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AnswerGarden

Web 2.0 tool info

AnswerGarden is a versatile and easy to use educational tool for teachers and students. It is a feedback tool and it is used for real time pupil participation, online brainstorming and classroom feedback. AnswerGarden is a web-based survey tool that allows users to create and publish a question. Once participants type in their answers, they are immediately shown as tags in a basic word cloud.

Using this Web 2.0 tool in class

The flexibility of this tool allows the teacher to collect feedback from her pupils easily and quickly. It can also be used to establish the knowledge level of a class regarding a certain topic or area. In addition, it can also be used as a fun and interactive assessment activity.

Since the word cloud is being generated in real time, it can be used by the teacher to generate further discussions about the topic. A QR code can be created by the teacher and the pupils can access the link from their tablet.

Website: https://answergarden.ch/
Video tutorial: http://bit.ly/1WPvU1e
Aurasma

App info

Aurasma is an augmented reality application that allows you to take an everyday object, image or location and bring it to life with digital content such as video, animation or weblink. Therefore it enables teachers to connect digital content to images in books, posters and classroom walls. These augmented reality experiences are called “Auras”. To create your own Aura, you need to choose an overlay and a trigger. An overlay can be an image, a video or an animation that will appear when someone finds the trigger object or image. In order to activate the overlayed image or video, the object will be scanned using the Aurasma app.

Using this app in class

Aurasma can be used by both teachers and students. The “Apps” section in the iLearn room “Teaching with Tablets” provides an example of how this app can be used with the textbook “Senduq Kuluri”. Teachers can use Aurasma to create interactive wordwalls and scavenger hunts, to flip the classroom, to give information about apps or a particular topic and provide links to online videos and tutorials. On the other hand students can use it to create book reviews and journal entries.

Website: https://www.aurasma.com/
Video tutorial: http://tinyurl.com/nr5k8ka
App info

BuddyPoke is a free app to create your own videos with animated 3D avatars and emoji. Users can record their voices while choosing different facial expressions and movements. They can change the background by taking a snapshot or use an existing image from the catalogue or album. One can select either one avatar or two depending on the activity that will be carried out. This app is very user-friendly as it guides you step-by-step to select the avatars, customise them, add background, record the conversation, save the video, play it and share it. This app is very engaging and encourages creativity, collaboration and expression.

Using this app in class

Students can produce an original video: documentary or dialogue to demonstrate their knowledge about a particular topic. This tool can be used in Literacy and across the curriculum. It is recommended that students prepare a script before the actual recording for a better flow in narration or dialogue.

Website: www.buddypoke.com/
Video tutorial: http://tinyurl.com/j7823cg
Comic Strip It

App info

The Comic Strip It app engages learners in creating comic strips. The user-friendly environment makes it easy for learners to become comic creators and share their comics online. Learners are also introduced to the concept of storyboarding which is necessary when creating digital comics/stories.

Using this app in class

Learners can collaborate to plan their comic strip and create their storyboard. They can also use the images readily available in the gallery or they can take new photos and embed these in their comic strip. To enhance their comic they can use the effects offered by the app, including captions, text, speech bubbles and comic picture effects. The comic strip can then be shared with their peers online.

Website: http://www.comicstripit.com/
Video tutorial: http://tinyurl.com/hxezyuj
Web 2.0 tool info

EDpuzzle is a Web 2.0 tool but it is also available as an app for learners. EDpuzzle enables teachers to select a video available online and add questions for learners which they need to answer while watching the video. EDpuzzle also offers teachers the facility to crop the video and add audio notes to further facilitate understanding.

Using this Web 2.0 tool in class

The Web 2.0 tool presents an online environment where learners are registered into classes. In this way the website records individual learners’ profiles and offers the teacher feedback about the assigned activity. In this way video viewing is turned into interactive experience which required continual learners’ input. This app is an ideal tool for flipped classroom methodology since it helps keep learners focused and ensure they are understanding the content presented by the video.

