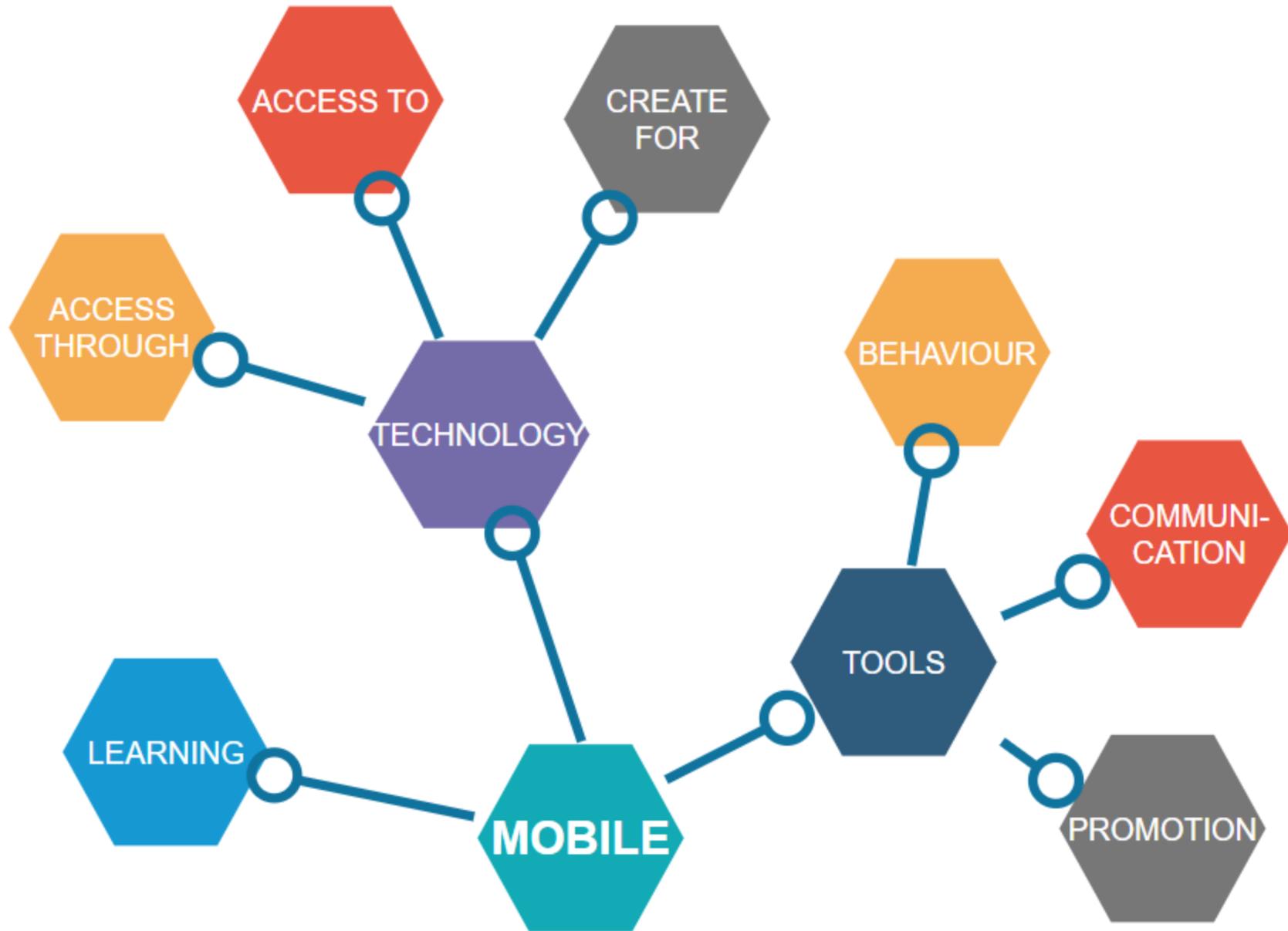


Mobile tools (apps) for classroom management

Kristīne Kampmane

Learning in the mobile environment?

- Vigotsky states, that learning occurs in:
 - Social interaction - invitation to use the same network
 - Instrumental or tool interaction - multi-player game
 - Semiotic interaction - emoji
 - Anatomical interaction - exchange with a device
 - Individual (self) interaction - multilevel gaming



Mobile tech & tools

Mobile technology can provide particular benefits for learners, mainly its portability, interactivity, ease of use, high efficiency, flexibility and reliability.

