

A selection of slides  
from the course

# There is an App for That! Exploring the Best Apps for Teaching and Learning

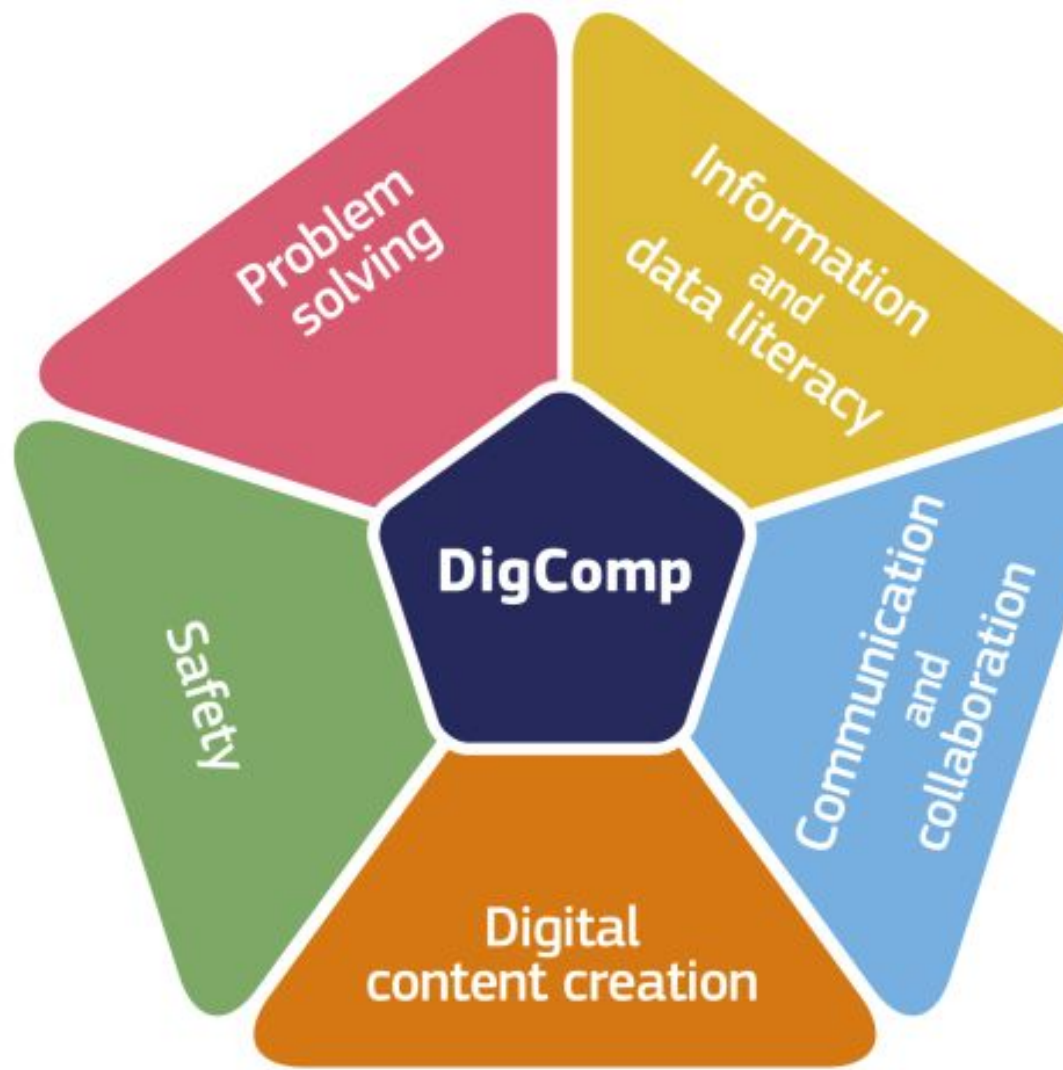
Barbara Distefano



- **Digital competence is just a matter of time**
- **Tools and features are didactic opportunities**

