



eFuture Teacher's Web 2.0 and Mobile resources Book 1

e.future!

This resource has been produced by the eFuture project - a *Lifelong Learning* funded project. One of the aims of the project was to look at how Web 2.0 and Mobile Technologies could be used to re-engage students at risk of becoming NEET. The project team developed these simple teacher guides which give pointers, hints and tips on using technologies in the classroom.

If you would like to know more about the project please go to www.efutureproject.eu



SMS: TEXT MESSAGING IN THE CLASSROOM

Tools

PollEverywhere: Do you want to get instant feedback from your students during a lesson? Get them to vote on issues being debated and display the results in real time? Then try Poll Everywhere. You can create polls on anything and students can use their mobile phones or Twitter to respond to the poll and it updates responses in real time.

<http://www.polleverywhere.com/>

Free and paid account options.

Wiffi ti: Wiffi ti works in a similar way to PollEverywhere but has a different focus and more flexibility. Students can text messages to the number provided and these messages will appear on the teacher's screen in a bulletin-board style. This is a great tool for encouraging comment and involvement from those who are afraid to speak up in class.

<http://wiffiti.locamoda.com/>

Currently free and in Beta mode

StudyBoost: allows students to study via SMS-based quizzes. The questions can be self- or teacher-created, and can be multiple choice or open-ended.

<https://studyboost.com/>

Currently free



Techniques

Subject comprehension: To test students' comprehension of a subject get them to text to a communal class board e.g. using Wiffi ti. The teacher can discuss responses as they appear. Responses can be anonymised - useful for those who feel embarrassed to speak.

English comprehension: Read the students a passage from one of Shakespeare's plays - then ask them to summarise the speech via a text message - Shakespeare in 160 characters is very difficult.

Art: You could use the same technique as above. Show the students a picture and ask them to tell you what it means via a single 160 character text message.

Group Work: Have you split your class into groups. Would you like a simple way to communicate with all members of a specified group? Most mobile phones will give you the opportunity to create "SMS Groups" - set these up to mirror your real-time groups and you can communicate with all members at any time.

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WIKISPACES: THE COLLABORATIVE CLASSROOM

<http://www.wikispaces.com/>

A wiki is a space on the Web where you can share work and ideas, pictures and links, videos and media — and anything else you can think of. Wikispaces is just one of the many Eiki tools out there. However, Wikispaces is one of the most popular (if not the most popular) version.

Wikispace stands out because it has a range of well defined facilities that others don't have e.g. a visual editor, a bulk user creator, and some reasonable Project Management tools

The powerful thing about wikis is the collaborative, evolving and contributory nature of them, Where a normal website or a blog tend to have a single author and, even though you may be able to comment on them, they are still very much one-way traffic. Wikis are different - anybody can create, update and add to any entry on a wiki. Thus, if you had a classroom wiki set up you could start doing

- Study guides made by student groups for themselves and peers: each group prepares the guide for one aspect of the unit or responsibility rotates: one unit guide per semester.
- Vocabulary lists and examples of the words in use, contributed by students (ongoing throughout the year).
- An annotated collection of EXAMPLES from the non-school world for anything: supply/demand, capitalism, entrepreneurship, triangles, alliterations, vertebrates or invertebrates, etc. Include illustrations wherever possible.
- What I Think Will Be on the Test wiki: a place to log

review information for important concepts throughout the year, prior to taking the “high stakes” test, AP test, or final exam. Students add to it throughout the year and even from year to year.

- Online Resources for Classroom. Create a list of websites that provided appropriate information related to subject. Content is provided by the teacher for student use during the school year. The advantages are:

Wikispaces is currently free for individuals and Educators - but only for the single wikispace. Higher levels of membership demand a higher price.

Wikispaces Education Business Personal [Already have an account? Sign in.](#)

Collaboration without the learning curve

History

Teachers & Students: Learn more, sign up, and get started with your own classroom wiki. [Teachers](#) [Students](#)

Schools & Districts: Take a look at Wikispaces Private Label and start your free trial. [Sites for K-12](#)

Universities: Explore Wikispaces Private Label and start a free trial in your university. [Sites for Higher Ed](#)

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SOCRATIVE: ENGAGE THE CLASS USING ANY DEVICE

<http://www.socrative.com/>

Information

Socrative is a smart student response system that empowers teachers by engaging their classrooms with a series of educational exercises and games. Socrative apps are really simple and take seconds to login. Socrative runs on tablets, smartphones, and laptops.

