Best practices within online education of SSOŠ Pro scholaris

1. **Online Digital Platform – EduPage (www.edupage.org)**

   Another very useful application for teachers, students and parents is EduPage. We can send messages to teachers, students – individually, to all the classes or parents. We can start group discussions with the whole class or with all its parents. It is a kind of electronic class-book, where teachers can edit marks and other assessment results via mobile or standard web interface. Parents and students see the published results and other materials in this mobile application immediately. We can also use it as an electronic class register, input curriculum for each lesson directly from our mobile phone. Lesson plans are simply picked from the list. We also input absent students in a real-time environment. Class teachers can work with the data (results, absence, etc.) or, for example, simply allow parents to send electronic absence notes directly from their mobile phones. It offers several e-learning tools such as interactive boards, testing, homework or scheduling various assessed activities, for instance. We can create interactive tests for our students. The results are automatically collected and the assignments are evaluated. We can present it during the lesson in an interactive way with different kinds of tasks to be solved by students directly during the lesson.

2. **ZOOM (www.zoom.us)**

   ZOOM video conferences substituted the original lessons within the distant education. They represented a great tool for handling the pandemic limitations. Moreover, students could work in groups and co-operate virtually in a real-time environment. It also offers the possibility to control the overall view including participants (students) and their screens/cameras. It enables a teacher to control the students´ work or help them with some technical problems. The students can also annotate some notes or draw at the teacher´s shared screen.

3. **Kahoot! & Quizizz (www.kahoot.com & www.quizizz.com)**

   These two platforms represent the most popular online applications thanks to which the students are enabled to vote online, to test themselves, to prove their decision-making skills, knowledge and understanding. This is also good for online cooperation among students. Kahoot! and Quizzes are quiz-based learning platforms that works for hybrid learning and flipped classroom situations by making learning fun and engaging. They can be used in the classroom but the students can carry out a live hosted quiz using video apps such as ZOOM or Meet. It's possible for teachers to set a quiz and wait to see the scores as students complete it. Teachers can also review results and run analytics from game reports for formative assessments so as to better judge progress being made in the class.

4. **Edpuzzle (www.edpuzzle.com)**

   Another great tool for teachers supports brainstorming activities realized online. Divided into groups or working separately, this online application fastens writing and refreshes the entire lesson. The statistics say than more than 65% of students are visual learners, and 95%+ of students watch

YouTube regularly. Videos are a powerful resource, but it can be difficult to hold students accountable for something you can't track. That's why we see the platform called Edpuzzle as another great tool for teachers supports brainstorming activities realized online. Divided into groups or working separately, this online application fastens writing and refreshes the entire lesson. Edpuzzle is an easy-to-use platform allowing teachers to engage every student, one video at a time. The process of creating Edpuzzles is simple - find a video, add questions and assign it to your class. We can watch as they progress and hold them accountable on their learning journey.

5. Canva (www.canva.com)

This online application provides the students with useful functionality of creating various graphic designs. For the creative purposes of Erasmus+ activities, especially in the digital environment, usage of such graphic templates helps students actively with graphic design in all its variety – shape, form and content. In the period of online teaching, we have seen that the cooperation and social contact decreased at minimum. Canva offers a possibility to share documents and it facilitates a students´ cooperation on the same project. Our students like working with this online graphic platform and they regularly use it for homework and school projects.

6. YouTube videos (www.youtube.com)

Several teachers made teaching videos that are published on their YouTube channels. These short movies explain the basics of the individual topics given during a school year within a subject. The videos serve not as archived files only but also as an important tool during the pandemic situation, partially substituting the direct teacher´s work at a lesson. Normally, the teachers allow students to see the video in advance, before the related lesson. After their work on it, at home, they came to the lesson and they implement the knowledge obtained from the videos in other important tasks and activities realized by the teacher during lessons.

7. Web Study Room (www.soaza.sk)

All the relevant study materials, including presentations, texts, workbooks and a lot of other resources, are published on the school webpage. Students got access to this online library at the beginning of their secondary school studies, in the first year/grade. This has enabled the students to study whenever it fits to them, to search, compile, analyse. One of the advantages of the Web Study Room is to provide 24/7 access to digital study materials in various formats ranging from tables, to text documents, to PDF files.

8. Homeworks / Worksheets

Except from the previously mentioned online, interactive interfaces, one of more traditional forms has emerged over the past 2 years. A PDF file containing variety of written tasks and questions has to be printed by students. This is obviously a part of the Web Study Room. They are supposed to write the answers and solutions directly into the document. Afterwards, to sign, scan/photo and send

it to the teacher´s e-mail in order to be assessed. This prevails in most of the traditional or expertise subjects.

9. **Online map games – Purpose Games (www.purposegames.com)**

With the aim to enhance geographic skills and map orientation of the students, there were several online map tasks prepared by the teachers of SSOŠ Pro scholaris. Students simply sent screenshots of the final results´ table and were awarded for such an activity – usually 1 plus point for sending the homework.

10. **MindMaple – mind maps (www.mindmaple.com)**

Mind maps are an inseparable part of the distant teaching as well as digital portfolio of a teacher. While providing a useful grid of bonds, relationships or simple knowledge, they show the educational content through a graphic way. While colours or thickness of lines represent relations and quality, shapes and written word / pictures / photos simply add a value based on the content. This tool is used in such subjects like Geography or the Civics.

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