

The following games, apps, and websites offer a variety of ways to increase student engagement in the classroom, supporting the Conditions of Fun & Excitement, Curiosity & Creativity, and Spirit of Adventure.

**Animoto**: This app is a fun, engaging way for students to share what they have learned. Students can show off their knowledge by making and sharing their own short videos with options like using different styles, adding songs and designing clips to make videos truly their own. Offers a free account.

**Blooket**: Check out this new take on trivia and review games! The teacher picks a question set and a unique game mode. Blooket will generate a code that students can use to join the game on their own devices. After the game starts, students will answer questions to help them win. An unlimited number of questions can be created and a game hosted with up to 60 people for free.

**Buncee**: Amplify student voice using this all-in-one communication and collaboration tool. It gives students the freedom to express their imagination any way they want, and allows them to create animations, emojis, drawings, videos, and much more. 30-day free trial and then several plans to choose from.

**Chatzy**: This app allows teachers to easily create a channel for facilitating deeper discussion, responding to questions, or easily generating exit tickets. Simply create a virtual chat room and invite students to join. No registration is necessary.

**Edpuzzle**: Empower students to take an active role in their learning with interactive video lessons that spark creativity and curiosity. Edpuzzle is free for teachers and students.

**Epic!**: This digital library for students ages 12 and under is indeed epic! It has over 40,000 books, quizzes, videos, and educational resources to help kids succeed in school, and includes a variety of features that make reading fun and engaging. Epic! also has a "friends feature," which allows children to learn from one another by sharing their favorite books and discoveries. Epic! is free to use with limited access to 1 book per day.

**Factile**: Explore this free learning platform that lets teachers create engaging jeopardy-style quiz games for the remote or in-person classroom. Assess students' understanding of new topics or review the latest concepts using the simple, user-friendly gameboard template.

**Giant Steps**: This gamified digital learning experience was designed to facilitate student collaboration and independent practice. Giant Steps gives all students a chance to succeed — not just the fastest fingers. Giant Steps is free to use.

**Gimkit**: This resource was created by high school students to integrate play and having fun with learning. It's a classroom game-show platform where students own virtual currency they can "invest" during the game to boost their score. Offers a free plan.

**GoNoodle**: Brain breaks and mindfulness are effective ways to help students take a break and refocus. Go Noodle is designed to help students focus on movement, mindfulness, and self-discovery - including popular music, dancing, yoga, and deep breathing. Videos can also be used as warm-ups and closers too. Free.

**Goosechase**: This app is great for icebreakers and interactive team building. Can be used it to set up scavenger hunts with teams of students working together to find different assigned objects. Students take a photo of the objects and post them on the app. The app keeps track of points so a winner can be declared at the end. Offers a free plan for small one-off activities and there are several paid plan options.

**Heads Up**: Many are familiar with this fun and fast paced guessing game. Create game decks with vocabulary and concepts learned in class and then guess the card on your head from your classmates' clues before the timer runs out! \$1.99 on the App Store or Google Play.

**Kahoot:** This highly popular app allows students play a fast-paced, multiple-choice game using their devices. The app generates a detailed report of wrong and right answers from each student, providing an instant, easy-to-use assessment tool. You can create your own “Kahoot,” or choose a ready-to-use template to create fun games and quizzes on any topic and in any language. You can then host the game with questions on a big screen by connecting a laptop with a projector to engage students and create a quiz-show atmosphere. Offers a free basic plan and several paid options.

**Kidblog:** So often, students feel like writing is a talent they either have or lack. They don't realize that it is a muscle that they can develop through practice. When students are called writers, and introduced to the same practices that professional writers use, it's engaging. Kidblog is a safe platform for students to publish their writing, and there are opportunities for students to share their writing with classmates and students all over the world. Try it for free, then \$29 a year.

**Nearpod:** This widely used digital tool takes existing resources (Google Slides, Powerpoint, YouTube Video) and makes them interactive. From polls to game-based quizzes, virtual reality, and simulations, there are so many ways to bring student engagement and excitement into the classroom. Nearpod Silver is a free license.

**Peardeck:** Explore this interactive lesson platform designed to easily integrate with already existing classroom tools. It is built to supercharge student learning. Free basic plan.

**Prodigy Math Game:** This is a great way to practice math concepts and skills in a fun and engaging way. Students can progress at their own pace and receive immediate feedback on their performance. The game also adapts to each student's level, making it an effective tool for differentiated instruction. Prodigy Math Game is free to play.

**QuiverVision:** Students can develop their skills and knowledge easily, as they explore a range of subjects in a new and engaging way. Using the colorful pages, students create unique pieces that come alive – giving them a sense of pride at seeing their artwork brought from imagination into reality! The educator plan is priced based on seats starting at \$5.00 a month per 10 seats.

**Quizizz:** This online quiz game allows students to play and learn in a fun and interactive way. With Quizizz, teachers can assign quizzes to their students and track their progress. The app includes a variety of question types, such as multiple-choice, true/false, fill-in-the-blank, and short answer. Quizizz also offers a variety of games and activities to keep students engaged. Quizizz is free to use.

**RealWorldMath:** “When are we ever gonna need this?!” is frequently heard by math teachers. Math is one of the most challenging subjects as students are often not able to understand the real-world applications of many math concepts. RealWorldMath is a collection of math activities for tools like Google Earth and Sketchup, designed to give students a better understanding of mathematical concepts and how they are relevant to their everyday lives. RealWorldMath is free to use.

**Seesaw:** Students create digital portfolios which can be easily shared with parents, along with teacher feedback, simplifying parent-teacher communication and giving students more ownership of their learning. A drawing and recording tool adds even more fun and authenticity. Seesaw is free for 100 activities per class.

**Storybird:** Some of the most magical classroom moments are when students create and tell a story and then celebrate it by sharing it with each other. This resource allows students to select artwork from professional artists and create a book. There are also over 700 creative challenges that students all over the world can participate in. Various pricing options.

**Socrative:** This app allows teachers to use on-the-fly questions that students can answer with their phones or tablets, allowing quick and easy assessment of each student's comprehension. The game format makes students more motivated to respond. Offers a free plan and various pricing options.