

YOUNG DIGITAL SOCIAL INNOVATORS



YOUNG DIGITAL SOCIAL INNOVATORS TOOLKIT

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INTRODUCTION TO YOUNG DIGITAL SOCIAL INNOVATORS

Digital Social Innovation has the potential to change education for the better - to build a fairer society, to include the excluded, to empower citizens to be agents of change, to equip individuals with the skills they need for the coming decades. (Mapping Digital Social Innovation, October 2018). For this reason, Young Digital Social Innovators aims to empower young people to become confident social innovators making the most of digital technology available to them. To do so, we will modernise youth work curricula and practice so that digital social innovation (DSI) can be taught to a high standard across a wide range of youth-serving organisations.

The Young Digital Social Innovator Project will do this by developing:

- “All you need to know” Guide to Digital Social Innovation for Young People
- Young Digital Social Innovators’ Toolkit
- Young Digital Social Innovators’ Curricular Framework & OERs

The Europe-wide scope of the Toolkit will guide youth educators through useful tools and apps for social innovation, highlighting their specific strengths and appropriate teaching strategies

INTRODUCTION TO YOUNG DIGITAL SOCIAL INNOVATORS TOOLKIT

The objective of the Toolkit is to provide practical guidance and tools for youth educators (and managers of organisations) wishing to incorporate Young Digital Social Innovation (YDSI) activities into their youth work strategies, with a particular focus on increasing their confidence in using digital tools and apps.

WHO IS THE TOOLKIT FOR?

The target audience for the YDSI Toolkit are Youth Educators, Youth Work Organisations and Young People so they will have greater opportunities to develop their digital skills, online communication and collaboration. The tools will strengthen the capacity of youth organisations to teach YDSI by boosting the knowledge and digital skills of youth educators and providing them with practical resources to teach DSI in non-formal scenarios. The YDSI toolkit provides practical guidance so youth educators will be more motivated and equipped to use digital tools for teaching and implementing digital social innovation projects.

TOP 20 TOOLS

Young Digital Social Innovation means using digital tools or apps to enable innovative solutions to social problems. Therefore, we have identified 20 highly usable resources to offer concise, actionable information about their pedagogic contribution, allowing you to quickly review each tool and choose those of most interest, then learn quickly and implement.

We have categorised the tools into six categories designed to help you find the right tool.

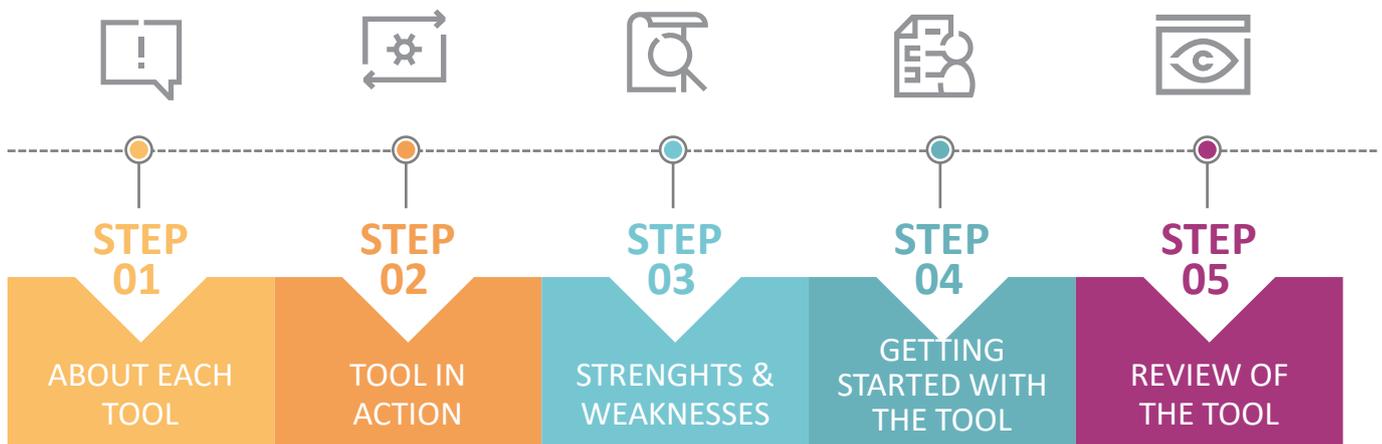


THE FIVE CATEGORIES ARE:

