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POPPLET

Popplet is a web 2.0 tool that provides a canvas on which you can create visual representations of your ideas or projects. It goes beyond just writing or typing out thoughts or doodling. It allows you to connect ideas and create concrete visualizations of your plans and ideas. You can make concept maps and relate images and work areas to each other. You can add images, videos and content from Flickr, YouTube and Google maps. It can be exported and used in presentations. Popplet is amenable to any environment: education, business, home and personal projects. Sharing it with others can inspire collaborations and enhance productivity. You can also collaborate real-time on a Popplet. Groups of people can come together to brainstorm ideas, work through problems, or build presentations, to name a few uses. When you share a Popplet, you can let some else just view it, add to it, or edit it (so that it really becomes a collaborative effort). A name-tag on the Popple lets you know who contributed that Popple. It is simple and easy to use so all ages can use it. It is a fun way to make your ideas usable and present them to others, or work on a project in a group.



How to use Popplet in a teaching environment

We could use Popplet to enhance problem solving and collaboration among students. During their class time I would ask them to divide into groups of 3-4 students and have each group choose a specific topic from a preset list of subjects. They would be instructed to create a Popplet outlining the pros and cons of that problem. They would be asked to provide arguments, features, examples,



pictures, videos that illustrate that problem and formulate a plan of management. Since those name-tags on the Popples allow you to see who creates it, this would be a way to analyze who contributed to the project and how the work was shared. The groups would then publish/share their Popple so that others could learn about that specific problem.

Advantages of using Popplet

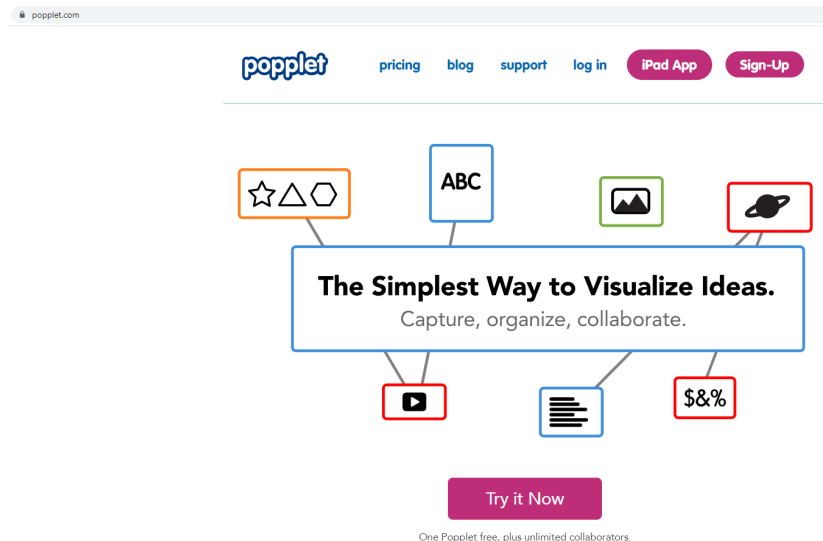
It lets individuals or groups brainstorm and create concepts. It is a great avenue for promoting problem solving and teamwork through its collaborative features. Easy to follow instructions make it simple to use, so a variety of skill levels can use it. Additionally, an iPad app is also available for using Popplet on the go.

Disadvantages of using Popplet

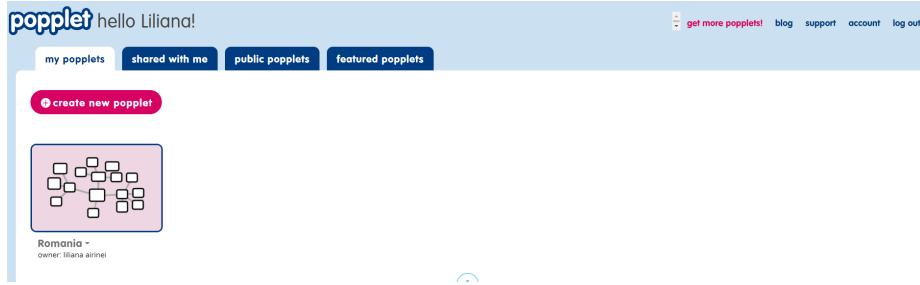
The tool doesn't offer much flexibility in editing text or images once they are in the Popple.