Website: http://www.edpuzzle.com/
Video tutorials: http://tinvurl.com/h5ldzm3
Kahoot

Web 2.0 tool info

Kahoot is a free online game-based learning platform that can be used to create or use ready-made quizzes as a tool for formative assessment. Educators and students of different ages can create, play and share online learning games. These learning games are based on a set of multiple choice questions which can include videos, diagrams and images. Kahoot quizzes are best played in a classroom setting where participants are given a pin number to start the quiz while the game is displayed on a shared screen. They have to answer the questions instantly and in a limited time. The fastest participants that answer correctly gain the most points. After each question the score will be displayed on the shared screen.

Using this Web 2.0 tool in class

This tool can be used to test the whole class on a particular topic. While doing this quiz, students are given the opportunity to revise learned concepts and collaborate in pairs or in a group. Teachers can also encourage students to create their own Kahoots which they can then present to the class. Once they have created their quiz they can also share it online. Teachers can download the result sheet for assessment purposes.

Website: https://getkahoot.com/
Video tutorial: http://tinyurl.com/z7ceev3
**Web 2.0 tool info**

Lightbot is an excellent introduction to programming concepts for students. In Lightbot, students must program a robot with commands to solve puzzles. Students may play the game in the Browser, on Android or iOS devices. The goal of Lightbot is to guide a robot to light up all the blue tiles and there are different levels. To do so, you must program the robot using a set of instructions. For example: An arrow icon tells Lightbot to move forward one space. A lightbulb icon tells Lightbot to light up the tile he is standing on.

**Using this Web 2.0 tool in class**

Lightbot can be used within the classroom, either collaboratively or individually to program the ‘Bot’. Students will be able to practice some introductory programming and coding which serve as a springboard to other ICT applications.

**Website:**  https://lightbot.com/hocflash.html  
**Video tutorial:**  https://lightbot.com/index.html
Lino

Web 2.0 tool Info

Lino is an online web sticky note application that can be used to post memos, to-do lists, ideas and photos anywhere on an online web canvas. One can try Lino without even joining. Create your own canvases to share stickies and files. Colours can be changed in the upper right hand corner or use the easy editing tools that appear when the sticky is selected. Each note can be peeled off, shared and edited by clicking on the icons at the bottom of each sticky note. A Lino canvas can be shared for collaboration. This tool is available on the web and also for free as an Android and IOS app.

Using this Web 2.0 tool in class

All pupils will be able to access a canvas created by the teachers without the need to log in or create an account. Students can use Lino:

- When researching alone or in groups
- Share files, videos and pictures quickly and easily
- Copy/paste URLs for sources onto notes
- Collect ideas, images and video clips about a particular topic
- Use Lino as a virtual word wall for vocabulary development
- Use it as an ‘idea collection’ wall to save ideas not yet used
- Use a colour code to organise their ideas

Website: http://en.linoit.com/
Video tutorial: https://goo.gl/QvuyWN
LiveBinder

Web 2.0 tool info

LiveBinder is a great way to organise and share online resources. Each binder can be divided into shelves and can contain any type of file such as DOC, PDF, PPT etc… as well as links to online resources. It is free and can be used via a browser or as an app on android and iOS. You can add links directly from the web by adding the ‘LiveBinder It’ bookmarklet.

LiveBinder includes tabs such as

- My Binders
- Featured Binders
- Learn More

Using this Web 2.0 tool in class

The teacher can sign in, create a binder and name the shelves of the binder with the names of the students in class. Each student can then access the class LiveBinder by using the teacher’s email. This can be used as an ePortfolio, it can be shared and students can also comment on each other’s work. The teacher can also find lesson packages on various topics.

Website: http://www.livebinders.com/
Web 2.0 tool info

Mentimeter, a tool which is available on the web, is great for assessment and interaction allowing students to actively participate in the classroom. They can anonymously give their opinions on questions or brainstorm topics that you prepare in advance. This enables you to check what they know about a subject or if they have understood your explanation. It thus allows for a more focused discussion.

Using this Web 2.0 tool in class

The flexibility and easiness of this tool allows for on the spot questions, voting, bar graphs or brainstorming. All the teacher needs to do is to sign up to www.mentimeter.com, create a new activity and present it to the class. Students then can simply go to the website: www.govote.at, insert the code for the activity and submit their answers. The teacher can also provide the code and students can write their answers from home. The link can also be embedded on the class blog/website or VLE. Some of the main features are: multiple choice, word cloud, quiz and open ended.

