

AN EXPLORATIVE GUIDE TO EXISTING DIGITAL TOOLS AND PLATFORMS THAT MAY FACILITATE ONLINE LEARNING

Output 2 DIGITAL TOOLS & PLATFORMS

ISBN:

ETRe



Empowering schools' transition readiness to a distance/hybrid learning model enhanced by cloud technology tools

DECEMBER 2022



Co-funded by the
Erasmus+ Programme
of the European Union

Editors:**SoFIA – School of the Future International Academy**

Thomas Economou, Natasa Nika, George Dimopoulos

Authors:**SoFIA School of the Future International Academy – United Kingdom**

Thomas Economou, Natasa Nika, George Dimopoulos

EAEC European Association of Erasmus Coordinators– Cyprus

prof. Gregory Makrides, Adamantia Zisimopoulou, Roula Kyrillou

Spółeczna Akademia Nauk

Zajac Aleksandra, Magdalena Chmielewska

European Digital Learning Network ETS

Beatrice Del Nero

Prof. Ivan Apostolov Private English Language School – Bulgaria

Milena Koleva, Deyan Doykov, Nikola Tomov

AMETA - Association for European education and mobility – Republic of North Macedonia

Hristina Leova, Mariche Lazarovska

This project has been funded with support from the European Commission. This document reflects the views only of the authors, and the Commission cannot be held responsible for any use, which may be made of the information contained herein.



Contents

Output 2 – Activity 1: Exploration of Existing Cloud Tools	3
Tool Facilitation Activities	3
Collaboration.....	3
Communication.....	3
Storage	4
Planning/Organisational	4
Networking.....	4
Content Development.....	4
Assessment	5
Virtual Simulations	5
Cyber Security	Error! Bookmark not defined.
Cloud Tools and Platforms Table	6
Available Cloud Tools & Platform	8
Slack	8
Microsoft Teams	8
Microsoft TO DO	9
e-Twinning	9
todoist.....	10
Trello	10
Kahoot.....	11
Google Docs	11
Microsoft Translator	12
Google Translator.....	12
Desmos.....	13
Canva.....	13
Powtoon.....	14
Pixton	14
Tableau Public.....	15
Goboard	15
Goboard	16
Mentimeter.....	16
Lucidchart.....	17
Thinglink.....	17
Edpuzzle	18
Padlet	18

Whiteboard.fi	19
Phet	20
One Drive	20
GoogleDrive	21
Dropbox	21
Google Earth	22
Google Maps	22
Google Classroom	23
SeeSaw	23
Photomath	24
Socrative	25
Edmodo	25
Scratch.....	26
Prezi.....	26
Quizlet	27
ClassDojo	28
Flipgrid/Flip	29
Focusky.....	29
VoiceThread	30
Mind42	30
MediaWiki	31
Tellagami	31
ChatterPix Kids	32
MindMeister	32
Google Calendar.....	33
Evernote	34
Minecraft Education Edition	34
Samepage.....	35
Bitrix 24	36
Google Workspace	36

Exploration of Existing Cloud Tools

Tool Facilitation Activities

The ETRe project categorized the possible use of each cloud tool based in one of the following categories. This has been done to enable teachers to quickly browse the tool list and find the cloud tool that is most suitable to address their teaching needs. The need of using this categorization of different categories of use, if even of more importance, since several tools may facilitate more than one category of use, and in some such cases, some categories may not be the obvious (e.g., Teams can facilitate storage and assessment through other apps that are by default integrated).

Collaboration

This category of use refers to the tools that allow users to collaborate either in a synchronous or asynchronous way by either editing common documents or doing common activities. Some examples of activities that a digital collaboration tool might be able to facilitate are:

- students editing a common text and multimedia file to develop a STEAM project they are working on
- students are asked to share their thoughts by adding a sticker post on a digital blackboard
- students divide the tasks of a project they work in, and if they see a task is behind all other student teams working in different tasks offer their help through exchanging comments, images and files with the students working on the task under discussion

Communication

The tools that facilitate the type of use described by this category allow users to communicate with each other by exchanging texts, images and files and/or by allowing them to talk with each other over the web. There is a clear distinction between the facilitation of synchronous and asynchronous communication. Tools that can do both are of greater value to teachers. Those that have communication as one of their main or as their main purpose of use offer both possibilities. Some examples of the learning activities that communication digital tools may facilitate are the following:

- live video calls between the members of a digital classroom or a team of students that work on a project
- exchange of comments (text, multimedia, files) in a communication channel between the members of a team of students working in a science project

Storage

The tools that tick this category of use are those that may facilitate the on-line, cloud storage of multiple types of files (text, multimedia, presentations, etc.) that teachers and students may want to share with each other, which their primary way of utilisation, or so as to have their personal cloud storage space that will enable easy mobility between devices.

Some examples of the use of such tools as part of school activities are:

- students have a shared folders to where they upload the photos, they want to include in the presentation they have to develop for their music class for the classical music era
- the biology teacher has shared a video of how to grow a lentil plant in a cup and students have to upload their own edited video of the 1-month period that they grew a lentil plant in their house
- the history teacher shares 4 photos of Roman statues and asks students to develop a comic page with these images telling a story of the Roman times as they would imagine such a story to be like

Planning/Organisational

This category of use is facilitated by several applications which allows the user to plan and organise his/her own task or the tasks of a team or organisation. These type o applications enable the user to manage the projects/ tasks that have been assigned to him/her or at a higher level plan and organise whole classroom learning activities or even the whole classroom and its progress.

Some examples of the use of such tools in schools are:

- Use of a calendar to organise the meetings of a team of students working on a science project
- Monitoring and recording the tasks of a student for the Robotics class through using a to do list tool

Networking

The tools that correspond to this type of use are those that may support a student or a team of students to engage in building and expanding their network that relates to their school life and learning activities. This type of tools has been widely used to facilitate collaboration between students from different schools, often from different countries. Based on observations in schools, this type of tools has been used, during the COVID-19 pandemic, for student networks even within the same school.

- Use of eTwinning by students to present the project they work on with schools from different EU countries
- Use of the open channels of the collaboration platforms (e.g., slack, Teams, etc.) by students to discuss and exchange ideas on which plants should be planted in the school garden, a tasks assigned to them as part of their biology class

Content Development

This type of use by the tools allows for the creation of digital content. The content may be developed by students as part of their learning activities or by teachers in the context of one or even when designing an entire activity based on the developed content.

Examples of this type of use are:

- Use of a video editing tool by the teacher to create a video to introduce sound waves in science class
- Creation of a comic story by students in English class to present the European country that was assigned to them

Assessment

This type of tools is used by teachers to assess/evaluate students' knowledge and/or skills. In some cases, students use the tools by themselves as part of a self-assessment process (e.g., self-regulated learning). Some examples of the use of this type of tools are:

- The teacher asks students to complete an on-line questionnaire that assesses how well did they pay attention to the history facts that were presented by the history teacher at the beginning of the history lesson
- The English teacher asks students to fill out an on-line form where they have to fill in the given missing verb in each sentence in its correct form in order to assess their knowledge on past tense and adjust accordingly his/her teaching approach

Virtual Simulations

The virtual simulation tools are used in order for students to engage in virtual laboratories and experiments as well as be virtually introduced to activities or places around the world at any point of time (past, present, future).

