WEB 2 TOOLS BY SUBJECT

GEOGRAPHY

Google Planimeter
Measure areas using Google Maps!

wikimapia

mapme — map your world.

Animaps

HISTORY
Take Me Back To
Type in a significant date for you, e.g. January 15 2001

dipity

TimeMaps

timetoast

MUSEUM BOX

MATHEMATICS

NUMBERNUT.COM
ENOUGH MATH CAN MAKE ANYONE NUTTY

Math Playground

online ChartTool

Poll Everywhere

Quizlet

LITERACY

PiXTON

Storybird

little bird tales

AnswerGarden

padlet

diigo
v5.0 beta

Kidblog

DESIGN / MAKING

sodaplay
welcome to sodaplay
the home of creative play

sodaconstructor

gliffy

SketchUp

FluxTime Studio™

ANIMOTO

wikibrains

KaPoof

blubbr

Tiki-Toki TIMELINES

SCIENCE

Edheads
Activate Your Mind!

Crickweb

skoool.co.uk
Learning and Teaching Technology

KinEtic CitY

Anatronica
Interactive Anatomy 3D

Discovery
SCIENCE OF EVERYDAY LIFE

Wonderville

The Science Spot
Kid Zone

EcoKids
EARTH DAY CANADA

ESL/EFL LEARNERS

Pumpkin

Listen and Write

lingro

penzu

VISUWORDS™
online graphical dictionary

mind42

VOICETHREAD

onestopenglish.com

Super Simple Learning

Web 2.0 tools by subject, Yasemin Allsop (2013)

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What is Web 2.0?

Web 2.0 simply means web-based tools of which many are available for free.

If it is used as part of well-designed lessons following a project based learning approach, because of its motivational power, it can have a positive impact upon children's learning. It would be useful for teachers to get familiar with these programs so that they can map how they would use these tools into their lesson plans. The clarity of what they aim to manifest by using Web 2 tools within teaching and learning, will help them to decide the strategies and pedagogy they need to adopt for their teaching. For example if the aim is to develop children's collaborative work skills then using wikis would be appropriate, however, if the children's literacy skills in writing fiction stories is the target, then a story creator would be a useful tool. Sometimes there are so many tools, it becomes a very difficult job to decide which one to use. My advice is always discuss the issue with your colleagues, but also involve the learners too. When the tool is more relevant to learners needs and interests as well as the lesson objectives, the learning manifested also becomes an enjoyable experience.

SO WHY USE WEB 2.0 TOOLS?

There is a growing emphasis on teaching children critical thinking skills, so that they will become successful learners. Thinking, as the main foundation of cognition can be seen as the process of making constant connections between what we know and what we understand of concepts to develop further meanings. If we are to teach children thinking skills we need to focus on developing their 'inwards thinking' which allows them to check what they know and make a link between what they know and the new knowledge in their minds and their 'outwards thinking' which allows them to apply what they know into real-life situations in a physical world.

Web 2.0 tools can be used for designing a learning content and environment, where the learners can learn at a pace, where they can use their cognitive resources. They can create / design a product or a solution which involves planning, investigating / exploring, decision making, designing / creating, communicating / sharing, collaborating and finally evaluating. However, having these skills doesn't alone guarantee that the student will learn. Learning is extensively derived on how well students can transfer and apply these skills to different learning contexts. Using Web 2.0 in teaching and learning, gives the learners the opportunity to be the driver of their learning journey, where constant conversations with 'self' and 'others' takes place.

