



While nothing can possibly replace the engaging activities that usually occur inside classrooms across Rhode Island, teachers are still working to find ways to engage students in meaningful ways through distance learning. While there are hundreds of free resources being offered to educators during this time, not all engage students well. In order to help, we have created a list of vetted tools.


- *Most of these tools can be used across disciplines in multiple ways.*
- *All tools listed are free or offer a free version for the remainder of the school year.*
- *These tools are user-friendly, and each listing includes tutorials. A sample for each is included, to show a student view of one application of the tool.*
- *Review privacy policies for any online tool. If you have questions/concerns, please contact your district Information Technology department for guidance.*


Some ways to increase distance learning engagement:

- Show a process to students or show students how to use an online tool with [Screencastify](#).
- Get the entire class to offer ideas or ask questions related to a topic or phenomenon using [Jamboard](#) or [Pinup](#).
- Build class consensus on an idea or poll your class with [Poll Everywhere](#) or [Mentimeter](#).
- Make your device become a piece of virtual math paper to show expressions & graphs and demonstrate steps or assign math practice sets with [Fluid Math](#).
- Ask questions throughout a video or annotate the video to draw attention to important points with [VideoAnt](#) or [EdPuzzle](#).
- Students can be guided to engage with text while reading a book/text selection and give extra support to struggling readers with [Actively Learn](#).
- Have students collaborate to make a scientific model or design a graphic using [Google Drawings](#).
- Students can explain their ideas, demonstrate a skill, or present a project to the class using [Flipgrid](#) or [Screencastify](#).
- Students can engage with each other in a moderated online debate using [Kialo](#).
- Do quick formative assessment or give students vocabulary practice sets with [Quizizz](#) or [Gimkit](#).
- Create a cohesive lesson sequences with built in formative assessments using [Pear Deck](#) or [Nearpod](#). (Can be done collaboratively with co-teachers)



Be sure to ensure student safety when engaging in online activity. Follow the LEA's acceptable use and privacy policies for online tools and websites. Please note that the guidance provided is not a directive or a limitation, but as a tool to support educators as they develop distance learning opportunities responsive to their local context and student needs. Additionally, all resources included have free versions available at the time of this publication.



 <p>www.activelylearn.com</p>	<p>Actively Learn allows students to engage with texts that have been assigned to them. The free version has a range of books, articles, and informational texts that would be appropriate across the disciplines, paid version has more. Good for students at a variety of levels, as the platform has text-to-speech, translation, highlighting, and annotation tools built into it.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Text discussions • Modeling annotation skills • Practicing annotation • Chunking reading • Gathering information • Analyzing sources of data • Compare/contrast points of view • DBQs with Primary Sources • Supporting struggling readers • Personal response entries 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • Quick Start Guide • Reading to Learn:What Matters • ELL Strategies & Best Practices <p>See sample at www.ActivelyLearn.com Use student account, code FZJFI</p> <p>Notes/Limitations</p> <ul style="list-style-type: none"> • Product is marketed for use in grades 4-12 • Student Privacy information • Some books are free while others have a fee.


 <p>www.EdPuzzle.com</p>	<p>Web-based tool that allows a teacher to embed questions in their own videos or videos from YouTube, Khan Academy, etc. Tools allow for teachers to create pauses in videos to add information or embed questions to be answered along the way. Students respond to the question and the video resumes. Questions can be m/c or short answer. Student responses are easy to access and assess.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Teacher-made video of math concepts w/practice breaks. • Content delivery by teacher w/checks for understanding. • Delivering background information • Social Emotional learning • Display a Phenomenon for open ended observations or questions • Self-paced lessons 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • How to use EdPuzzle to Create Video-based Lessons • Getting Started with EdPuzzle <p>Sample EdPuzzle</p> <p>Notes/Limitations</p> <ul style="list-style-type: none"> • Closed captions are available. • Product is marketed for use in grades 3-12. • Passive use is not suggested, use high level questions to engage students in critical thinking • Privacy/access information from EdPuzzle