How to use Popplet at your classroom?

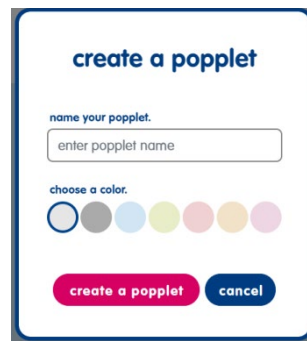
Access the site <https://www.popplet.com/> and Sign-Up



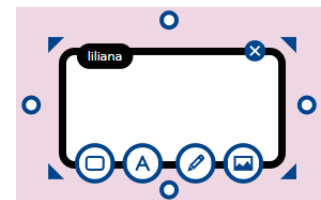
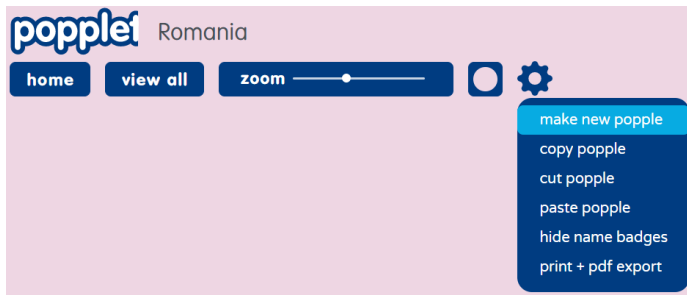
Click on *Create new popplet* button



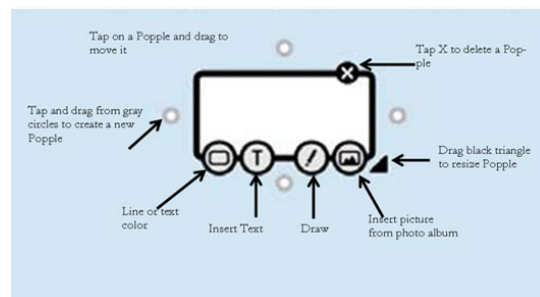
Name your popplet and choose a color for it.



Start making a popple and enter text in it.



The popple can be modified using his buttons



Using the **Share** button you can add collaborators or you can share your popplet on Facebook or Twitter .



Popplet Activity

1. Open <https://www.popplet.com/>
2. Double tap anywhere on the screen to start a mind map.
3. Add text, a drawing, or a photo from your camera roll.
4. Create a vocabulary map with at least 4 bubbles.
 1. Animal
 2. Description
 3. Average lifespan
 4. Bonus: Add a Picture
 5. Bonus: Add a Video (youtube link)
5. Click on the words "My Popplet" to rename your Popplet
6. Click on Print+pdf export and save as a PDF to your computer



ZUMPAD

ZUMpad is a web 2.0 tool that can be used to create texts collaboratively. Collaborative means that the users of a pad can work on it at the same time on different end devices via the Internet and can follow the changes made by others in real time. Text styling and formatting features are limited, but nonetheless all the basic features are there. Different font colors make it clear who wrote which paragraph. There is also an integrated chat where you can exchange ideas. The processing history can also be viewed. Texts can be imported into the pad and exported in various file formats, including HTML, PDF or Word files. The cooperative desktop can be used by anyone who has the link.

The document can be viewed and edited by anyone invited. When editing, each person is assigned their own color. In addition to editing the text, a live chat with all participants is also possible.

Advantages of using ZUMpad

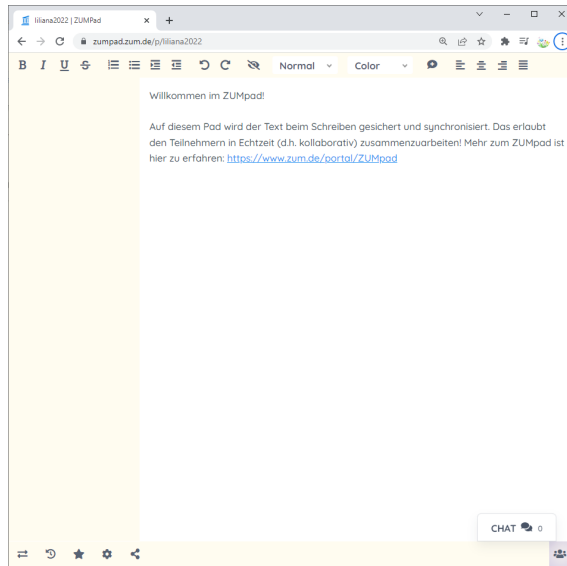
- Easy to use, quick to set up

How to use ZUMpad at your classroom?

