



UNIT 3.

USEFUL TOOLS TO FOSTER STUDENTS' ATTENTION

AIM

IMONED
consortium

Unit 3. Tools to improve content and arouse students’ motivation and interest

As mentioned before, to keep students motivated and arouse their attention, teachers must try to use different tools when creating content. Apart from classical documents, spreadsheets or databases, which can be unavoidable to present certain concepts, there are also different tools that can be easily used to vary and thus create a motivating learning environment.

It is essential, though, to take into account the results we want to obtain before choosing one tool or another. The use of different resources has to be meaningful and don’t suppose extra work or anxiety on neither teachers nor students.

3.1. Useful tools for visual content

Tool	Description	Website
Canva	graphic design platform where anyone can create visual graphics without specific design skills. Signing up is free and it doesn’t require a subscription. It has a library of free fonts and graphics and others under paid subscription. There are also templates to choose from. It is user friendly and requires a low learning curve, and it can be used with a computer and also mobile devices.	https://www.canva.com
Unsplash	Platform of free photography on high resolution. There are countless royalty-free pictures to choose from. It is free and user-friendly.	https://unsplash.com/
Undraw	It has a great library of easy-to-use illustrations with a minimal aesthetic. It is easy to use and the minimal style can provide a personal image.	https://undraw.co/
Blush	Similar to undraw but it offers a wider range of customisation. Illustrations are grouped in collections from different artists around the world. Files are downloaded in vector to be resized without losing quality.	https://blush.design
Lottiefiles	It offers animations suitable for non-skilled people. They are easy to choose, customise in size, speed, colour and text.	https://lottiefiles.com/
Flaticon	It has a countless collection of icons that can be used for free as long as the author is attributed. It has a large database and icons can be customised in colour and size and be downloaded in different formats.	https://www.flaticon.com/

Powtoon	This platform turns presentations into videos. It can make animations with cartoon style and creates infographics to get younger students engaged in learning.	https://www.powtoon.com/
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3.2. Useful tools for audiovisual content

Tool	Description	Website
Loom	Tool for screen-recording. Easy to use, it allows recording the screen completely or only a portion. The recording can include cursor movements or typing and also voice. It is free for short videos. They can be edited after recording and sharing is very simple.	https://www.loom.com/
Animoto	Free platform for video making. It allows anyone to create videos from a string of pictures, with the possibility of adding music and text.	https://animoto.com/
Tubechop	Tool to select the piece of YouTube video that teachers need and cut it easily.	http://www.tubechop.com/
Audacity	Audacity is an audio editor and recorder. It can record audio through a microphone or digitalise recordings.	https://audacity.es/
VoiceThread	It is a web-based platform where teachers or students can upload their presentations or documents and other students or teachers can add comments on it including audio, video, pictures or text. There's a limit of pieces that one subscriber can upload for free.	https://voicethread.com/

3.3. Useful tools for gamification

Tool	Description	Website
Brainscape	Tool to search, create and share flashcard games. There are many topics to choose from. Available on the app and on the web.	https://www.brainscape.com/
Minecraft: education edition	The popular video game taken to the learning environment. There are many tutorials and ideas to adapt it to our lessons.	https://education.minecraft.net

Kahoot	Very popular tool to introduce gamification in the classroom. It allows you to create questions and answers in a very easy way. You can create your own quizzes or use ones that are already created. It offers feedback in the form of rankings or a spreadsheet with complete list of answers.	
Edmodo	Edmodo is similar to a social network, including educational purposes. It creates challenges and activities and assigns pins to multiple students, not only the best ones.	https://new.edmodo.com/
CodeCombat	Video game to learn how to code through challenges and problem-solving.	https://codecombat.com/
Quizlet	It is a flashcard platform. You can create your own pack or choose from the existing ones.	https://quizlet.com/es
Trivinet	It allows to play the game Trivial online. It offers the possibility of setting up a Trivial game with students in a collaborative way. It can be played online or with Android smartphones.	https://www.trivinet.com/

References

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