

“Cream of the Crop: AASL Best of the Best Websites and Apps 2015”

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We went through all of the websites that won a spot on AASL’s Best Websites for Teaching and Learning 2015, and AASL’s Best Apps for Teaching and Learning 2015 (plus a few from a webinar with Michelle Luhtala, a big mover and shaker in AASL) and pulled out our favorites.

Check out the full list of the Best Websites for Teaching and Learning 2015 at <http://www.ala.org/aasl/standards-guidelines/best-websites/2015>

and the list of the Best Apps for Teaching and Learning 2015 at <http://www.ala.org/aasl/standards-guidelines/best-apps/2015>

All of the resources we’ll be talking about are linked to a Symbaloo site which you are welcome to access and link to: <http://tinyurl.com/oasl15symbaloo>

This document is available online at <http://tinyurl.com/OASLKivaErin>



BEST WEBSITES

Kahoot - <https://getkahoot.com/> (actually this is a 2014 Best site)

AASL says On Kahoot you can create a quiz or a survey that your students respond to through any device that has a web browser.

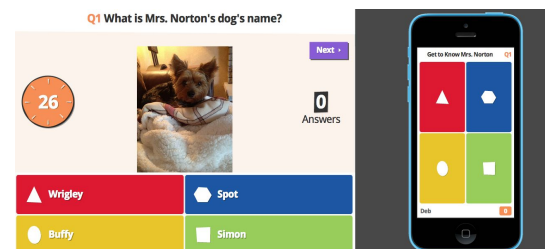
Kahoot questions can include pictures and videos.

Applications to classroom/library: As the teacher you can control the pace of the Kahoot quiz or survey by imposing a time limit for each question. As students answer questions they are awarded points for correct answers and the timeliness of their answers. A scoreboard is displayed on the teacher's screen.

Level: All

Platform: iOS | Android

OASL Standard: LIB 3.3.A Collaborate as members of a social and intellectual community.



Flip Quiz - <http://flipquiz.me/>

AASL says: Create your own game-show style boards with FlipQuiz. So much fun and the possibilities are endless for questions, test preparation, quiz or knowledge bowls and much more. Keep students engaged with this game style learning tool. Using FlipQuiz is so easy. Sign up f, create a new boards, present to your class.

Level: Grades: 3rd-12th

Platform: Web based

Applications to classroom/library: Have an introductory library orientation quiz game to get students interested and engaged with their new library.

OASL Standard: LIB 3.3.A



Gooru - <http://www.goorulearning.org/#home>

AASL says: Gooru is a free, educational search engine for online resources and lesson plans in science, math, social studies and language arts. Teachers and students can search for and curate collections of multimedia resources, digital textbooks, videos, handouts, games, and quizzes. Collect and gather information into “My Collections” and “My Classes” categories.

Level: All **Platform:** Web | iOS | Android (light version only)

Applications to classroom/library: You and your students can customize an existing collection or create your own “playlist of learning resources.”

OASL Standards: LIB 1.1.G, LIB 1.2.A, LIB 1.2.B, LIB 1.2.C



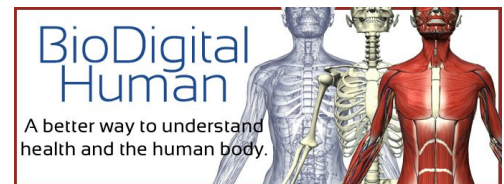
Biodigital Human - <https://human.biodigital.com/signin.html>

AASL says: BioDigital Human moves learning beyond textbook diagrams and the life-sized skeleton in the corner of the science classroom! This tool is an interactive 3D environment providing a stunningly realistic way to examine the human body. Students can explore and manipulate the 3D images as they zoom in and out of the various layers of anatomical animations. Descriptions of health conditions related to each system of the human body are included.

Level: Grades: 7–12 **Platform:** Web | iOS | Android

Applications to classroom/library: Use BioDigital in Science and Health and Wellness classes to discuss various health conditions related to students’ daily health choices.

OASL Standards: LIB 1.1.B, LIB 1.1.G, LIB 1.2.A, LIB 1.2.B, LIB 1.2.D



HSTRY

<https://www.hstry.co/>

AASL says: Hstry is a multimedia timeline creation tool that will work on your laptop, Chromebook, iPad or tablet. Students can interact and comment on peer timelines. Use a variety of media to highlight important biographical, historical, or literary events in chronological order. Add in video, images, audio, and text to the events these engaging timeline.

Level: Grades: 3-12 **Platform:** Web | Android app

Applications to classroom/library: Have your students create timelines as a project or review to check for understanding of their civil war unit.

OASL Standards: LIB 1.1.F, LIB 1.1.G, LIB 1.2.A, LIB 1.2.B, LIB 1.2.C



Code.org

<https://code.org/>

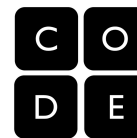
AASL says: Code is a non-profit educational foundation whose goal is that every student in every school has the opportunity to learn how to code. The first step in learning to code is to participate in the “Hour of Code,” where K-12 students and their teachers learn that coding can be fun. Code.org provides an integrated computer science curriculum as well as professional development opportunities for educators.

Level: Grades: K-12

Platform: Web

Applications to classroom/library: Have your students make a game in the “Play Lab” or create intricate designs in “Artist.”

OASL Standards: LIB 1.1.A, LIB 1.1.B, LIB 1.1.H, LIB 1.2.A, LIB 1.2.C, LIB 1.2.D, LIB 1.3.B



Engineering is Elementary

<http://www.eie.org/>

AASL says: Engineering is Elementary uses children’s love for building things to engage them in real-world engineering design challenges. The hands-on projects integrate an elementary school science topic with a specific field of engineering. A searchable database is included. Projects combine science, technology, engineering, and mathematics (STEM) to encourage problem-solving, inquiry, and innovation. Units include lesson plans, assessment tools, and a wealth of multimedia resources to assist teachers before and during the projects.