Website: http://www.mentimeter.com/
Video tutorial: http://tinyurl.com/ndqzede
Mindomo

App Info

Mindomo is a useful productivity mind mapping application which enables learners to organise their thoughts and connect different ideas. The application is available both web-based as well as a downloadable app. Using the mindomo app, learners can include text, links to websites, as well as images saved on their tablet or retrieved online through the app itself. The web-based version offers additional features, such as including videos from Youtube or Vimeo. Mindomo also enables learners to collaborate to build a mindmap from their individual devices. They can either start a mindmap or access one which has already been created by another user and add additional material. The mindmap can either be exported in image or pdf format or sent as a link to be uploaded online.

Using this app in class

This app/Web 2.0 tool can be used as a follow-up to a brainstorming session, using Web 2.0 tools such as AnswerGarden to organise thoughts and ideas generated during the brainstorming session. It helps in the development competences in critical thinking when learners connect ideas and categorise them. Mindomo can be used during creative writing sessions to help learners organise their ideas. It is also useful during planning in project-based learning since it enables learners to include all web based resources about the topic within the same mindmap. It is also useful for studying to summarise notes and highlight key concepts in subjects such as Social Studies.
It is a useful resource to document collaborative activities in class. Learners can also add notes, images or photos and hyperlinks.

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Web 2.0 tool info

The Nearpod platform can be used to create multimedia presentations and engaging assessment activities. The teacher can create appealing presentations which include text, images, videos, audio, PDF files and web content. Moreover interactive features such as open-ended questions, polls, drawings, quizzes, fill-in exercises and memory games can be added to check the learners’ understanding. The teacher may also use or modify the ready-made lessons. Learners join the shared presentations by entering the session ID number on their tablet. These interactive lessons can either be used as a live session or else as student paced. After each lesson the teacher can access or download a very detailed assessment report.

Using this Web 2.0 tool in class

The Nearpod platform can be used in various ways:

1. As a formative assessment tool
2. As a presentation tool to introduce new content
3. As a modelling tool to share good work
4. For open-ended tasks or classroom debates
5. As a tool to create virtual field trips
6. As a homework tool because learners can experience these interactive lessons at their own pace.

Website: https://nearpod.com/
Video tutorial: http://tinyurl.com/zunre8b
Web 2.0 tool info

Padlet is a versatile and easy to use tool for teachers and students. It is a virtual wall that allows students to express their ideas on a common topic. It works like an online sheet of paper where people can upload any content (such as images, videos, documents, text) anywhere on the page, together with anyone, from any device.

Using this Web 2.0 tool in class

The flexibility of this tool allows the teacher to create a padlet for all the students in her class to use. All her pupils can contribute their ideas and comments without the need to log in or create an account. Pupils will be able to:

- Type
- Add an image or photo
- Add a document
- Record their voice
- Add a hyperlink
- Collate research on a topic

This tool can be used for a brainstorming activity during a lesson or as an introductory activity to elicit pupils’ prior knowledge of a particular topic. Teachers can also assign a topic to a group of students while pupils work collaboratively on a single padlet, thus sharing information with an audience.

Website: http://padlet.com/
Video tutorials: http://tinyurl.com/z6oftqd
                    http://tinyurl.com/h7zmxjq
App Info

This easy app can be used by learners to create an appealing multimedia video presentation using still images taken during an outing or activity. For each video they can import up to 20 photos and the learners can easily change the order of the photos or delete unnecessary ones. Background music and photo filters such as Sepia, Emboss and Greyscale can be used. Then learners can add some captions to each photo and choose the size of the video. Finally they can share their movie with their peers or teacher via social media applications, email or by uploading it on YouTube, Dropbox or Google Drive.

Using this App in class

These are some examples how the learners can use this app:

1. To create a multimedia presentation with photos taken during school events or outings.
2. To create an instructional video showing a procedure.
3. To create a video presentation about their school or hometown.
4. To create a digital story by using drawings and narrations.

Website:  http://tinyurl.com/l3hjvlu
Tutorial:  http://tinyurl.com/l3hjvlu
PicSay is a free photo editor. Users have also the option to purchase the pro version. One can edit pictures, add word balloons, titles, graphics, and effects. It is easy to use and user friendly with straightforward features. This app encourages creativity, collaboration, communication and critical thinking. It makes work fun and engaging. One can easily share across different social media applications, email and other services.