**Avoid using technology just to use technology!**

## DigComp 2.2, 2022

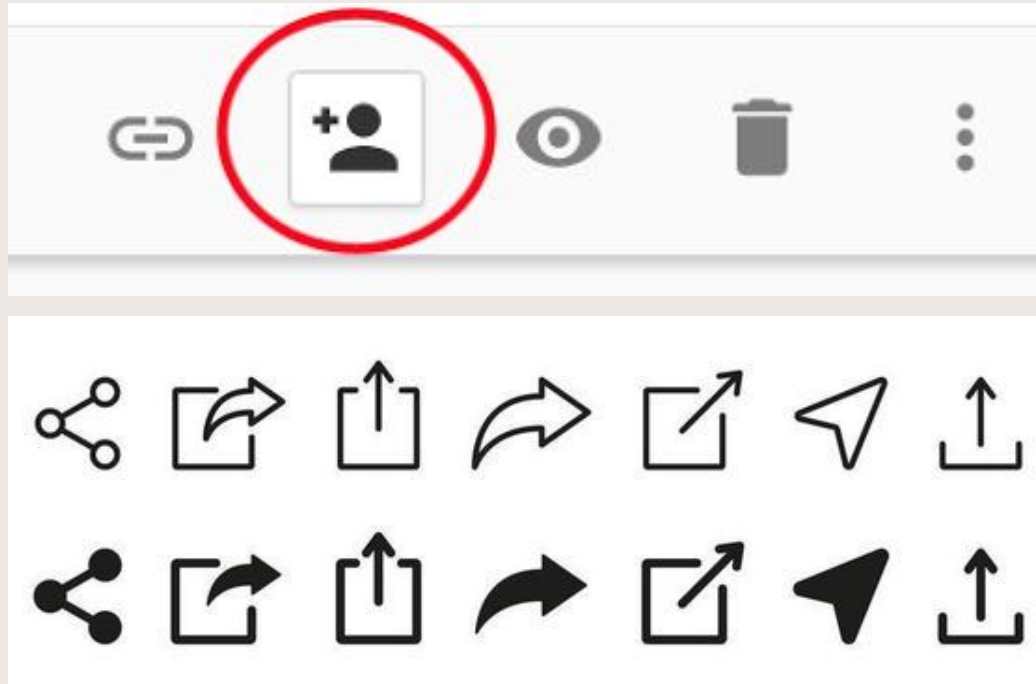




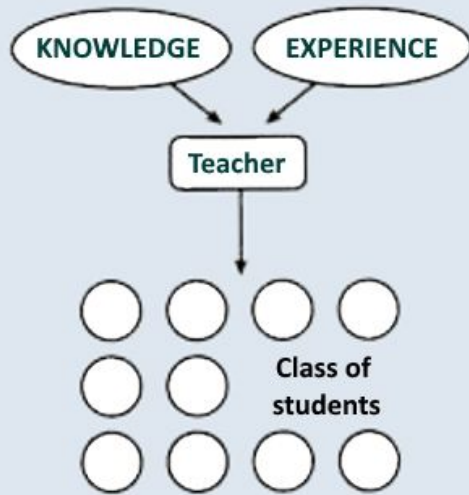
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***Tools and features are not  
tools and features...***

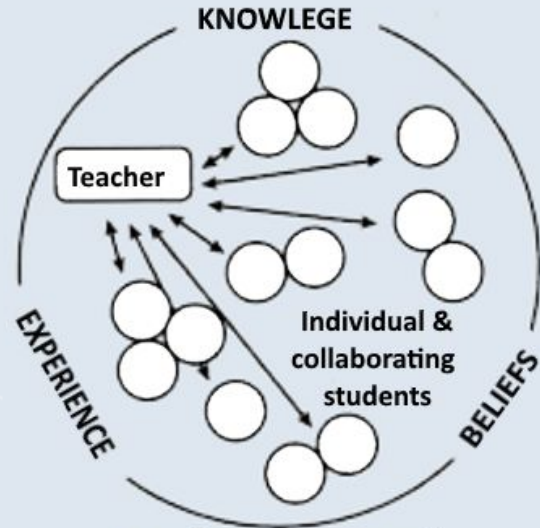
# A button is not a button...



