

Title	Description	How to use it?	Price Price	Link
Minecraft: Education Edition	A version of the popular game Minecraft specifically designed for classroom use. It offers a range of lesson plans and educational content that covers subjects like mathematics, science, history, and language arts.	Create or import lesson plans, manage student activities using Classroom Mode, and perform ingame assessments. This tool fosters creativity, collaboration, and critica thinking in students.	Minecraft Education costs \$5.04 per user per year for eligible educational institutions. For others, it costs \$12 per user per year.	Minecraft: Education Edition
Kahoot!	A game-based learning platform where teachers can create quizzes and interactive lessons. Students participate using their own devices, making learning competitive and fun.	Sign up for a free account on the Kahoot Website. Then, Design your own quiz by selecting "Create" and adding questions, answers, and multimedia. Finally, Launch your Kahoot! and share the game PIN with students to play live or assign it as a self-paced challenge.	Free and pro version from 3,99\$.	<u>Kahoot!</u>
Google expeditions	Google Expeditions offers immersive VR and AR experiences, allowing students to explore virtual field trips and interactive lessons.	Teachers can select from over 100 virtual trips to locations like Mars, the Great Barrier Reef, and the Great Wall of China. By downloading the app onto compatible devices, teachers can guide their class on virtual journeys around the world.	Free	<u>Google</u> <u>expeditions</u>



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Zspace	ZSpace combines AR and VR to create lifelike experiences for subjects like STEM, offering interactive 3D models.	Students, wearing special glasses, are immersed in a 3D environment, creating a personalized and interactive learning experience with virtual materials not easily accessible in traditional education.	Pay	<u>Zspace</u>
Nearpod	An interactive presentation tool that allows teachers to create engaging lessons with quizzes, polls, videos, and virtual reality experiences.	You can get real-time insights into student learning with engaging educational games, gamification, and activities. You can use activity banks to launch quick, interactive classroom games and activities to check for student understanding on-the-fly.		
Tynker	A coding platform for kids that offers a visual, block-based programming language similar to Scratch. It also includes courses and interactive projects.	You have to create an account on the Tynker website. Then, choose from a variety of coding courses tailored for different age groups and skill levels Engage in interactive coding lessons and projects, using the visual blockbased interface to create games, animations, and stories.	text	<u>Tynker</u>



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Genially	Genially is a tool for designing interactive presentations and escape rooms with multimedia elements and branching scenarios.	From interactive maps with pop- up windows to drag-and-drop games with secret codes, Genially enables students and educators to create dynamic and clickable education resources	Free and pro version from 7,50\$	<u>Genially</u>
ThingLink	ThingLink is a versatile tool that allows educators to create interactive images, videos, and virtual tours, which can be effectively used to design educational escape rooms	You can get real-time insights into student learning with engaging educational games, gamification, and activities. You can use activity banks to launch quick, interactive classroom games and activities to check for student understanding on-the-fly.	1 month free, then 600\$ per year.	<u>ThingLink</u>
Eu@school	This project offers board games, escape rooms and flesh cards to learn and practice knowledge about the European Union.	You will first use lesson plans to explain concepts and then you can access the educational games from free through the download. The material can be used online or printed.	Free	<u>Eu@school</u>