Teachers login through their device and select an activity which controls the flow of questions and games. Students simply login with their device and interact real time with the content.

Student responses are visually represented for multiple choice, true/false and Short Answer questions. For pre-planned activities a teacher can view reports online as a google spreadsheet or as an emailed Excel file.

Socrative is getting some very good reviews:

"I never had such a reaction from the students before. Socrative immediately engaged all the students in the class."
- Prof. Wisam Al-Rawi, U Michigan

In essence, what Socrative does is give you the opportunity to get the students to respond to questions, tasks, quizzes using their mobile phones and all their responses can be quickly displayed in various forms on the screen for the whole class to see.

There are very few classrooms where you couldn't use this application. It works very well for subjects like Mathematics

and History where there are definite answers - multiple choice would be a good way to address these. It also works equally well when there are no definite answers but you want gather the thoughts of everyone in the room as a lead up to a classroom debate or group discussion scenario.

Create Your Own Questions in Minutes

Design your own evaluation exercises in minutes by importing questions or inputting them on the website. Socrative saves them in your account so you can access them anytime.

Auto-graded: Once the exercises are completed, you'll receive an aggregated report. The multiple choice will be graded for you.

Question variety: Questions can be multiple choice, short answer, or a combination of the two. It's your choice! Once the exercises are completed, you'll receive an aggregated report. The multiple choice will be graded for you.

Socrative is currently free



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EVERNOTE: YOUR NOTES EVERYWHERE

<http://www.evernote.com/>

Information

Evernote makes it easy to remember things big and small from your everyday life using your computer, phone, tablet and the web.

Keep everything in sync

With Evernote, all of your notes, web clips, files and images are made available on every device and computer you use. Remember things you like. Save everything cool and exciting you see online and in the real world. Snap a photo, record some audio and save it.

Save favorite webpages

Save entire webpages to your Evernote account with our nifty web clipper browser extensions. You get the whole page: text, images and links.

Research better

Collect information from anywhere into a single place. From text notes to web pages to files to snapshots, everything is always at your fingertips.

Work with friends and colleagues

Share your notes and collaborate on projects with friends, colleagues and classmates.

Plan your next trip

Keep all of your itineraries, confirmations, scanned travel documents, maps, and plans in Evernote, so you'll have them when you need them.

Using Evernote in class

Share a notebook with your class: After you create a public notebook, share the URL with your class. This way anything you add can be viewed by your students (or their parents).

Whiteboard photos: Taking snapshots of the whiteboard is a real plus for many students who might find it hard to keep up with note-taking. Take photographs of the whiteboard before the start of the class, and again at the end. This gives your students an accurate time stamped snapshot of what they were working on, on any given date. You can title or tag each photo based on the lecture number to make searching for specific photos easier. Also, you can share the photos with students that miss a class, so that they have the day's notes.

Keep handouts handy: Keep all of the handouts, worksheets, templates, study guides and assignments that you frequently use in Evernote, where they are easily searchable and accessible.

EVERNOTE



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SLIDESHARE: THE POWERPOINT LIBRARY

<http://www.slideshare.net>

Information

SlideShare is the world's largest community for sharing presentations. With 60 million monthly visitors and 130 million pageviews, it is amongst the most visited 200 websites in the world. Besides presentations, SlideShare also supports documents, PDFs, videos and webinars.