Level: Grades: 1-8

Platform: Web

Applications to classroom/library: Display finished engineering projects in the library, along with related books, to promote STEM topics and this great website to students and teachers.

OASL Standards: LIB 1.1.A, LIB 1.1B, LIB 1.1.H, LIB 1.2.C, LIB 1.3.C, LIB 1.3.D



BEST APPS

WWF Together - <http://www.worldwildlife.org/pages/the-world-s-most-amazing-animals-in-one-app>

AASL says: WWF Together is beautifully designed app to help teach students about different endangered animals. It uses high-quality photographs, interesting interactive design elements to help students discover different information about specific animal species. It provides both a way into launching a study of endangered species, as well as a way to learn more detailed information.

Applications to classroom/library: Have students explore WWF Together as part of animal research reports. The blend of multimedia resources will engage many students.

Level: Upper Elementary (3-5), Secondary (6-8)

Platform: iOS | Android | Kindle Fire

OASL Standards: LIB 1.1.G, LIB 1.2.A, LIB 1.2C, LIB 1.2.D, LIB 1.2.E, LIB 4.1.D, LIB 4.1.G



Ripped Apart: A Civil War Mystery - <http://americanhistory.si.edu/ripped-apart>

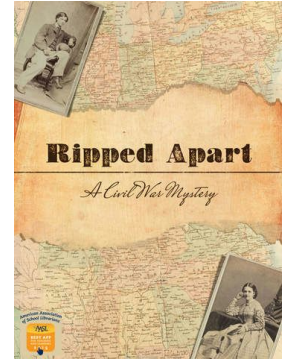
AASL says: Ripped Apart is developed by the Smithsonian and uses an inquiry-based approach to teach students about the Civil War. It incorporates primary documents and photographs. Users must solve puzzles to unlock clues and add notes to their journal.

Applications to classroom/library: Use this app as a fun way to introduce upper elementary-high school students to the resources available through the Smithsonian Institute, while also reinforcing Civil War content. The app makes students use the resources to solve a mystery.

Level: Upper Elementary and Middle School

Platform: iOS

OASL Standard: LIB 1.1.A, LIB 1.1.B, LIB 1.1.F, LIB 1.1.G, LIB 1.2.A, LIB 1.2.B, LIB 1.2.C, LIB 2.2.A, LIB 4.1.G



Loose Strands - <http://darnedsock.com/loose-strands/>

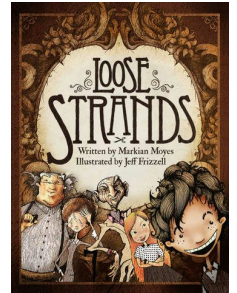
AASL says: Loose Strands will appeal to fans of Choose Your Own Adventure books. A wry story is created as readers follow along and choose their desired outcomes. Strands of hair guide the way through the story and branch off when choices must be made. A fun feature is a map that shows the path that has been taken as well as outcomes blocked by the choices already made.

Applications to classroom/library: Encourage students to refer to the map when making decisions and in order to keep track of where they have been.

Level: Upper Elementary (3-5)

Platform: iOS | Android

OASL Standard: LIB 1.2.A, LIB 2.1.C, LIB 2.1.D, LIB 2.1.E



Lego Movie - <http://www.lego.com/en-us/>

AASL says: Create your own stop-motion movie with this intuitive app that makes it easy to stage LEGOs and other objects, take multiple pictures and bring them to life as a sophisticated animation.

Applications to classroom/library: Have your students use this app to set up stop motion films. Have students place characters in historic or book character scenes.

Level: All

Platform: iOS

OASL Standards: LIB 1.2.C , LIB 1.2.D, LIB 4.1.E, LIB 4.1.F, LIB 4.1.G , LIB 4.1.H



The following apps are from a 2015 webinar by Michelle Luhtala, not the AASL Best list

Epic! - <https://www.getepic.com/app/>

- Online children's subscription book service. They have partnerships with leading publishers including HarperCollins and National Geographic. Includes fiction and nonfiction books.
- Books on Epic! can be personalized for each individual reader. Features fun, game-like elements. Students can download books onto a device so they don't need online access to use it. They do, then, of course, have to have their own device...
- This service is FREE to schools (program can only be used in the classroom or library due to licensing agreements) and \$4.99 a month for home use. Home and school accounts for individuals are not linked.



Level: Age 12 and under

Platform: Web | iOS | Android

Applications to classroom/library: In class reading time during stations or free reading

OASL Standard: Reading Engagement Standards 1, 2, 3 Read to pursue intellectual personal, and emotional growth for life.

Tellagami - <https://telligami.com/>

Tellagami is a mobile app that lets you create and share a quick animated Gami video. Create a character, choose a background, record a short blurb, and post and share.

Applications to classroom/library Easy and fun way to catch kids' attention. Easy for students to make their own.

Level: All

Platform: iOS | Android

OASL Standards: LIB 4.3.A, LIB 4.3.D



Vocabulary Spelling City - <https://www.spellingcity.com/>

VocabularySpellingCity is an educational website and app that allows students to practice their spelling and vocabulary words. Teachers can post their class's vocabulary and spelling lists. Students select a list by clicking on the list name. They can then complete practice activities, play games with the words and take practice tests.

Free limited membership/Premium membership: 30 day free trial, \$52.95/year

Applications to classroom/library: Teachers can post their class's unique vocabulary and spelling lists.

Level: All

Platform: Web | iOS | Android

OASL Standard: LIB 4.1.D