What we need to remember is Web 2 tools can only help learners to develop their core skills such as collaboration, communication, creativity, critical thinking, if the lesson content and the learning space is designed and managed to accommodate the application of these skills. There is no point in expecting children to improve their collaboration skills when they are not allowed to work with others because the noise level in the classroom increases. Similarly, can we assume that they would be able to evaluate their peers work if they are not allowed to move around. What this tells us is that when using digital technologies in the classroom, how the classroom is designed and managed as a learning space, will define how learning manifests itself. Be flexible in both your approach to learning, the strategies you use in the classroom and don't rush children. Let them have time to think and turn their ideas into a design. This is why I encourage people to use a Project Based Learning approach when teaching with technology as it allows learners have enough time to master their knowledge and skills. Finally, don't assume that you need to know everything about technology, be ready to learn with your students. It is fun and changes the way they perceive you as a teacher in a positive way.

Tune in to learn with the learners!

WEB 2.0 TOOLS FOR LITERACY

http://answergarden.ch/

A tool for brainstorming which is brilliant for getting feedback from a group.

http://www.wikispaces.com/

It is a type of website that can be edited by many students at the same time. Brilliant for collaborative projects.

http://padlet.com/

It was originally called Wallwisher. Imagine a blank canvas, you can put anything on it from anywhere in the world.

http://www.spiderscribe.net/

This is an online mind mapping and brainstorming app.

https://www.diigo.com/

This is a content sharing and bookmarking tool.

http://blabberize.com/make

An easy to use tool which allows you to speak through a picture. Students can use it for retelling a story, explaining and reasoning their answers to a problem and many more.

http://kidblog.org/home/

With Kidblog you can provide each student with an individual blog. Students publish posts and participate in academic discussions in their secure classroom blog.

http://storybird.com/

Storybirds are short, art-inspired stories you can make and share on any device.

http://www.artisancam.org.uk/flashapps/picturebookmaker/
picturebookmaker.php
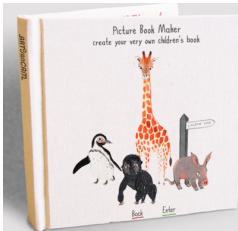
You can create your own children's book.

http://littlebirdtales.com/

You can capture your students voices and imagination with this creative story building tool and share them.

http://www.storyjumper.com/main/index/home

This is a place to create and discover stories for kids. You can use your own art or photos to illustrate your story.

http://kidsspace.torontopubliclibrary.ca/story.html

By using Tell-a-story Storybuilder, you can create short stories.

http://www.artofstorytelling.org/write-a-story

Get inspired by featured artwork from the Delaware Art Museum and write a story through the interactive Tell a Story activity.

 http://www.piclits.com/compose_dragdrop.aspx

PicLits.com is a creative writing site that matches beautiful images with carefully selected keywords in order to inspire you.

 http://myths.e2bn.org/

This site is for pupils, teachers and all those who enjoy stories and storytelling. It is all about myths, folktales and legends.

 http://penzu.com/

You can create your own personal journal and online diary.

 http://generator.acmi.net.au/storyboard

You can choose a script and create a storyboard. Try building your own storyboard using background location photographs. Once done, you can save and share your storyboard video with friends

 http://www.makebeliefscomix.com/Comix/

You can create your own comic strip.

 https://www.pixton.com

This is a tool for telling a story by making comics.

http://www.pimpampum.net/bubblr/index.php

Bubblr is a tool to create comic strips using photos from flickr.com

http://www.bbc.co.uk/scotland/pinball/

http://www.mapskip.com/about/index.php
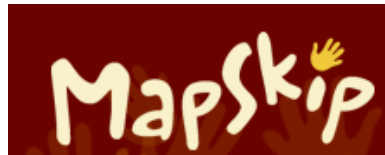
MapSkip is a tool to build short stories about places. You can either navigate to any place in the world and find an existing spot with a story, or create a new one.

http://www.kerpoof.com/

You can make a movie, or a card, or tell a story.

http://boomwriter.com/

http://www.readwritethink.org/classroom-resources/student-interactives/persuasion-30034.html

 http://www.plotbot.com/

You can write screenplays in your browser.

 http://www.wild-about-woods.org.uk/elearning/concretepoetry/

You can choose a shape or draw your own and then choose words to fill it.

 http://teacher.scholastic.com/writewit/poetry/poetry_engine.htm

Learn many ways of writing poetry using poetry idea engine.