01 DIGITAL PEDAGOGY TOOLS	   
02 COMMUNITY TOOLS	   
03 SOCIAL GOOD TOOLS	   
04 CREATION TOOLS	   
05 VIRTUAL MENTORING TOOLS	   

STEP BY STEP GUIDE

Our Young Digital Social Innovators' Toolkit gives a practical step-by-step guide to help youth educators understand the role of digital tools in enabling improved learning outcomes. The toolkit offers clear guidance on which tools propose the best solutions to achieving pedagogical objectives, particularly in the field of entrepreneurship, cultural awareness and digital skills at work. The Step-by-Step process will help youth educators overcome resistance to technology and to feel confident in teaching the use of these tools and apps to young people on computers, tablets, or as is most likely, on their mobile device.



BENEFITS OF THE TOOLKIT AT A GLANCE:

- Provides innovative solutions to social problems;
- Encourages youth educators to overcome resistance to technology;
- Provides confidence in teaching the use of these tools;
- Understands the role of digital tools in enabling improved learning outcomes, personal and professional development, in non-formal youth education;
- User-friendly tool that can be used across computers, tablets and mobile devices.

“ Young people are the entrepreneurs of the future, and we should be looking to them as one of our sources of innovation for the high streets of tomorrow ”

Theo Paphitis

01

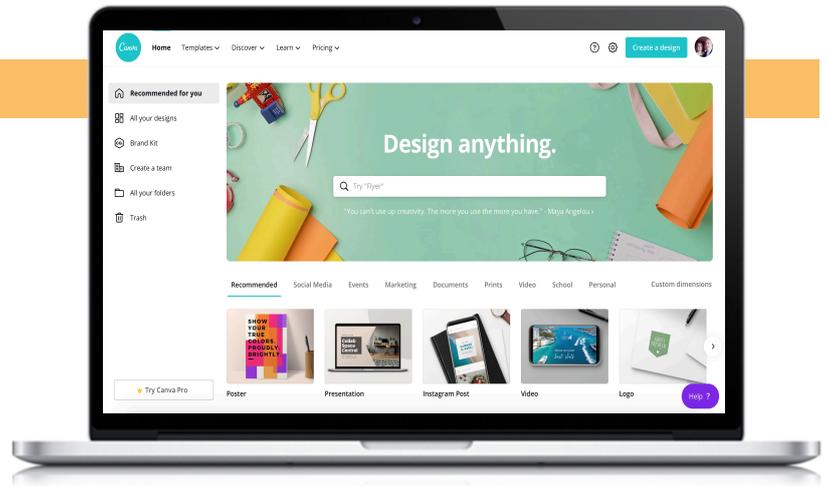
DIGITAL
PEDAGOGY
TOOLS



1. CANVA



<https://www.canva.com/>



STEP 1: ABOUT THE TOOL

Canva Pro is a design software that makes design simple, convenient and reliable allowing users to create a variety of visual content for multiple purposes. It is designed to engage young people with authentic learning experiences. Canva was created with ease-of-use in mind, so young people and youth workers can use it: simply drag and drop. Design folders keep work organised and exactly where you need it. One of the most powerful uses of Canva for youth educators is for designing lesson plans. For outside the classroom, youth workers can use the lesson plan option to structure their youth projects. Whether to brainstorm new ideas, writing instructive text, creating slides, designing visual aids or experimenting different ways to present new concepts to young people.

STEP 2: TOOL IN ACTION

How to use Canva (Tutorial) - <https://www.youtube.com/watch?v=WL-WbHwsbs8>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- Access to over 2 million premium photos and images, and thousands of templates.
- Can be accessed on many different platforms such as computer or mobile app.
- Easy and straightforward to use.

Weaknesses

- Only free for 30 days.
- Only some of the content is free to use.
- Occasionally, saved output can vary from what was originally designed.

STEP 4: GETTING STARTED WITH THE TOOL

Getting started with Canva Sign Up <https://www.canva.com/signup>

STEP 5 - REVIEW OF THE TOOL

“Game designer Katie Salen says a good designer thinks about the same things that a good teacher thinks about.”
(canva.com)



2. SOCRATIVE



<https://socrative.com/>

STEP 1: ABOUT THE TOOL

Socrative is a formative assessment tool that uses quizzes and reflective questions to assess learners and helps youth educators gauge understanding and progress of a class/an individual. A way for educators to monitor and evaluate learning in a time saving manner, that doesn't involve laborious marking of test papers. Disguises test material in fun activities such as quizzes, quick question and class count. Socrative is aimed at learners aged 5-17, helping youth workers to quickly find where there are gaps in understanding and enables them to be addressed appropriately.

