

Digital Interactive Tools to Support Deep Learning

Ava Wolf, PhD | Center for Innovation in Teaching & Learning | Resources and Planning Guides

Most tools can be used in multiple ways. Experiment and see what works best for you!

	Low effort	Medium effort	Higher effort
Content Organization	<u>Analog 36-Card Set</u> <u>Google Docs</u>	<u>Google Slides</u> w/ <u>Pear Deck</u> <u>Mindmeister</u>	<u>Trello</u> <u>Digication eportfolio</u>
Collaborative Interaction	<u>Padlet</u> <u>Jamboard</u>	<u>Kialo</u> <u>Hypothes.is</u>	<u>Miro</u>
Enhanced Discussion	<u>Flipgrid</u> <u>Vocaroo</u>	<u>Campuswire</u> <u>Perusall</u> <u>GroupMe</u>	<u>Voicethread</u> <u>Slack</u> , <u>Discord</u>
Practice & Review	<u>Socrative</u> <u>Telegra.ph</u> <u>Journify</u>	<u>Jeopardy Labs</u> <u>Kialo</u> <u>Playposit</u>	<u>Quizlet</u> <u>Kahoot</u> <u>Twine</u>

IMPORTANT REMINDER: All digital tools involve a certain amount of privacy risk for students. It is the responsibility of faculty to read and follow best practices concerning FERPA and Privacy. Do not post personal information about students, including feedback or grades, and allow students to set up their own accounts as may be needed for participation.