Some examples of the use of this type of tools in school are:

- Use of a virtual simulation tool to simulate science experiments to introduce students to the properties of electricity
- Use of a virtual simulation tool to graphically represent a mathematical equation
- Use a virtual simulation tool to allow students to walk through ancient monuments at the time that they were built and used

Cloud Tools and Platforms Table

TYPE OF USE/ DIGITAL TOOL		Collabo- ration	Communi- cation	Storage	Plann- ing	Net working	Content Develop.	Assess- ment	Virtual Sim.
1	Slack	✓	✓	✗	✓	✓	✗	✗	✗
2	Teams	✓	✓	✓	✓	✓	✗	✗	✗
3	Microsoft TO DO	✓	✗	✗	✓	✗	✗	✗	✗
4	e-Twinning	✓	✓	✓	✗	✓	✗	✗	✗
5	todoist	✓	✗	✗	✓	✗	✗	✗	✗
6	Trello	✓	✓	✓	✓	✗	✗	✗	✗
7	Kahoot	✓	✓	✗	✗	✗	✓	✓	✗
8	Google Docs	✓	✗	✗	✗	✗	✓	✓	✗
9	Microsoft translator	✓	✗	✗	✗	✗	✓	✗	✗
10	Google translator	✓	✓	✗	✗	✗	✓	✗	✗
11	Desmos	✗	✗	✗	✗	✗	✓	✗	✗
12	Canva	✓	✗	✓	✗	✗	✓	✗	✗
13	Powtoon	✗	✗	✓	✗	✗	✓	✗	✗
14	Pixton	✗	✗	✓	✗	✗	✓	✗	✗
15	Tableau Public	✗	✓	✓	✗	✓	✗	✗	✗
16	goboard	✓	✓	✓	✓	✗	✗	✗	✗
17	H5P	✗	✗	✗	✗	✗	✓	✓	✗
18	mentimeter	✗	✗	✗	✗	✗	✗	✓	✗
19	Lucid	✓	✓	✗	✓	✓	✓	✗	✗
20	Thinglink	✗	✗	✗	✗	✗	✓	✗	✗
21	Edpuzzle	✗	✗	✗	✗	✗	✓	✓	✗
22	Padlet	✓	✓	✗	✗	✗	✓	✗	✗
23	Whiteboard.fi	✓	✓	✗	✗	✗	✗	✓	✗
24	Phet Colorado	✗	✗	✗	✗	✗	✗	✗	✓
25	One Drive	✓	✗	✓	✗	✗	✗	✗	✗
26	Google Drive	✓	✗	✓	✗	✗	✗	✗	✗
27	Dropbox	✓	✗	✓	✗	✗	✗	✗	✗

28	Google Earth	✗	✗	✗	✗	✗	✗	✗	✓
29	Google Maps	✗	✗	✓	✗	✗	✗	✗	✓
30	Google Classroom	✓	✓	✓	✓	✓	✗	✓	✗
31	SeeSaw	✓	✓	✗	✗	✗	✓	✗	✗
32	photomath	✗	✗	✗	✗	✗	✗	✗	✓
33	Socrative	✓	✓	✗	✗	✗	✓	✓	✗
34	edmodo	✓	✓	✓	✓	✓	✓	✓	✗
35	Scratch	✓	✗	✗	✗	✗	✓	✗	✓
36	Prezi	✗	✓	✓	✗	✗	✓	✗	✗
37	Quizlet	✓	✓	✗	✗	✗	✓	✓	✗
38	ClassDojo	✓	✓	✓	✗	✓	✗	✗	✗
39	Flipgrid/Flip	✓	✓	✗	✗	✓	✓	✗	✗
40	Focusky	✗	✓	✓	✗	✗	✓	✗	✗
41	VoiceThread	✗	✓	✓	✗	✗	✓	✗	✗
42	Mind42	✗	✗	✗	✓	✗	✓	✗	✗
43	MediaWiki	✓	✗	✓	✗	✗	✓	✗	✗
44	Tellagami	✗	✓	✗	✗	✓	✓	✗	✗
45	ChatterPix Kids	✗	✓	✗	✗	✓	✓	✗	✗
46	MindMeister	✓	✗	✗	✓	✗	✓	✗	✗
47	Google Calendar	✗	✗	✗	✓	✓	✗	✗	✗
48	Evernote	✓	✓	✗	✓	✗	✓	✗	✗
49	Minecraft Education	✓	✗	✗	✗	✓	✗	✗	✓
50	Samepage	✓	✓	✓	✓	✓	✓	✓	✗
51	Bitrix24	✓	✓	✓	✓	✓	✓	✗	✗
52	Google Workspace	✓	✓	✓	✓	✓	✓	✓	✗

Available Cloud Tools & Platforms

Slack



1. Slack	
Description	Slack is a messaging app for business that connects people to the information they need and assists collaboration in teams.
Types of use	<ul style="list-style-type: none">• Collaboration• Communication• Planning• Networking
Indicative use in the classroom	<ul style="list-style-type: none">• A slack dashboard may have multiple channels• Students engage in different discussions in the channels• Students can exchange files• Students can plan meetings and tasks• Slack may integrate multiple applications-tools such as TO-DO-LIST, polls, forms, etc.
Open access	Free plan for basic features Paid plans for features like team meeting, access to full message history etc
Type of tool	(Platform, digital tool)
Link	https://slack.com/

Microsoft Teams



Microsoft Teams

2. Microsoft Teams	
Description	Microsoft Teams is a proprietary business communication platform developed by Microsoft, as part of the Microsoft 365 family of products.
Types of use	<ul style="list-style-type: none">• Collaboration• Communication• Storage• Planning• Networking
Indicative use in the classroom	<ul style="list-style-type: none">• Students may be assigned to different teams• Engage in different discussions in different teams• Exchange of files• Planning of meetings• Teams is able to integrate multiple applications-tools by Microsoft such as outlook, SharePoint, calendar, tasks, forms, etc. and further feature such as on-line and synchronous content and document editing.

