

Guide for digital tools



AIDO – All in bowl of digitalization of education

Erasmus+ KA2-Project small scale project

2022-1-DE02-KA210-VET-000083354

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Digital tools and apps



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Introduction

- In an Erasmus partner project, eight partners from five EU countries dealt with the topic of digitalization in their areas of work
- Different digital tools were tested in kindergarten, primary school and vocational school
- Here are introductions of tested digital tools and examples of usage of tools
- Recommendations have been made as a result of the evaluation



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Digital tools tested in kindergarten

Starfall

- Highly regarded educational platform that is used extensively, particularly with younger learners
- It's designed to help children learn reading and math through phonics and numeracy-based games and activities
- Very useful

- Teachers introduced numbers from one to twenty. Children could see what a number looks like and the corresponding quantity.
- Teachers created a game Shape Recognition. They used it to teach basic geometry concepts: identifying circles, squares and triangles.
- With „Kindergarten Math“ five-year-old kids learned to count backward from 100.
- Using this tool, teachers taught children to count by adding two.
- Kids and teachers learned many math songs (The Zero Song, Five Little Speckled Frogs, The Kids went to Play, and others).
- A month-long project "My Lovely ABC" took place in the kindergarten. During this project kids became familiar with the letters of the English alphabet and could compare them with the letters of their own language alphabet.
- Teachers introduced students to popular nursery rhymes and songs that promote language development and rhythm awareness.

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Digital tools tested in kindergarten

National Geographic Kids

- Includes games, quizzes, and interactive maps, which help in reinforcing learning through engagement and interactivity.
- Features encourage children to explore topics more deeply on their own.
- Easy-to-use and useful for teaching

- Five-year old children made a presentation for smaller kids about different penguins.
- Three-year-old children played memory games with images of various fish.
- Children performed experiments: Ghost Glove (from a glove and a few other households), A Squishy Egg (one raw egg, vinegar and a glass), Lava Lamp Hack (clear jar with lid, water, food coloring, glitter, vegetable oil, salt, flashlight).
- A month-long project "Let's get to know the solar system" took place in the kindergarten. During this project, children learned many interesting facts about the planets: location, distance from the sun, average surface temperature, length of space journey from earth, gravity.
- Party Animal helped teachers when kids came to kindergarten in a bad mood.
- With teacher's help, children were able to make a map of different bird's habitats.
- Teachers used the app to show short clips of animals in the wild or documentaries for quiet time and conversation time.
- Teachers used Nature Quizzes to assess how much children remembered after learning about the solar system .

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Digital tools tested in kindergarten

Kahoot!

- “Game-based learning platform” (Kahoot!)
 - More than just a digital tool
 - it's a bridge that connects educational content with the digital world in a format that is both accessible and enjoyable for kindergarten students.
 - Easy-to-use
- Teachers created simple quizzes where students can identify letters, match uppercase to lowercase and recognize the sounds letters make.
 - Teachers created quizzes where students match shapes, colors with their names.
 - Teachers build games around basic vocabulary by showing pictures of animals, objects or foods. Students had to pick the correct word.
 - Teachers used this tool to ask questions about stories they had read before sleeping time.
 - Students (with teacher's help) created a game where other students had to find words that rhyme.
 - Teachers created quizzes based on seasons, space, domestic animals, wild animals and birds.
 - Teachers created quizzes to identify numbers from one to twenty (teacher display a number and students choose the correct one from a set of options).

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Digital tools tested in kindergarten

Book Creator

- Allows children to express themselves by creating their own digital books.
- This activity not only supports literacy skills, but also nurtures creativity by letting students choose images, text, and audio to tell their stories.
- The open-ended nature of the tool supports a variety of learning styles and abilities.
- Easy-to-use and useful for teaching
- Teacher created their own books for the group.
- The book were read in the classroom with chosen texts and pictures, the final form being a personalized book (texts with stories, poems, rhymes).
- Students could listen to some tales in the German language, hearing the teacher's voice.
- Five/six-year-old pupils played with the book pages. They could press the screen, turn the pages of the book and hear different sounds of animals or sounds from nature (wind, rain, thunder, lightning).

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Digital tools tested in kindergarten

Frepy

- Digital platforms can be incredibly adaptive, offering personalized learning paths that cater to the unique pace and style of each child.
 - Easy-to-use and useful for teaching
- Five/six-year-old students played math games: the students had to recognize numbers, name them. Variants of the game "Recognize the neighbors of the numbers".
 - Students had to report the number of quantity and that quantity of the number.
 - The name of geometric shapes. The game "Please give it to me!". Students played together, guessing the geometric shape and other descriptives (color, thickness, size).
 - Students gave examples of things from nature with the corresponding geometric shape.
 - Word selecting game. Six-year-old students had to look at a moving picture and select the right word to describe the activity in the picture.
 - Game "Animal Wagon". Five-year-old students looked at animals with names. The teacher read a sentence about one animal, and they had to drag the right animal into the right wagon.
 - A puzzle- the teacher read out the sentence to three-year-old students and they had to select the right picture – whether there were one animal or multiple animals.