 <p>www.flipgrid.com</p>	<p>Free video discussion platform. Teachers post a prompt for students that can include a teacher-recorded video or links to resources. The teacher sets a maximum length for student video response. Videos are posted for the class in a grid that the teacher moderates. Grids have a unique code that can be shared by email, Classroom, and Remind.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Assess prior knowledge • Phonetic practice • Project presentation • Video responses • Student/teacher feedback • Number Talks • Three Act Math • Deliver content • Process demonstration • Sharing creative products • Reflections • Exit Tickets • Show exercise form 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • Getting Started with FlipGrid • Getting Students Started • Educator Guide <p style="text-align: center;">Sample FlipGrid</p> <p>Notes/Limitations</p> <ul style="list-style-type: none"> • Parent consent is required under age 13. • Product is marketed for use in grades 3-12. • Keep grids set to private for maximum security. • Toggle 'moderate' to require teacher approval before videos are posted. • Not the best option for camera-shy students.
 <p>www.FluidMath.net</p> <p><i>Sign up for free account with promo code RI2020. Indicate in message box if you would like to set up district, school or student accounts.</i></p>	<p>Web-based tool that allows users to type in or write out- using a stylus, fingertip, or mouse- mathematical notation. Equations can become graphs and graph attributes can change based on edits to the original entry. Sliders can show allow the user to see what happens to the graph or solution when the value of the variable changes. Teachers can create self-grading practice problems (from scratch or by importing a pdf) and give feedback to student submissions.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Demonstrating math processes • Formative assessment • Student collaboration • Create math practice sets • Turn a pdf into an online practice set • Give feedback in assignment • Math applications within physical science 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • FluidMath Tutorials • How to Create a Graph <p style="text-align: center;">Sample FluidMath</p> <p>Notes/Limitations</p> <ul style="list-style-type: none"> • Full functions are available using a mouse or typing in characters, optimal to use a stylus on a touch screen. • Free until August, 2020 and \$15/year afterward. • Email info@fluiditysoftware.com for info. • Fluidity Privacy Policy




<h1>Gimkit</h1> <p>www.Gimkit.com</p>	<p>Game-style review tool. Allows for teacher to input correct responses in order to give students immediate feedback. Can be used synchronously or asynchronously. Keeps students engaged since the tool creates a competition, students collect fictitious currency to earn site-based rewards.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Vocabulary review in ELA • Spelling practice • Vocabulary review in world languages • Quick formative assessment after a lesson • Can replace flashcards 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • Gimkit Help Topics • Gimkit Tutorial for Students <p style="text-align: center;">Sample Gimkit</p> <p>Notes/Limitations</p> <ul style="list-style-type: none"> • Product is marketed for use with grades 3-12 • Question types are limited to m/c or short typed responses. • Privacy Information from Gimkit


 <p>Google Drawings</p>	<p>A built-in GSuite tool that can be accessed through a Google account. Allows individuals or collaborative groups to create graphics. Creations can include text, images, and links. They can be saved as images to be included in a doc or used with Jamboard, etc. as any other image can be. They can also be embedded onto webpages.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Creating a scientific model • Showing a process • Collaborative creative products • Assessing student understanding • Creative projects • Reflecting on a book or a concept. • Showing mathematical thinking • Engineering design • Infographic design 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • A guide to Google Drawings for Teachers, Students, and Bloggers • Getting Started with Google Draw <p style="text-align: center;">Sample Google Drawing</p> <p>Notes/Limitations</p> <ul style="list-style-type: none"> • Use of drawing tools may be limited for students who have challenges with motor skills. • A mouse may be preferable to a trackpad. • Standard permissions as GSuite