Open access	<ul style="list-style-type: none"> • A1 plan: Microsoft's basic, free Microsoft 365 Education plan • A3 plan: Desktop versions of all the core Microsoft productivity apps, available for up to five Macs and/or PCs per user and up to five mobile devices per user, plus access to additional apps like Access, Publisher and more • A5 plan: All tools from A3 plan, plus Microsoft BI.
Link	https://www.microsoft.com/en-us/microsoft-teams/group-chat-software

Microsoft TO DO



3. Microsoft TO DO	
Description	Microsoft To Do is a cloud-based task management application. It allows users to manage their tasks from any mobile device. It also allows users to share their task list thus enabling them to manage common projects.
Types of use	<ul style="list-style-type: none"> • Collaboration • Planning
Indicative use in the classroom	<ul style="list-style-type: none"> • By teachers: to assign tasks to their students • By students in teams for a project/assignment/presentation • Students in the context of self-organising and/or self-regulated learning
Open access	<ul style="list-style-type: none"> • Free access
Link	https://todo.microsoft.com/tasks/

e-Twinning



4. eTwinning	
Description	A platform for staff (teachers, head teachers, librarians, etc.), working in a school in one of the European countries involved, to communicate, collaborate, develop projects, share and feel and be part of a learning community in Europe.
Types of use	<ul style="list-style-type: none"> • Collaboration • Communication • Storage • Networking
Indicative use in the classroom	<ul style="list-style-type: none"> • To facilitate students' collaboration with other schools, often from different EU countries • To facilitate the exchange of ideas and host files

	<ul style="list-style-type: none"> • It has the form of an open, to the registered users, forum.
Open access	<ul style="list-style-type: none"> • Free access
Link	https://school-education.ec.europa.eu/en

todoist



5. todoist	
Description	todoist is a To Do List application that allows the user to record his/her forthcoming or ongoing tasks and monitor their completion. It offers the possibility of assigning priority levels to different tasks, sharing tasks and task lists with other users, monitoring the progress of tasks through easy-to-read graphs while able to be integrated or linked with other tools/apps (e.g., google calendar, Dropbox, etc.).
Types of use	<ul style="list-style-type: none"> • Collaboration • Planning
Indicative use in the classroom	<ul style="list-style-type: none"> • By teachers: to assign tasks to their students • By students: for team work to plan for a project/assignment/presentation • By individual students: self-organising and/or self-regulated learning.
Open access	<ul style="list-style-type: none"> • Free access: limited active projects, limited storage • Paid plans: more active projects, more storage, extra features
Link	https://todoist.com/home

Trello



6. Trello	
Description	Trello is a collaboration tool that organizes projects into boards. In one glance, with Trello one can monitor what's being worked on, who's working on what, and where something is in a process. Similar to a white board, filled with lists of sticky notes, with each note as a task assigned to a team.
Types of use	<ul style="list-style-type: none"> • Collaboration • Planning • Communication • Storage
Indicative use in the classroom	Trello may help students organise the tasks within a project they are working on, their tasks, in general, for different school subjects, or even be used as a self-regulation learning tool to monitor one's progress in different areas.
Open access	<ul style="list-style-type: none"> • Free access: limited active projects, limited storage • Paid plans: multiple projects, more storage, extra features

Link

<https://trello.com/en>

Kahoot



7. Kahoot!	
Description	Kahoot! is a game-based learning platform that makes it easy to create, share and play learning games or trivia quizzes in minutes. Quizzes are available on-line and anyone can join with a QR code or url and game password.
Types of use	<ul style="list-style-type: none">• Collaboration• Content Development• Communication• Assessment
Indicative use in the classroom	Allows for the teacher to create an on-line quiz that will engage students all at the same time, offering multiple elements of gamification (points per question, point for faster replies, podium for the winners, etc.) that will further enhance students' motivation. Students compete for who will collect the most points.
Open access	<ul style="list-style-type: none">• Free access: up to 20 players per game• Paid plans: additional quiz types, layouts and features
Kahoot	https://kahoot.it/

Google Docs



8. Google Docs	
Description	Google Docs is an online word processor included as part of the free, web-based Google Docs Editors suite offered by Google, which also includes Google Sheets, Google Slides, Google Drawings, Google Forms, Google Sites, and Google Keep. Google Docs is accessible via any device and allows users to create and edit documents online while collaborating with other users in real-time.
Types of use	<ul style="list-style-type: none">• Collaboration• Content Development• Communication

	<ul style="list-style-type: none"> • Assessment
Indicative use in the classroom	Since Google Docs is a platform offering multiple tools of developing and editing text, calculating sheets, forms, and other type of files, there are multiple ways of using them in the classroom or during an on-line educational process such as to support the collaborative development of a text, the use of the sheets editor for students to input experiment outcomes and process data (average, max. value, etc.), the use of Google Forms to test students knowledge or in the context of real-life problem based activities where students have to develop questionnaires for a specific audience, etc.
Open access	<ul style="list-style-type: none"> • Free access: limited storage and online meeting participants • Paid plans: additional features such as bigger storage space, more participants in online meetings, etc.
Link	https://www.google.com/docs/about/

Microsoft Translator



9. Google Docs	
Description	Microsoft Translator is a multilingual machine translation cloud service provided by Microsoft. Microsoft Translator is a part of Microsoft Cognitive Services and integrated across multiple consumer, developer, and enterprise products; including Bing, Microsoft Office, SharePoint, Microsoft Edge, Microsoft Lync, Yammer, Skype Translator, Visual Studio, and Microsoft Translator apps for Windows, Windows Phone, iPhone and Apple Watch, and Android phone and Android Wear. The service supports 107 languages and language varieties as of March 2022.
Types of use	<ul style="list-style-type: none"> • Content Development • Communication
Indicative use in the classroom	Used to translate texts that students either find exploring information that relate to a school assignment or learning activity and are written in another language, or their own texts, in their native language, if they want to integrate them in a presentation or assignment in the context of a foreign language lesson.
Open access	<ul style="list-style-type: none"> • Free access: all features are available • Paid plans: for focused used (e.g., in apps, games, etc.)
Link	https://translator.microsoft.com/

Google Translator



10. Google Translator	
Description	Google Translate is a multilingual neural machine translation service developed by Google to translate text, documents and websites from one language into another. It offers a website interface and a mobile app for Android and iOS.
Types of use	<ul style="list-style-type: none"> • Content Development • Communication
Indicative use in the classroom	Google translator is mostly used for the translation of texts between different languages. Its most common use are the translation of difficult words or sentences when students try to understand a text in a foreign language and the translation of parts of texts, gathered through exploring and gathering information in the context of a school activity and that students want to integrate in a report/ project/ assignment in a different language than the text's initial.
Open access	<ul style="list-style-type: none"> • Free access: all features are available • Paid plans: for focused used such as language detection and cloud translation
Link	https://translate.google.com/



11. Desmos	
Description	Desmos is an advanced graphing calculator implemented as a web application and a mobile application written in JavaScript.
Types of use	<ul style="list-style-type: none"> • Content Development
Indicative use in the classroom	Teachers can use Desmos to help students connect mathematical concepts to concrete, real-world shapes and pictures. Students will learn by interacting with mathematical representations, illustrations of the world, and their classmates.
Open access	<ul style="list-style-type: none"> • Free access: limited storage space • Paid plans: additional storage space and curriculum content
Link	https://www.desmos.com/



12. Canva

Description	Canva is an Australian graphic design platform, used to create social media graphics, presentations, posters, documents and other visual content.
Types of use	<ul style="list-style-type: none"> • Collaboration • Storage • Content Development
Indicative use in the classroom	Canva may be used to create visual content for presentations such as images, infographics, etc., students' learning portfolios to visualize and record their learning which will help them to self-reflect and engage students in several creative activities such as developing a classroom logo and brand.
Open access	<ul style="list-style-type: none"> • Free access: limited cloud storage and limited presentation designs and templates • Paid plans: additional cloud storage, features and designs and templates
	https://www.canva.com/

