

# THE REVIEW OF 7 APPS FOR TEACHERS OR STUDENTS THAT MIGHT BE HELPFUL IN THE PROCESS OF TEACHING AND LEARNING



**Współfinansowane przez  
Unię Europejską**

Within the framework of Erasmus + Program, short-term projects for the mobility of students and staff in the school education sector, the project "We open the door - staff development as the key to European cooperation" was implemented in SOSW No 1 for Students with Physical Disabilities in Police/Poland, co-financed by the European Union. It allowed the teachers to take part in a series of training courses in several European countries.

One of the trainings was a two-week course at the [ETI \(Executive Training Institute Malta\)](#) school, which focused on the use of new technological and information solutions in teaching based on Bloom's taxonomy, i.e. a system for classifying skills and learning objectives developed by the psychologist Benjamin Bloom and consisting of six levels related to the development of critical thinking skills (level of memorization, understanding, application, analysis, synthesis and creativity).

Below is a short catalog of free and easy-to-use educational applications that allow you to spice up each (really each) lesson, enabling full involvement of students, who can also use them to create materials ready to use at the lessons.

**1. Wordart** <https://wordart.com/> is an online word cloud generator that allows you to easily and quickly create unique, animated word clouds without prior knowledge of graphic design. It can be used in tasks aimed at increasing attention and memory. It helps to develop visual memory,



**Discovery EDUCATION**

Home Word Search Criss-Cross Double Puzzles Fallen Phrases Math Squares Mazes Letter Tiles **Cryptograms** Number Blocks Hidden Message

**PUZZLEMAKER**  
CREATE YOUR OWN PUZZLES

PUZZLEMAKER is a puzzle generation tool for teachers, students and parents. Create and print customized word search, criss-cross, math puzzles, and more-using your own word lists.

**NOWE APLIKACJE W EDUKACJI**

Show Answer Print Puzzle Copy Puzzle Copy Answer Rebuild Puzzle

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
9						21								17	7										

**3. Actionbound** <https://en.actionbound.com/> is an application that can be used to create a field game used to review and consolidate the material, improve reading comprehension, critical thinking, iconographic material analysis, digital competences, teamwork skills and orientation in the field. An important issue here seems to be the fact that the game in the ACTIONBOUND application can also be created by students working individually, in pairs or groups using knowledge and skills related to a given topic. To create an outdoor game in ACTIONBOUND, we only need to register, and then we start to act by placing our game in the school corridor, in the school building or outdoors. The application allows you to create tasks using GPS, ask scored questions to which we can attach any picture, photo, video or sound file or require the player to perform a task by e.g.; entering the answer, taking and attaching a photo, video, sound recording, hiding QR codes in a specific place and scanning them.

To play the field game prepared on the basis of the above-mentioned basic functions, students only need a smartphone with the Actionbound application installed. In real time, teachers can observe the progress of players' activities - points scored and files sent.