STEP 2: TOOL IN ACTION

Technical guide of tool: Teacher's guide to using Socrative https://www.youtube.com/watch?v=vLGyS_jR9Us

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- The homepage is well laid out and uncluttered.
- Provides instant feedback on learners progress, which can then inform the educator when to move on to a new topic.
- Free for learners to use, and available to download on all devices.

Weaknesses:

- Quizzes need to be created in advance. There is no content provided by Socrative.
- The Quick Questions feature requires youth workers to pose a question orally in class rather than type it into the tool.
- Socrative does not integrate with presentation software (e.g. PowerPoint).

STEP 4: GETTING STARTED WITH THE TOOL

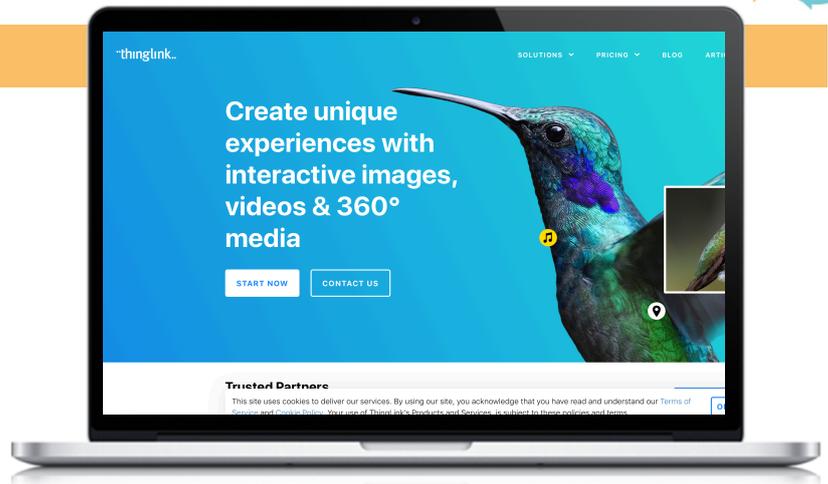
Educator Registration. Young people do not need an account <https://b.socrative.com/login/teacher>

STEP 5 - REVIEW OF THE TOOL

- A study carried out in 2015 investigating the effect of using Socrative showed that collaborative learning and engagement with Socrative in class improved learning performance (researchgate.net).
- Learners may only use the Site and Services if they are: (i) at least 13 years of age; or (ii) if they are under 13 years of age, with the consent of an educator or a legal parent or guardian



3. THINGLINK



<https://www.thinglink.com/>

STEP 1: ABOUT THE TOOL

Thinglink is a free and user-friendly digital tool that gives the user the ability to turn any image into an interactive graphic. It is a way of providing information in a visual format, making it more interactive to a class. Thinglink encourages young people to become confident in using multiple forms of media to express themselves. The desktop editor supports collaborative editing of images and the creation of courses and assignments. The mobile app can be used to save notes with direct audio recording to images. Thinglink offers an easy way to create audio-visual material to empower young people and develop their digital literacy skills and create engaging projects in a language they can understand.

STEP 2: TOOL IN ACTION

How to use Thinglink <https://www.youtube.com/watch?v=aRkdldbqHig>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- ThingLink’s potential application is huge – not only for teachers and students, but also for those in other fields; such as youth workers and young people.
- Available in over 60 languages .
- Available for all sorts of classes, regardless of size, age or learning level.
- Compatible with many other sites e.g. Padlet.