 jamboard.google.com	<p>A digital whiteboard app that is easily used with GSuite products- it is an app in the Chrome browser or accessed on the web. Teachers can create a page for students to add ideas on virtual sticky notes or add pictures and links. The pieces can be rearranged and sorted by users. Jamboard includes a drawing tool. Boards can have multiple pages, like slides. Frame can be saved as an image or pdf.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Collaboration • Feedback from peers • Virtual gallery walks • Brainstorming • Storyboarding • Driving Question Board • Analysis of a math solution • Venn Diagrams • Organizing ideas • 4 A's Text Protocol • Response to text 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • Introduction to the Jamboard App • How to Use Google Jamboard <p style="text-align: center;">Sample Jamboard</p> <p>Notes/Limitations</p> <ul style="list-style-type: none"> • Student icon is visible while in the app, but once they exit the entries are anonymous, so teachers should require students to self-identify. • Teachers can lock the board once the work is complete, so no one changes it or adds rogue entries.
 www.kialo-edu.com	<p>A web-based discussion platform. This is a product that allows the teacher to make a claim and engage class in argumentation/debate. The teacher can link resources for students to review and students can link resources to support their argument, pro or con. The teacher can moderate responses and reply directly to a comment to ask the student for more details or support for their point.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Argumentation • Debate • Class discourse • Outlining a research paper • Making claims from data • Building consensus • Thesis development 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • Kialo Tour • Kialo Walk Through <p style="text-align: center;">Sample Kialo</p> <p>Notes/Limitations</p> <ul style="list-style-type: none"> • Most useful for grades 8-12 • Teacher can opt to approve posts prior to them being added. • Kialo's privacy policies




 <p>www.mentimeter.com</p>	<p>An interactive polling tool with a wide array of creative options. This can be used to create polls that are open ended or multiple choice. Images and gifs can be used in the presentation. Codes for responses can be included in slides or shared via email, Google Classroom, or Remind. Responses can be submitted on a computer, a tablet, or a cell phone. Can be configured to be presented in many languages.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Building Consensus • Feedback • Decision making • Formative assessment • Assign Polls • Create matrices • Brainstorming • Warmups • Exit tickets 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • Teaching strategies for the remote classroom • 5 Ways to use Mentimeter with Students <p style="text-align: center;">Sample Mentimeter</p> <p>Notes/Limitations</p> <ul style="list-style-type: none"> • Free K-12 version limits accounts to two questions per presentation or 5 quizzes per presentation. • Mentimeter privacy policies


 <p>www.nearpod.com</p>	<p>Content delivery tool to create learning sequences from video, text, and other resources. A variety of assessments can be built into the sequence. Tools include text to speech, simulations, virtual polls, and assessment activities. Teachers can collaborate on Nearpod activities with colleagues. When students access the system, they are self-directed by the assembled materials and respond to prompts within the system.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Multimedia content delivery • Guided research • Game based learning • Get student feedback • Class discourse • Formative assessment • Summative assessment • Simulations • Collaboration boards • Immersive reader 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • How to Nearpod • Nearpod tutorial • Nearpod webinars <p style="text-align: center;">Sample Nearpod</p> <p>Notes/Limitations</p> <ul style="list-style-type: none"> • Student responses can be text or audio. • Some materials within system have a cost. Use code DISTANCE50 in the Lesson Library to receive \$50 of resources • Nearpod privacy policy




 <p>www.peardeck.com</p>	<p>Interactive presentation tool that allows easy integration with GSuite products. Includes student engagement tools that can be answered in multiple ways- m/c, text, drawing, etc. Teachers can deliver multi-media lessons, give assignments, and include formative assessment as students progress through the sequence.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Multimedia content delivery • Guided research • Game based learning • Get student feedback • Class discourse • Formative assessment • Summative assessment • Simulations • Collaboration boards • Immersive reader 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • How to teach a remote lesson with Pear Deck • Getting Started with Pear Deck Slides
	<p style="text-align: center;">Sample Pear Deck</p>
	<p>Notes/Limitations</p> <ul style="list-style-type: none"> • Marketed for grades 4-12 • Student-paced option available with 90 day free account • Pear Deck Security Practices