# A chance to switch...



**Teacher-centred  
learning**



**Student-centred  
learning**

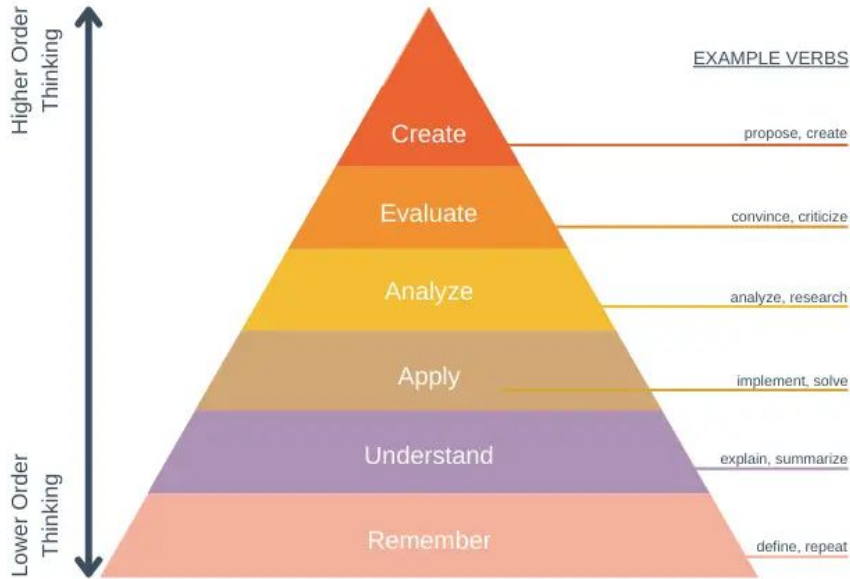
# Important features



- **sharing options**
- **saving options**
- **open source**
- **audio/ subtitles/  
transcriptions**
- **languages**
- **supported files**
- **user-friendly**

# Teachers are content creators...

## Bloom's Taxonomy



Let's ask them to create  
digital educational  
materials!