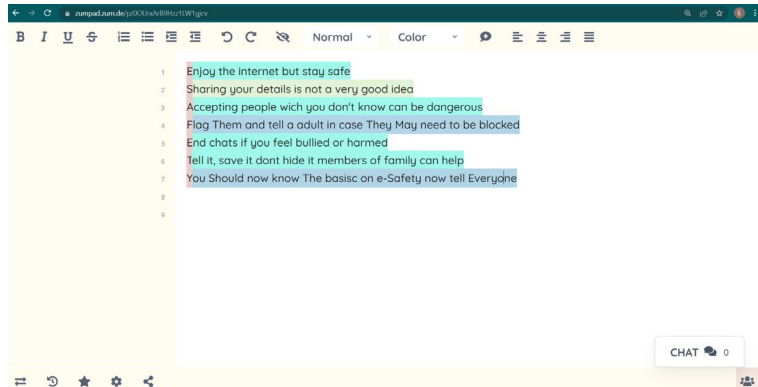
Access the site <https://zumpad.zum.de/> and click on create a *New pad* or *Open a pad with the following name*



The following window will open:

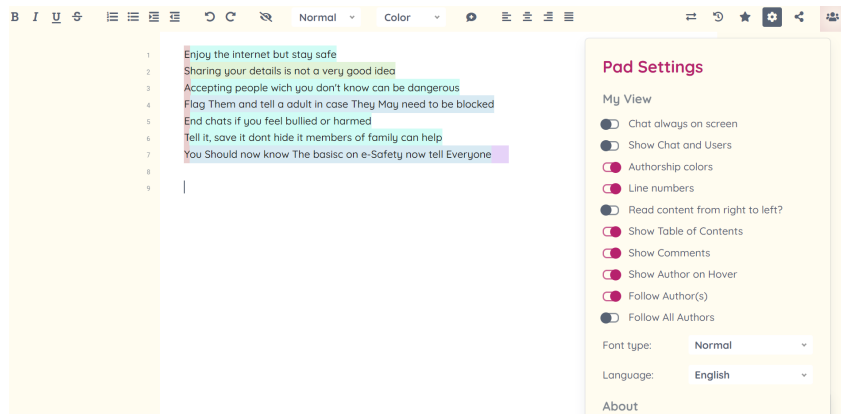


Share the pad with other collaborators, they will connect and you will be able to edit texts together. Each contributor will edit in a different color.

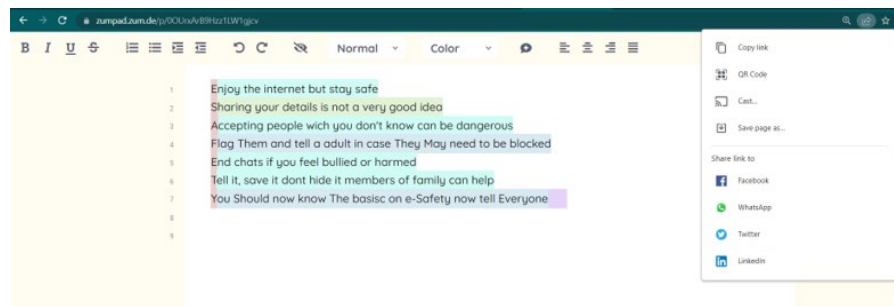




You can change the Pad Settings on *Settings* button.



When the pad is finished it can be shared or saved.



