Software Services for Interactive Understanding

Service	Synchronous	Asynchronous	In Person	Q Ladder	Personal Stories	Whiteboards	Cultural Stories	TPR/Signaling	Gamification	Structured Input
Nearpod	✓✓	✓	Maybe	✓	✓	✓✓	✓	✓	✓✓	✓
Quizlet	✓	✓✓	✓					✓✓	✓✓	✓
Kahoot	✓	✓	✓✓	✓	✓✓			✓	✓✓	✓✓
Genially		✓✓	Maybe	✓	✓		✓✓	✓✓	✓✓	✓
Forms	Maybe	✓✓	✓	✓	✓		✓	✓		✓
Gimkit	✓	✓	✓✓	✓				✓	✓	✓
OneNote	✓	✓✓	✓		✓	✓	✓	✓		✓
Pen & Paper	✓✓		✓		✓	✓	✓	✓		
Peardeck	✓✓		✓	✓	✓		✓	✓	✓	✓
Articulate Studio		✓✓	✓	✓			✓	✓		✓
Slide Lizard	✓✓		✓✓		✓					
iSpring Suite		✓✓		✓	✓		✓	✓		✓

Highlights

Rise (Articulate Studio)

Rise is an extremely easy to use and quick way of creating interaction. See an example here: https://bit.ly/3filles.

Recently Rise added a conversation simulation. See an example in the investigate lesson in this Rise https://bit.ly/RAINParis
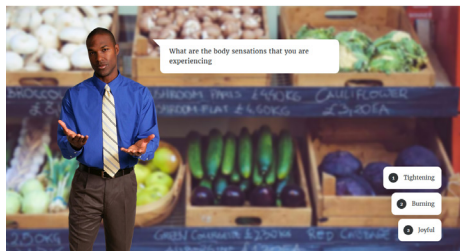

Nearpod

Other services are chasing to catch up with Nearpod. Quizlet and Kahoot have recently added asychronous options. Draw it still stands out for it's live drawing, labeling or handwriting. It automatically displays all the drawings to the teacher who can display them to the whole class. The teacher can later track student participation through the high denisty of interactions. Best of all, it seamlessly pivots between synchronous and asychrounous. It is also possible to present from it without the students signing in.

Mentimeter or SlideLizard (not mentioned above)

These services offer polling with a free service tier unlike pollanywhere. Mentimeter has the added advantage because it can be synchoronous or asychronous.
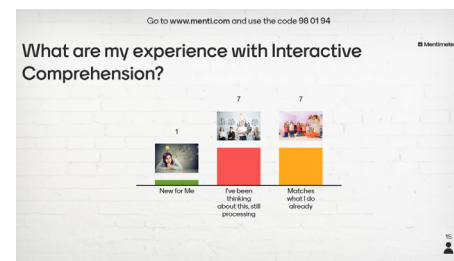
Key Considerations

Teacher Well-being

The amount of time that these solutions will take depend on your familiarity and the appropriateness of the tool. Some of the tools do not collect student data at all. Others require some type of login. Prices vary.

Student Privacy

Student names and id's are considered private information under a new Washington Law. Consider consulting your I.T. department on getting the companies to sign a data agreement for your protection.

Language Acquisition is Just Different!

It is subconcisous, infinitely complex and implicit. Language will need a different solution from other subjects

7 Key Strategies for Interactive Understanding

#1 Question Ladder

Before students can produce language independantly, the teachers scaffolds their output by scaling up or down the difficultly and feeding them possible responses as appropriate for individual students.

* **Who questions**
* **Yes or No Questions**
* **Either or Questions**
* **What Questions**
* **Open-ended questions**

#2 Personal Stories

Teacher models stories with a student as a protagonist. They will snip their picture from the student info system. The idea is to tell a funny story with the current vocabulary context.

* **Question Ladder**
* **Draw It**
* **Vocabulary Signaling**
* **Questions (quiz or survey) as you tell the story**

#3 White Boards

Each student gets a personal white board. They demonstrate that they understand meaning.

* **Draw It**
* **Using previous vocab write a definition**
* **Use the vocab in a sentence**
* **Find a synonym**
* **Identify the word being described**
* **Personalized questions (no wrong answers)**

#4 Cultural Stories

Teacher models stories in a cultural setting. Student demonstrate their understanding and begin to investigate interculturality

* **Question Ladder**
* **Draw It**
* **Vocabulary Signaling**
* **Questions (quiz or survey) as you tell the story**
* **Teacher feeds them words to talk about perspectives**

#5 TPR & Vocab Signaling

Students signal that they have linked the sounds the teacher says to the meaning. They perform a gesture linked to meaning or hold up a vocabulary card.

* **Hold it up / Do a Gesture**
* **Questions answered with a gesture or vocab card**
* **Combine vocabulary in a unique way - hold up two cards**
* **Sort the gestures or cards by meaning**
* **Student-led**

#6 Gamification

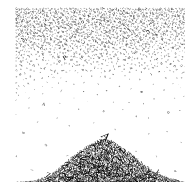Teacher orchestrates cooperative games that activate the pleasure centers in the brain.

* **Dramatic Music**
* **Quizlet/Kahoot/Gimkit**
* **Class periods compete among each other**
* **Create a team name/avatar as homework**

#7 Structured Input

For problematic structures, teacher creates sentences where only that structure will clarify the meaning. Students identify the nuance in meaning in some way.

* **Identify who is doing the action.**
* **Choose the illustration that it describes**
* **Draw It**
* **Multiple Choice**
* **Identify the emotion/attitude of the person speaking.**

Notes