 <p>www.Pinup.com</p>	<p>Free online tool to create pins and collaborate ideas. Pins can include typed text, written text, video from YouTube or Vimeo, images, slide decks, documents, etc. Board can be shared publicly, or individuals may be invited to a private board for more control over who posts to it. When multiple collaborators are on the board, there is a chat feature available.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Collaboration • Consensus building • Driving question board • Virtual gallery walks • Brainstorming • Storyboarding • Analysis of a math solution • Venn Diagrams • Organizing ideas • 4 A's Text Protocol • Response to text 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • How to Use Pinup.com • Pinup features
	<p style="text-align: center;">Sample Pinup</p>
	<p>Notes/Limitations</p> <ul style="list-style-type: none"> • Pins are anonymous- teacher needs to moderate and require students to self-identify with initials. • Use private setting (lock icon) to only allow users with a direct link to access. • Pinup privacy policy




 <p>www.polleverywhere.com</p>	<p>A polling tool that can be accessed by app or browser. Link to a poll can be shared in presentations, on Google Classroom, or sent via email/Remind. Polls can be completed on a phone, tablet, computer. Offers a range of poll types- multiple choice, short answer with 'votes' by other participants, creation of a word cloud from responses, clickable image, ratings, survey, etc. Free version for K12 available.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Building Consensus • Feedback • Decision making • Formative assessment • Assign Polls • Create matrices • Brainstorming • Warmups • Exit tickets 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • Polleverywhere tutorials • 10 active learning strategies that connect teachers with students <p style="text-align: center;">Sample Poll Everywhere</p> <p>Notes/Limitations</p> <ul style="list-style-type: none"> • Free version has a max of 40 responses per poll. • Marketed for use with grades 6-12 • Name capture is a typed response from student • PollEverywhere privacy policy

 <p>www.Quizzizz.com</p>	<p>A web-based game style quiz tool that allows for quick formative assessment or feedback. Students engage easily and interspersed memes add some fun. Links can be shared through Classroom, email or Remind. Response data is available to teacher immediately. Only allows for single- or multi-select multiple choice questions. Teacher can set a time limit and allow multiple attempts. Quizizz can be used as a live tool or self-paced.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Check for understanding • Exit tickets • Flash cards • Vocabulary practice • Formative Assessment • Polls 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • Getting Started with Quizizz • Guide for Quizizz <p style="text-align: center;">Sample Quizizz</p> <p>Notes/Limitations</p> <ul style="list-style-type: none"> • Open-ended responses are not supported • Marketed for grades 3-12 • Premade resources vary in quality • Quizizz Privacy Policy



 <p>www.Screencastify.com</p>	<p>This free Chrome extension allows a teacher or student to record their screen activity and include a voiced over narration to create videos that can be shared. This is similar to the tool used to make Khan academy videos. Video can be saved to Google Drive or YouTube. Speaker can be shown on screen or not. Free version limits video length to 5 minutes.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Direct instruction • Demonstrate use of a digital tool for students or families. • Narrating over video footage • Read-alouds • Video messages to families • Feedback on student work • Student project presentations • Student explanations • Speech/language/phonetic practice 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • Help and Learning Center <p style="text-align: center;">Sample Screencastify</p> <p>Notes/Limitations</p> <ul style="list-style-type: none"> • Only works with Chrome browser • Mainly used by teachers, student use creation should be limited to 13+ or get parent permission • K-12 teachers can get upgraded account for \$29/yr. • Screencastify privacy policy

 <p>https://ant.umn.edu/</p>	<p>Free video annotation tool. Use with videos on YouTube. Teacher or student can create text annotations to be shown at specific points in the video. Free accounts for teachers and students are available. No account needed to view video with annotations but requires account to add feedback.</p>
<p>Potential Uses:</p> <ul style="list-style-type: none"> • Teacher calling attention to significant points in video. • Teacher provided definitions as video plays. • Teacher asking reflective questions as video plays. • Students' sharing their interpretation of a video. • Students can share observations or questions as they view a video. 	<p>Tutorials/Guidance</p> <ul style="list-style-type: none"> • VideoAnt Tutorial <p style="text-align: center;">Sample VideoAnt</p> <p>Notes/Limitations</p> <ul style="list-style-type: none"> • Only allows annotation using text. • Does not allow reply/response to the annotation unless user is signed in. • VideoAnt Settings, Privacy & Sharing