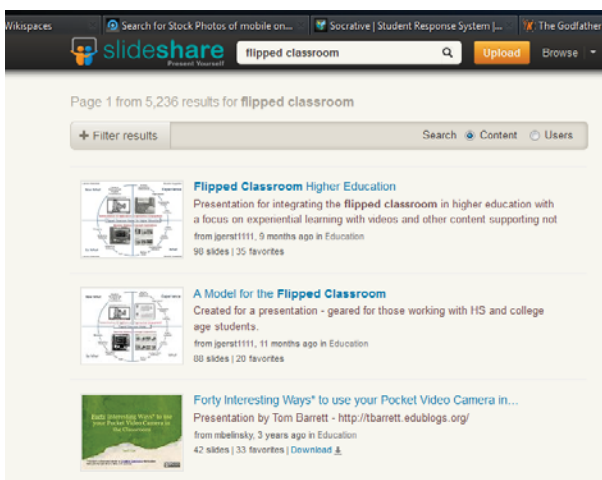
SlideShare features a vibrant professional and educational community that regularly comments, favorites and downloads content. SlideShare content spreads virally through blogs and social networks such as LinkedIn, Facebook and Twitter. Individuals & organizations upload documents to SlideShare to share ideas, conduct research, connect with others, and generate leads for their businesses. Anyone can view presentations & documents on topics that interest them, download them and reuse or remix for their own work.

Delivery presentations lies at the heart of most teaching, so SlideShare provides a valuable repository for class or lecture presentations. You might want to release your presentations before or after a class or lecture, rather than producing paper handouts.

You can also use the *custom Playlist widget* to aggregate presentations created by students in your classroom OR presentations relevant to a particular topic or theme.

Another idea is to use SlideShare as part of your "flipped classroom" strategy. Upload presentations (with audio commentary if possible) and ask students to view these at home or in study periods before coming into class. Classroom time can then be dedicated to discussion and revision of key information, rather than on a breakdown of the subject itself.

For a really powerful combination, use SlideShare and YouTube together. Make your points on SlideShare through an uploaded presentation and then back that up with extended material on YouTube - this can either be subject specific and gathered from existing YouTube content or could be a video of you, the teacher, discussing items in your presentation.



Transforming progression and learning outcomes for Youth at Risk through ICTs, Web 2.0 and Mobile Learning.

Project number: 511827-LLP-1-2010-1-IE-KA3-KA3MP

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DELICIOUS: SOCIAL BOOKMARKING

<http://www.delicious.com>

Information

Most people are familiar with collecting and storing links in their browsers, known as “Favorites” or “Bookmarks”. Social bookmarking, however, is about collecting and storing links (or bookmarks) online and then sharing them with others. As people can then search the bookmarking sites for links on a subject of interest, this is therefore a useful way of finding resources that are popular on a given topic as you will see the number of times a particular link to a resource has been saved. The best resources will therefore rise to the top. This is “crowdsourcing” at its best.

An extra aspect of social bookmarking is that the bookmarks can be tagged, this means categorising or describing them using keywords defined by the user, which means that they then become searchable by others.

Delicious (or similar Social Bookmarking sites) can be very useful in the classroom:

- It is useful for its flexibility as students may work on a variety of computers at a variety of setting.
- It can support lectures as an additional bibliography.
- It is a mechanism for building learning communities if a tag is identified with the students who can then contribute to this link archive. It could promote group cohesion and belonging (although the risk is that students would not contribute equally). A good tool for project based group work.

- It increases network of learning outside the initial group by tagging resources with quality notes and links shared to a wider audience.
- It provides informal and formative feedback to the teacher as they can see students’ preferences and interests which could then inform their planning.
- It promotes the students to manage and analyse their resource collection as they would be encouraged to firstly weigh up the value of the resource, and then analyse and create a synopsis of its worth through tagging. The number of times a site is saved would also alert them to the issues of credibility, value and utility. This would engage the students further in the learning process.
- Delicious has recently introduced *Stacks*. Stacks are collection of links built around a common theme. Stacks are easy to organise, have a good visual appeal and a very useful feature to pool your content and web links around a common theme. Teachers and students can use stacks as a very useful search tool find their content online.



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LINO: ONLINE SMART POST-IT NOTES