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Digital tools tested in kindergarten

LearningApp

- An excellent online tool designed to support learning and teaching processes through the use of interactive modules.
- The platform is versatile and has been beneficial in various educational settings, including kindergartens.
- Six- year-old students connected shapes with their names.
- Three-year-old students counted shapes in a set and connected it with the right number.
- Five-year-old students sorted pictures of birds and dragged them to the right column – whether they migrate or not.
- A six-year-old student played memory with domestic animals and their names.
- After a month-long project, four-year old children sorted pictures of animals and dragged them to the right column – whether the animal was domestic or lived in a forest.

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Digital tools tested in primary school

Magic School

- Magic School is a digital tool, similar to ChatGPT.
 - Saves teachers time for lesson planning and creating teaching materials.
 - Boasts robust grading capabilities and adaptive feedback mechanisms tailored to individual learning needs.
 - Useful for finding ideas for lessons, evaluation and testing certain skills or knowledge.
- 2nd grade teachers with the Lesson Plan tool developed a lesson plan for the topic "Human body".
 - With the Vocabulary List Generator tool, 3rd grade teachers created vocabulary of the main terms for the topic "Solar System".
 - With the Text Leveler tool, teachers adapted challenging scientific text for a 4th grade student's reading level / skills.
 - With the Song Generator tool, a teacher composed a special song about the seasons, using the melody of famous artist song.
 - Using Team Builder / Ice Breaker tool, 1st grade teachers created activity for parents meeting.
 - Using Tongue Twisters tool, 1st grade teachers created tongue twisters for the topic emotions.
 - 4th grade teachers used the Sentence Starter tool to create a reflection task for the topic Christmas traditions in the world.
 - Jokes created with the Teacher Jokes tool helped primary school teachers to make lessons associated with the topic more engaging.
 - 3rd grade teachers used the Survey Creator tool to create a survey for assessing the generalization of the topic.
 - Less experienced teachers used the Report Card Comments tool to describe student's strengths and areas of growth.

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Digital tools tested in primary school

Book Creator

- Book Creator is a digital tool that enables students to create and read multimodal digital books.
 - Improves students' literacy skills and reading comprehension.
 - Teachers can integrate Book Creator into their lessons.
 - Useful for revision.
 - Can be used for project-based learning, as a topic wrap-up tool or for warm-ups.
- In an integrated English and IT lesson, 4th grade students created their own book "The most interesting story of my summer". With the help of this tool, children with writing disorders did not type the text on the keyboard, but dictated it and the program converted it to text.
 - 3rd grade teachers used Epic! Reading Response journal as the final task of the book reading challenge.
 - 3rd grade teachers asked students to fill out Digital Portfolios and used it as a document reflecting the child's strengths and well-being at school in meetings with parents.
 - In an integrated arts and ethics lesson, students talked about their fears and together they created a digital book "What Makes Us Scream", using the idea and template from the app.
 - In order to improve the English listening skills of 1st graders, teachers organized audiobook listening breaks. Books from the app were selected by level and topic.
 - 4th grade teachers used „The book of idioms“ as teaching material to help children understand the meaning of idioms.

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Digital tools tested in primary school

Kahoot!

- Kahoot! is an online game-based learning platform that allows users to create and participate in quizzes, surveys, and interactive games.
- Encourages participation from all students, including those who might be shy, by allowing them to answer questions anonymously through their devices.
- Useful for revision.
- The platform provides instant feedback and allows teachers to assess understanding in real-time, making it easier to identify areas where students need more support.
- 95.4 % teachers use Kahoot! for creating quizzes for brainstorming, voting, evaluation and self-evaluation, reviewing curriculum material.
- Kahoot! Is especially effective for 1st grade students because it makes learning fun through the game format.
- 2nd grade pupils review material independently or collaborate with peers outside the classroom to study nature.
- Primary-school teachers gather feedback or assess students' opinions on specific curriculum topics, especially in math and science lessons.
- 3rd grade and 4th grade teachers use the Kahoot! platform for homework assignments.
- Teachers use Kahoot! for training, team-building, and social events during meetings with parents.

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Digital tools tested in primary school

LearningApps

- LearningApps is like a creative playground for teachers.
 - A digital tool that enables collaborative learning by allowing students to work on tasks individually or in groups.
 - Teachers do not need to have advanced technical skills to create engaging and interactive learning activities.
 - Many categories, including physics, biology, languages, arts and many others wide range of educational interests and subjects.
 - Easy-to-navigate.
- 94.4% teachers use Learning Apps for creating worksheets in mathematics, languages, science lessons.
 - Teachers use the app for visualization purposes almost every day.
 - LearningApps serves as a valuable tool for warm-up activities in primary schools, not only during lessons, but in meetings with parents, too.
 - Teachers use and create educational games according to the themes of the lessons.
 - The app improves students' digital skills from 1st to 4th grade.
 - 27.4% teachers create quizzes for testing students' knowledge
 - The app is used for self-evaluation.

