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Module 2: Suitable digital tools and software for maintaining effective online interaction

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Pre-requisites

- Have access to a computer, laptop, or tablet with Internet access.
- Know how to install software and apps on the above devices as well as on a smartphone.
- Be familiar with the basic use of all of these devices.
- Know how to use a webcam and microphone.
- Be familiar with the use of the Internet.
- Be willing to learn new teaching methods, approaches, and tools.



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Module Objectives:

The goal of this module is to make the best use of some of the tools available for conducting online classes. These are the different types of tools we have chosen:

- Collaboration communicative tools
- Engagement tools
- Assessment tools



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Learning objectives:

- to be able to set up an online lesson using digital tools: sharing a whiteboard, documents, files, creating assignments, etc.;
- to create games to reinforce learning while making it more fun;
- to develop assessment activities using digital tools that facilitate the creation of online lessons.



Module Objectives:

Learning Outcomes:

- Become familiar with various digital tools to make your distance/mixed learning classes more effective and interactive;
- Be able to search for unlisted apps and software that best meet the needs of your students and you;
- Combine different tools to get the most out of your online/blended classes;
- Engage your students and make the classroom more enjoyable by using different digital tools;
- Assess your students in a digital learning environment.



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Collaborative Communication Tools

Collaboration has become more important for innovation every day. Using tools that allow teachers to communicate effectively and develop a kind of collective intelligence guarantees better results.

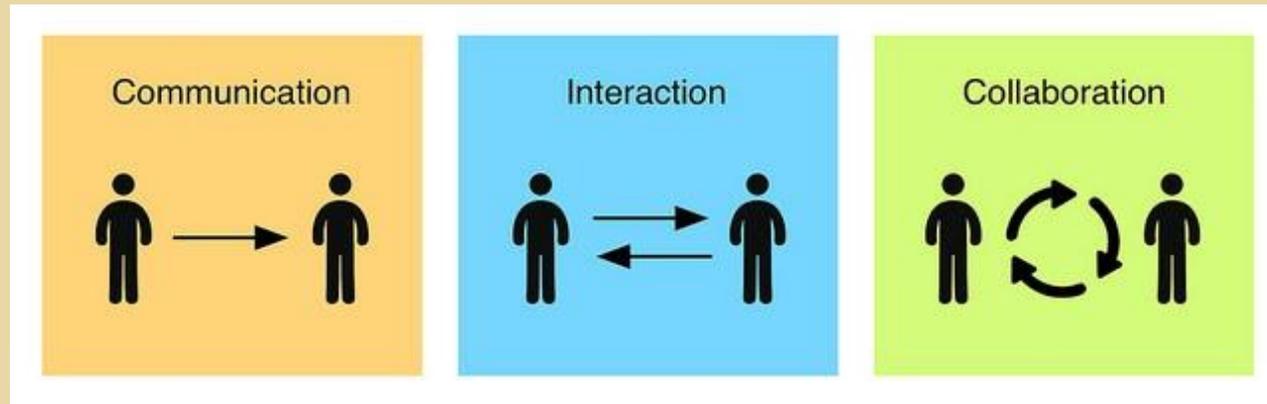


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“an opportunity for interaction and connectedness. Quality learning environments include opportunities for students to engage in interactive and collaborative activities with their peers; such environments have been shown to contribute to better learning outcomes, including development of higher order thinking skills.”

Brindley, Walti, and Blaschke (2009)