Using this app in class

Students can produce an original piece of work demonstrating their knowledge about a particular topic. This tool can be used in Literacy and across the curriculum.

It can be used:

- to create picture stories
- to add captions and headlines
- for story sequencing
- to create ecards, posters, adverts and invitations
- to create visual messages

Website: http://tinyurl.com/zm2sjqg
Video tutorial: http://tinyurl.com/jh8akn2
Web 2.0 tool info

Use this website to create surveys, polls and quizzes.

Using this Web 2.0 tool in class

The teacher has a choice of 19 types of questions and images. Videos and other content can be included from external sites including YouTube and Google Maps. A survey can be set to close after a certain date or response quota. Results can be displayed in charts. Questions can be randomized and choices are displayed in a random order. The link to the survey can be either sent by email or uploaded on the iLearn classroom.

As an example, this tool can be used to gather information from the students as part of a mathematics lesson. The data gathered can then be used to teach fractions and graphs.

Website: http://www.polldaddy.com
Video tutorial: http://tinyurl.com/zv5ta6x
App info

This app is a simple home page that links to the Browser based web app Posterini.com. It’s a faster way to access the web app posterini.com from your Android device. It allows you to create posters quickly by choosing a template. You can also start on a blank slate. Once you finish your poster, you can download it as an image on your device.

Using this app in class

Students can produce an original piece of work demonstrating their knowledge about a particular topic. This tool can be used in Literacy and across the curriculum.

It can be used to create:

- informative posters about the objectives learnt
- advertisements
- invitations
- bar charts
- magazines

Website:  http://www.posterini.com/
Video tutorial:  http://www.posterini.com/tutorials
App info

PosterLabs instantly transforms your photos into spectacular posters. It offers hundreds of professionally-designed poster templates, allowing you to instantly create chic and stylish posters of various styles. Posters can include up to five photos, and also contain built-in time and location stamps. Stunning filters can be applied to your photos to add that perfect touch to your posters.

Using this app in class

This app can be used to create advertisements, invitations and slogans for both English and Maltese. It can also be used in Social Studies lessons to create a travel documentary or a photo collage of interesting places visited.

Website: http://www.posterlabs.com/en/
Video tutorial: http://tinyurl.com/zh4tt9p
QR Code Reader

App info

QR Codes are made up of tiny pixelated squares and are widely used in packaging, posters and adverts to provide direct access to the relative websites and other electronic media. The QR Code Reader is an app which allows users to decipher QR Codes.

Using this app in class

This useful tool allows pupils to read any QR Code thereby providing direct links to websites and other files that the teacher wants them to access. It is user-friendly and simple to use as pupils just open the app and move the tablet over the QR Code that the teacher created and this will take them directly to these digital resources.

Website: http://tinyurl.com/klv3exn
Video tutorials: http://tinyurl.com/j7b2sdj http://tinyurl.com/j84k6qg
QR Stuff

Web 2.0 tool Info

QR Stuff website allows teachers or students to generate QR codes that link to different types of media, such as website URLs, PDF files, YouTube videos and image files. Codes are available through download, print and email.

Using this Web 2.0 tool in class

With QR Stuff, teachers can create QR codes for pupils to be able to reach fun classroom games, to share information and to provide them with helpful resources that compliments their schoolwork or homework. Pupils will use the QR Code Reader App to scan the code to complete to given task.

Website:  http://www.qrstuff.com/
Video tutorial:  http://tinyurl.com/p3cx5l8
Web 2.0 info

Quizlet is an online learning tool. It enables teachers to create study sets similar to flashcards which the students can use to play various interactive vocabulary games. The following is a detailed description of these games.

- **Gravity**: Definitions scroll vertically down the screen in the shape of asteroids. They must type the term that goes with the definition before it reaches the bottom of the screen.
- **Learn**: The students are shown a word and must type the term or definition that goes with it. After submitting the answer, the students can check if the answer was correct or not, and arrange accordingly.
- **Speller**: The term is read out loud and the students must type in the term with the correct spelling. Applicable only in English.
- **Scatter**: The students are presented with terms scattered around. They drag terms on top of their associated definitions and try to clear the grid in the fastest time possible.