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Digital tools tested in primary school

Canva

- Canva is an online design tool that offers users the opportunity to create professional-looking posters, slideshows, images, event flyers, resumes, cards, certificates, infographics, and other media.
- In education, Canva is an application that can be used at all stages of lesson planning.

Within the application, you can do lesson planning, design documents, create worksheets, presentations, timetables, timetables, posters and mind maps.

- The application supports the development of education through digitalization by making Canva Pro free for teachers.
- It is used for lesson phase by primary-school teachers.
- No digital literacy is required to use it.
- Canva is rich in content for creating educational materials.

Digital tools tested in primary school

Wordwall

Wordwall is an application that allows teachers to create interactive games and printed materials for their students.

It has become a popular educational app for the variety of types of games it contains.

Games and interactive materials created within the application can be easily transformed into physical worksheets.

Within the application you can create games and materials, such as quizzes, charts, anagrams, random cards, matching pairs, etc.

- The app is fully usable only with a paid account. It has a limited free version.
- Primary-school teachers use the app for the didactic phase of performance achievement and assessment.
- The app is of a high quality and has relevant content suitable for primary grades.

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Digital tools tested in vocational school

Powerpoint

"From inspiration to presentation" (Microsoft)

For documentation, visualization, and presentation

Online-lessons for remote/independent study

- Health-care students made presentations about different cultures.
- Teachers use it for presentations on any subject.
- Online lessons, e.g. for students to independently study growth and development.
- Used to document self-study, e.g. submitting completed assignments as Powerpoint presentations.
- When students in the children and recreation program are asked to present results using Powerpoint, we ask them to limit the number of words on each slide. The app offers many opportunities to add beautiful pictures instead, thus freeing up the students' presentations.
- Students feel that they have created professional presentations with a few simple clicks because these layout and design possibilities are available.

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Digital tools tested in vocational school

Padlet

- For visualization, documentation, and brainstorming
- can be used multiple ways
- excellent for collaborative group work and it allows students to create digital boards where they can share ideas and resources when collaborating
- Students searched for information on illnesses (symptoms, medications, treatments) and collected answers on Padlet. Other students could comment on the answers.
- Reflexion of experiences from practical training was collected anonymously on Padlet anonymously.
- Feedback from teachers' training was collected on Padlet.
- Students in the child and recreation program can evaluate their first learning experiences on the program anonymously using Padlet. It's interesting for everyone to see what their classmates have written.
- Students also evaluate their work placement using Padlet. This is good because it makes the different students' experiences visible. The feeling of putting virtual post-it notes on a bulletin board is familiar. It is also creative and user-friendly.

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Digital tools tested in vocational school

Prezi

- "Presentations that move audiences" (prezi)
- For visualization and presentation
- Professional presentations created with Prezi for an international audience are often more visual and interesting compared to Powerpoint
- Powerpoint slides can be easily converted into Prezi presentations
- Prezi also offers AI-assistance, which can help teachers create presentations
- Students have shown appreciation when teachers use alternative presentation programs to the standard Powerpoint.
- As teachers, we sometimes prefer Prezi when we want to make a process, a development, or a context more visible. The dynamic movement built into the app helps make the change more visible.

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Digital tools tested in vocational school

Mentimeter and Kahoot!

- For voting, brainstorming, quizzes, and surveys
 - Quite similar apps, Kahoot! is more playful
 - Lightens up teaching
 - Free versions are limited
- Mentimeter was used to collect feedback from teachers during their training
 - Students made Kahoots for each other after studying topics.
 - Adding fun to study, e.g. test learning with game
 - Can be used to orientation for a study subject. e.g. Mentimeter Wordclouds or Kahoot! games
 - Mentimeter is often used to estimate students' experiences of a phenomenon or event. Kahoot! is used to bring variety to lessons or to make diagnoses for upcoming tests more pleasurable.

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Digital tools tested in vocational school

MS Forms

- For voting, quizzes and surveys
- Used in project to collect evaluations: questions were prepared together and imported into Forms. Then, it was shared to all participants and their colleagues.
- Can be used to test students' learning status
- Students can make surveys as a part of learning subject and digitalization.
- In children and recreation program, students like to use Forms to revise before tests.