Weaknesses:

- Some find the registration system confusing to navigate.
- Annual Fee to use the Premium package

STEP 4: GETTING STARTED WITH THE TOOL

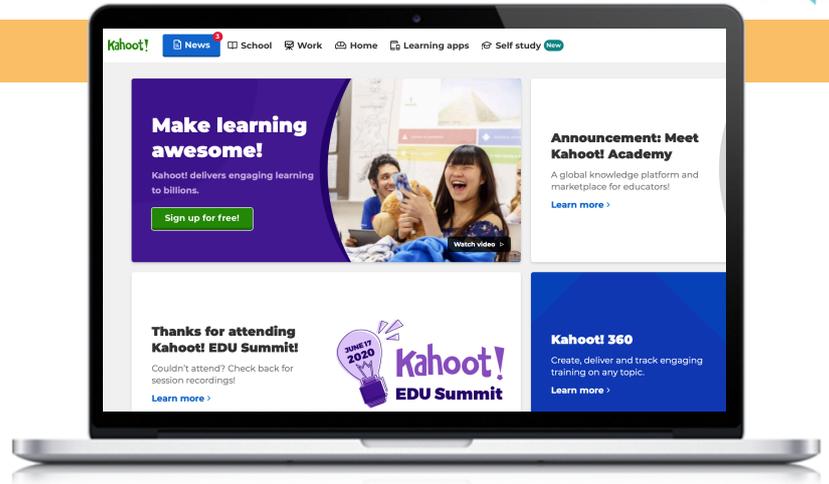
Thinglink Sign Up - <https://www.thinglink.com/login>

STEP 5 - REVIEW OF THE TOOL

- Only available for young people over 13 - Any use or access to the Service by anyone under 13 without Consent, is strictly prohibited and in violation of this Agreement. The Service is not available to any Users previously removed from the Service by Thinglink
- “Thinglink is an amazing tool that enables anyone to create interactive images or videos by adding links to websites, videos and more.” -Christi Collins (Educator)



4. KAHOOT



<https://kahoot.com/>

STEP 1: ABOUT THE TOOL

Kahoot! is a free game-based system which offers an engaging way to test the learning and knowledge of learners and audience. Kahoot! makes learning new topics interactive and fun and encourages engagement.

STEP 2: TOOL IN ACTION

<https://kahoot.com/help/> where there are a rang of videos to help getting started with Kahoot

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- Create and Share Questions
- Free to use and mobile phone compatible;
- Powerful Classroom Engagement Tool
- Educators challenge learners to ask their own questions
- Learners become leaders by asking their questions back
- Introduce a new concept or topic and reinforces knowledge

Weaknesses:

- The answers can only be true or false, yes or no, or multiple choice.
- Since learners receive more points for quicker answers, it can emphasise speed over substance.

STEP 4: GETTING STARTED WITH THE TOOL

Can choose between an educator, learner, home and business account to register <https://create.kahoot.it>

STEP 5: REVIEW OF THE TOOL

Kahoot! can be adapted to a wide variety of subjects and languages. Trainers and educators the world over recommend Kahoot! not only for its pedagogic potential but also because it is very simple to set up and navigate, meaning that it is much more likely to be used on a daily/weekly basis. Available for young people over aged 13.

“We use Kahoot! to bring action to lessons. Students can test their knowledge without fearing the embarrassment of speaking up in class.” **Natalie Shrestha (Educator)**

“ *The world needs more
social innovations.* ”

Anne Wojcicki

02

COMMUNITY
TOOLS

1. PENPAL SCHOOLS



<https://www.penpalschools.com/>



STEP 1: ABOUT THE TOOL

PenPal Schools is a social enterprise connecting learners around the world through collaborative online projects pairing young people of the same age from schools across the world to take part in a variety of pre-made projects, enabling those of different cultures to work together towards the same goal. PenPal projects can always be modified within each classroom to meet the needs of educators and learners. For time-crunched educators, the lessons, activities, and evaluation tools are all there and ready to use, with no additional preparation required. The tool is free to download and to date, PenPal Schools is used by 150,000 learners in 150 countries.

STEP 2: TOOL IN ACTION

How to use the tool: <https://hundred.org/en/innovations/penpal-schools>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- There is an option for parents to monitor their child's PenPal activity
- PenPal is a safe way for young people to communicate with others.
- Free trial to start and is mobile compatible
- Young people gain an insight into the world around them
- PenPal Schools is designed to be straightforward and simple to use

Weaknesses:

- Subscription fee for if organisations continue to use PenPal.
- The limited availability of projects per subject/age group and restrictive match dates can make it tough to get learners paired up with pals.