<http://www.linoit.com>

Cost: Free

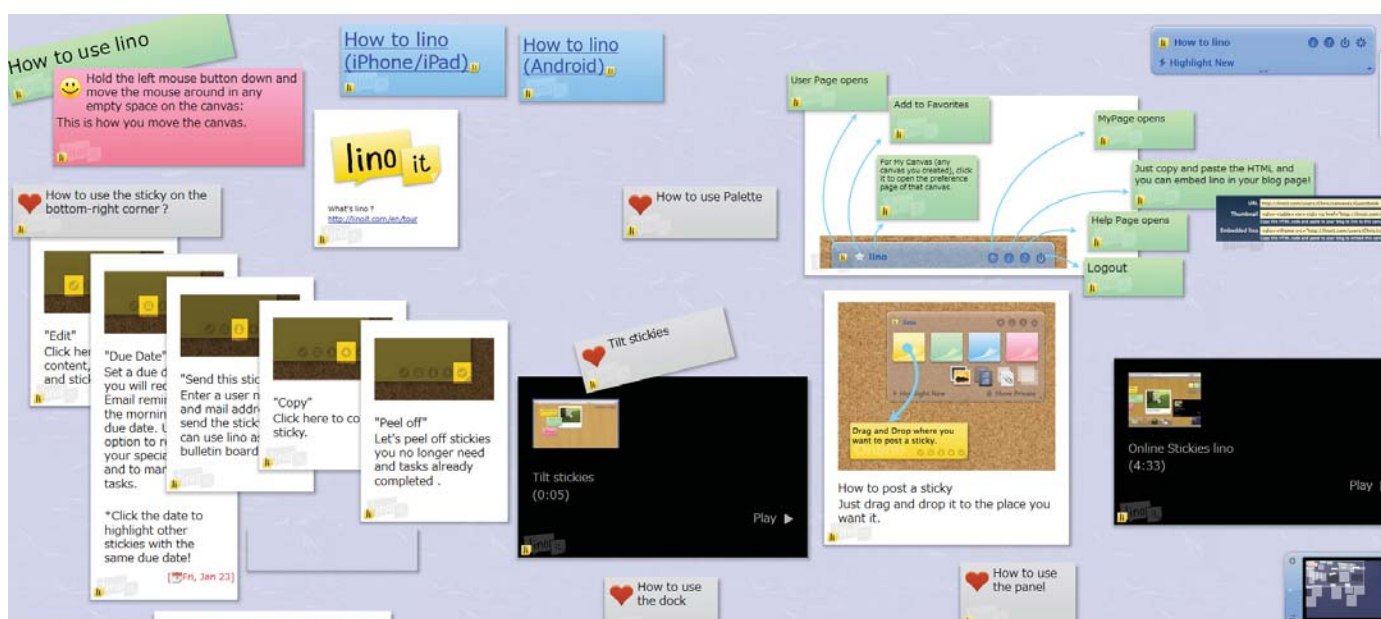
Information

If you are looking for a utility that help you not only to organise your thoughts but also to help you to present it well- by adding posts ,notes , photos and videos etc. you should be looking at Lino it

Apart from adding notes,photos and videos ,Linoit can also upload links to documents. It has got good collaborative feature and can be embedded into blogs and wikis.

People usually use sticky note (post it note) in their work and study . It helps them to remember things and organize work according to those priorities - now you can do that, and much more, on line.

- Take a note right away wherever you are Access lino from your home, office, or even on the road and post a sticky note online whenever you need!
- Reminders on your special days or deadlines Set due dates on your stickies, and you will receive an Email reminder on the morning of the due date.
- Free layout of your pictures and videos You can arrange your pictures and videos as you like and share them with your friends.
- Share your ideas with your group members By creating a group, lino becomes an ideal tool to share your ideas with your friends and colleagues.
- Use from smartphones



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AUDACITY: WIRED FOR SOUND

<http://audacity.soundforge.net>

Cost: Free

Information

Audacity is a great audio editor for use in the classroom. It can be used on Windows, Mac and Linux operating systems, and it is absolutely free.

Audacity can be used to:

- Record live audio.
- Convert tapes and records into digital recordings or CDs
- Edit Ogg Vorbis, MP3, WAV or AIFF sound files.
- Cut, copy, splice or mix sounds together.
- Change the speed or pitch of a recording.
- And more

Audacity is a superbly well featured audio recording, editing and playback system that can really be useful in the classroom. Audacity can record live audio through a microphone or mixer, or digitize recordings from cassette tapes, records, or minidisks. With some sound cards, Audacity can also capture streaming audio.

Audacity in the classroom:

- Promote language learning – record kids speaking in one of their language classes then upload to Voki to create speaking Avatars.
- Create Podcasts – students could create podcasts of book reviews, reports and poetry readings. Teachers could record podcasts of lectures, class notes, homework assignments etc.