MS OneNote

- For documentation and sharing materials
- Offers possibilities, but also needs skills to learn how to use it.
- Students can download their tasks to Onenote
- Students can also work with shared documents.
- All course material can be in the same place with OneNote
- At Baldergymnasiet in Sweden, teachers use OneNote for collegial cooperation. Agendas and meeting minutes are collected in this app

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Comparison of digital tools for education in vocational school

Below is a comparison of various digital tools for use in education made by the vocational teams in Sweden, Finland and Germany.

For this comparison, we have excluded factors such as companies' own descriptions of the programs and costs.

Instead, the comparison focuses on teachers' perceptions of the tools' functionality and usability.

The examined programs have been assessed based on aspects such as manageability, comprehensibility, usage scenarios, and navigability.

The programs have been tested by teachers working in vocational education, at the upper secondary school level and in adult education, who are also participating in the Erasmus project AIDO.

(In our comparison we also compared the apps MS Forms, Prezi and Padlet, but we have not shared the result from that because of too few answers.)

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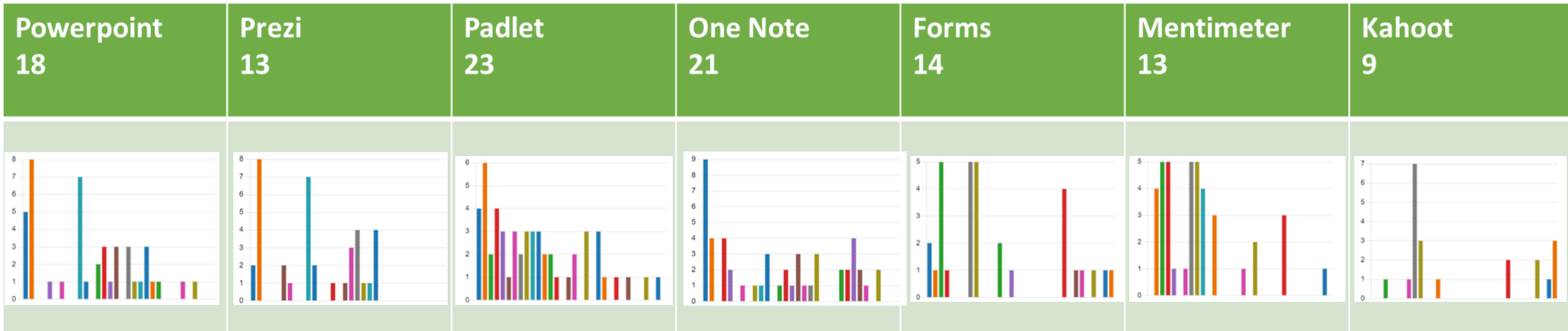
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What do we use the apps for?



- EVALUATION
- ONLINE STORAGE
- MEETING PLANNER
- PROMOTE DIGITAL SKILLS
- Data security and cyber protecti..
- LEARNING TOOL/APP
- Useful science site
- Decision support/argument see...
- LEARNING GAMES
- DOCUMENTATION
- VISUALIZATION
- VOTING
- BRAINSTORMING
- DISCUSSION
- SIMULATING
- FUTURE DEVELOPMENT
- QUIZ
- SURVEY
- PRESENTATION
- CREATE PORTFOLIO
- Get to know, tools for ice breaki...
- CREATE WORKSHEETS
- MERGE CONTENT
- Reference works/ research
- Structure work results
- DO MIND MAPS
- Create info graphic, posters
- DIGITAL WHITEBORAD (SMART ...
- Create newspaper, story board, ...
- CREATE PHOTO COLLAGE
- Create podcast/ animation/ audio
- Create a checklist/learning sheet

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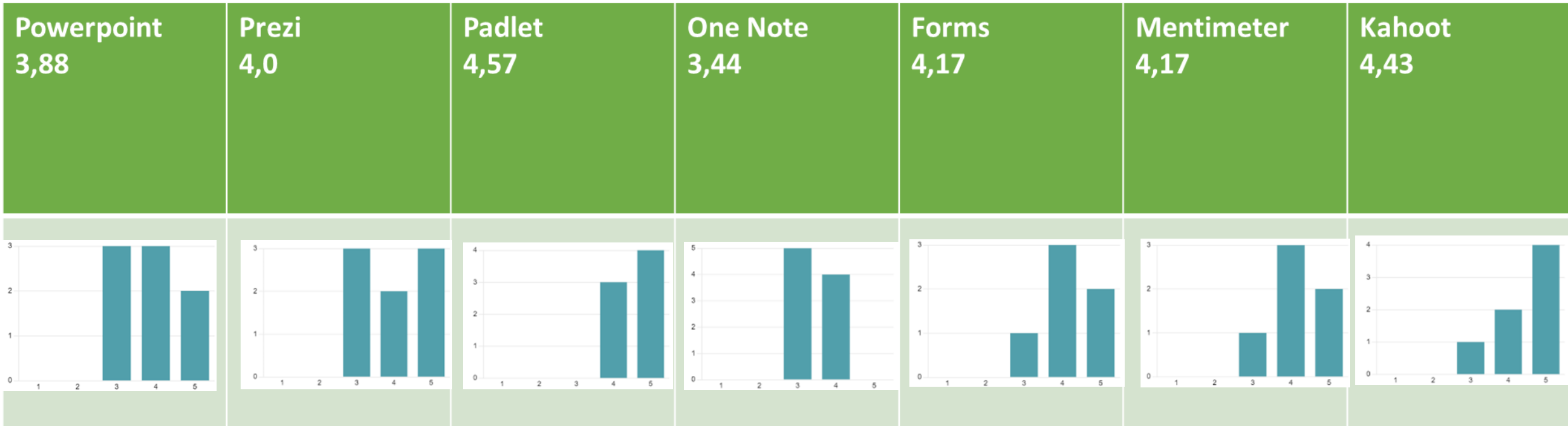
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Accessibility

