



Erasmus+

2020-1-UK01-KA201-079177



# Web 2.0 Tools to support student collaborative activities

Web 2.0 tools for school education

# COLLABORATION AS A SKILL



- ✓ The ability to collaborate has now become an indispensable skill in the digital world where both work and study are becoming increasingly interdisciplinary.
- ✓ It is therefore essential to prepare students to perform tasks collaboratively both while in school and while at home.
- ✓ Through collaborative effort, students will be able to apply what they understand, use critical thinking and problem-solving.

# ENHANCE COLLABORATION



- ✓ Web 2.0 tools, such as wikis and blogs, can contribute to online social interaction and collaborative learning teachers increasingly understand how the use of such tools and can facilitate the processes of knowledge and communication.
- ✓ Web 2.0 tools can be used in the context of education because they can help both engage students in their learning and provide social interaction with their peers during the learning process.

# ENHANCE COLLABORATION



- ✓ Sharing a goal by building a community of practice allows you to work on understanding complex problems, discover relationships, and develop a deep understanding of content.
- ✓ Web 2.0 tools include Weblogs, Wikis, Google Docs, Moodle, and social networks. These tools offer countless possibilities for collaborative learning and can support teachers and students in their learning processes.
- ✓ We present 3 Web 2.0 Tools to support collaborative activities: MURAL, Breakout EDU and Drawp for School.

# TOOLS FOR COLLABORATIVE ACTIVITIES



## Breakout EDU (<https://breakoutedu.com/>)

- ✓ Breakout EDU has over 350 free games for educators and offers School-Wide Subscription options so that all educators may maximize the possibilities offered by the application.
- ✓ The Breakout EDU game library offers hundreds of standards-aligned games in a variety of subjects and topics.

# TOOLS FOR COLLABORATIVE ACTIVITIES



## Breakout EDU (<https://breakoutedu.com/>)

- ✓ The games help students practice 4C and SEL skills while working together to solve academic puzzles.
- ✓ Played by millions of students, those games helps educators boost engagement and make learning fun.

# TOOLS FOR COLLABORATIVE ACTIVITIES



## Breakout EDU (<https://breakoutedu.com/>)

- ✓ They are intended to be played using a device (Chromebook, Tablet, Phone, etc.) - Digital Games are able to be played in groups or by single users. Teachers can create games for students to play, assign ready-made games for students, or challenge students to create their own games and share them to a class library.



# TOOLS FOR COLLABORATIVE ACTIVITIES



## MURAL (<https://www.mural.co/education/>)

- ✓ MURAL is a tool for amplifying the possibilities of collaborative activities through a variety of ready-to-use templates, useful for many meeting types and goals to pursue.
- ✓ MURAL design is aesthetically pleasing and the templates are utterly simple and intuitive ( e.g. sticky notes and diagrams ).
- ✓ MURAL is a very successful resource since users are typically more willing to collaborate when the tools they have to use are user-friendly and effective.



# TOOLS FOR COLLABORATIVE ACTIVITIES



## MURAL (<https://www.mural.co/education/>)

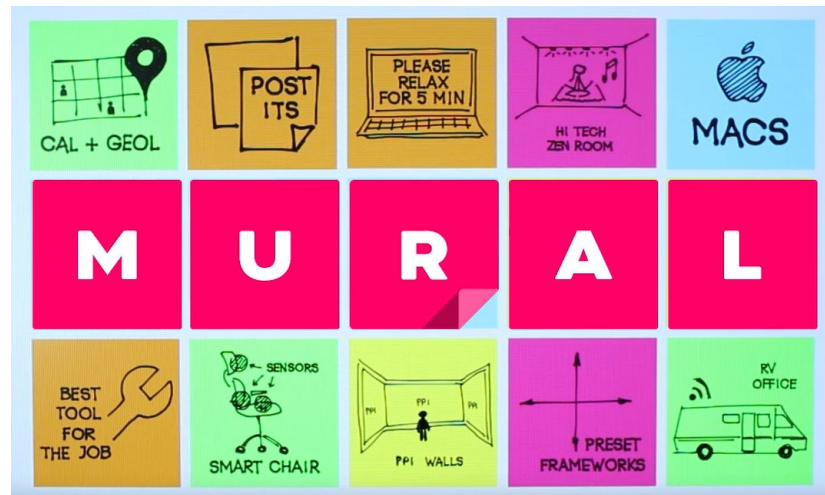
- ✓ There are other instruments that may be used for a collaboration, such as voting for a certain idea or celebrating a success: MURAL features all of them and more. MURAL design is aesthetically pleasing and the templates are utterly simple and intuitive ( e.g. sticky notes and diagrams ).
- ✓ Educators and students have adapted to new ways of working and learning, and MURAL gives the opportunity to incorporate what has been learned into in-person and hybrid classes.

# TOOLS FOR COLLABORATIVE ACTIVITIES



## MURAL (<https://www.mural.co/education/>)

- ✓ Taking notes and doing homeworks become team sports thanks to the several templates offered by MURAL.



# TOOLS FOR COLLABORATIVE ACTIVITIES



## Drawp for School (<https://drawpforschool.com/>)

- ✓ Drawp for School is a Web 2.0 tool that allows educators to easily reach students and to support them at any moment regardless of their knowledge level.
- ✓ Tool for exploiting creativity and developing collaboration skills.
- ✓ Students can attach to their homeworks voice recordings, pictures and drawing, giving a well-rounded feedback for the teacher to analyse and having fun while doing so

# TOOLS FOR COLLABORATIVE ACTIVITIES



## Drawp for School (<https://drawpforschool.com/>)

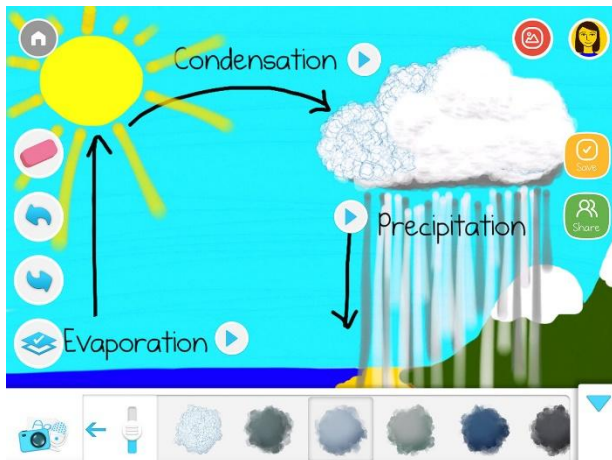
- ✓ The platform offers the possibility to set up the educator/student's account and to create assignments to share. Other than students, teachers may share many types of media (images, drawings etc.) so that the communication is effective in both ways.
- ✓ It shows students that learning can be fun. Using Drawp for School it is possible to create and collaborate with students for one-on-one learning without the hassle of added paperwork.

# TOOLS FOR COLLABORATIVE ACTIVITIES



## Drawp for School (<https://drawpforschool.com/>)

- ✓ Teachers and students are no longer bound to their desks and classrooms—teaching and learning can happen anywhere.



drawp for school