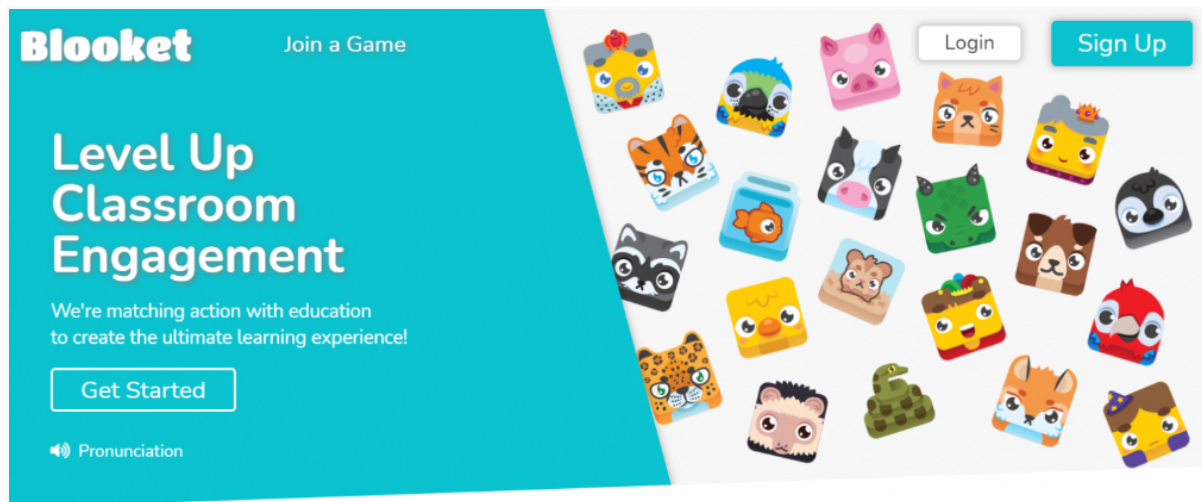
# Actionbound



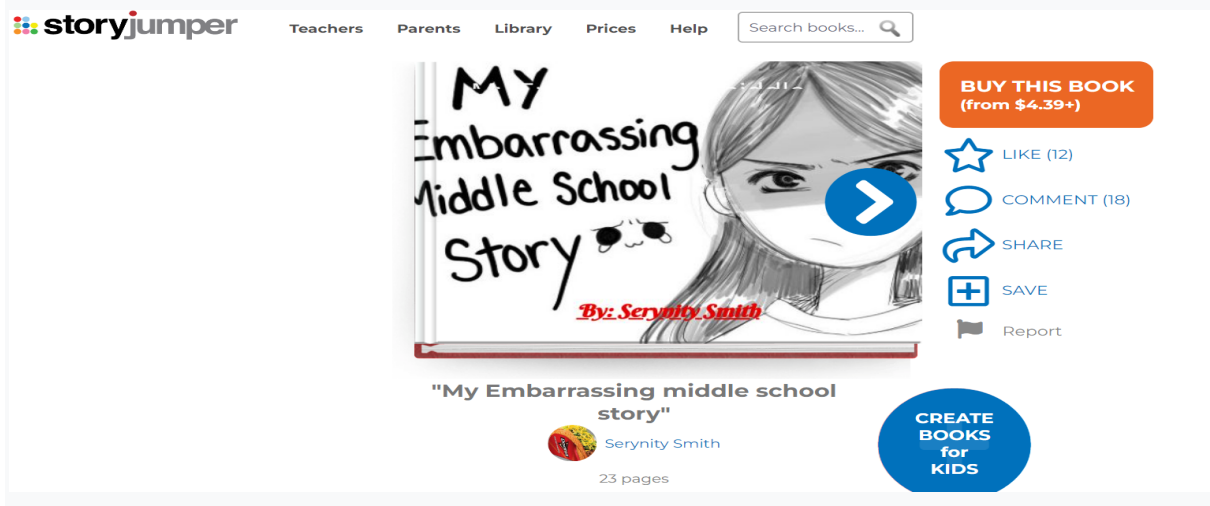
<https://en.actionbound.com/bound/ACTIONBOUNDSZKOLENIE>

**4. Blooket** <https://www.blooket.com/> is an application similar to [Quizizz](#) only giving much more opportunities and satisfaction - especially for the students! It is easy to create tests and quizzes which we can use for work in class or as homework. After creating the quiz, we have some very attractive and addictive games to choose from. One such game is Gold Quest - students answer questions prepared by the teacher, and for each correct answer they can open a chest with gold bars! But it doesn't end with collecting points, because sometimes in a chest you get the opportunity to take gold from another player or even completely replace it! The questions appear in a different order, they are repeated in the time set by the teacher for the whole game. Thanks to this, students quickly remember and consolidate the material, without feeling that they are learning. To play the game Blooket we need a large screen and mobile phones. Using phones, we log in to the game by entering the game ID. On the screen we can control the progress.

<https://www.youtube.com/watch?v=G3H3FLa4FIA>



**5. Storyjumper** <https://www.storyjumper.com/> is a free application that provides a rich set of intuitive tools for writing and illustrating stories. With their help, you can easily create unique stories, books, photobooks, treasure maps using your own photos and templates and graphics available in the program. The finished booklet can be published and even printed (paid option). The very form of working in the tool also has a very positive effect on the creativity and technological skills of students. Using the application, you can also present a new topic, planned activities in an interesting and innovative way. Students are then more likely to listen and pay attention to the content being presented. Story Jumper is also a huge library of public books that you can read, listen to and watch without limits.





<https://www.storyjumper.com/book/read/58538265/My-Embarrassing-middle-school-story>

**6. Edpuzzle** <https://edpuzzle.com/discover> - it's a free application, thanks to which we can create questions for a YouTube video of our choice, which are then displayed to the student at times set by us. Students answer them while watching the video. It allows students to work independently on the basis of a film selected and prepared by us. Everyone works at their own pace, they can listen to a given fragment many times and make sure what was said in it. This is how they train their concentration. Afterward, the student can get instant feedback on the question they just answered. The questions we create can be open-ended, to which the student answers in writing. He/She can also record his/her answer, and we will listen to it later. There are also closed questions with as many answers as you decide. We can also add notes - comments to the video. If we create a video with only closed questions, the student receives automatic feedback after completing the task. If we add open questions, he/she receives full information only after we evaluate the given answers. In addition, we can use the entire library of already created videos on various topics.

The screenshot displays the Edpuzzle web application interface. At the top, there is a search bar with the placeholder text "Search or paste YouTube URL" and a blue "+ Add Content" button. Below the search bar, the "Video Preview" section is active, showing a video titled "What yoga does to your body and brain - Krishna Sudhir" by Aga Chaba. The video player shows a woman in a yoga pose with the text "IS YOGA ACTUALLY GOOD FOR YOU?" overlaid. To the right of the video player, a "Video Events" sidebar lists five questions with their timestamps and types: 01:06 Open-ended, 01:18 Multiple-choice, 02:27 Open-ended, 03:25 Open-ended, and 03:43 Multiple-choice. The video player controls at the bottom show a progress bar at 00:00 of 06:02.

<https://edpuzzle.com/media/64354d32f896a8431ba3731f>

**7. Voki** <https://www.voki.com/site> is an application for creating a talking character. It can be a human or an animal. We choose the character's appearance at random from ready-made avatars (characters of this program) or we choose individual elements ourselves, such as hair, lips, clothing, accessories, etc. We enter the text that is read by the selected Avatar. Examples of use -different subjects: eg in language - the students guess from which reading the text is spoken by the avatar; history - the student guesses which historical figure said the words he/she heard; foreign language - the avatar describes its appearance - the student states whether the statement is correct; science - the dog gives basic information about a selected group of animals, e.g. about mammals.



<https://tinyurl.com/22dcp8ca>

I hope you will have as much fun as I had while discovering all these applications.

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