very difficult ☆ ☆ ☆ ☆ ☆ very easy



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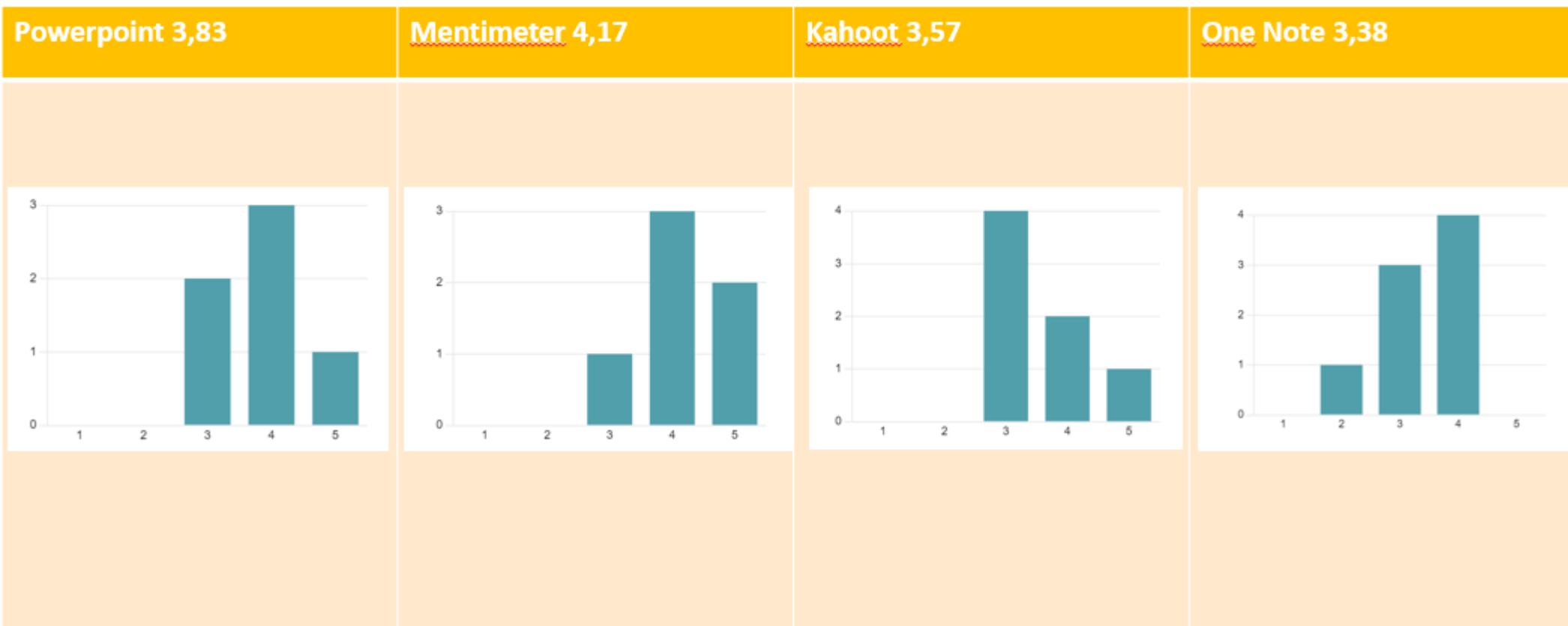
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Navigability