WEB 2.0 TOOLS FOR MATHEMATICS

 http://www.onlinecharttool.com/

 http://nces.ed.gov/nceskids/createagraph/default.aspx

http://www.ictgames.com/resources.html

http://www.e-learningforkids.org/courses.html

http://macmillanmh.com/math/mathtoolchest/mtc_online/

http://www.numbernut.com/index.html

http://smartboards.typepad.com/smartboard/files/coordinates1.swf

http://www.mathplayground.com/

http://www.polleverywhere.com/

http://mathway.com/
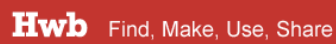
https://hwb.wales.gov.uk/cms/hwbcontent/_layouts/NGFLSolution/MaterialDescription.aspx

LearningMaterialId=43905&lang=en

http://quizlet.com

http://www.glencoe.com/sites/common_assets/mathematics/

ebook_assets/vmf/VMF-Interface.html

http://www.crickweb.co.uk/ks2numeracy-tools.html

Primary **National** *Strategy*   http://www.taw.org.uk/lic/itp/index.html

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sk?!ool.co.uk
Learning and Teaching Technology   http://kent.skoool.co.uk/primary_maths.aspx

Lure of the LABYRINTH   http://labyrinth.thinkport.org/www/index.php

GeoGebra   http://www.geogebra.org/cms/en/

WEB 2.0 TOOLS FOR SCIENCE

 http://learn.genetics.utah.edu/

This provides resources for teachers, including PDF-based Print-and-Go™ activities, unit plans and other supporting resources. It is all about Genetics.

 http://puzzling.caret.cam.ac.uk/index.php?section=home&style=1

A collection of Brainteasers and Puzzles from Cambridge University to raise aspirations and promote thinking skills.

http://www.ecokids.ca/pub/index.cfm

Resources and activities, all about environment science.

Online Science Dictionary

http://www.onlinesciencedictionary.net/

 http://sciencespot.net/Pages/kidzone.html

The site provides resources for educators and students. From astronomy to life science, many topics are covered.

 http://www.sciencemuseum.org.uk/onlinestuff/games.aspx

 http://www.wonderville.ca/browse/fun_science

It is a fun, interactive website for kids to discover the exciting world of science through games and science tools.

 http://www.anatronica.com/

3D Interactive anatomy to explore human body.

 http://www.crickweb.co.uk/ks2science.html
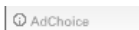
Science games for kids, interactive science resources and activities for your IWB, PC or Mac. Learning science facts about light, variation, magnets, springs, earth, sun and moon, changing states, materials, life cycles, habitats, minibeasts and our body with these great educatonal kids games.

 http://gelessons.com/lessons/

 http://www.kineticcity.com/

Science experiments, games and challenges.

 http://kent.skoool.co.uk/primary_science.aspx

 http://www.edheads.org/

Edheads is an online educational resource that provides free science and math games and activities that promote critical thinking.

WEB 2.0 TOOLS FOR HISTORY

http://www.dipity.com/

Find, create and embed interactive timelines.

http://www.timetoast.com/

You can create historical timelines of important events, or build a timeline of your own vacation.

http://museumbox.e2bn.org/

This site provides the tools for you to build up an argument or description of an event, person or historical period by placing items in a virtual box.

http://www.ancientegypt.co.uk/

http://www.abc.net.au/arts/wingedsandals/sandals_fixed.html

The Winged Sandals explores the magical world of Classical Greek mythology, a place filled with awesome gods, daring heroes and fabulous monsters.

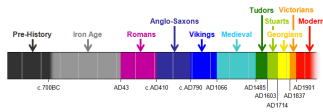http://www.crickweb.co.uk/ks2history.html

interactive teaching resources for Primary / Elementary Schools, ages 8-11 years.

