'Snow Day' / Blended Learning Software

Definition: Blended Learning is "*any formal education program in which a student learns* at least in part *through online learning, with some element of student control over <u>time, place, path, and/or pace</u>*" (Maxwell, 2016).

FREE! Options

Animoto
This is a cloud-based video creation site. It takes photos, short video clips and music and combines to create a video. It is free for teachers with a school email.

Flipgrid
The teacher creates a Grid - that is the classroom. Within the grid, the teacher can add a topic to start a discussion. Students share short video responses to create and continue the conversation. The discussions can be students thoughts on solving a math problem or addressing the essential question in English class. It allows students time to think about something before responding and can make sure every student is heard.

Khan Academy
Khan Academy is an entirely free platform that has hundreds of videos on every topic imaginable. Also, there are practice exercises for all types of content. Students often use Khan Academy to prepare for a more collaborative activity in class.

EdPuzzle
Make any video into an education. Add comments or quizzes sporadically in the video so that students can work through the video, showing understanding, at their own pace. You can use your own video or mark a YouTube video with the comments and quizzes specific to your lecture. You do not have to watch the entire video, but pull out only the time you need.

Kahoot
An easy to use game based blended learning tool. It enables educators to assess learners in a visual bar graph meanwhile students take control of their own learning. This game-based platform is very entertaining that encourage creativity in the students. Kahoot is a great platform to make learning with fun.

PhET
Science labs are an essential part of the educational experience. Virtual simulations allow students to explore and play with a science concept before completing a real lab. Also, for science labs that cannot be performed in the classroom for whatever reason can be replicated via a PhET simulation. Developed by the University of Colorado, these simulations are open ended and inquiry-based.

Reference:
Maxwell, C. (2018). What blended learning is – and isn't | Blended Learning Universe. [online] Blendedlearning.org. Available at: https://www.blendedlearning.org/what-blended-learning-is-and-isnt/.

Quizlet

Create a study set or search millions of others. Automatically creates flashcards, games and provides immediate feedback to help students study.

StoryboardThat

Digital storyboard software that allows students and teachers to organize stories, thoughts and ideas. It has multiple layouts and options. It also provides searches to other teachers' assignments on StoryboardThat tied to Common Core Standards.

TED Ed

TED Ed is a lesson creator platform that allows structuring of an assignment around a video and assessment of student engagement with material. The lesson format consists of structured elements including a lesson title, written introduction ("Let's Begin"), multiple choice or open-ended questions ("Think"), additional resources ("Dig Deeper"), interactive class discussion ("Discuss"), and closing ("And Finally").

Voicethread

Voicethread is a platform for collaborative participation and articulation of student thought. You can upload more than 50 different types of files to Voicethread and students can comment on them using chat, video, text, or phone call.

Weebly

Easy-to-use classroom website creator. With student packs, students can have their own website under the auspices of the teacher. This means that the websites can be kept private to the group or open to the world, depending on the teacher's requirements.

Wolfram Alpha

This is a computational knowledge engine. It allows students and teachers to search for general answers and provides resources.