ZUMpad activity

1. Open <https://zumpad.zum.de/>
2. Create a new pad
3. Propose an acrostic based on the name of a personality from the scientific world or based on a learned notion
4. Send the link your to colleagues and work together
5. Share your pad with your collaborators



Learning Apps

The LearningApps.org platform emerged from a doctoral thesis at the University of Mainz and is freely accessible. The software offers building blocks for creating tasks as a web app. However, these are not classic tasks for a worksheet, but multimedia learning modules. This means that the tasks can contain several media formats such as text, images, videos and/or audio files and are opened and solved on a PC, tablet or smartphone. In addition, some tools (voting, chat, calendar, notebook and pinboard) are offered to simplify teaching processes. Thus, cooperative work is also offered to some extent. Registration is only necessary for the teacher, whereby the students can also register and thus receive a multimedia learning environment, the learning progress of which can be observed by the teacher.

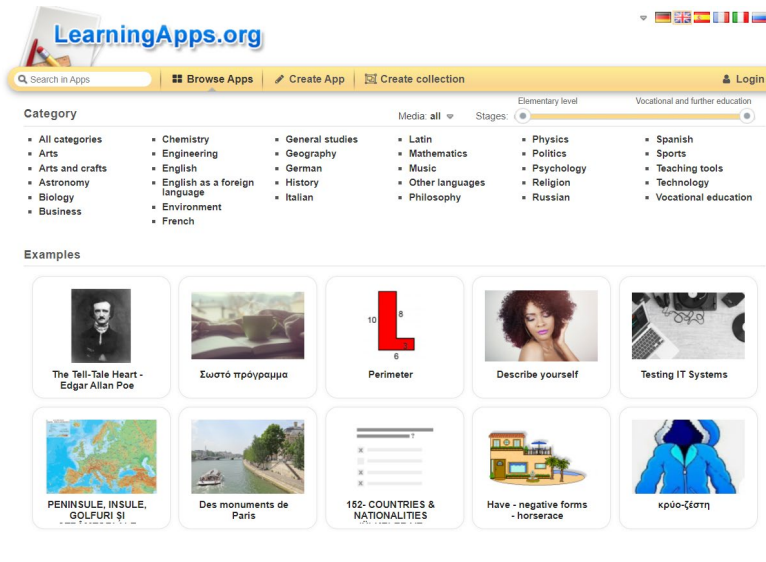
LearningApps.org is very easy to use with a walkthrough tutorial on the home page explaining all of the features. You can create your own activities from scratch using one of the templates provided or you can adapt activities already created. Enter a key word or choose a category to explore and, when you find an activity you like, you can 'Create a similar app' with your own ideas and then share it with your learners. Practice tasks can be made in minutes and you can use them again by saving them in your account - creating an account is free! Registration is only required if you want to create your own games and then save them.

Tasks can be completed individually and then shared or they can be done in pairs or groups in class or at home. Some LearningApps.org activities also have chat boxes where learners and teachers can add comments during games and there are some more sophisticated competitive tasks which learners can play in groups to compete with each other. As well as interacting with each other to do the activities, learners enjoy working with each other to create activities for their classmates to do. They can collaborate on choosing the task type, finding suitable materials and thinking of hints and feedback.

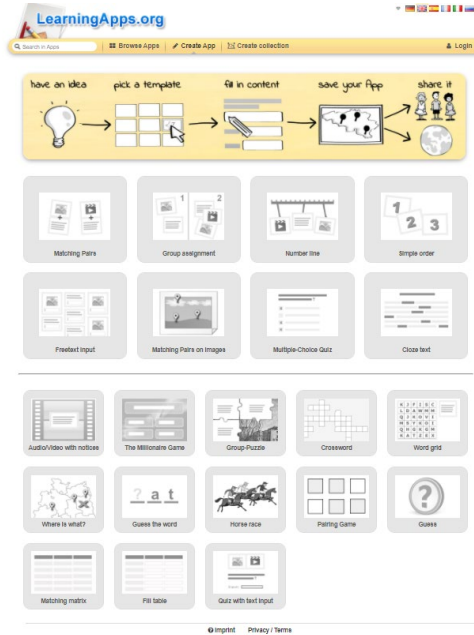
Because of the ease with which teachers and learners can create activities using a video or a text on a specific subject, LearningApps.org is a great platform for creating activities learners can use to build knowledge in school subjects. In the 'Technology' category there are a number of ready-made activities which can be used as they are or adapted for a particular group of learners



If you click on "Browse apps" you can choose between different thematic categories and even limit the target age in the top right.