History for kids, resources and activities for your IWB, PC or Mac. Roman history kids games and images of Pompeii, Rome and Herculaneum.

https://sites.google.com/site/primaryschoolhistory/

http://www.theancientweb.com/index.aspx

http://www.britishmuseum.org/explore/young_explorers/play/time_explorer.aspx

http://abolition.e2bn.org/index.php

http://www.historyworld.net/

http://www.timemaps.com/

TimeMaps provides interactive history maps that enhance understanding for students. Topic TimeMaps look at specific chapters of history for a clear exploration of the people, places and events that piece together to make dramatic consequences.

http://www.talesoflondon.org.uk/

http://www.bbc.co.uk/schools/primaryhistory/
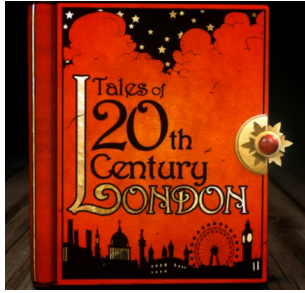
http://takemeback.to/

Find out what the world looked like on any date in the past: just type in your special date and enjoy the time-machine.

WEB 2.0 TOOLS FOR GEOGRAPHY

http://www.worldatlas.com/aatlas/world.htm

http://www.atlapedia.com/

http://www.mapme.com/

NATIONAL GEOGRAPHIC education   http://www.nationalgeographic.com/xpeditions/atlas/

Animaps   http://www.animaps.com/

Animaps extends the My Maps feature of Google Maps by letting you create maps with markers that move, images and text that pop up on cue, and lines and shapes that change over time.

Crickweb   http://www.crickweb.co.uk/ks2geography.html

World Wonders Project   http://www.google.com/culturalinstitute/worldwonders/

EPA Ecological Footprint
VICTORIA Measuring our impact on the environment   http://www.epa.vic.gov.au/ecologicalfootprint/globalfootprint/index.asp

wikimapia   http://wikimapia.org/

Wikimapia is an online editable map - you can describe any place on Earth. Or just surf the map discovering lots of already marked places

**Google Planimeter**

Measure areas using Google Maps!   http://www.acme.com/planimeter/

WEB 2.0 TOOLS FOR DESIGN / MAKING

www.animoto.com

Animoto is a web application that produces videos from photos, video clips and music.

https://apps.pixorial.com/signup

This is a free video sharing & editing service that makes it easy to send, upload, edit, add music, organize and share your videos – from anywhere, to anywhere.

http://www.sumopaint.com/app/
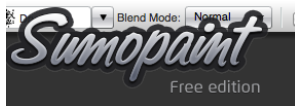
Sumopaint is fully featured online (and offline) image editor.

http://www.dfilm.com/moviemaker/make.html

This is a simple tool that enables you to create your own animated cartoons by selecting from a range of characters backgrounds and scenarios allowing you to add your own dialogue text bubbles.

http://www.fluxtime.com/animate.php

Make an animation in a few simple steps.

http://www.benettonplay.com/toys/flipbookdeluxe/guest.php
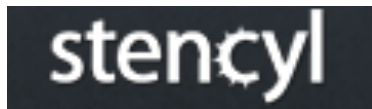
http://www.sketchup.com/

3D Drawing program.

http://sodaplay.com/create

SodaPlay is a fun way to creatively construct and play with springy objects, and in the process learn something.

http://www.stencyl.com/stencyl/overview/

This is a tool to create iOS and Flash games in a flash with or without coding

http://www.incredibox.com

This is a Flash website to create your own a capella beatbox vocal group. Just select your vocalists, set the effects, and let 'em sing.

http://www.tiki-toki.com/

This is a web-based software for creating beautiful interactive timelines that you can share on the internet.

http://scratch.mit.edu/

Tile-based visual programming environment and toolkit, that lets kids make games, animated stories, interactive art, and share with others on the Net.