Mobile technology is used for

- accessing digital resources that are suitable for digital use but not necessarily for mobile devices
- Accessing resources that are meant for mobile devices, like special apps or frameworks
- Creating digital resources for use in the mobile devices

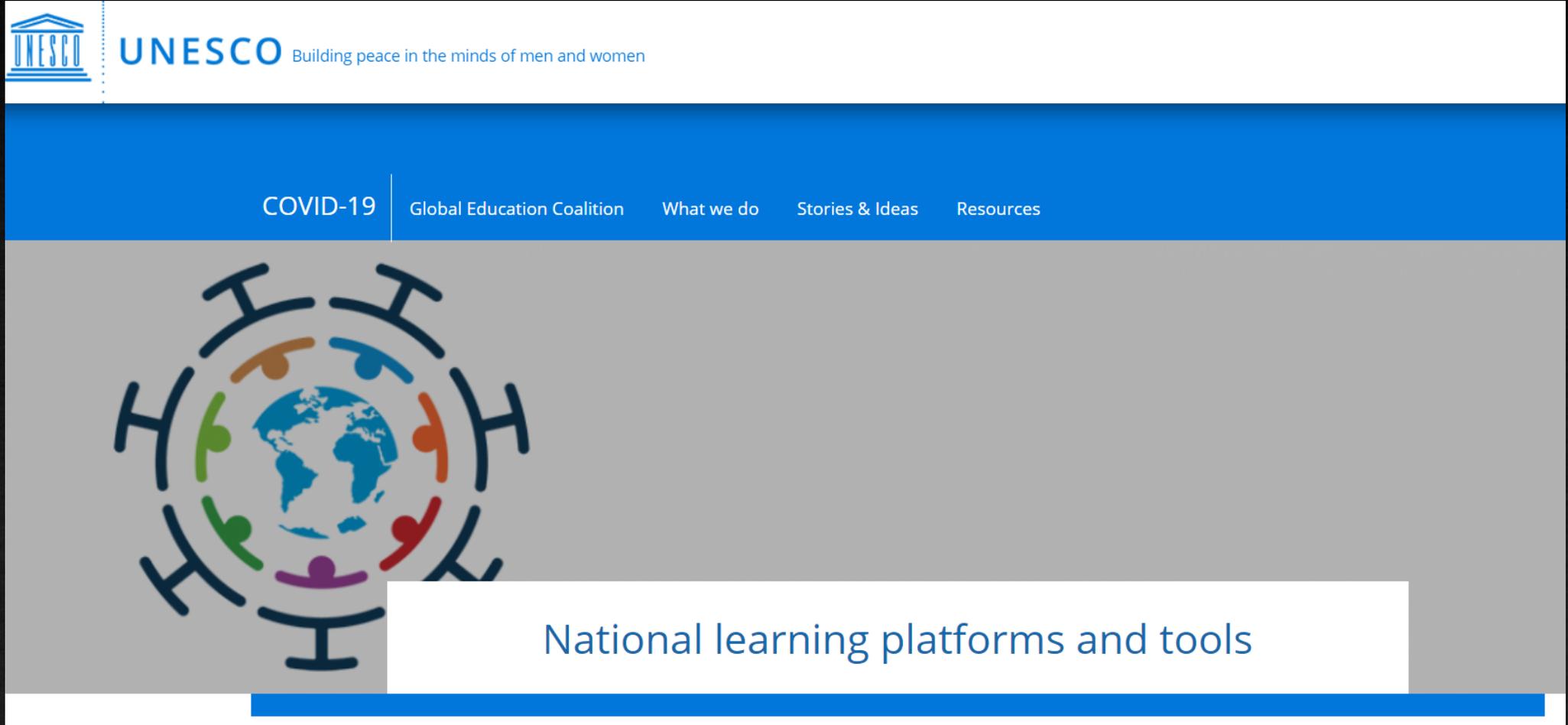
Mobile tools could be devices as well as apps and special resources.

