



Google for Education



# 50 tools

to inspire students with Chromebooks

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**Chromebooks help students take ownership of their education. Accessing materials at the level they want each day dials them into the classroom experience, leading to better behavior, and higher grades.**

Erin Kohl, Principal of West High School, Oshkosh, WI, US







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## Chromebooks

Chromebooks bring the world wide web to the classroom through educational websites and Chrome extensions



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## Android apps

Select Chromebooks support Android apps, which bring more mobile and immersive experiences to touch screen devices



- 1 Content creation tools
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# Content creation tools

	<b>Adobe Illustrator Draw</b> enables students and teachers to create free-form vector designs		
	<b>Adobe Photoshop Mix</b> allows students and teachers to cut and combine images, change colors, and enhance photos		
	<b>Adobe Spark</b> is a suite of tools enabling students to create graphics, videos, and web pages		
	<b>Book Creator</b> enables students to create and publish multimedia books		
	<b>CoSpaces EDU</b> allows students to create 3D virtual reality experiences that also incorporate coding and physics		
	<b>Explain Everything</b> allows students to animate their thinking on an infinitely interactive and collaborative whiteboard		
	<b>Soundtrap</b> enables students to build communication skills through collaborative podcast and music creation		

# Content creation tools



**Squid** allows students to take digital, handwritten notes, and mark-up PDFs



**Stop Motion Studio** enables students to create stop motion animated movies while easily editing and stitching together each frame











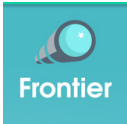








**Toontastic** enables students to create and narrate their own cartoons

















**WeVideo** is a video editing platform that supports multimedia, screencasting, green screen, voice recording, and collaboration



# Literacy & numeracy tools

	<b>BrainPOP</b> offers over 1,000 curriculum-aligned animated movies with interactive activities and playful games		
	<b>DOGO News</b> empowers students to engage with current events, news and non-fictional content in a fun, safe and social environment		
	<b>Epic!</b> is a digital library of over 25,000 interactive books for students aged 12 and under		
	<b>Frontier</b> provides teachers interactive writing lessons that build better writing skills through curated, real world non-fiction resources		
 Listenwise	<b>Listenwise</b> offers a collection of podcasts and public radio content that keeps classrooms connected to the real world and builds student listening skills		
	<b>Motion Math</b> is a game platform with over 900 levels of adaptive math content for primary school math classrooms		
	<b>Newsela</b> offers digital reading experiences that are differentiated, with high-interest texts that are organized by content area and aligned to curricula		

# Literacy & numeracy tools

	<b>Plotagon Education</b> enables students to write a dialog, record their voice, select emotions, then watch their story come to life through animation		
	<b>Reflex Math</b> is an adaptive, personalized, and game-based tool to help students build math fluency		
	<b>Scrible</b> is a research tool that enables students to tag, annotate, and save online sources while automatically extracting citations and creating bibliographies		
	<b>Texthelp EquatIO</b> enables students to type, handwrite, or dictate any math expression, then add the math to a document in one click		
	<b>Texthelp Fluency Tutor</b> allows students to record audio to self-reflect on reading skills while accessing scaffolded reading supports		
	<b>Texthelp Read &amp; Write</b> makes online reading more accessible through supports such as text-to-speech, text prediction, picture dictionaries, and summary highlighters		






















# STEAM tools

	<b>Autodesk Tinkercad</b> allow students to design 3D objects and then 3D print or laser cut their creations		
	<b>BlocksCAD</b> is a 3D modeling tool that encourages students to learn math, computational thinking, and coding		
	<b>Code.org</b> organizes the annual Hour of Code campaign which has engaged 10% of students globally and provides the leading curriculum for K–12 computer science		
	<b>Dremel DigiLab</b> 3D printers and laser cutter enable students to turn their online 3D models into reality		
	<b>Flat.io</b> is a sheet music creation tool that allows students to write music scores online collaboratively		
	<b>GeoGebra</b> is a graphing tool that allows students to solve equations, graph functions, analyze data, and explore 3D math		
	<b>LEGO Education</b> brings the power of physical bricks, motors, and robotics to STEM classrooms through standards-aligned curriculum		

# STEAM tools

	<p><b>littleBits</b> are color-coded electronic “bits” that snap together with magnets and empower students to become real-world inventors</p>		
	<p><b>MyScript Calculator</b> enables students to perform mathematical operations naturally through handwriting</p>		
	<p><b>Repl.it</b> is a browser-based coding environment that allows students to code, compile, and run code in 30+ programming languages</p>		
	<p><b>Science Journal</b> enables students to use sensors to capture and record data about the world around them</p>		
	<p><b>Scratch</b> enables students to use block-based coding to make interactive games and animations, and share them with one another</p>		
	<p><b>Sphero Edu</b> makes robotics more accessible to classrooms through STEM-aligned curriculum and hands-on coding activities</p>		
	<p><b>Trinket.io</b> is a browser-based coding environment that makes programming highly accessible</p>		
	<p><b>Vidcode</b> helps students learn coding through inclusive bite-sized tutorials about making video effects, social media-inspired filters, memes, and more</p>		

# Communication & understanding tools

 <b>edpuzzle</b>	<p><b>Edpuzzle</b> provides a way for teachers to assess students' usage and understanding of videos with embedded quizzes</p>		
 <b>FLIPGRID.</b>	<p><b>Flipgrid</b> enables learners define their voices, share their voices, and respect the diverse voices of others</p>		
 <b>JABtalk</b>	<p><b>JABtalk AAC</b> is an augmentative and alternative communication tool designed to help non-verbal students communicate</p>		
 <b>K!</b>	<p><b>Kahoot!</b> is a game-based learning environment for classrooms. Players answer questions on their own device, while results are displayed on a shared screen</p>		
 <b>Nearpod</b>	<p><b>Nearpod</b> lets teachers synchronize their lesson across student devices while also providing prompts for formative assessment</p>		
 <b>padlet</b>	<p><b>Padlet</b> works like a sheet of paper where students can post anything (images, videos, documents, text) and collaborate with others</p>		
 <b>Pear Deck</b>	<p><b>Pear Deck</b> lets teachers synchronize their lesson across student devices while also providing prompts for formative assessment</p>		

# Communication & understanding tools



**Quizizz** is a multiplayer quiz game that allows students to practice together. Students can play quizzes assigned by their teachers or compete globally



**Quizlet** is a student study platform. Students can study using millions of flashcards, games, and more, or create practice sets on their own



**Screencastify** screen recorder enables teachers and students to capture, edit, and share videos in seconds



**Seesaw** is a student-driven digital portfolio tool, allowing students to independently document and share what they are learning at school