http://www.wordle.net/

This is a tool for generating "word clouds" from text that you provide. The clouds give greater prominence to words that appear more frequently in the source text. You can tweak your clouds with different fonts, layouts, and color schemes.

 www.glogster.com

This is a social network tool that allows users to create virtual posters combining text, audio, video, images, and hyperlinks and to share them with others electronically.

 www.gliffy.com

Create and share flowcharts, network diagrams, floor-plans, user interface designs and other drawings online.

 http://www.nga.gov/content/ngaweb/education/kids.html

This website provides a variety of art-making tools that encourage exploration and creativity, activities that are suitable for all ages.

 http://www.powtoon.com/socialshare/

Create animated Presentations and animated explainer videos.

 http://www.photovisi.com/

Photovisi is a simple tool that allows the user to create a collage of photos.

 http://www.edcanvas.com/

Edcanvas is a free service that makes it easy for teachers to organize and share educational materials in a visually pleasing format.

 http://wikibrains.com/

It is a tool for brainstorming and creating mind maps.

 http://www.nanoogo.com/Home/Teachers

Nanoogo is a digital canvas that lets student share their knowledge and ideas.

 http://www.slidestory.com/

Tell a story, share your photos, narrate in your own voice.

 http://www.tikatok.com/

Write, illustrate and publish your own book.

 http://www.easel.ly/

 http://machineers.tumblr.com/about

Machineers is a puzzle adventure for children from 8 - 14 years and puzzle gamers of all ages.

 http://www.google.com/edu/teachers/educator-resources.html

 www.toondoo.com

You can create your own comic strips and books, and publish, share and discuss them with others.

 http://domo.goanimate.com/studio

Domo animate is a tool designed to create text-based presentations online. Learners can add speech bubbles, animate characters and add multiple effects to their presentations.

 http://www.zimmertwins.com/

The Zimmer Twins is a website for children to create and share their own animated stories.

 http://www.zooburst.com

ZooBurst is a digital storytelling tool that lets anyone easily create his or her own 3D pop-up books.

WEB 2.0 TOOLS FOR ESL / EFL LEARNERS

 http://www.smories.com/

Smories are free original stories for kids, read by kids. 50 added every month.

 http://www.voxopop.com/

Voxopop talkgroups lets you discuss your interests and passions with people from all over the world, using your real voice.

 http://learnenglishkids.britishcouncil.org/en/

LearnEnglish Kids has lots of free online games, songs, stories and activities for children to have fun and learn English too.

 http://www.eslvideo.com/index.php

Free quiz builder for ESL Teachers.

 http://www.dvolver.com/moviemaker/make.html

Dvolver is an online movie making tool. It lets you create up to three animated movie scenes.

 http://www.onestopenglish.com/upload/public/attachments/37/osephonemicchart.swf

http://supersimplelearning.com/blog/tag/english-songs/

http://mind42.com/

Mind42 is an online mind mapping application that allows users to visualize their thinking using the proven mind mapping method.

http://voicethread.com/

VoiceThread is an interactive collaboration and sharing tool that enables users to add images, documents, and videos, and to which other users can add voice, text, audio files, or video comments.

http://www.visuwords.com/

Visuwords is an online graphical dictionary. Look up words to find their meanings and associations with other words and concepts. Produce diagrams reminiscent of a neural net. Learn how words associate.

http://penzu.com/

Penzu is a free online diary and personal journal focused on privacy. Easily keep a secret diary or a private journal of notes and ideas securely on the web.

 http://lingro.com/

Lingro is a traditional, Wordreference-style dictionary, but also has the facility to translate individual words on any website page you choose.

 http://www.discoveryeducation.com/free-puzzlemaker/?CFID=3136877&CFTOKEN=69463839

 http://www.listen-and-write.com/

As it says, you listen to a text and then you have to write down every word. Your work is checked in real time – you have to spell each word correctly. If you make a mistake, you can't go on but have to try again until you get it right.

 http://eduline.pumkin.com/

Online English Learning site for kids.