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Engagement tools

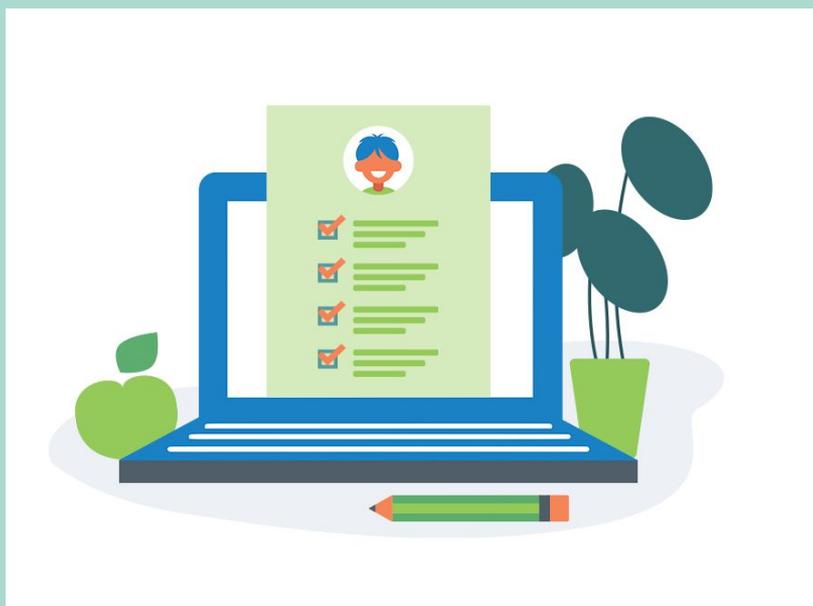
Being present for students can be really difficult with online and hybrid teaching. And yet, that's ultimately **what opens the door to most other opportunities to increase student engagement**. If you create an environment where you are available, understanding, and helpful, your students will be more open and motivated to communicate.



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Assessment tools



According to education experts, assessment is useful for both teachers and students:

- For **teachers**, because they have the opportunity to communicate learning goals and expectations to students, and because they can check the effectiveness of the teaching methods used.
- For **learners**, assessment can serve as a positive motivator to gain recognition for their efforts through grades, and it forces them to review previous learning topics, reinforce what they have learned, and clarify ideas.



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Glossary

BLENDED LEARNING A style of education in which students learn via electronic and online media as well as traditional face-to-face teaching.

FLIPPED CLASSROOM – it's a kind of blended learning, where study that was 'traditionally done in the class is now done at home, and what was traditionally homework is now completed in class' (Bergmann & Sams, 2012). In a typical approach to flipped learning, students watch a teacher's explanation of something on video at home, and then practise what they have learnt when they come to class.



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Glossary

DIGITAL TOOLS educational programmes, websites or online resources, and digital processing systems that encourage active learning, knowledge construction, and exploration in the teaching and learning process.

COLLABORATIVE TOOLS online collaboration tools are apps, software programs, or platforms that help businesses and their people streamline the creative process, and work together more effectively, and efficiently.

ENGAGEMENT TOOLS tools that help us better interact, in this context, with our students and between students themselves.



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Tips for further reading

- **Brindley and Walti (2009) Creating Effective Collaborative Learning Groups in an Online Environment** <https://files.eric.ed.gov/fulltext/EJ847776.pdf>
- **Group work: Using cooperative learning groups effectively**
<https://cft.vanderbilt.edu/guides-sub-pages/setting-up-and-facilitating-group-work-using-cooperative-learning-groups-effectively/>
- **Arden, M. (2021) The 20 Best Tools for Virtual and Distance Learning**
<https://www.prodigygame.com/main-en/blog/virtual-learning-tools/>
- **Thompson, S. (2017) 7 Online Communication Tools That Can Help You Collaborate In Your eLearning Teams**
<https://elearningindustry.com/7-online-communication-tools-collaborate-elearning-teams>
- **Gupta, P. (2016) Tools, Tips & Resources Teachers Must Know to Learn About Gamification of Education**
<https://edtechreview.in/trends-insights/insights/2293-gamification-of-education>
- **Essential Gamification Tools**
<https://educationalresources.online/essential-gamification-tools/>



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Tips for further reading

Check also our T4T Library. Here are some useful resources:

- **Reissman, H. (2018) 7 smart ways to use technology in the classroom**
<https://ideas.ted.com/7-smart-ways-to-use-technology-in-classrooms/>
- **Miller, M. (2019) 30 interactive Google Slides activities**
<http://ditchthattextbook.com/8-interactive-google-slides-activities-for-classroom-excitement/>
- **TeachThought Staff (2012) How Deeper Learning contributes to Digital Learning**
<https://www.teachthought.com/technology/digital-learning-tools-function/>



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Thank you!

