

10 WEBSITES
THAT CAN TRANSFORM YOUR
TEACHING

INTEGRATION
IDEAS

- Use ClassTools.net to make a Q&A matching game to revise important facts and dates.
- Create a sorting activity for the students to group animals into their family type eg mammal, reptile etc.
- Have the student create an ClassTools.net activity to revise a Mathematics concept of their choice.
- Create a slot machine that includes helpful students' names to randomly pick someone to win a prize.

TECHNICAL
TERMINOLOGY

Flash—A downloadable program that runs animations.

Blog—short for “web log”. An online journal.

Upload—send file from computer to website.

Embed—put into.

No 10: ClassTools.net

Overview

ClassTools.net is worth its weight in educational gold. A virtual toolbox for teachers to use in the creation of digital activities, it not only allows you to customize interactive games and lessons in a couple of quick easy steps, but provides you with an exciting range of in-class resources that you can pull out to enhance the mundane routines your students may be accustomed to.

So just how easy are these tools to use? In

all honesty, they couldn't be much easier. Choose the type of activity you are looking to create from a massive selection of genres, including arcade games, word sorts, lucky picks (just to name a few), then enter the content you would like the students to revise/explore and

your activity or game is ready to go. It really is that simple.

Needless to say, the classroom applications for such a website are limitless. You can create and save activities to revise content taught in class by em-

Make your own interactive activities with ClassTool.net to engage your students in any activity or topic!



matter of minutes.

You are no doubt beginning to calculate the worth of this website. The especially adventurous may wish to allow students to utilise ClassTools for themselves, creating activities and lessons for presentation to their peers. Regardless of how it is used, ClassTools.net can and should be utilised by any educator seeking to effortlessly

embed ICT into the ordinary things of the classroom.

bedding them into a blog. You can set up and run game show themed lessons as a way to engage student interest. You could make your own retro-themed video game for students to play as they match definitions to words. All of these possibilities can be set up and run in

ClassTools.net can be used to enhance any KLA or content, and can be used to foster higher-level thinking skills. The worth of this website and its contribution to quality learning in your students is only limited by the creativity and skill of the user.

Classroom Snapshot

“ClassTools.net are fun and easy to use. I'm using them more and more and find that the students love to revise core content by playing the wacky games and activities I make up for them each week. During reading groups I usually set up one station of interactive games for the

students to cycle through and this usually proves to be the highlight every time, as students compete against each other for high scores, all the while reinforcing basic phonemic awareness and comprehension skills. I also use ClassTools.net to make number fact games and then

embed them in a blog I set up for the kids to access at home. Parents often comment on how much the students enjoy learning and playing at home. I have found ClassTools.net to be the most useful website I've looked at this year. Be sure to check it out.”

A Year 2 teacher.

How to use ClassTools.net

ClassTools.net is a cinch to operate. You can easily set up a quiz or game for students to play in less than a couple of minutes. Follow these steps to interactive success.

1. Choose your template
2. Enter your data, information or questions
3. Play!



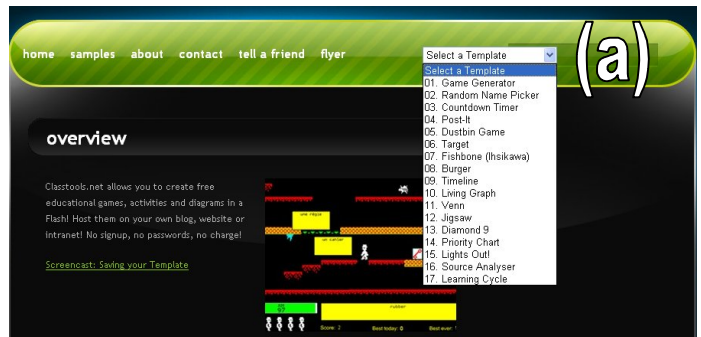
Making games is a snap with ClassTools.net.

Step 1– Choose your template

Enter <http://classtools.net/> into your browser to go straight to the website.

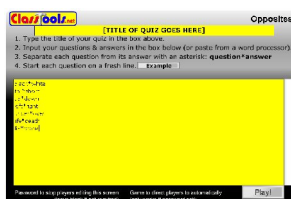
The first thing you must do is decide what type of activity you would like. Click on the toolbar to view the list of activities, games and diagrams (a).

For our demonstration, we will choose the “Arcade Game Generator”.



Step 2– Enter your information

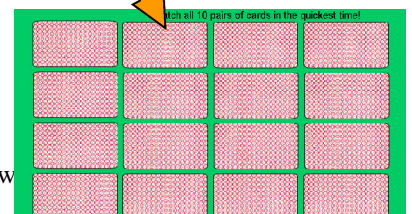
Type in the information you would like the students to match, separating the question and answer with an asterisk (*). When you have entered your information, press “Play” to continue (b).



Finally, choose the type of game you would like by clicking on the blue title (c).
Easy!