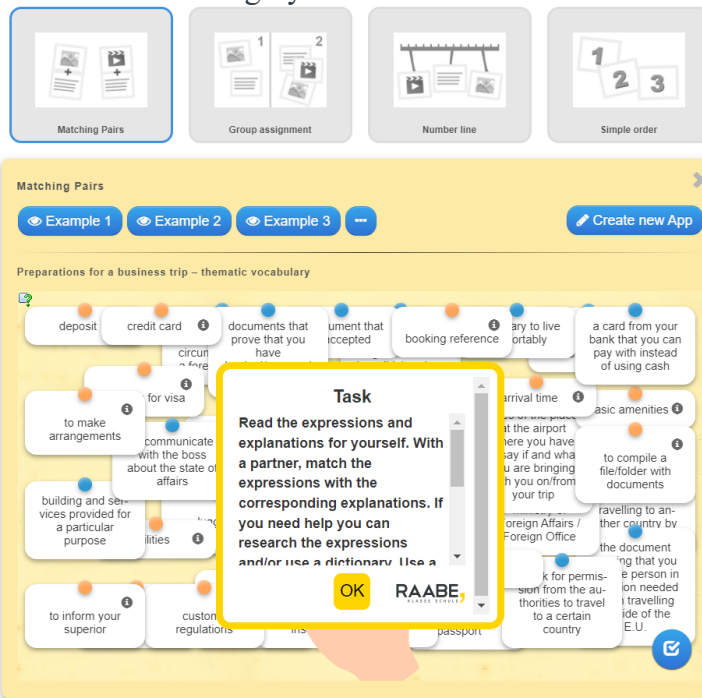


If you click on "Create App" you get a large selection of tools. These are the different game categories.



We chose the first option, matching pairs. There are many other options such as creating sequences, assigning objects to a picture, classic memory, a group puzzle and much more.

If you now select one of these boxes, you always get a view with an example. At the top left you can choose between three different examples to get some inspiration. If you click on the "... " next to it, you get to other games from this category.



If you like the tool, you can click on "Create a new app" and get started right away.



Now the construction of your own app begins. Don't be put off by the many options available to you. The progress can be saved at any time and continued at a later point in time. As an example, we will guide you through the creation of our animal voice memory.

First, choose a name for your “app”. Second, you can formulate a task, which is displayed when you start the game. Now you have arrived at the pairs. You can choose between text, an image, text to audio (the written text is read out), audio and video. Of course, a pair consists of two objects.

For royalty-free images, our recommendation is: Pixabay.com

With the audios, you have the choice of using something from YouTube or recording something yourself. This is then unlisted, uploaded to YouTube to be used. This means that one is not able to find the audio files on YouTube itself.

With "+ add element" you then many pairs as you

You can whether pairs that assigned correctly hidden immediately, whether they should displayed until you "Check" yourself.

Fifth, you whether the pairs

another add as like.

decide have been should be or be click on

can decide should be



sorted on top of each other or side by side. This is purely visual.

Now you are already at the "Feedback". This is the message that appears when you have everything sorted correctly.

As the seventh and last step, you can enter a "help". This can be accessed by clicking on the small lightbulb at the top left while playing.

Click on "**Finish and show preview**" to see your result.

The screenshot displays the 'About this App' and 'Use App' sections of the LearningApps.org interface. At the top, there are two buttons: 'Create similar App' and 'Bookmark in "My Apps"'. The 'About this App' section includes 'Rate this App' (0 stars), 'Created by' (a blurred name), and 'Category: Technology'. The 'Use App' section provides a 'Link' (<https://learningapps.org/view15207807>), an 'Embed' code, and a 'Share' link (<https://learningapps.org/15207807>). To the right, there is a QR code and a 'Report copyright or misuse' link.

On this screen you have the option to decide whether the "app" is private or public. With public, the app is displayed on this page and can be played by all users. Accordingly, with "Private" only people who have the link or the QR code have access to it. Both are below this option if you want to share your game. You then have the option to revise the "App" on the right.

The "Revise app" button is a "Save app" button when creating it. This is also where you save your progress if you want to take a break.