

Guide for digital tools

AIDO – All in bowl of digitalization of education

Erasmus+ KA2-Project small scale project

2022-1-DE02-KA210-VET-000083354

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Introduction

- Different digital tools were tested in kindergarten, primary school and vocational school
- Here are introductions of tested digital tools and recommendations of usage of tools
- Recommendations are result of evaluation

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Digital tools tested in kindergarten



- Highly regarded educational platform that we used extensively, particularly with younger learners
- It's designed to help children learn reading and math through phonics and numeracy-based games and activities
- Very useful



National Geographic Kids

<https://kids.nationalgeographic.com/>

- Includes games, quizzes, and interactive maps, which help in reinforcing learning through engagement and interactivity.
- Features encourage children to explore topics more deeply on their own.
- Easy to use and useful for teaching

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Digital tools tested in kindergarten

Kahoot



- “Game-based learning platform” (Kahoot)
- More than just a digital tool
 - it's a bridge that connects educational content with the digital world in a format that is both accessible and enjoyable for kindergarten students.
- Easy to use



Book Creator

[Book Creator - Love Learning - Book Creator app](#)

- Allows children to express themselves by creating their own digital books.
- This activity not only supports literacy skills but also nurtures creativity by letting students choose images, text, and audio to tell their stories.
- The open-ended nature of the tool supports a variety of learning styles and abilities.
- Easy to use and useful for teaching

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Digital tools tested in kindergarten

Frepy



[Frepy \(polineexpo.com\)](http://polineexpo.com)

- Digital platforms can be incredibly adaptive, offering personalized learning paths that cater to the unique pace and style of each child.
- Easy to use and useful for teaching

LearningApp

[LearningApps - interactive and multimedia learning blocks](https://www.learningapps.org)



- An excellent online tool designed to support learning and teaching processes through the use of interactive modules.
- The platform is versatile and has been beneficial in various educational settings, including kindergartens.

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Digital tools tested in primary school

Magic School <https://www.magicschool.ai/>

- Magic School is a digital tool similar to ChatGPT.
 - Saves teachers time for lesson planning and creating teaching materials.
 - Boasting robust grading capabilities and adaptive feedback mechanisms tailored to individual learning needs.
 - Useful for finding ideas for lessons, evaluation and testing certain skills or knowledge.
- 2nd grade teachers with Lesson Plan tool developed lesson plan for the topic "Human body".
 - With Vocabulary List Generator tool 3rd grade teachers created vocabulary of the main terms for the topic „Solar System“.
 - With Text Leveler tool teachers adapted challenging scientific text for 4 grade student's reading level / skills.
 - Teacher composed a special song with a Song Generator tool about the seasons using the melody of famous artist song.
 - Using Team Builder / Ice Breaker tool 1st grade teachers created activity for parents meeting.
 - Using Tongue Twisters tool 1st grade teachers created tongue twists for the topic about emotions.
 - 4 grade teachers used the Sentence Starter tool by creating a reflection task for the topic about Christmas traditions in the world.
 - The jokes associated with the topic of the lesson created with the Teacher Jokes tool helped primary school teachers make lessons more engaging.
 - 3rd grade teachers used the Survey Creator tool to create a survey for assessing the generalization of the topic.
 - Less experienced teachers used the Report Card Comments tool to describe student's strengths and areas of growth.

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Digital tools tested in primary school

Book Creator

[Book Creator - Love Learning - Book Creator app](#)

- Book Creator is a digital tool that enables students to create and read multimodal digital books.
- Improves students' literacy skills and reading comprehension.
- Teachers can integrate Book Creator into their lessons.
- Useful for revision.
- Can be used for project-based learning, as a topic wrap-up tool or for warm-ups.
- In an integrated English and IT lesson, 4th grade students created their own book "The most interesting story of my summer". With the help of this tool, children with writing disorders did not type the text on the keyboard, but dictated it and the program converted it to text.
- 3rd grade teachers used Epic! Reading Response journal as the final task of the book reading challenge.
- 3ed grade teachers asked students to fill out Digital Portfolios and used it as a document reflecting the child's strengths and well-being at school in meetings with parents.
- In an integrated arts and ethics lesson, students talked about their fears and all together created digital book „What Makes Us Scream“ by using the idea and template from the app.
- In order to improve English listening skills of 1st graders, teachers organized audiobook listening breaks. Books from the app were selected by level and topic.
- 4 th graders used „The book of idioms“ as a teaching material to help children understand the meaning of idioms.

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Digital tools tested in vocational school

Power Point



https://www.logo.wine/logo/Microsoft_PowerPoint

- "From inspiration to presentation"
(Microsoft)
- For documentation, visualization, and presentation
- Teachers and students can use for learning materials
- Presentations can be modified to videos

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Digital tools tested in vocational school

Padlet



[Padlet: hyödyllinen työkalu](#)

- For visualization, documentation, and brainstorming
- Can be used multiple ways
- Excellent for collaborative group work and it allows students to create digital boards where they can share ideas and resources when collaborating
- During whole-class discussions, Padlet can serve as a virtual whiteboard where students can contribute ideas, questions or reflections

Prezi



<https://prezi.com/>

- "Presentations that move audiences" (Prezi)
- For visualization and presentation
- Teachers and students can use for learning materials

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Digital tools tested in vocational school

Mentimeter  **Mentimeter**
<https://www.mentimeter.com/>

Kahoot 
[Kahoot! brand guidelines](#) | [Kahoot!](#)

- For voting, brainstorming, quizzes, and surveys
- Can be used for warm-up for lesson or new subject
- For interactive learning

- For quizzes
 - Lighten teaching
 - Brings playfulness to learning
- Can be used for formative assessments, review games or energizing classroom activities.
- For interactive learning

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Digital tools tested in vocational school

Forms



https://www.logo.wine/logo/Microsoft_Forms

- For voting, quizzes and surveys
- Teachers can use for evaluation
- Students can practise making surveys

One Note



https://www.logo.wine/logo/Microsoft_OneNote

- For documentation
- Usable for coworking for students and their cooperation in projects
- Teachers and students can organize their notes into notebooks, sections, and pages
- It's great for keeping track of class materials, lecture notes and research

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