Powtoon



13. Powtoon	
Description	Powtoon is the visual communication platform that gives user the freedom to create professional and fully customized videos that are appealing to the general audience.
Types of use	<ul style="list-style-type: none"> • Storage • Content Development
Indicative use in the classroom	Students may use Powtoon to develop videos as part of a project or presentation that has been assigned to them. Its use does not require any special video editing skills or knowledge. Teachers may use Powtoon to further enhance their audiovisual learning content repository.
Open access	<ul style="list-style-type: none"> • Free access: limited video duration and cloud storage • Paid plans: additional cloud storage and video time
Link	https://www.powtoon.com/?locale=en

Pixton



14. Pixton	
Description	Pixton's use of comics and the graphic arts can help build students' art skills, stretch their creative muscles, and help them think critically about

	sequencing, context, and story structure. For inspiration, browse through the content packs, which address subjects ranging from math to history, science, and beyond.
Types of use	<ul style="list-style-type: none"> • Storage • Content Development
Indicative use in the classroom	Pixton was developed from scratch to be an educational tool. Thus it offers a teacher and student friendly environment offering the possibility to students to quickly develop comics and use them as part of their presentations, projects, and assignments, and to teachers, to further enhance their teaching practice by integrating the use of educational comics.
Open access	<ul style="list-style-type: none"> • Free access: limited students, classes, photo storage and design features • Paid plans: additional or unlimited classes, photo storage and design features
Pixton	https://www.pixton.com/

Tableau Public



15. Tableau Public	
Description	Tableau Public is a free platform to explore, create and publicly share data visualizations online. With the largest repository of data visualizations in the world to learn from, Tableau Public makes developing data skills easy.
Types of use	<ul style="list-style-type: none"> • Communication • Storage • Content Development
Indicative use in the classroom	May be used by teacher to visualize a set of data and create a factbook or at a higher level visualize students achievements to allow teachers to adapt their teaching or even visualize students' data to support strategic decision making processes.
Open access	<ul style="list-style-type: none"> • Free access: limited features and capabilities • Paid plans: range of additional features
Link	https://public.tableau.com/app/discover

Goboard



16. Go Board

Description	Used by 500+ universities, tutoring companies, and individual teachers/tutors and students, GoBoard is the premier online tutoring platform that combines video conferencing with an interactive canvas. Simply create a GoBoard, share the link, and begin sharing content face-to-face.
Types of use	<ul style="list-style-type: none"> • Collaboration • Communication • Storage • Planning
Indicative use in the classroom	GoBoard by combining the communication aspect with the possibility to have an advanced board feature may be used effectively both in one-to-one teaching and whole class on-line lessons. The possibility to use the board allows for collaboration in addition to communication.
Open access	<ul style="list-style-type: none"> • Free access: 30 minutes per session limit • Paid plans: additional features and sessions capacity
Link	https://goboard.com/

Goboard



17. H5P	
Description	H5P is a free and open-source content collaboration framework based on JavaScript. H5P is an abbreviation for HTML5 Package, and aims to make it easy for everyone to create, share and reuse interactive HTML5 content.
Types of use	<ul style="list-style-type: none"> • Content Development • Assessment
Indicative use in the classroom	H5P can be used by the teacher to create HTML5 content, similar to a website. This content may be interactive (e.g., integration of multimedia, flash applications, etc.)
Open access	<ul style="list-style-type: none"> • Free access: limitations on the number of students, co-creators and storage • Paid plans: fewer limitations to the number of students, co-creators and storage
Link	https://h5p.org/

Mentimeter



18. Mentimeter

Description	Mentimeter is a presentation tool that uses quizzes, polls and word clouds to help engage students better in education. Mentimeter combines the digital tools of quizzes, polls, and word clouds to offer a central point for class and remote learning interactions. Essentially, this is a super powerful presentation tool for
Types of use	<ul style="list-style-type: none"> • Assessment
Indicative use in the classroom	Mentimeter is commonly used integrated into presentations. Students use it when they want to capture the opinion of the audience while presenting most often as part of a project that was assigned to them aiming to use the Mentimeter results as part of the content of their final project. Teachers may use Mentimeter to record students' opinion and/or feelings during a physical or on-line lesson.
Open access	<ul style="list-style-type: none"> • Free access: number of slides and quizzes limit • Paid plans: more or unlimited questions, numbers of slides and quizzes
Link	https://www.mentimeter.com/

Lucidchart



19. Lucidchart	
Description	Lucid is a visual tool that will help the user understand complex concepts quickly, with elegant visuals that clarify key ideas and help you stay focused.
Types of use	<ul style="list-style-type: none"> • Collaboration • Communication • Planning • Netwroking • Content Development
Indicative use in the classroom	For students, Lucidchart provides a flexible, digital canvas where students can think and work visually by combining shapes, lines, and text, adding to their self-motivation, and allowing them to develop digital skills. They may be used to introduce mind maps, tasks timeline creation, and use of sticker notes.
Open access	<ul style="list-style-type: none"> • Free access: limit on number of documents, shapes in document, and available template • Paid plans: additional storage, import and export options, platform integration, etc.
Link	https://www.lucidchart.com/pages/

Thinglink



20. Thinglink	
Description	ThingLink is an award-winning education technology platform that makes it easy to augment images, videos, and virtual tours with additional information and links. Over 4 million teachers and students use ThingLink for creating accessible, visual learning experiences in the cloud.
Types of use	<ul style="list-style-type: none"> • Content Development
Indicative use in the classroom	Teachers can use any image, video or 360 virtual tour they wish, and insert comments and/or links to any place or timepoint (videos) they want making the multimedia learning content more interactive and able to create direct links to new/other content.
Open access	<ul style="list-style-type: none"> • Free access: limitation on types and number of files • Paid plans: fewer limitations to types and number of files
Link	https://www.thinglink.com/

Edpuzzle



21. Edpuzzle	
Description	Edpuzzle offers the user the ability to develop his/her own video or use an existing one as part of delivering a lesson. The platform provides the user with statistics in relation to who has watched the video, which part exactly did they watch and how many times, etc.
Types of use	<ul style="list-style-type: none"> • Content Development • Assessment
Indicative use in the classroom	Teachers may use edpuzzle to introduce video lectures to their students when in an on-line educational process to allow them to be reintroduced to the context of the lesson at their own pace as many times as they wish. Teachers would have access to data that will allow them to see if multiple students watched a specific part of the lesson again, allowing them to focus on this topic in one of the following teaching hours, if needed.
Open access	<ul style="list-style-type: none"> • Free access: limitations on the number of student projects, puzzles, etc. • Paid plans: fewer limitations to the number of student projects, puzzles, etc. and some additional features (e.g., screen recording).
Link	https://edpuzzle.com/

