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50 tools

to inspire students with Chromebooks

g.co/educhromebookapps

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Chromebooks help students take ownership of their education. Accessing materials at the level they want each day dials them into the classroom experience, leading to better behavior, and higher grades.

Erin Kohl, Principal of West High School, Oshkosh, WI, US





Chromebooks

Chromebooks bring the world wide web to the classroom through educational websites and Chrome extensions



















Android apps

Select Chromebooks support Android apps, which bring more mobile and immersive experiences to touch screen devices



- ① Content creation tools
- ② Literacy & numeracy tools
- ③ STEAM tools
- ④ Communication & understanding tools

Content creation tools

	Adobe Illustrator Draw enables students and teachers to create free-form vector designs		
	Adobe Photoshop Mix allows students and teachers to cut and combine images, change colors, and enhance photos		
	Adobe Spark is a suite of tools enabling students to create graphics, videos, and web pages		
	Book Creator enables students to create and publish multimedia books		
	CoSpaces EDU allows students to create 3D virtual reality experiences that also incorporate coding and physics		
	Explain Everything allows students to animate their thinking on an infinitely interactive and collaborative whiteboard		
	Soundtrap enables students to build communication skills through collaborative podcast and music creation		

Content creation tools



Squid allows students to take digital, handwritten notes, and mark-up PDFs



Stop Motion Studio enables students to create stop motion animated movies while easily editing and stitching together each frame




















Toontastic enables students to create and narrate their own cartoons



WeVideo is a video editing platform that supports multimedia, screencasting, green screen, voice recording, and collaboration



Literacy & numeracy tools

	BrainPOP offers over 1,000 curriculum-aligned animated movies with interactive activities and playful games		
	DOGO News empowers students to engage with current events, news and non-fictional content in a fun, safe and social environment		
	Epic! is a digital library of over 25,000 interactive books for students aged 12 and under		
	Frontier provides teachers interactive writing lessons that build better writing skills through curated, real world non-fiction resources		
	Listenwise offers a collection of podcasts and public radio content that keeps classrooms connected to the real world and builds student listening skills		
	Motion Math is a game platform with over 900 levels of adaptive math content for primary school math classrooms		
	Newsela offers digital reading experiences that are differentiated, with high-interest texts that are organized by content area and aligned to curricula		

Literacy & numeracy tools



Plotagon Education enables students to write a dialog, record their voice, select emotions, then watch their story come to life through animation



Reflex Math is an adaptive, personalized, and game-based tool to help students build math fluency



Scrible is a research tool that enables students to tag, annotate, and save online sources while automatically extracting citations and creating bibliographies



Texthelp EquatIO enables students to type, handwrite, or dictate any math expression, then add the math to a document in one click



Texthelp Fluency Tutor allows students to record audio to self-reflect on reading skills while accessing scaffolded reading supports



Texthelp Read & Write makes online reading more accessible through supports such as text-to-speech, text prediction, picture dictionaries, and summary highlighters






















STEAM tools

	<p>Autodesk Tinkercad allow students to design 3D objects and then 3D print or laser cut their creations</p>		
	<p>BlocksCAD is a 3D modeling tool that encourages students to learn math, computational thinking, and coding</p>		
	<p>Code.org organizes the annual Hour of Code campaign which has engaged 10% of students globally and provides the leading curriculum for K–12 computer science</p>		
	<p>Dremel DigiLab 3D printers and laser cutter enable students to turn their online 3D models into reality</p>		
	<p>Flat.io is a sheet music creation tool that allows students to write music scores online collaboratively</p>		
	<p>GeoGebra is a graphing tool that allows students to solve equations, graph functions, analyze data, and explore 3D math</p>		
	<p>LEGO Education brings the power of physical bricks, motors, and robotics to STEM classrooms through standards-aligned curriculum</p>		

STEAM tools

	<p>littleBits are color-coded electronic “bits” that snap together with magnets and empower students to become real-world inventors</p>		
	<p>MyScript Calculator enables students to perform mathematical operations naturally through handwriting</p>		
	<p>Repl.it is a browser-based coding environment that allows students to code, compile, and run code in 30+ programming languages</p>		
	<p>Science Journal enables students to use sensors to capture and record data about the world around them</p>		
	<p>Scratch enables students to use block-based coding to make interactive games and animations, and share them with one another</p>		
	<p>Sphero Edu makes robotics more accessible to classrooms through STEM-aligned curriculum and hands-on coding activities</p>		
	<p>Trinket.io is a browser-based coding environment that makes programming highly accessible</p>		
	<p>Vidcode helps students learn coding through inclusive bite-sized tutorials about making video effects, social media-inspired filters, memes, and more</p>		

Communication & understanding tools

 edpuzzle	<p>Edpuzzle provides a way for teachers to assess students' usage and understanding of videos with embedded quizzes</p>		
 FLIPGRID.	<p>Flipgrid enables learners define their voices, share their voices, and respect the diverse voices of others</p>		
 JABtalk	<p>JABtalk AAC is an augmentative and alternative communication tool designed to help non-verbal students communicate</p>		
 K!	<p>Kahoot! is a game-based learning environment for classrooms. Players answer questions on their own device, while results are displayed on a shared screen</p>		
 Nearpod	<p>Nearpod lets teachers synchronize their lesson across student devices while also providing prompts for formative assessment</p>		
 padlet	<p>Padlet works like a sheet of paper where students can post anything (images, videos, documents, text) and collaborate with others</p>		
 Pear Deck	<p>Pear Deck lets teachers synchronize their lesson across student devices while also providing prompts for formative assessment</p>		

Communication & understanding tools



Quizizz is a multiplayer quiz game that allows students to practice together. Students can play quizzes assigned by their teachers or compete globally



Quizlet is a student study platform. Students can study using millions of flashcards, games, and more, or create practice sets on their own



Screencastify screen recorder enables teachers and students to capture, edit, and share videos in seconds



Seesaw is a student-driven digital portfolio tool, allowing students to independently document and share what they are learning at school