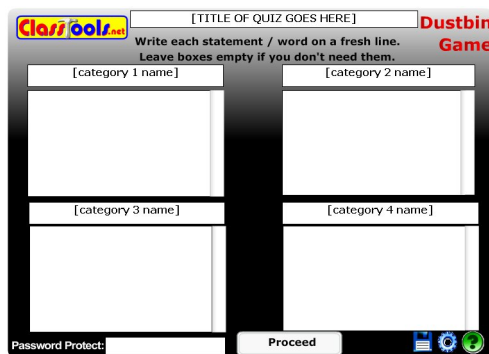
Choose a game format!



Step 3—Play!

Now for the easiest part—play the game! With ClassTools.net it is easy to create interactive activities for any occasion.

After you have tried Arcade Games, go back to the start and choose a different template and follow the simple instructions that explain how to set up each interactive activity. There are even examples and sample lesson idea too! To find them, click on the green question mark on the bottom right of the screen (a).



Sample Lesson Plan
Stage 1: Brainstorming
 Individual students take a topic of study and make a list of key words... Definitions are not necessary.
Stage 2: Selecting
 In pairs or small groups, students come up with four category headings under which their key words should be organized.
 The teacher should lead a discussion discussion after a few minutes so that a variety of topics can be progressed. This will help struggling students to come up with ideas of their own and encourage the more able to extend on theirs. Then you get to use the three cards.
Stage 3: Creating
 Students use the 'Construct Question' function to generate the key topic words under each of the four headings.
Stage 4: Playing
 Students... (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) (aa) (ab) (ac) (ad) (ae) (af) (ag) (ah) (ai) (aj) (ak) (al) (am) (an) (ao) (ap) (aq) (ar) (as) (at) (au) (av) (aw) (ax) (ay) (az) (ba) (bb) (bc) (bd) (be) (bf) (bg) (bh) (bi) (bj) (bk) (bl) (bm) (bn) (bo) (bp) (bq) (br) (bs) (bt) (bu) (bv) (bw) (bx) (by) (bz) (ca) (cb) (cc) (cd) (ce) (cf) (cg) (ch) (ci) (cj) (ck) (cl) (cm) (cn) (co) (cp) (cq) (cr) (cs) (ct) (cu) (cv) (cw) (cx) (cy) (cz) (da) (db) (dc) (dd) (de) (df) (dg) (dh) (di) (dj) (dk) (dl) (dm) (dn) (do) (dp) (dq) (dr) (ds) (dt) (du) (dv) (dw) (dx) (dy) (dz) (ea) (eb) (ec) (ed) (ee) (ef) (eg) (eh) (ei) (ej) (ek) (el) (em) (en) (eo) (ep) (eq) (er) (es) (et) (eu) (ev) (ew) (ex) (ey) (ez) (fa) (fb) (fc) (fd) (fe) (ff) (fg) (fh) (fi) (fj) (fk) (fl) (fm) (fn) (fo) (fp) (fq) (fr) (fs) (ft) (fu) (fv) (fw) (fx) (fy) (fz) (ga) (gb) (gc) (gd) (ge) (gf) (gg) (gh) (gi) (gj) (gk) (gl) (gm) (gn) (go) (gp) (gq) (gr) (gs) (gt) (gu) (gv) (gw) (gx) (gy) (gz) (ha) (hb) (hc) (hd) (he) (hf) (hg) (hh) (hi) (hj) (hk) (hl) (hm) (hn) (ho) (hp) (hq) (hr) (hs) (ht) (hu) (hv) (hw) (hx) (hy) (hz) (ia) (ib) (ic) (id) (ie) (if) (ig) (ih) (ii) (ij) (ik) (il) (im) (in) (io) (ip) (iq) (ir) (is) (it) (iu) (iv) (iw) (ix) (iy) (iz) (ja) (jb) (jc) (jd) (je) (jf) (jg) (jh) (ji) (jj) (jk) (jl) (jm) (jn) (jo) (jp) (jq) (jr) (js) (jt) (ju) (jv) (jw) (jx) (jy) (jz) (ka) (kb) (kc) (kd) (ke) (kf) (kg) (kh) (ki) (kj) (kk) (kl) (km) (kn) (ko) (kp) (kq) (kr) (ks) (kt) (ku) (kv) (kw) (kx) (ky) (kz) (la) (lb) (lc) (ld) (le) (lf) (lg) (lh) (li) (lj) (lk) (ll) (lm) (ln) (lo) (lp) (lq) (lr) (ls) (lt) (lu) (lv) (lw) (lx) (ly) (lz) (ma) (mb) (mc) (md) (me) (mf) (mg) (mh) (mi) (mj) (mk) (ml) (mm) (mn) (mo) (mp) (mq) (mr) (ms) (mt) (mu) (mv) (mw) (mx) (my) (mz) (na) (nb) (nc) (nd) (ne) (nf) (ng) (nh) (ni) (nj) (nk) (nl) (nm) (nn) (no) (np) (nq) (nr) (ns) (nt) (nu) (nv) (nw) (nx) (ny) (nz) (oa) (ob) (oc) (od) (oe) (of) (og) (oh) (oi) (oj) (ok) (ol) (om) (on) (oo) (op) (oq) (or) (os) (ot) (ou) (ov) (ow) (ox) (oy) (oz) (pa) (pb) (pc) (pd) (pe) (pf) (pg) (ph) (pi) (pj) (pk) (pl) (pm) (pn) (po) (pp) (pq) (pr) (ps) (pt) (pu) (pv) (pw) (px) (py) (pz) (qa) (qb) (qc) (qd) (qe) (qf) (qg) (qh) (qi) (qj) (qk) (ql) (qm) (qn) (qo) (qp) (qq) (qr) (qs) (qt) (qu) (qv) (qw) (qx) (qy) (qz) (ra) (rb) (rc) (rd) (re) (rf) (rg) (rh) (ri) (rj) (rk) (rl) (rm) (rn) (ro) (rp) (rq) (rr) (rs) (rt) (ru) (rv) (rw) (rx) (ry) (rz) (sa) (sb) (sc) (sd) (se) (sf) (sg) (sh) (si) (sj) (sk) (sl) (sm) (sn) (so) (sp) (sq) (sr) (ss) (st) (su) (sv) (sw) (sx) (sy) (sz) (ta) (tb) (tc) (td) (te) (tf) (tg) (th) (ti) (tj) (tk) (tl) (tm) (tn) (to) (tp) (tq) (tr) (ts) (tt) (tu) (tv) (tw) (tx) (ty) (tz) (ua) (ub) (uc) (ud) (ue) (uf) (ug) (uh) (ui) (uj) (uk) (ul) (um) (un) (uo) (up) (uq) (ur) (us) (ut) (uu) (uv) (uw) (ux) (uy) (uz) (va) (vb) (vc) (vd) (ve) (vf) (vg) (vh) (vi) (vj) (vk) (vl) (vm) (vn) (vo) (vp) (vq) (vr) (vs) (vt) (vu) (vv) (vw) (vx) (vy) (vz) (wa) (wb) (wc) (wd) (we) (wf) (wg) (wh) (wi) (wj) (wk) (wl) (wm) (wn) (wo) (wp) (wq) (wr) (ws) (wt) (wu) (wv) (ww) (wx) (wy) (wz) (xa) (xb) (xc) (xd) (xe) (xf) (xg) (xh) (xi) (xj) (xk) (xl) (xm) (xn) (xo) (xp) (xq) (xr) (xs) (xt) (xu) (xv) (xw) (xx) (xy) (xz) (ya) (yb) (yc) (yd) (ye) (yf) (yg) (yh) (yi) (yj) (yk) (yl) (ym) (yn) (yo) (yp) (yq) (yr) (ys) (yt) (yu) (yv) (yw) (yx) (yy) (yz) (za) (zb) (zc) (zd) (ze) (zf) (zg) (zh) (zi) (zj) (zk) (zl) (zm) (zn) (zo) (zp) (zq) (zr) (zs) (zt) (zu) (zv) (zw) (zx) (zy) (zz)

