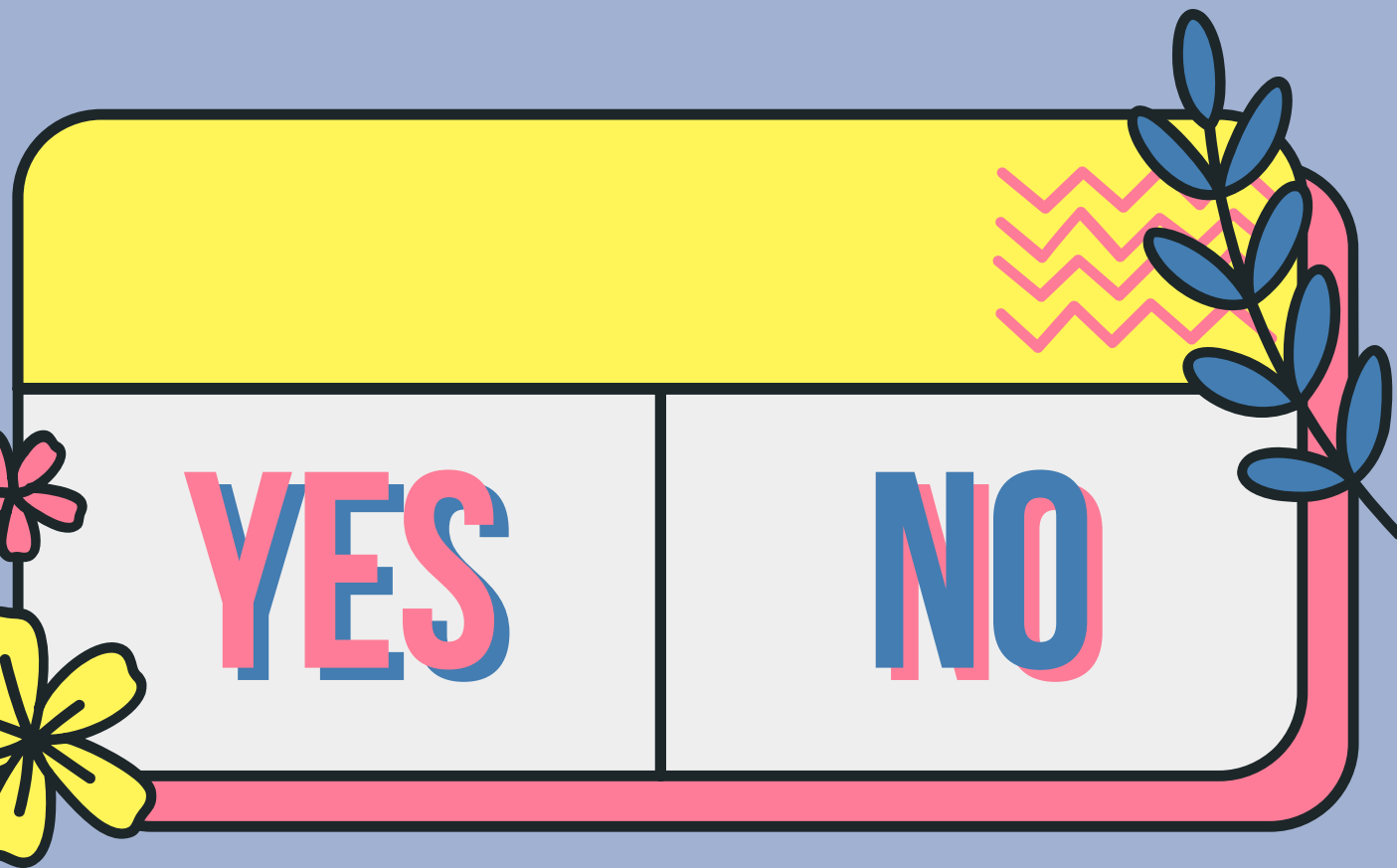
**Kwik Surveys**

**Easypolls**

**Menti**



**Exittix**



# Word Clouds



**Wordlle**

**Word Salad**

**<https://tagul.com>**

**ABCya! Word Clouds**

**TagCrowd**

**Tagxedo**

**Word It Out**

**Word Mosaic (at Image Chef)**

**WordSift**

**You Are Your Words (Pictures from Text)**

THANKYOU