6-8 teachers in three countries



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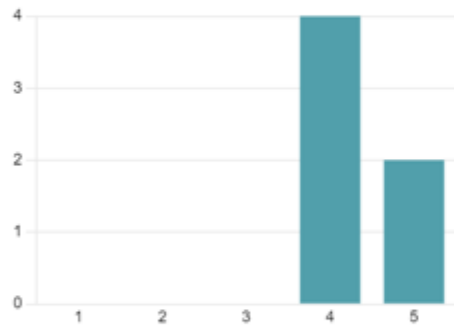
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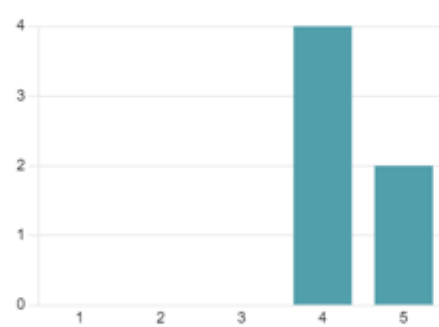
Quality of content

6-8 teachers in three countries

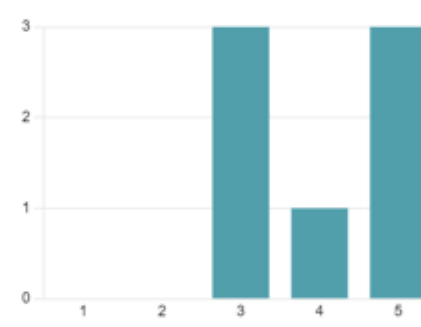
Powerpoint 4,33



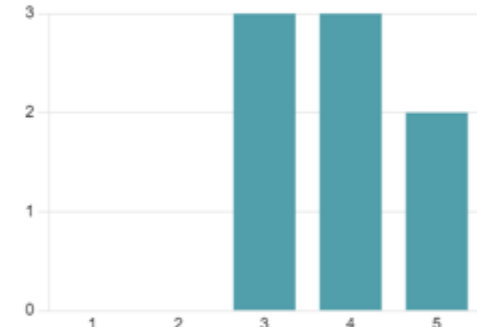
Mentimeter 4,33



Kahoot 4,0



One Note 3,88



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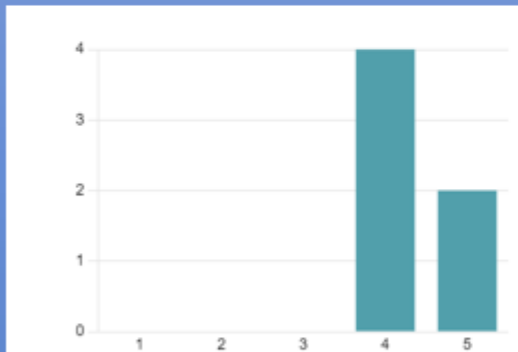
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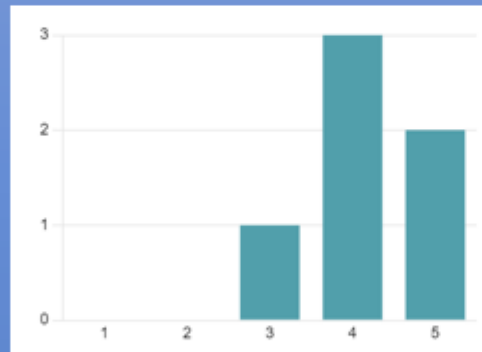
Content Creation