Padlet



22. Padlet

Description	Padlet is like paper on the screen. Starting with an empty page and then putting whatever the user likes on it. Possibility to upload a video, record an interview, snap a selfie, write one's own text posts or upload documents, and watch padlet come to life. The Padlet app makes it easy to collaborate in any setting.
Types of use	<ul style="list-style-type: none"> • Collaboration • Communication • Content Development
Indicative use in the classroom	Padlet is used as a digital board that students may access at the same time and add text, images, links, etc. just as if they were adding self-stick note pads on any board. Each student may see the notes of others, synchronously, from the moment they start creating them.
Open access	<ul style="list-style-type: none"> • Free access: limitations on the number of padlets, storage space and team working feature • Paid plans: fewer limitations on the number of padlets and storage space and includes plan with an active team working feature
Link	https://padlet.com/

Whiteboard.fi



23. Whiteboard.fi	
Description	Whiteboard.fi is an instant formative assessment tool for the classroom, providing you with live feedback and immediate overview over the students. Possibility to engage the whole class, include every student and let everybody answer - including the shy students or students who normally wouldn't bother to answer. It is now under the Kahoot! Company.
Types of use	<ul style="list-style-type: none"> • Collaboration • Communication • Assessment
Indicative use in the classroom	Whiteboard.fi can be used in the classroom as an assessment tool given the ability to create quizzes for students and monitor their responses in live time allowing it to be used as an interactive tool in the online classroom. Furthermore it can be used by students to collect data for a project (e.g., peer student survey for food preferences).
Open access	<ul style="list-style-type: none"> • Free access: only temporary rooms without the feature of registering are available • Paid plans: Offer a teacher account, co-teaching, assignment process, uploading of files, feedback to students, etc.
Link	https://whiteboard.fi/



24. Phet	
Description	PhET provides fun, free, interactive, research-based science and mathematics simulations. Each simulation has been tested and evaluated to ensure educational effectiveness. These tests include student interviews and observation of simulation use in classrooms. The simulations are written in Java, Flash or HTML5, and can be run online or downloaded to your computer. All simulations are open source
Types of use	<ul style="list-style-type: none"> • Visual Simulator
Indicative use in the classroom	A teacher may use a Phet science simulator to simulate a physics or science experiment substituting in an online lesson a physical lesson in a school science lab. For example the teacher may demonstrate the impact of density in the floating ability of an object on water.
Open access	<ul style="list-style-type: none"> • Free access: access to multiple free simulations • Paid plans: no paid plans for teacher
Link	https://phet.colorado.edu/

One Drive



25. OneDrive	
Description	Microsoft OneDrive is a file hosting service operated by Microsoft. First launched in August 2007, it enables registered users to share and synchronize their files. OneDrive also works as the storage backend of the web version of Microsoft Office. The OneDrive client app adds file synchronization and cloud backup features to its device. The app comes bundled with Microsoft Windows and is available for macOS, Android, iOS, Windows Phone, Xbox 360, Xbox One, and Xbox Series X and S. In addition, Microsoft Office apps directly integrate with OneDrive.
Types of use	<ul style="list-style-type: none"> • Collaboration • Storage
Indicative use in the classroom	The teacher can use OneDrive to share educational content with his/her students, instruct them to upload their projects in a designated OneDrive folder, or engage them in using a team folder to develop their projects by sharing valuable files and information through the drive.
Open access	<ul style="list-style-type: none"> • Free access: limited storage • Paid plans: storage space upgrade based on each available paid plan
Link	https://onedrive.live.com/about/en-us/signin/

GoogleDrive



26. GoogleDrive	
Description	Google Drive is a file storage and synchronization service developed by Google. Google drive includes document processing such as texts, forms, sheets, drawings as well as the ability to share and edit content with others, comment and chat with collaborators, record history of document editing, and provide feedback.
Types of use	<ul style="list-style-type: none">• Collaboration• Storage
Indicative use in the classroom	The teacher can use GoogleDrive to share educational content with his/her students, instruct them to upload their projects in a designated GoogleDrive folder, or engage them in using a team folder to develop their projects by sharing valuable files and information through the drive.
Open access	<ul style="list-style-type: none">• Free access: limited storage• Paid plans: storage space upgrade based on each available paid plan
Link	https://www.google.com/drive/

Dropbox



27. Dropbox	
Description	Dropbox brings files together in one central place by creating a special folder on the user's computer. The contents of these folders are synchronized to Dropbox's servers and to other computers and devices where the user has installed Dropbox, keeping the same files up-to-date on all devices. Dropbox uses a freemium business model, where users are offered a free account with set storage size, with paid subscriptions available that offer more capacity and additional features. Dropbox Basic users are given two gigabytes of free storage space. Dropbox offers computer apps for Microsoft Windows, Apple macOS, and Linux computers, and mobile apps for iOS, Android, and Windows Phone smartphones and tablets.
Types of use	<ul style="list-style-type: none">• Collaboration• Storage
Indicative use in the classroom	The teacher can use Dropbox to share educational content with his/her students, instruct them to upload their projects in a designated Dropbox

	folder, or engage them in using a team folder to develop their projects by sharing valuable files and information through the drive.
Open access	<ul style="list-style-type: none"> • Free access: limited storage • Paid plans: storage space upgrade based on each available paid plan
Link	https://www.dropbox.com/

Google Earth



28. Google Earth	
Description	Google Earth is a computer program that renders a 3D representation of Earth based primarily on satellite imagery. The program maps the Earth by superimposing satellite images, aerial photography, and GIS data onto a 3D globe, allowing users to see cities and landscapes from various angles.
Types of use	<ul style="list-style-type: none"> • Simulation
Indicative use in the classroom	Google Earth may be used in the geography class to engage students in activities such as finding where a river starts and where it ends and make a relate it to the difference in altitude between those points. Additionally, it may be used to demonstrate the earth and its shape during the science class.
Open access	<ul style="list-style-type: none"> • Free access: limitation in number of users, storage space, etc. • Paid plans: increased number of users, storage space, etc. based on the plan
Link	https://earth.google.com/

Google Maps



Google Maps

29. Google Maps	
Description	Google Maps is a web mapping platform and consumer application offered by Google. It offers satellite imagery, aerial photography, street maps, 360° interactive panoramic views of streets, real-time traffic conditions, and route planning for traveling by foot, car, bike, air and public transportation.
Types of use	<ul style="list-style-type: none"> • Storage • Simulation

Indicative use in the classroom	Google Maps may be used in by the teachers in the context of mathematics (e.g., given the data (distance, time of arrival) of 2 routes to calculate the average speed of each), in introducing AI concepts, and in history to view historical monuments using google street view.
Open access	<ul style="list-style-type: none"> • Free access: all features are free • Paid plans: focused only in integrating google maps in other applications and websites therefore irrelevant to the desired type of use
Link	https://www.google.com/maps

Google Classroom



30. Google Classroom	
Description	Google Classroom is a free blended learning platform developed by Google for educational institutions that aims to simplify creating, distributing, and grading assignments. The primary purpose of Google Classroom is to streamline the process of sharing files between teachers and students.
Types of use	<ul style="list-style-type: none"> • Collaboration • Simulation • Storage • Planning • Networking • Assessment
Indicative use in the classroom	Google Classroom being a learning platform offers multiple services to a teacher wishing to teach online. The teacher can create a class, define its activities, share content, organize the class, administer assignments and quizzes, utilize the grading and classroom feedback system, etc.
Open access	<ul style="list-style-type: none"> • Free access: most features are available and only some limitations apply in the number of participants in a meeting and users able to enroll • Paid plans: fewer limitations on specific and focused features
Link	https://classroom.google.com/