# Categorising of apps for teaching



**Classroom  
management**



**Sharing  
materials and  
resources**



**Creating quality  
contents**



**Presenting,  
visualising**

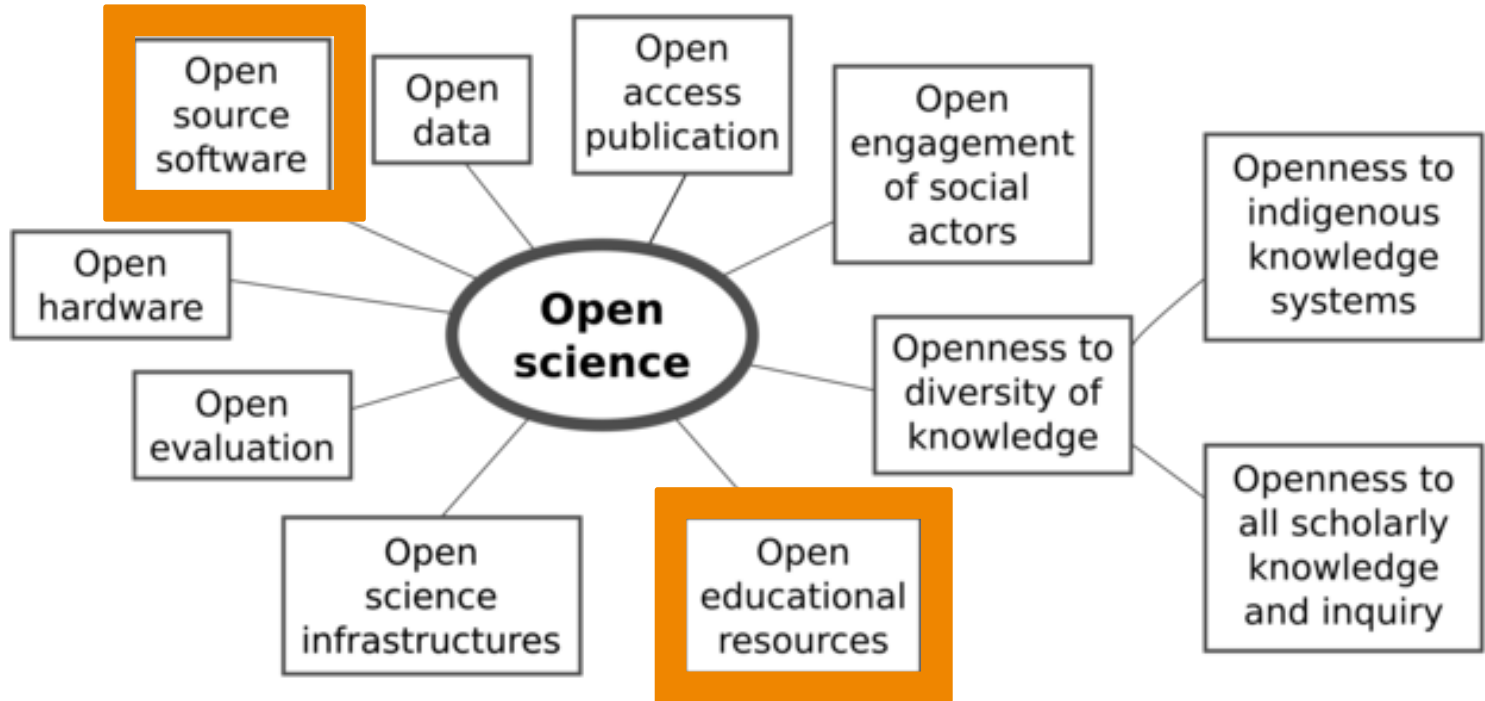


**Assessing**

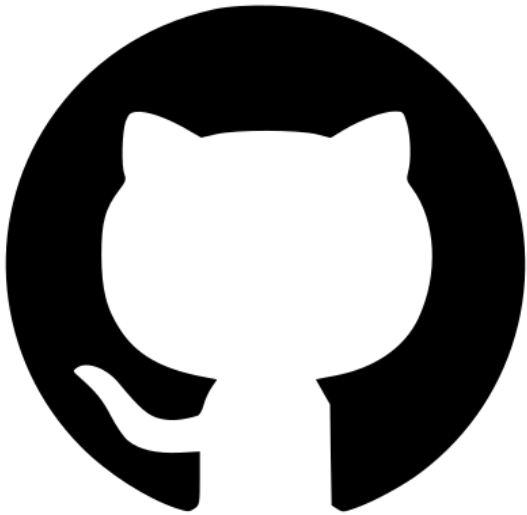


**Collaborating**

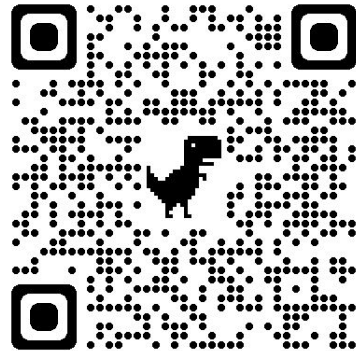
# Economic diversity...



Explore [these](#) open source tools for the classroom...



**GitHub** is a developer platform that allows developers to create, store, manage and share their code.



More user-friendly...



NORTHWESTERN UNIVERSITY

**knight lab**

# Design Thinking

## *in the Classroom*

Easy-to-Use Teaching Tools  
to Foster Creativity, Encourage Innovation,  
and Unleash Potential in Every Student



David Lee

EMPATHIZE

DEFINE

IDEATE

PROTOTYPE

TEST

ITERATE

[Useful slides...](#)

Design your app with  
technology...

***Glide***

 **Jotform**

**Adalo** 

... or without!

