

2012 TOOLBOX



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Which technologies are being used today that engage teaching and learning?

Far from a complete listing, the following sites are selected based on reported use and the recommendation of practitioners. Given the vast differences of theory, method, and pedagogical practice, these sites, their usefulness, and relevance to a particular style differ too. Take time to mess around with any that look interesting, share the list URL with anyone else, and please take time to e-mail broken sites, and especially new/current sites you find useful in teaching that should be on the list.

Please: Only suggest tools that you *use* and are awesome enough to *keep* using!
New to computers? Try starting with simple tutorials at [Toolbox Starter Tutorials](#)

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Interest/Game/Entertainment Spaces

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Digital Classroom Tools

Content Specific Technologies

Creativity Tools:

[creativity\(audio\)](#)

Web Design:

[iWeb](#) (Apple) (S/A) Web Creation

[BaseKit](#) (PC)- Web design tool for the PC

[ProDesignBlog](#) Add a "Print" Button to postings.

Movie Production:

[Dvolver Moviemaker](#) - Short cartoon flash films. Can upgrade for longer.

[Voki](#) and [Blabberize](#) Simple animated characters (student record audio option)

[XtraNormal](#) Quick movies. (\$\$) Pick cartoons, add text, render, & play. Save in the cloud.

[iMovie](#) (apple) & [JayCut](#) - Movie Creation software

[Animoto](#) - Takes your photo libraries, lets you add text/sound and turns them into a movie format

Presentation: Powerpoint? Keynote? Try these...

[Sketchfu](#) - Simple draw program recordable for playback

[Prezi](#) Canvas presentation model, way cooler than Powerpoint

[Smilebox](#) - Simple, free, photo/music/graphic display tool.

[Speaking Image](#) - Import your images and add notes

Charts & Graphics:

[Glogster](#) - Make your own posters, idea maps, 'mashed media'

[Seashore](#) - Image/Photo software for the rest of us. Open Source "photoshop" for Mac.

[ManyEyes](#) - Chart/Graph Creation Data visualization tools

[LucidChart](#) - Group/Chart Creation online

[toondoo.com](#) or [makebeliefscomix](#) Build your own comic strips

Application Programming/Creation

[Scratch](#) - Quick, easy to learn, programming software (make games, animations, presentations, etc)

[Corona SDK](#) - Code tool for making mobile applications

[GamestarMechanic](#) - STEM game designer online. A game about making games.

[SandboxGameMaker](#) - 3D rendering and space construction for free

[Stagecast Creator](#) - Simple game design tool. Tutorials included help kids use too.

[ARIS Engine](#) - ARG Game maker <http://arisgames.org/>

[StencylWorks](#) - Game creation suite.

[Alice 2.2](#) - Free 3d development app with tutorials

Blogging -

[Edublogs](#) - Approved by most school firewall, education only blogging tools.

[KidBlog](#) - Teacher set up, no need for student e-mails, great for classroom use.

Google Earth or [Google Trek](#)

[Audacity](#) or [UJam](#) - Sound editing software

[TinyURL](#) - turn those nasty long links into itty bitty short ones, easier to share.

[dafont](#) - Cool pro-am font collections for free

Interest/Game/Entertainment Spaces:

[iCivics](#) - Learn the branches of government by playing them. Great example of ed gaming.

[PeaceMaker](#) - Free demo of game that tackles Mid-East political issues via simulation.

MMO's - Not familiar with massively multi-player games? Try them for free.

[FreeRealms](#) - Kids (Free MMO play)

[Whyville](#) - Tweens

[Lord of the Rings Online](#) - Free play, built on top of Tolkein literature.