SeeSaw

Seesaw

31. Seesaw	
Description	The Seesaw platform allows students to learn and engage in creative educational activities while giving teachers and parents insight to each

	student's progress and thinking. Students are able to annotate & draw, record captions with text or voice, create collages, add labels & text, and add shapes & backgrounds to their learning materials.
Types of use	<ul style="list-style-type: none"> • Collaboration • Communication • Content Development
Indicative use in the classroom	Seesaw offers their platform to students from pre-kindergarten to grade 12 for all standard subjects such as art, computer science, drama, digital citizenship, english language arts, english language learning, health, higher education, history, math, music, physical education, reading, religion, science, social emotional learning, social studies, special education, STEAM, world languages, and writing.
Open access	<ul style="list-style-type: none"> • Free access: basic features (learning tools, activity design, and sharing) are available and there is a limitation on the number of teachers per class • Paid plans: increased number of teachers per class and several additional features (multipage activities, scheduling, school library, etc.)
Link	https://web.seesaw.me/

Photomath



32. Photomath	
Description	Photomath is a mobile computer algebra system with an augmented optical character recognition system designed for use with a smartphone's camera to scan and recognize mathematical equations; the app then displays step-by-step explanations onscreen. It is available for free on both Android and iOS.
Types of use	<ul style="list-style-type: none"> • Simulation
Indicative use in the classroom	Seesaw can be used by students, in the context of an online learning activity, to recognize and transform handwritten equations in students notebooks, to digital ones.
Open access	<ul style="list-style-type: none"> • Free access: most features are available • Paid plans: offers a photomath+ plan with additional features
Link	https://photomath.com/en

Socrative



33. Socrative	
Description	Socrative was designed by a team of engineers, educators and entrepreneurs that are passionate about improving education through the use of instructional technology. Socrative is a student response system where students use their own devices such as smartphones, tablets, laptops, Ipods/Ipads or any device with a browser to engage in assessment activities created by their teachers.
Types of use	<ul style="list-style-type: none">• Collaboration• Communication• Content Development• Assessment
Indicative use in the classroom	Can be used for formative or summative assessment and allow the teacher to assess understanding with multiple choice, true/false, and short answer. There is even an "exit ticket" for educators to assess understanding as students head out the door. Space Race is another feature that allows teachers to track student performance as they answer questions and compete by trying to get their team's rocket the farthest across the screen by answering questions correctly.
Open access	<ul style="list-style-type: none">• Free access: limitation on public rooms per class, parallel activity implementation, and number of students per room.• Paid plans: fewer or none limitations
Link	https://www.socrative.com/

Edmodo

edmodo

34. edmodo	
Description	Edmodo is an educational technology company offering a communication, collaboration, and coaching platform to K-12 schools and teachers. The Edmodo network enables teachers to share content, distribute quizzes, assignments, and manage communication with students, colleagues, and parents.
Types of use	<ul style="list-style-type: none">• Collaboration• Communication• Storage

	<ul style="list-style-type: none"> • Planning • Networking • Content Development • Assessment
Indicative use in the classroom	Edmodo can be used by the teacher as a complete LMS platform allowing them to create and manage a class, share content, make assignments, administer quizzes and tests, etc.
Open access	<ul style="list-style-type: none"> • Free access: free use for teachers • Paid plans: available for school districts
Link	https://edmodo.com/

Scratch



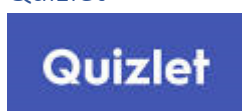
35. Scratch	
Description	Scratch is a high-level block-based visual programming language and website aimed primarily at children as an educational tool for programming, with a target audience of ages 8 to 16. Users on the site, called Scratchers, can create projects on the website using a block-like interface. The service is developed by the MIT Media Lab, has been translated into 70+ languages, and is used in most parts of the world. Scratch is taught and used in after-school centers, schools, and colleges, as well as other public knowledge institutions.
Types of use	<ul style="list-style-type: none"> • Collaboration • Content Development • Simulator
Indicative use in the classroom	The teacher can use scratch in the context of the informatics class to introduce programming concepts and principals, to engage students in creating applications, games and animations, and to use as part of developing STEM projects.
Open access	<ul style="list-style-type: none"> • Free access: full free access • Paid plans: no paid plans
Link	https://scratch.mit.edu/

Prezi



36. Prezi	
Description	Prezi offers a visual storytelling software alternative to traditional slide-based presentation formats. Prezi presentations feature a map-like overview that lets users pan between topics, zoom in on details, and pull back to reveal context. Prezi Video is integrated with popular video chat platforms and communication tools; it can be used in Zoom, Microsoft Teams, Google Hangouts, Slack, Facebook, GoToWebinar and Webex. Teachers were the quickest audience to adopt Prezi Video, and by April 2020 Prezi had teachers in 175 countries using Prezi Video in their virtual classrooms. Prezi Video received a 2020 Award of Excellence from Tech & Learning Magazine.
Types of use	<ul style="list-style-type: none"> • Communication • Storage • Content Development
Indicative use in the classroom	Prezi can be used by the teacher to develop a visual storytelling presentation offering added presentation features to make it more interactive and motivating for students. Additionally, teacher can engage their students in using Prezi in the context of learning activities (e.g., use Prezi to make a presentation for your project).
Open access	<ul style="list-style-type: none"> • Free access: basic features only available • Paid plans: additional features such as use of videos of unlimited length, file exportation features, etc.
Link	https://prezi.com/

Quizlet



37. Quizlet	
Description	Quizlet's primary products include digital flash cards, matching games, practice electronic assessments, and live quizzes (similar to Wooflash or Kahoot!). It supports the following modes: Flash Cards: this mode is similar to paper flashcards. Users are shown a "card" for each term, Learn: users answer flashcard, multiple choice, and written questions repeatedly, Write: users are shown a term or definition and must type the term or definition that goes with what is shown, Spell: the term is read out loud and users must type in the term with the correct spelling, Match: users are presented with a grid of scattered terms. Users drag terms on top of their associated definitions to remove them from the grid and try to clear the grid in the fastest time possible, Gravity: definitions scroll vertically down the screen in the shape of asteroids. The user must type the term that goes with the definition before it reaches the bottom, and Live: teacher breaks their class up into teams or plays the game with students individually.
Types of use	<ul style="list-style-type: none"> • Collaboration • Communication • Content Development

	<ul style="list-style-type: none"> • Assessment
Indicative use in the classroom	Quizlet may be used by the teacher to assess the knowledge and/or understanding and comprehension of the topic under discussion. Furthermore, it can be used to develop learning quizzes and activities (e.g., much physics concepts with measurement units).
Open access	<ul style="list-style-type: none"> • Free access: basic features available • Paid plans: additional features available for the Quizlet+ for teachers upgrade such as maximum classroom time, custom multimedia, rich text formatting, add-free studying, etc.
Link	https://quizlet.com/