(a)

“The beauty of ClassTools.net is that it is easy enough for students to operate as well, providing opportunity for them to create, synthesize and analyse each others’ games or activities.”

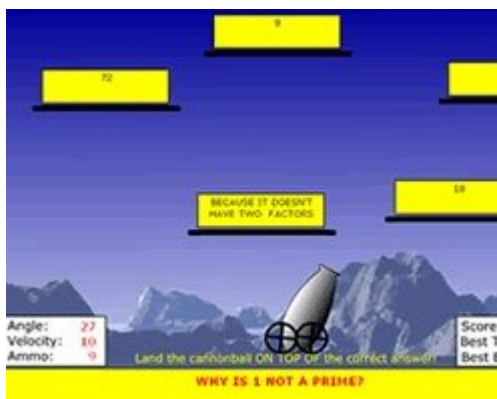
Reflection Corner

ClassTools.net is a great plug-in to your day to day routines and can be used to effortlessly transform your ordinary activities into interactive, engaging treats. Setting up a game or activity at the beginning of the day is a painless way to ensure student interest in your project, particularly if you are reinforcing facts, figures or formulas. The beauty of ClassTools.net is that it is easy enough for students to oper-

ate as well, providing opportunity for them to create their own learning experiences and then, synthesize and analyse others. This website is a very useful resource to have handy as it can be used in any KLA to support you in your efforts to engage the students’ interest. Write the possible uses for this website that have sprung to mind in the space provided.

Extra Options

ClassTools.net has a stack of templates for you to explore and master, many of which are a snap to set up and fun to play. Perhaps you would like to save your creations for students to revise and would be interested in learning how to embed activities, diagrams and games into a blog or website? If so, be sure to check out our blog for instructions on how to do this, and more.



Games are but one weapon to engage students in their learning