Using this Web 2.0 tool in class

This app is ideal for revision and for consolidation of previously taught vocabulary. The app is so easy that even students may be able to create their own study sets. The teacher can create differentiated study sets according to the different abilities of the students. Study sets can be easily sharing with the students and the teacher can track the progress the students. Because there is the possibility of adding an automated voice to the written text when creating questions and answers for a study set this app also applies to auditory learners.

**Website:** https://quizlet.com  
**Video tutorial:** http://tinyurl.com/jxq2ccs
The Revision Quiz Maker is a free app which allows teachers to build a quiz and then share it with the pupils through a link. The questions can be multiple choice, fill-in-the-blank, matching and ordering. The teacher can add images and a time limit for every question together with access to review scores achieved by the students.

Using this app in class

The Revision Quiz Maker can be used to create quizzes for revision purposes. Teacher has to register and then can work out the quiz on the laptop. This is then shared with the students who can access it from their tablet through the link received in their e-mail.

Website: https://www.revisionquizmaker.com
Web 2.0 tool info

Scratch Jr is a coding app for young children that introduces students to coding in a fun way. The app contains set of intuitive icons and coding blocks which can be used to animate cartoon characters. In the process, they learn to solve problems, design projects, and express themselves creatively on the computer.

Using this Web 2.0 tool in class

It can be used to:

- teach programming visually
- create an animated story
- create fun games
- create interactive comics
- reinforce literacy and numeracy skills
- recording own voices to include in an interactive activity

Website: https://www.scratchjr.org/
Video tutorial: https://www.scratchjr.org/learn.html
Seesaw

App info

Seesaw is a powerful app to create learner driven digital portfolios in the classroom. Learners can avail themselves of this app to easily upload digital learning content in the Seesaw class which would have previously been created by the teacher. This includes digital resources created in the Seesaw environment. Moreover, once Seesaw is installed on the tablet, some digital artefacts created using open-ended apps on the tablet (such as Pic Collage and Pic Say), can also be directly uploaded in the Seesaw environment through the app itself. This enables teachers to easily compile learners’ digital portfolio. Digital resources which can be uploaded include photos, videos, drawings, text notes, PDFs and links. Work uploaded on the Seesaw digital environment can then also easily be uploaded on the Seesaw blog at the click of a button. Learners’ posts need to be approved by the teacher prior to being uploaded on the Seesaw class blog. Parents can also be invited in the Seesaw classroom to view their childrens’ digital portfolio.

Using this app in class

Learners can easily join the Seesaw class by either scanning a QR code, using a class code or using their email account. This app allows learners to create a learning journal by uploading their digital resources in an environment where it can be immediately accessed by the teacher and shared with their
peers on the Seesaw blog, if desired. Apart from uploading the digital content learners can also organise it. Once learners upload their digital learning content teachers can easily follow up their achievements. Learners will be able to:

- Type
- Add an image or photo
- Add a document
- Record their voice
- Add a hyperlink
- Add drawings
- Add notes

This tool offers a unique opportunity to learners since it can actually document the actual learning process and creates a personalised digital portfolio of each learner’s digital creations. Teachers can also leave feedback about the uploaded digital portfolios which provides learners with opportunities to reflect on their work. Learners can develop competences in critical evaluation by selecting which digital work to upload on the Seesaw blog. Seesaw offers learners the opportunity to publish their digital creations online to an authentic audience.

Website: http://web.seesaw.me/
Video tutorial: http://tinyurl.com/h4flkmw
App info

This app allows you to select photos from your device and instantly create an awesome video slideshow. It is incredibly easy to use, yet highly powerful. It has many options to customise and make the video created personal. Photos can be added from gallery, camera or from the web and many video styles and animated video frames can be selected. Over 100 stickers are available to insert in the slideshow. However, one can search for more on the internet right from the app. As regards music, several sound tracks are available, but one can also import other tracks. Text can be added using over 55 different fonts. The video created can be shared with friends and family via standard sharing. You can also edit the video after saving at any time.

Using this app in class

This app can be used during cultural visits or fieldwork to add captions to photos taken. It can be used for creative writing, such as digital stories, instruction writing (e.g. recipe instructions related to photos taken by students), journals or advertisements. The app is ideal for students to make a presentation about a given topic or research they carried out.