ClassDojo



38. ClassDojo	
Description	ClassDojo is an educational technology company. It connects primary school teachers, students and families through communication features, such as a feed for photos and videos from the school day, and messaging that can be translated into more than 35 languages. To use ClassDojo, teachers register for a free account and create "classes" with their students. They can give students feedback for various skills in class. These are customizable, and teachers can change the skills to adapt to the needs of the class or of the school. Teachers have the option to post pictures and videos onto their class's story, or to their school story. They can also message with families, receiving 'read receipts' to know when their messages have been read. Students do not need to download ClassDojo or create an account. If they choose to, they get an access code from the teacher; after creating an account, the students can customize their avatar, add photos and videos to their portfolio, and view the 'Story' for each of their classes. Families can also access ClassDojo when they are invited by their child's teacher, and receive updates on what's happening in school, view their whole class's story and see a timeline of their own child's experiences in the classroom through pictures and videos.
Types of use	<ul style="list-style-type: none"> • Collaboration • Communication • Storage • Networking
Indicative use in the classroom	ClassDojo can be used by teachers to create online classes and provide students access to educational content they upload. Furthermore, they can hand out assignments to students and also involve parents by creating a communication channel with them.
Open access	<ul style="list-style-type: none"> • Free access: basic features available

	<ul style="list-style-type: none"> • Paid plans: additional features available for the plus paid plan such as access to past years classes, detailed progress reports, etc.
Link	https://www.classdojo.com/

Flipgrid/Flip



39. Flipgrid/Flip	
Description	Flipgrid is a website that allows teachers to create "grids" to facilitate video discussions. Each grid is like a message board where teachers can pose questions, called "topics," and their students can post video responses that appear in a tiled grid display. Students are organized into groups and then given access to discussion topics.
Types of use	<ul style="list-style-type: none"> • Collaboration • Communication • Networking • Content Development
Indicative use in the classroom	Flipgrid may be used by teacher to engage their students in asynchronous communication with the use of multimedia.
Open access	<ul style="list-style-type: none"> • Free access: all features are freely accessible • Paid plans: no paid plans
Link	https://info.flip.com/

Focusky



40. Focusky	
Description	Focusky Presentation Maker is an animated and creative slideshow maker which allows you to add different objects as the content in the slideshow. Different shapes can be added to decorate the project; multiple media can be embedded, as text, image, swf, local video, online video of YouTube & Vimeo and link. New objects in the edit board, can have a set path to order and arrange the play order of the slideshow.
Types of use	<ul style="list-style-type: none"> • Communication • Storage • Content Development

Indicative use in the classroom	Focusky can be used by teachers to create more appealing presentations that are intended to be used in an online lesson. Also, teachers may assign projects to students and ask them to present their results using Focusky.
Open access	<ul style="list-style-type: none"> • Free access: basic features available for free • Paid plans: offer additional and improved features such as better video quality, more cloud storage, more uploads per month, importation of files, etc.
Link	https://focusky.com/

VoiceThread



41. VoiceThread	
Description	VoiceThread is a presentation and storytelling tool for the web, iOS, Android, and Chrome. It provides users a platform to create and share media projects that incorporate video, image, voice, text, and drawing. There's a VoiceThread product for a broader consumer audience and one for educators called Ed.VoiceThread. Ed.VoiceThread offers a more secure environment.
Types of use	<ul style="list-style-type: none"> • Communication • Storage • Content Development
Indicative use in the classroom	Teachers can use this tool to engage their students in learning through storytelling, developed with the use of VoiceThread and also ask students to make their own videos as part of an assignment (e.g., make a virtual astronaut to explain to other students what speed a space rocket should reach to put a space bus in orbit).
Open access	<ul style="list-style-type: none"> • Free access: limitation in the file size to be uploaded, the slides per Voice Thread, creation of groups, etc. • Paid plans: offers paid plans with fewer limitations
Link	https://voicethread.com/

Mind42



42. Mind42	
Description	Mind42 is a free online mind mapping software. In short: Mind42 offers you a software that runs in your browser to create mind maps - a special form of a structured diagram to visually organize information. It can be used to create to do lists, brainstorm ideas, organize events, etc. It is free

	for use and the created mind maps are private unless shared with others, which is an optional feature.
Types of use	<ul style="list-style-type: none"> • Planning • Content Development
Indicative use in the classroom	Teachers can use Mind42 to create and integrate in their teaching the use of mind maps. A common use of a mind map in classroom is to introduce a new topic. Students can also be assigned to use Mind42 to work in teams and produce their own mind maps. This may be done, among others, as part of a brainstorming activity.
Open access	<ul style="list-style-type: none"> • Free access: all features are available for free • Paid plans: there are no paid plans
Link	https://mind42.com/

MediaWiki



MediaWiki

43. MediaWiki	
Description	The MediaWiki software is used by tens of thousands of websites and thousands of companies and organizations. It powers Wikipedia and also this website. MediaWiki helps you collect and organize knowledge and make it available to people. It's powerful, multilingual, free and open, extensible, customizable, reliable, and free of charge.
Types of use	<ul style="list-style-type: none"> • Collaboration • Storage • Content Development
Indicative use in the classroom	Students may be engaged in developing a MediaWiki page for a school project, and gather, organise and present information relevant to a specific school subject and topic
Open access	<ul style="list-style-type: none"> • Free access: limitations for free use such as SQL queries per day, memory quota, disk allocation, etc. • Paid plans: fewer limitations to SQL queries and memory and disk allocation
Link	https://www.mediawiki.org/wiki/MediaWiki

Tellagami



44. Tellegami	
Description	Tellagami is a mobile application that allows the user to create and share a quick animated video called Gami. A Gami can be a tweet or a status

	update, a fun way to tell a story, a thank you message or an interesting way to share photos. It allows students to create a short 30 second voice message using an animated character.
Types of use	<ul style="list-style-type: none"> • Communication • Networking • Content Development
Indicative use in the classroom	Teachers can engage students in sharing their short replies to a whole class question by sharing their Gamis.
Open access	<ul style="list-style-type: none"> • Free access: all features are available for free • Paid plans: no paid plans available
Link	http://tollagami.com/

ChatterPix Kids



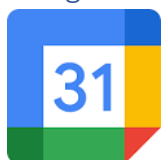
45. ChatterPix	
Description	ChatterPix Kids is an application that allows users to create their own sort, 30 seconds video, by making anything talk (e.g., pets, books, doodles, etc.). The user may use his own photos and use add-on animations, speech bubbles, and several filters and special effects. The short videos may be shared with other users.
Types of use	<ul style="list-style-type: none"> • Communication • Networking • Content Development
Indicative use in the classroom	Teachers can engage students in sharing their short replies to a whole class question by sharing their short videos. Furthermore, the teacher can engage student into projects that they have to implement by communicating through ChatterPix in order to improve their effective communication skills.
Open access	<ul style="list-style-type: none"> • Free access: all features are available for free • Paid plans: no paid plans available
Link	Google Play link and App Store link