- Record speeches to provide evidence of learning, and upload to Glogster (an online poster tool) to share with a wider audience.
- Promote reading development by recording students reading aloud.
- Create sound stories for images using free sound effects websites - you could also use creative commons Flickr photos as your source of 'sound-rich' images.
- Record sound for PowerPoint slides to enhance any presentation.
- Record compositions or class singing to share with others (e.g. parents).
- Record soundtracks for animations as my Grade 4 students did for their animation project on the systems of the human body.
- Record feedback on assignments, rather than just giving it in written format or orally without recording (and thus chance for the student to go back and revisit it).



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MINECRAFT: BUILDING BLOCKS

www.minecraftedu.com

Cost: \$18.00 USD per game license for fewer than 25 copies of Minecraft. \$335 USD for a classroom set of 25 game licenses.

Information

MinecraftEdu is an educational “company” that has taken the Minecraft game and looked at how it can be used for benefit in education. MinecraftEdu is the collaboration of a small team of educators and programmers from the United States and Finland. They are working with Mojang AB of Sweden, the creators of Minecraft, to make the game affordable and accessible to schools everywhere. They have also created a suite of tools that make it easy to unlock the power of Minecraft in the classroom.

Joel Levin, a computer teacher at Manhattan’s Columbia Grammar and Preparatory School, decided to start using the game to teach an entire unit to his first- and second-grade students. The lessons took place almost entirely in the world of Minecraft. And it was a huge hit.

Class begins with the students away from the game, as Levin explains the goals for the day. Then they go to work, often in pre-built worlds created by Levin which feature specific tasks to accomplish or puzzles to solve. But they always need to work together.

For example, one lesson tasked groups of two or three students to build a structure with limited resources.

Another had them investigating a mysterious pyramid, figuring out how to get inside while at the same time not disturbing the various treasures it contained. Some of the groups ended up building museums to house the contents of the pyramid.

“From day one, the kids are all playing together in a single world,” explained Levin. “They must share resources, take turns, work together, and, frankly, be nice to each other. This is usually the first time these kids have had to think about these concepts in a game, but it goes hand in hand with the big picture stuff they are learning in their homerooms. It’s amazing to see how many real world issues get played out in the microcosm of the game. Kids have territorial disputes over where they are building. Kids have said mean things to each other within the game or have been destructive with each other’s creations.”



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ANIMOTO: THE POWER OF VIDEO

www.animoto.com

Cost: Free

Information

In the works since 2005, Animoto was founded with the vision of inspiring people to share their lives through the magic and power of video. Animoto's founders include veterans of the entertainment industry and have produced shows for MTV, Comedy Central, & ABC, studied music in London, and played in indie rock bands in Seattle.

Today, Animoto is a video creation service (online and mobile) that makes it easy and fun for anyone to create and share extraordinary videos using their own pictures, video clips, words and music.

Simply upload your pictures and video clips, choose your style, add words and music, and click the "produce video" button. Then, Animoto's cinematic technology does its magic and in minutes brings it all to life with a beautifully orchestrated production you can share with family and friends.

Educators can apply for a free Animoto Plus account for use in the classroom. Its powerful features can be used to create stunning presentations incorporating images, video clips, music and text.

"Animoto is one of the marvels of Web 2.0. It is a wonderful initiative and a true benefit to teachers and students."

— Discovery Education

What makes Animoto special?

Animoto provides an array of tools for creating videos in your classroom.

Cinematic A.I.

Animoto automatically analyzes music, photos and video clips, and orchestrates a custom video, leaving you free to focus on the content and narrative of your videos.

Spotlight

Spotlight lets you give specific image added prominence and screen time in your video.

Include text

Mix relevant messaging, statistics and quotes among the pictures your videos to educate your audience and inspire them to action.

Share and download

Animoto makes it easy to share your videos via email, on a blog/website, exported to YouTube, or downloaded to a computer for use in presentations.

Take a look at this video designed to brighten up and engage students in a maths lesson: <http://animoto.com/samples/education/d50SDGQPEe3K9Fo0JB0DJQ>

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Education and Culture DG

Lifelong Learning Programme

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