Mobile Gaming

Abilene Christian University Mobile Effects Study - [Mobile Learning Report](#)

Listing of Educational Mobile Apps - [100 Most Ed Apps](#)

Sample Mass Market Games: App Store - [Angry Birds](#) [Drop7](#) [Civilization Revolutions](#) [Bubble Ball](#)

Game distribution

[iTunes](#) samplers and the App Store (link with iPhone/Touch)

[Steam](#) - My Pop Studio

[GAMBIT](#) labs at MIT

Kongregate - <http://www.kongregate.com/> (Collection and community of flash games)
[Grand Old Games](#) - cheap online store for old video games.
[PBSKids](#) - Collection of games in multiple areas

Massive Information Tools

News Feeds: RSS Feeds --> [Google Reader](#) or [NetNewsWire](#)

New ideas/Great presentations:

TED Talks <http://www.ted.com/>

[TeacherTube](#) - Monitored videos for teachers to use.

Open Courseware - <http://www.ocwconsortium.org/home.html> (higher ed free online)

[Khan Academy](#) - Great lessons on almost anything. Well selected.

[MIT OpenCourseware](#)

[iTunes University](#)

Research Applications:

[Google Scholar](#) - Beta search engine for research

[Papers](#) \$\$ Organize and search research (articles)

[EndNote](#) - \$\$ Reference integration with Word.

[Mendeley](#) Organize and find research, Share, Sync (articles/books) also see Evernote below

[CommonCraft](#) - 3 minute introductory videos to complex subjects

Lesson design communities/repositories:

[Thinkfinity](#) - Teacher resources, lessons, ideas

[Teacher Network](#) - Network, for teachers...

[4Teachers](#) - Blog posting resources and sites for teachers

[California Free Digital Textbooks Initiative](#), CA initiative; aligns open textbooks to state standards.

[Peer to Peer University - P2PU](#) grassroots education project that organizes learning outside of formal setting.

[Connexions](#) Teacher lesson plan database with weblinks

[Listenup!](#) - Youth and Art media clearinghouse

[ConnectedPrincipals](#) Principals social network

[Rosetta Stone](#) - Language development software, package or online versions available.

Multi-Channelling Tools:

Communication

[Skype](#) - Free Communications, free long distance, free video conf., group conf. etc, etc, etc.

Ventrilo <http://www.ventrilo.com/> - Private conversation server

Instant Messaging/Microblogging

Micro-blogging - Twittering <http://twitter.com/login> + [Tweetie](#) or [Tweetdeck](#)

Designed especially for classrooms - [Twiducate](#)

Classroom back channel www.Chatzy.com -

Communication with students via IMs - <http://www.broadtexter.com/>

Blogs/Editorials

[Spotlight](#) - MacArthur foundation blog on current news and research

[Gamingmatter](#) - News, presentations, editorials in game and ed technology studies.

[NetFamilyNews](#) - News surrounding technology, ed, and family life

Language dev: Rosetta Stone --> MMOs

Digital Classroom Tools:

There are a whole collection of apps that help you talk/video/and share documents out now.

Organization and Scheduling

[SymbalooEDU](#) - Homepage for teachers

[gDocs](#) - Collaborate, share, and build documents

[Doodle](#) - Scheduling Events!

[Springnote](#) - Take notes together, collaboration and project organization cloud computing.

[Evernote](#) - Save ideas, things seen, and things liked. All on any computer, phone or device you use. For free.

Course "Conversation" servers

calendars, notifications. Micro-blogging. Password protected.

[Collaborize Classroom](#) - Free extension of class conversations, with participation tracking.

[EDU20](#) - Adventure learning tool. (visual, easy) translator, 100,000 schools and counting. built

in audio and video recorder. SCORM

Group project collaboration - gDocs, --> gCal, --> [gGroups](#)

[ePals](#) - Secure e-mail/social network for schools, online collaboration, book/writing clubs.

[PBWorks](#) - Project Management or ePortfolio building tools for classrooms

[WikiSpaces](#) - Free educator accounts

Networking

[CafePress](#) - Share art

[Delicious](#) - Bookmarking Social Application

Group Libraries - [Shelfari](#)

[In2Books](#) - Teacher/Student Reading lists, report builder, and feedback network.