6-8 teachers in three countries

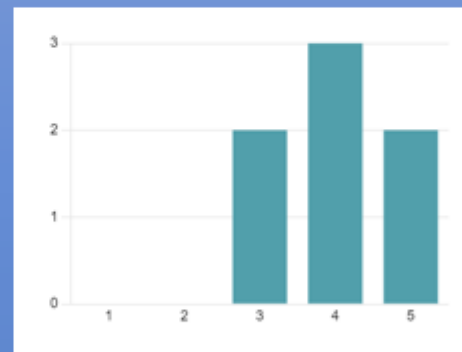
Powerpoint 4,33



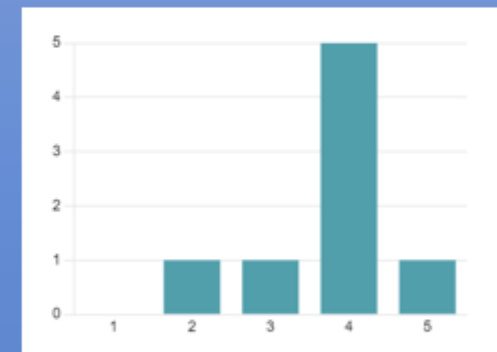
Mentimeter 4,17



Kahoot 4,0



One Note 3,75



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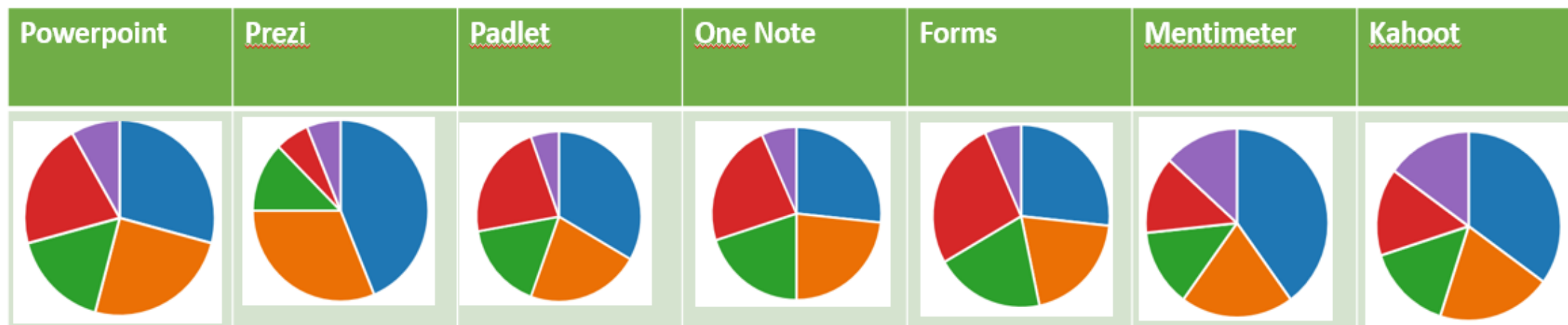
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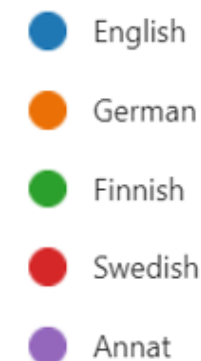
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Available languages



One question in our form that turned out to be unnecessary is the question of which **languages** the app offers its users. Here we see that development has progressed and that these common apps are available in pretty much every language.



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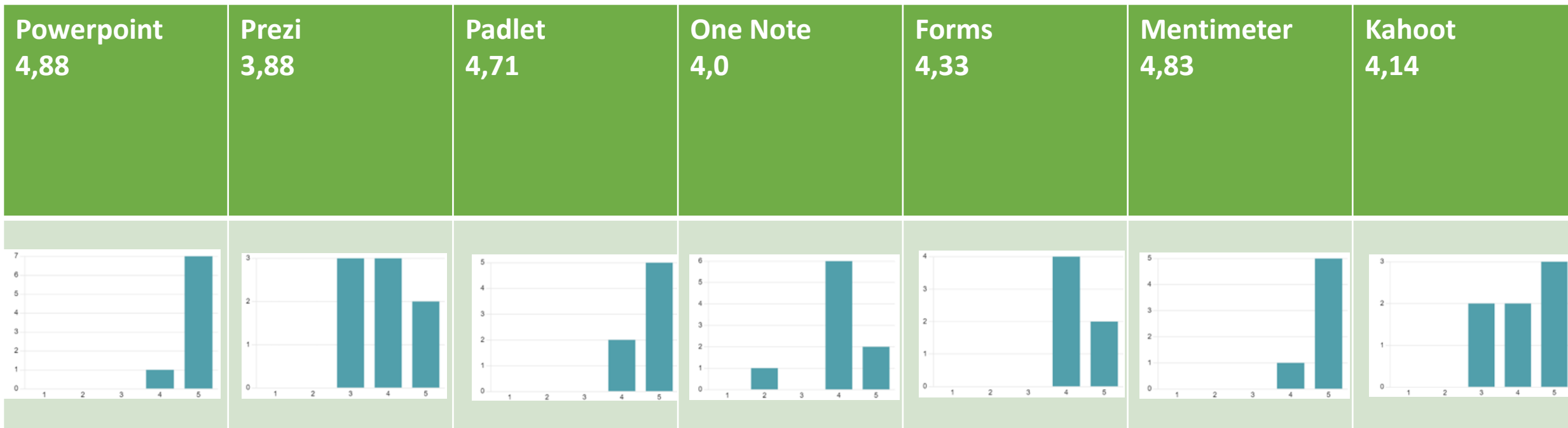
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Usefulness

very useless ☆ ☆ ☆ ☆ ☆ very useful



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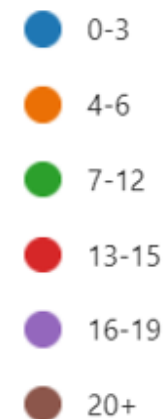


Target age



Two other questions that have proven to be rather unimportant are **the age of the student group** and **on which devices the apps can be used**.

When it comes to the age of the intended target group, it plays a very important role in **how you intend to use the app**. Is it to present something or do you require the recipients to interact and create? The question here becomes too small compared to the complexity in the answers.