Website: http://tinyurl.com/glnylpo
Video tutorial: http://tinyurl.com/jdr5klq
App info

Socrative is an instant response tool that is available both as a Web2.0 tool and also as an app. Students and teachers have different apps. Students do not need an account to log in but they just need to enter the teacher’s class name. A teacher can only have one activity running at a time. This will remain active until Finish is clicked. Different kinds of reports can then be generated and saved. Video and audio files currently cannot be uploaded to a Socrative quiz.

Using this app in class

Socrative empowers teachers to engage and assess their students as learning happens. Through the use of real-time questioning, result aggregation, and visualization, the teacher has instant insight into levels of understanding, thus using class time to better collaborate and grow as a community of learners. This app/tool can be used in all subjects to test knowledge and understanding of a particular topic.

Website: http://www.socrative.com/
Video tutorial: http://tinyurl.com/h6x29hg
App Info

The Story Visualizer software is available as an app or as a web 2.0 tool. Learners can avail themselves of the features offered by Story Visualizer to plan and write interesting stories, comics and newspaper articles. Learners first use the Lego kit to build scenes and characters for their stories. They can use the camera tool to upload photos they take of their models. Learners select from a variety of layout templates and then insert backgrounds, photos, clipart, text boxes or speech bubbles and effects. Once they have finished writing their story, learners can print, publish and share their work online.

Using this app in class

Story Visualizer is an ideal software where learners can engage in a collaborative activity to plan, write and publish their stories. Learners are also introduced to the concept of storyboarding which is essential when creating digital stories. The software can also be used by learners for self-evaluation since they can view and amend their stories until they are satisfied with the final product. This software can also act as a catalyst when learners engage in writing dialogues since it helps learners develop of their digital literacy competences and critical thinking.

Website: http://tinyurl.com/gvsoofp
Video tutorial: http://tinyurl.com/zrpuxt
Tagul

Web 2.0 tool info

Tagul is a free online word cloud generator. It enables students and teachers to easily create original animated word clouds from a list of words or from an imported paragraph. Users can select shapes, fonts, layouts and colours for their word clouds. Word clouds created in Tagul can be set as private or public and thus can be made available in the Tagul gallery. Students and teachers can also browse through the Tagul gallery to find public ready-made word clouds to use elsewhere.

Using this Web 2.0 tool in class

Tagul can be used by both students and teachers. It can be used to brainstorm vocabulary or ideas about a particular topic. It can also be used to encourage students to demonstrate their understanding of a particular subject in a graphical manner. Word clouds can also be used to present a general idea to introduce a topic for a language activity. Word clouds are also effective when used in murals or display boards. The link created for the Tagul word cloud can be easily shared.

Website: https://tagul.com/
Video tutorial: http://tinyurl.com/z7ucsy3
Web 2.0 tool info

A free platform to create interactive images for the web using all types of media and linked through hotspots. It can be used for social, educational and advertising purposes. ThingLink helps to tell stories.

Multiple hotspots are created on the image that when clicked, it displays information in all media types like videos, podcasts, texts and links to websites. With ThingLink an image will become a myriad of information.

Using this Web 2.0 tool in class

The platform promotes creativity through images. Hotspots are created on important parts of the image and media files are researched and linked. It can be used for project based learning while 21st century student centred learning is promoted. It can also be used for:

- self portraits or prominent people’s portrait to get to know each other
- maps with information about places they have visited
- life cycles of animals
- posters and infographics

Website: www.thinglink.com
Video tutorial: http://tinyurl.com/jm4d29u
Top Secret Diary

App info

Top Secret Diary is an online diary application which can be used by pupils to write and share their thoughts. The pupils choose the date from the calendar given. The diary is opened with a four digit code. The pupils type a title, select a category between birthday, story, event or other. In this application the pupils can add an image too. This tool is available on the web and also for free on Android.

Using this app in class

All pupils will be able to use their own diary and add more photos on the calendar given.

- Share notes and pictures quickly
- Collect their ideas and add images
- Write their thoughts and secure with a four digit pin.
- Recover their notes as per day mentioned.

Website: http://tinyurl.com/go75hn7
Video tutorial: http://tinyurl.com/hgm6gca