STEP 4: GETTING STARTED WITH THE TOOL

Getting started as an Educator <https://go.penpalschools.com/signup-teacher>

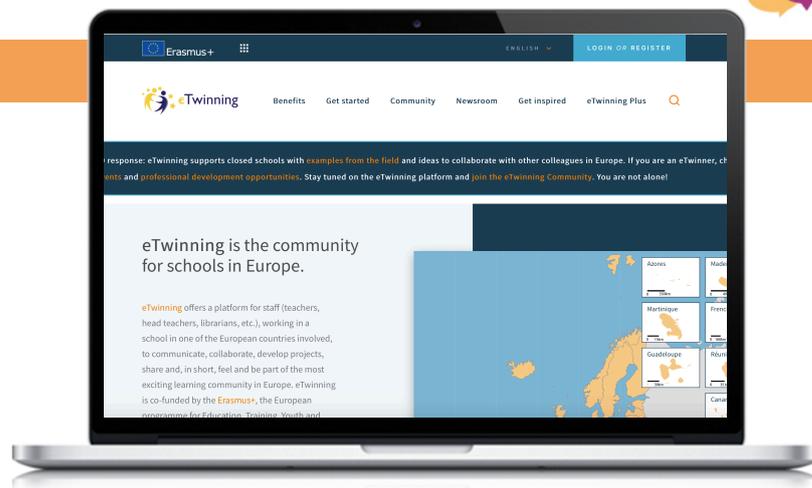
Getting started as a Learner <https://go.penpalschools.com/signup-student>

STEP 5 : REVIEW OF THE TOOL

Penpal Schools have a learner safety protocol on their website, highlighting the measures they have put in place to ensure the protection of young people; such as only connected learners who have classrooms with a verified educator. Penpal Schools Founder says

"You won't find other apps that provide student to student connections guided with learning"
Joe Troyen (Founder)

2. ETWINNING



<https://www.etwinning.net/>

STEP 1: ABOUT THE TOOL

eTwinning, the Romanian spinoff derived from the European platform www.etwinning.net, facilitates interschooling collaborations. Educators from different schools have the opportunity to elaborate various projects, in order to contribute to young people developing skills in many areas. The platform offers access to a European network and many opportunities for professional development, namely international projects and workshops, international exchange programs, etc.

STEP 2: TOOL IN ACTION

How to use eTwinning, what does it do – YouTube presentation - <https://www.youtube.com/watch?v=xAK66ArJPiQ>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- Educators: facilitates access to a collaboration environment, joint projects, partnerships, exchange programs, professional development workshops, exposure to different educational systems and new learning tools, etc;
- All school levels are eligible to join eTwinning and it is free
- Opportunities for young people to communicate to other learners from different countries; exposure to different cultures and educational systems; opportunities to learn new technologies and to improve their foreign language skills;
- Visibility and acknowledgement at a national and European level.

Weaknesses:

- It is slightly confusing which one is the European platform, which one is the national platform and the link between the main platform and its spinoffs, since the ".net" extension platform has the front page and the majority of information in Romanian, whereas some news and other info are in English or other languages (e.g. Italian)

STEP 4: GETTING STARTED WITH THE TOOL

<https://www.etwinning.net/en/pub/preregister.cfm>

STEP 5 - REVIEW OF THE TOOL

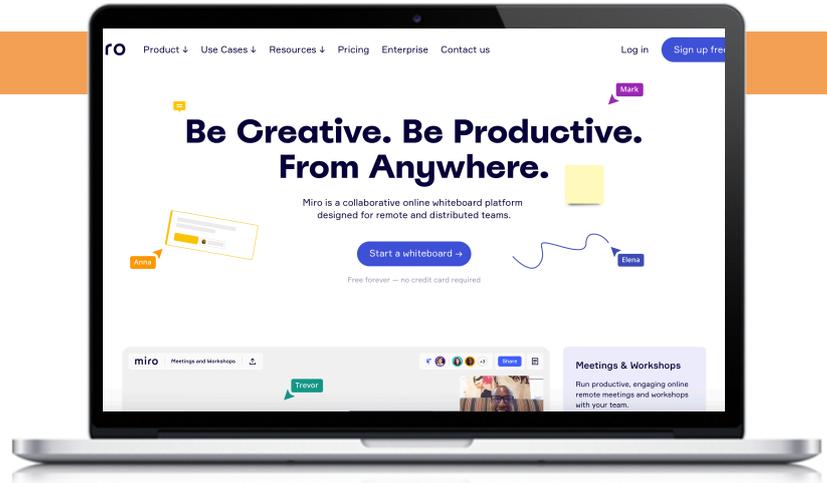
“Technology is an essential part of eTwinning. This is a great motivating factor for students who are mostly digital natives and thus eager to use technology to interact, collaborate and share.”