If we're thinking about tools as apps then we can summarise that these apps are used mainly for 3 purposes

- for managing student's behaviour
- Fostering communication and
- Learning position, that includes motivation, overall skill development and particular skill training

But, in order to use them properly in the classroom lessons or intervention sessions, we have to keep in mind that they should be used only as a mediator

National tools (apps) and platforms



<https://en.unesco.org/covid19/educationresponse/nationalresponses>

Data base of tools (apps)

The screenshot shows the Capterra website interface. At the top left is the Capterra logo. To its right is a search bar with the placeholder text "What can we help you find?" and a "Search" button. Further right are links for "Software Categories" and "W". The main content area has a dark blue background with the title "Classroom Management Software" in large white font. Below the title is a subtitle: "Find the best Classroom Management Software for your business. Compare product reviews and features to build your list." Underneath the subtitle are two tabs: "All Products" (which is selected and highlighted with a blue underline) and "Buyers Guide" (with a red icon). Below the tabs is a white section titled "Filter (164) Products:". This section contains a funnel icon followed by several filter buttons: "Features ^", "Pricing Options ^", "Deployment ^", "Users ^", and "Filter by Product Name" (which includes a magnifying glass icon).

Capterra What can we help you find? Search Software Categories W

Classroom Management Software

Find the best Classroom Management Software for your business. Compare product reviews and features to build your list.

All Products Buyers Guide

Filter (164) Products:

Features ^ Pricing Options ^ Deployment ^ Users ^ Filter by Product Name

Data base of tools (apps)



Digital Citizenship

EdTech Reviews

Professional Development & Advice

Resources in Spanish

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< Browse all articles

5 Free Classroom Management Tools Any Teacher Can Use

Topics:

Classroom Management

EdTech



Emily Major

Associate Managing Editor, Education



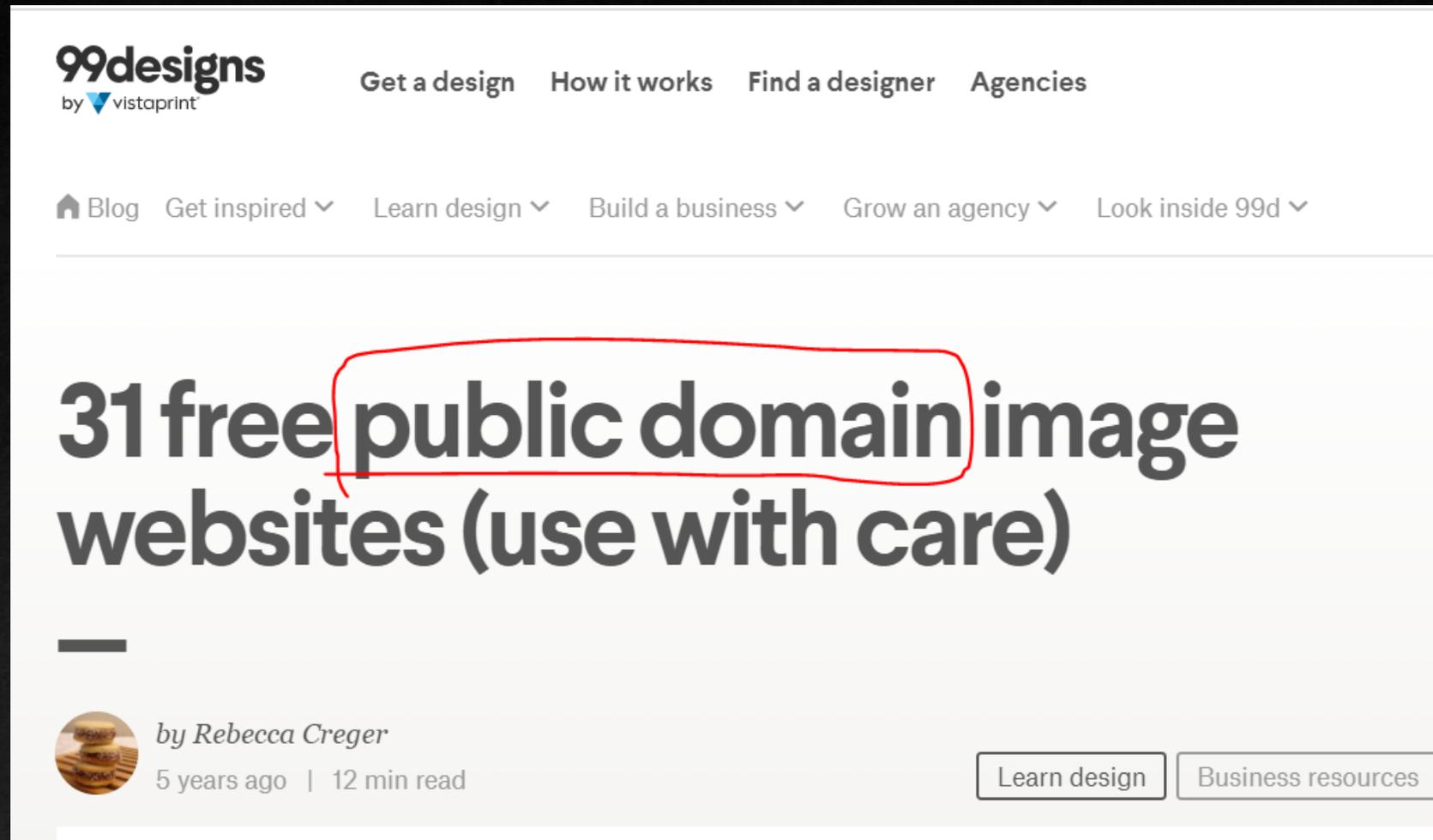
March 05, 2019

Check out these easy-to-use resources for your classroom.

Data base of tools (apps)

The screenshot shows the top navigation bar of the 'izglitiba' website. It features three tabs: 'Atrast rīku' (Find tools), 'Ieteikt' (Recommend), and 'Jaunumi' (News). Below the navigation bar is the 'izglitiba' logo. A large yellow banner with the text 'ATRODI SAVU DIGITĀLO RĪKU' (Find your digital tool) is prominently displayed. Underneath the banner are three filter dropdown menus: 'Mācību joma' (Subject area), 'Sarežģītība' (Complexity), and 'Aktivitāte' (Activity). A 'Tīrīt filtrus' (Clear filters) button is located to the left of the search bar. The search bar contains the text 'Meklēt pēc rīka nosaukuma' (Search by tool name). A red box highlights a small yellow button on the right side of the search bar.

Free resources for media



The image shows a screenshot of a blog post on the 99designs website. The page features a navigation bar with the 99designs logo and links for 'Get a design', 'How it works', 'Find a designer', and 'Agencies'. Below the navigation bar are several menu items: 'Blog', 'Get inspired', 'Learn design', 'Build a business', 'Grow an agency', and 'Look inside 99d'. The main content area displays the title '31 free public domain image websites (use with care)' in a large, bold font. The words 'public domain' are circled in red. Below the title is a horizontal line, followed by the author's name 'by Rebecca Creger', a profile picture, and the text '5 years ago | 12 min read'. At the bottom right of the post, there are two buttons: 'Learn design' and 'Business resources'.

99designs
by vistaprint

Get a design How it works Find a designer Agencies

Blog Get inspired Learn design Build a business Grow an agency Look inside 99d

31 free public domain image websites (use with care)

—

 by Rebecca Creger
5 years ago | 12 min read

Learn design Business resources

Free resources for media

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6 Best **Public Domain** Music Sites

All the free, public domain music you could want

by **Stacy Fisher** Updated on February 05, 2021

Free resources for media

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Free resources for media

Open Access Resources: Open Access Resources

Free web collections, books, journals, teaching materials, and other resources. This guide concentrates on English language collections, though some collections mentioned do have resources in several languages.

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Journals

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Teaching Materials

Open Access Publishing - A guide for authors

New Open Access Resources

NEW OA/OER Searches

George Mason University has launched the [Mason OER Metafinder](#), designed by GMU Librarian Wally Grotophorst, Associate University Librarian for Digital Programs and Systems. It searches a broad range of Open Educational Resource Collections, such as as the Digital Public Library, the Library of Congress American Memory Collection, MERLOT, and College Open Textbooks. Read more about the Metafinder at [Deep Web Tech Blog](#), or try it out below.

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View full list

scratch.mit.edu

- **First the child and then everything else** - Learning purposes and aims depend on the needs of the child and not from the technology that's available
- **Technology serves people not the vice versa** - Choose to use tools that you and the child are familiar with
- **Keep the balance between entertainment, diversity and repetition** - The more time is spent the larger opportunity to master the skill, but be careful - what kind of skills are mastered? Are all skills transferred into real life situation?
- **«Digital native» might not exist** - Never suppose that the student is skilled enough to browse the tools he/she needs and to know why and how to use them; never leave the student with the tool without instruction and feedback, Feedback is very crucial
- **Encourage to try once more** - Look for apps and tools that supports student's nearest zone of development and encourages his/her self-confidence. It is not rare that students with learning disabilities or from low socio-economic backgrounds in the digital world are as limited in their opportunities as in the real world
- **Foster learning**

Thoughts to
take with you