Surveys/Testing - [SurveyMonkey](#) Take a sample student survey [here](#).

Zoomerang www.zoomerang.com

[WallWisher](#) for staff feedback on with 'post-it' note board.

Closed RT network polling <http://www.poll Everywhere.com/> real-time feedback... cells

[TeachParentsTech](#) - Site by google to share tutorials on basic computer operation

Other Resources

Dropbox <https://www.getdropbox.com/home> for "Cloud Computing"

<http://www.eztakes.com/> is an affordable clearinghouse for digitized, hard-to-find films.

[Ideapaint](#) Well, it's not digital, but DANG, when it's time to remodel the classrooms.

TV Shack + Megavideo - Free movies, TV, and music <http://tvshack.net/>

[Yelp](#) - User based review community on... reviews and word of mouth on kinda everything

Living online -

Netflix, Online Banking, eBay, Amazon, Hulu, mint.com

[Wikipedia](#)

[WebMD](#)

Content Specific Technologies

Content Specific - Writing

LiveJournal (paratext fan communities) Writing - <http://www.livejournal.com/>

Choose your own adventure Writing tool- [Twine](#)

[fanfiction.net](#) Participatory culture of writers in interest areas. (Some blue)

[Scrivener](#) - Professional writing organization software.

*Wordle - Text visualization - quick and easy, good for class discussions

Content Specific - Math

Algebra Touch - Physical manipulation of algebra equations.

[CyberChase](#) - Math suite for teachers, students, parents - games.

Game that teaches calculus:Lure of the Labryinth <http://labyrinth.thinkport.org>

<http://gambit.mit.edu/>

Crayon Physics - <http://www.crayonphysics.com/>

Math games - <http://www.sheppardsoftware.com/math.htm>

What the heck?!? math processing... <http://www.wolframalpha.com/>

Caduceus: <http://kids.generationcures.org/play> (logic, patterns)

[TenMarks](#) - Free trial, then Subscription. At home math tutor and drill supplement.

<http://tenmarks.com/experience/> - math games for kids at home

Math Apprentice - www.mathapprentice.com (Standards based + poor game design)

[Netlogo](#) - <http://ccl.northwestern.edu/netlogo/> Ecological simulation (Sheep and Wolves)

The Incredible Machine (iPad) allows players to experiment with different configurations of rube goldberg devices to achieve some stated objective

Content Specific - Social Sciences

[iCivics](#) - Sandra Day O'Connor's post supreme court project.

[The National Archives](#) - Online primary source repository

[Games4Change](#) - Socially relevant games to save the world.

[National Geographic](#) - Games for various topics. Surf to map tools.

Barnaga - <http://www.winterculturalpress.com/store/pc/viewPrd.asp?idproduct=30>

See the growing collection of quality immersible mainstream [historical gaming](#) available also.

Poikilia - Light and Color game - http://gambit.mit.edu/loadgame/summer2010/poikilia_play.php

[Mission U.S.: For Crown or Colony](#)

[Chevron's Energyville](#) Manage an energy grid.

[Do I Have a Right?](#) Run your own law firm.

Content Specific - Sciences

[The Jason Project](#) - Multi media, interdisciplinary, thematic science curriculum

[Eco Defenders](#) - Balance or break the ecosystem with fun creatures.

[GamestarMechanic](#) - STEM game designer online.

[EteRNA](#) - Find new ways to fold RNA.

Invasion of the Beasties (Education Arcade) teaches the basics of genetics and heredity, and is intended for use in introductory biology courses.

Content Specific - Art

[SketchBook Express](#) - (App store) Drawing tool

[Seashore](#) - (App Store) Drawing tool like photoshop, but free.

Listing is maintained by sdickers@gmail.com feel free to contact to suggest additions, or simply add them below for review. Please include category, link, and quick explanation.

Site testimonial comments:

Math Games - [Angry Birds](#) can be used in short iterations, and models physics and geometry good enough to put screen shots on math tests (C. Blakesley)