MindMeister



46. MindMeister	
Description	MindMeister is an online mind mapping application that allows its users to visualize, share and present their thoughts via the cloud.
Types of use	<ul style="list-style-type: none"> • Collaboration • Planning • Content Development
Indicative use in the classroom	Teachers can use MindMeister to create and integrate in their teaching the use of mind maps. A common use of a mind map in classroom is to introduce a new topic. Students can also be assigned to use MindMeister to work in teams and produce their own mind maps.
Open access	<ul style="list-style-type: none"> • Free access: limitations on the number of mind maps, exporting of files, attaching images, etc. • Paid plans: no limitations
Link	https://www.mindmeister.com/

Google Calendar



47. Google Calendar	
Description	Google Calendar is a time-management and scheduling calendar service developed by Google. Google Calendar allows users to create and edit events. Users can enable or disable the visibility of special calendars, including Birthdays, where the app retrieves dates of births from Google contacts and displays birthday cards on a yearly basis, and Holidays, a country-specific calendar that displays dates of special occasions. Over time, Google has added functionality that makes use of machine learning, including "Events from Gmail", where event information from a user's Gmail messages are automatically added to Google Calendar; "Reminders", where users add to-do activities that can be automatically updated with new information; "Smart Suggestions", where the app recommends titles, contacts, and locations when creating events; and "Goals", where users enter information on a specified personal goal, and the app automatically schedules the activity at optimal times
Types of use	<ul style="list-style-type: none"> • Collaboration • Planning • Content Development
Indicative use in the classroom	Teachers can use Google Calendar to organize the student assignments, the homework deadlines, etc. They can also use Google Calendar to organize physical/online meetings with students or parents. Students can use Google Calendar to plan for team meetings with their peers to work together on projects.
Open access	<ul style="list-style-type: none"> • Free access: most features are available for free

	<ul style="list-style-type: none"> • Paid plans: paid plan for Google Calendar as part of a suite offering fewer limitations to storage limits and number of participants in online meetings among others
Link	https://calendar.google.com/calendar

Evernote



48. Evernote	
Description	Evernote is an app designed for note taking, organizing, task management, and archiving. Evernote is cross-platform, with a web client as well as applications on Android, iOS, macOS, and Microsoft Windows. It is free to use with monthly usage limits and offers paid plans for expanded or lifted limits. On supported operating systems, Evernote allows users to store and edit notes on their local machine while with Internet access and an Evernote account can also have their notes automatically synchronized with a master copy held on Evernote's servers. This approach lets a user access and edit their data across multiple machines and operating system platforms, but still view, input and edit data when an Internet connection is not available.
Types of use	<ul style="list-style-type: none"> • Planning • Content Development
Indicative use in the classroom	Evernote can be used by teachers to create a class notebook, by students to keep notes and also as a tool to self-regulate their learning by planning, organizing and monitoring their learning.
Open access	<ul style="list-style-type: none"> • Free access: limitation on notes size, storage space, application integration, etc. • Paid plans: fewer limitations and additional features available on paid plans
Link	https://evernote.com/

Minecraft Education Edition



49. Minecraft	
Description	Minecraft: Education Edition is a game-based learning platform that promotes creativity, collaboration and problem-solving in an immersive digital environment. Minecraft: Education Edition is an educational version of the base game, designed specifically for use in educational establishments such as schools. It is available on Windows 10, MacOS,

	iPadOS and Chrome OS. It includes a Chemistry Resource Pack, free lesson plans on the Minecraft: Education Edition website, and two free companion applications: Code Connection and Classroom Mode.
Types of use	<ul style="list-style-type: none"> • Collaboration • Networking • Simulator
Indicative use in the classroom	Minecraft if used properly in the classroom may enhance creativity, problem-solving, self-direction, collaboration, and other life skills. In the classroom, Minecraft complements reading, writing, math, and even history learnings.
Open access	<ul style="list-style-type: none"> • Free access: basic version for free • Paid plans: upgraded versions available for a cost
Link	https://www.minecraft.net/en-us

Samepage



50. Samepage	
Description	Samepage facilitates communication, project management, running meetings, online collaboration and more by combining team chat, video conferencing, screen sharing, task management, file sharing, and real-time team document collaboration in a single cloud-based collaborative workspace. It offers a free version with multiple features available for use such as unlimited members, teams and sub-teams, chat and search history, group texting, group (video) calls, screen sharing, inbox and file attachments, file sharing and synchronisation, on-line file editing, surveys, spreadsheets, diagrams, calendars and events, etc.
Types of use	<ul style="list-style-type: none"> • Collaboration • Communication • Storage • Planning • Networking • Content Development • Assessment
Indicative use in the classroom	Samepage can be used in online learning to facilitate the implementation of student project especially when working in teams. It may also facilitate students self-regulated learning as it allows them to plan, organize, monitor, set tasks and goals, etc.
Open access	<ul style="list-style-type: none"> • Free access: limitations on storage space, users, ftp accounts, number of projects, etc. • Paid plans: fewer limitations based on each paid plan

Bitrix 24



51. Bitrix 24	
Description	Bitrix24 is an online workspace featuring tools designed to help you run your business easier and more efficiently. We've got task and project management tools, CRM, chats, video calls, website builder, telephony, CRM marketing and analytics, and so much more. All these otherwise individual tools are conveniently packaged in a single online service, seamlessly integrated with each other, and available to you via a standard browser version, desktop app, or mobile app. Its free plan allows for unlimited users, 5 Gb of storage space, task time tracking, live chat, workgroups/projects with external users, and HD video calls.
Types of use	<ul style="list-style-type: none">• Collaboration• Communication• Storage• Planning• Networking• Content Development
Indicative use in the classroom	Bitrix24 can be used in online learning to facilitate the implementation of student project especially when working in teams. It may also facilitate students self-regulated learning as it allows them to plan, organize, monitor, set tasks and goals, etc.
Open access	<ul style="list-style-type: none">• Free access: limitations in specific features• Paid plans: fewer limitations based on each paid plan

Google Workspace



52. Google Workspaces	
Description	Google Workspace includes all wide known productivity and collaboration tools —Gmail, Calendar, Drive, Docs, Sheets, Slides, Meet, and many more. It offers a way to create, communicate, and collaborate. An add-on value for users familiar with the Google online tools is familiar tools; fewer distractions; more time to make things happen. It is free for use and offers the user an e-mail address, video and voice calls, integrated cloud calendars, 30 Gb online storage space, file storage, editing and sharing, online text, spreadsheets, slides and forms files, and project sites.
Types of use	<ul style="list-style-type: none">• Collaboration

	<ul style="list-style-type: none"> • Communication • Storage • Planning • Networking • Content Development • Assessment
Indicative use in the classroom	Google Workspaces is the Google Suite that includes all google online tools, thus can be used to facilitate multiple learning activities. For example, students may meet using Google Meet, plan and organize their assignments with Google Calendar, share and store files in the Google Drive, work together on Docs, Sheets, and Slides, etc.
Open access	<ul style="list-style-type: none"> • Free access: limitations in specific features such as storage space, number of participants in a meeting, etc. • Paid plans: fewer limitations based on each paid plan



Co-funded by the
Erasmus+ Programme
of the European Union