Rose-Anne Camilleri (eLearning Support Teacher)



3. MIRO

miro



<https://miro.com/>

STEP 1: ABOUT THE TOOL

Miro is the online collaborative whiteboarding platform that enables distributed teams to work effectively together, from brainstorming with digital sticky notes to planning and managing agile workflows. The solution features a digital whiteboard that can be used for research, ideation, building journeys and user story maps, wireframing and a range of other collaborative activities.

STEP 2: TOOL IN ACTION

How to use Miro <https://youtu.be/n21kGBq0XeM>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- Very useful for mind mapping projects and strategies
- Easy to add multiple images and make some small but necessary editing
- Very useful for visual analysis
- Mobile compatible
- Free to use, payment plans available as well

Weaknesses:

- Hard to add videos on your Miro board
- Can be seen as more of a business tool

STEP 4: GETTING STARTED WITH THE TOOL

Getting started with “Miro” Sign Up - <https://miro.com/signup/>

STEP 5 - REVIEW OF THE TOOL

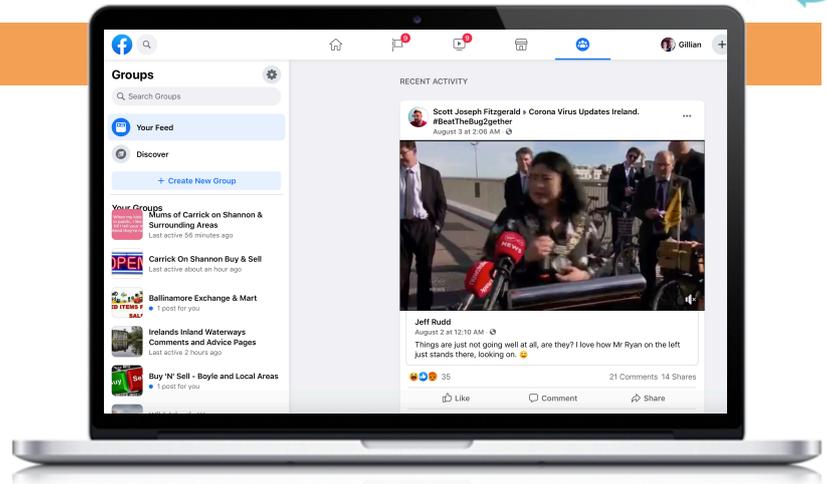
By using the Site, the user is representing they are at least thirteen years of age.

“I’d recommend just going for it – you won’t look back. Using this sort of application (Miro) is clearly the way things are going to go in the future.”

Tim Jefferis (Educator)



4. FACEBOOK GROUP



<https://www.facebook.com/groups/>

STEP 1: ABOUT THE TOOL

A Facebook Group is a place for group communication and for people to share their common interests and express their opinion. They let people come together around a common cause, issue or activity to organize, express objectives, discuss issues, post photos, and share related content. Groups are meant to be a close circle of people who share and keep in touch on Facebook.

STEP 2: TOOL IN ACTION

How to set up a Facebook Group <https://www.youtube.com/watch?v=JFGAH5X7Rfw>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- A closed group inspires trust within it's members.
- Free to use
- Good platform for finding people with similar ideas;
- Accessible on all mobile devices;
- It's easier for them to engage freely in conversations knowing that only immediate members can see, rather than the entire Facebook audience.

Weaknesses:

- Features are quite limited
- Heavy on notifications every time someone comments in the group.
- Group timelines show the latest posts on top and which means posts are constantly changing order.

STEP 4: GETTING STARTED WITH THE TOOL

Create group symbol is placed left side of screen. To create a group you name your group, add some people and select privacy <https://www.facebook.com/groups/>

STEP 5: REVIEW OF THE TOOL

There are a variety of different privacy methods available, from public – meaning anyone can join, to completely private Groups which don't show up in search. Facebook requires everyone to be at least 13 years old before they can create an account (in some jurisdictions, this age limit may be higher).

"I use Facebook pages to assist my students with their revision...I create events on Facebook for the exams, so that if students forget when they are they can check on their phone in a matter of seconds."