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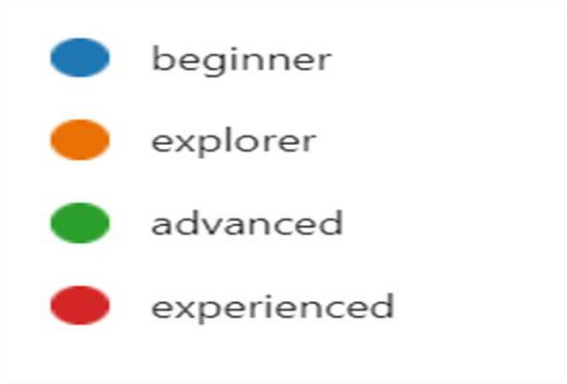
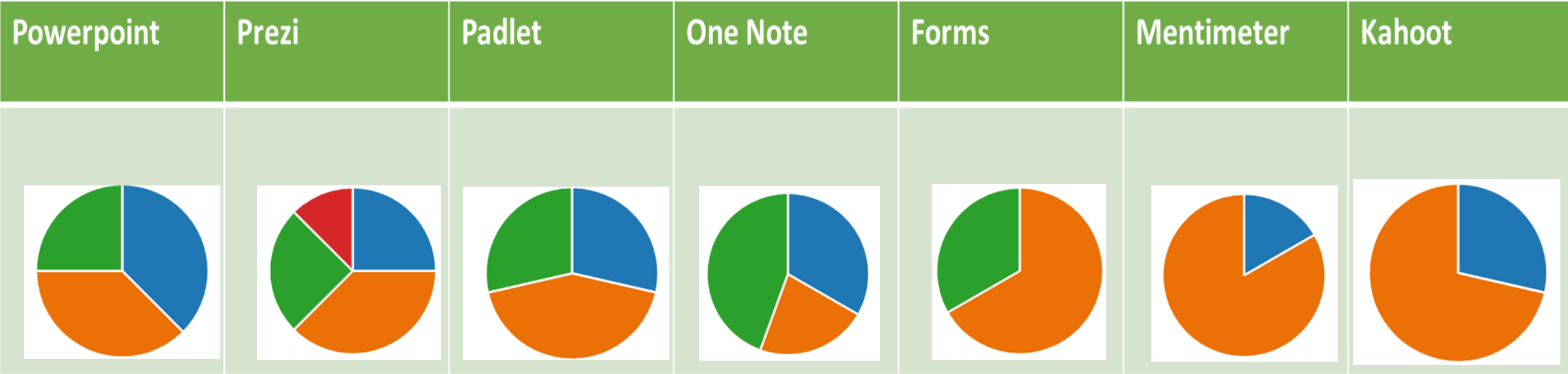
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Recommended user level



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Some of our conclusions in vocational team

Kahoot

When assessing accessibility based on comprehensibility, **Kahoot receives the highest scores**. This may be due to its simplicity for both teachers and students to use. However, **Kahoot has the lowest ranking in terms of the number of areas of use** and is primarily used for quizzes , evaluations, and icebreaker activities. This indicates that despite its simplicity, its use is limited to **specific purposes**.

Mentimeter

Mentimeter, another tool for interactive presentations and feedback, also demonstrates potential in education across various domains. With features such as real-time polls, question sessions, and interactive diagrams, Mentimeter can engage students and promote active participation in the classroom. Its flexibility and adaptability make it a valuable tool for creating interactive and engaging teaching sessions. **The app is the easiest to navigate** and does not have too many features, if the teacher during a lesson discovers a need, it is easy to quickly construct an assignment. So, an advantage is that the program does not require a lot of preparation.

OneNote One Note emerges as the app with the **most diverse areas of use**, which may explain its **perceived sophistication for users**. However, it receives **the lowest scores in terms of accessibility and navigability**, indicating that using **the app may require more technical knowledge**. Nevertheless, the assessment of cost/value shows that **users appreciate its potential and functionality**, suggesting that **investing in this learning the app may be rewarding**.

PowerPoint

PowerPoint receives the highest rating compared to the other tools and apps, especially in an educational context where presentations and lectures are common. **This indicates that for older students and in situations with lecture-style teaching, PowerPoint may be the most suitable tool**.

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In summary, the comparison shows that different digital tools have different strengths and usage scenarios in education. The choice of tools should be tailored to specific teaching situations and the needs of the target audience.

With an increased understanding of the functionality and usage scenarios of the tools, teachers can make more informed decisions when selecting digital tools for their teaching.

The apps are relatively easy for everyone to use. None of the apps require experienced skills according to the survey.

Conclusion

In our AIDO partner project, we looked at the EU's digitalization strategy and compared our national digitalization strategies.

Based on the established standards of the digitalization strategies, we developed an Assessment tool to describe apps and tools for teaching, as well as for planning educational offerings.

This description of apps and tools for teaching and our ideas for using these apps in teaching or for planning educational activities with kindergarten children was developed on the basis of our joint work in this project.

Our description of apps and tools does not claim to be complete – it can and should be continued.

We must point out however that the General Data Protection Regulation and specific regulations of each country must always be checked and observed when describing and reviewing individual programs.

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