Ruth Kerfoot (Educator)

“ *Innovation and commerce are as powerful tools for creating social progress as they are for driving technological advancement.* ”

Kiran Mazumdar-Shaw

03

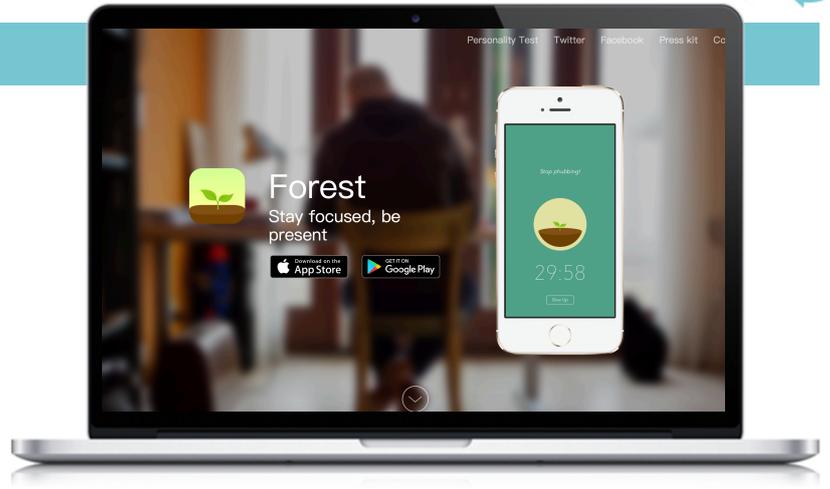
SOCIAL
GOOD
TOOLS



1. FOREST



<https://www.forestapp.cc/>



STEP 1: ABOUT THE TOOL

Forest is a popular productivity app that helps people beat their phone addiction and manage their time in an interesting and pleasant way. Users can earn credits by not using their mobile phones and plant real trees around the world with the credits. In addition to collecting trees in their forest, kids can collect coins for successfully growing trees; coins can be used to unlock new kinds of trees (flower trees, lemon trees, a tree house) or to donate a real tree to a sustainable farm in a developing country.

STEP 2: TOOL IN ACTION

How to use Forest: <https://www.youtube.com/watch?v=gjvSz8pA3ls>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- Keeps you from using other apps on your phone by killing the tree that you are growing
- Many different types of bushes and trees to choose from
- Option to take a timed break after study session
- Premium users can donate some of your coins to plant a real tree
- Free to use and available for Android and iOS

Weaknesses:

- No option to pause, you can only “Give Up”
- You have to pay for the “whitelist” option, to prevent your tree from dying due to use of necessary apps
- You must pay for the following features: Tags, Friends, Achievements, Real Forest

STEP 4: GETTING STARTED WITH THE TOOL

Forest Download via Google Play or Apple Store – no sign up required <https://www.forestapp.cc/>

STEP 5: REVIEW OF THE TOOL

Persons under the age of 13 may use Forest (Android version) only when their parents provided verifiable consent. Mindfulness Tech Coach Samuel G. Hedlund explains that the Forest App -

“Ultimately for me it’s always less about the exact tools you use, and more about what kinds of change they make possible in our lives.”



2. THE WONDERMENT



<https://thewonderment.com/>

STEP 1: ABOUT THE TOOL

The Wonderment is a non-profit social networking site where young people can voice their ideas among a global community. You can explore simple questions or start and share major projects. The elements you need, from community awareness to micro-grant funding to get your project off the ground, are built into the platform and process itself. All these elements combine to make youth ideas a reality. The goal of the tool is to create an online creative space for young people to introduce them to social good. Users are encouraged to participate in a wide array of creative challenges that task them with thinking both linearly and out-of-the-box helping to build global awareness, empathy, and engagement through users shared exploration of the world around them.

STEP 2: TOOL IN ACTION

<https://www.youtube.com/watch?v=yAdiY3bGfZ8>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- A place for young people to voice their ideas about outreach and service work for those who need it the most.
- Free to use
- 166 Countries participating in Wonderment Projects.
- 14,527 Kids impacted by Wonderment Projects.

Weaknesses:

- Quality of content can vary.

STEP 4: GETTING STARTED WITH THE TOOL

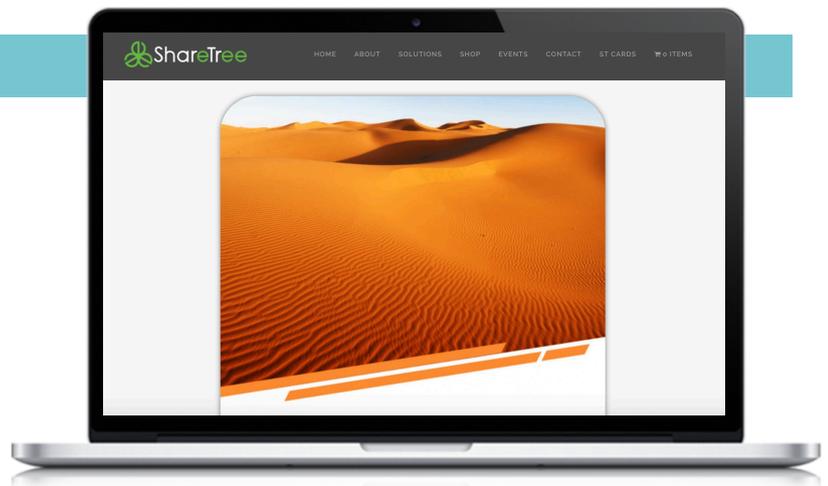
<https://thewonderment.com/join/>

STEP 5: REVIEW OF THE TOOL

Thousands of young people from over 35 countries have connected through projects formed on the site. Members signing up agree to be legally able to agree to the Terms of Service.



3. SHARETREE



STEP 1: ABOUT THE TOOL

The ShareTree app enables individuals, schools, community groups, and businesses to develop and demonstrate characters and culture of high value. It empowers the user to live a life of purpose and meaning. There is a social purpose of this platform developed to give schools, community groups, businesses, and individuals an opportunity to SHARE their acknowledgment of others' character qualities thereby cultivating great character; as well as SHARE their time, skills and resources by making meaningful contributions to the community through volunteering. Businesses, Community Organisations, Schools and Individuals seeking higher purpose, increased engagement and the experience of thriving team cultures may look no further.

STEP 2: TOOL IN ACTION

How to use Share Tree <https://www.youtube.com/watch?v=nWKUyyFJciY>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- Promote healthy character development in schools, communities and institutions
- Aim is to empower and engage young people
- Free to use and mobile compatible
- Can register via LinkedIn, Email or Facebook

Weaknesses:

- A new app with little reviews
- Wide audience

STEP 4: GETTING STARTED WITH THE TOOL

www.sharetree.org/sharetree-app/ to download

STEP 5: REVIEW OF THE TOOL

"You can measure your profits, and your losses, but without measuring your organisations culture, you really don't have a clear picture of your success"

Steven Farrugia, Founder and CEO of ShareTree

"Sharetree is a quantum shift in the application of technology to promote healthy character development in schools, communities and institutions".

Geoff Smith (Author, The Primary Character Curriculum)



4. WE DISCOVER



<https://www.we.org/en-GB/>



STEP 1: ABOUT THE TOOL

The WE Movement is an international family of organizations that empowers you to enable positive social change. WE Discover is the foundations new platform that aims to encourage young people with the issue of homelessness using interactive online modules, and earn points in each to keep motivated along the way. WE Discover have created a new, digital programming platform to incorporate social action exploration into young people's study and learning time in a fun way, launching learning modules for the environment and food poverty in 2020. The programme aims to impact learners by instilling active citizenship, increasing academic attainment and improving university and workplace readiness.

STEP 2: TOOL IN ACTION

There is no video of the tool in action however there is Information about the WE Movement
<https://www.youtube.com/user/freethechildrenintl/featured>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- Interactive content
- Free to use for everyone
- Can connect with different organisations and schools
- Young people will learn about a range of social issues and develop skills to act on issues they're most passionate about.

Weaknesses:

- We Discover is not fully developed
- The online course is designed with the age range of 9–13-year-olds in mind, however, you can use for any age learner you deem appropriate.
- App not available yet

STEP 4: GETTING STARTED WITH THE TOOL

<https://www.wediscover.org/sign-up>

STEP 5: REVIEW OF THE TOOL

Further information on our WE Schools Learning Framework can be found at www.we.org/en-GB/our-work/we-schools/learning-framework. You have to be 13 years or older to create an account with We Discover, so if you're under 13, you will have to ask Your Adult to set up their own Account for you.

“*When your focus is social change and not financial change, why wouldn't you want to share that openly? Innovation only succeeds when it's shared*”

Author: Cameron Sinclair

04

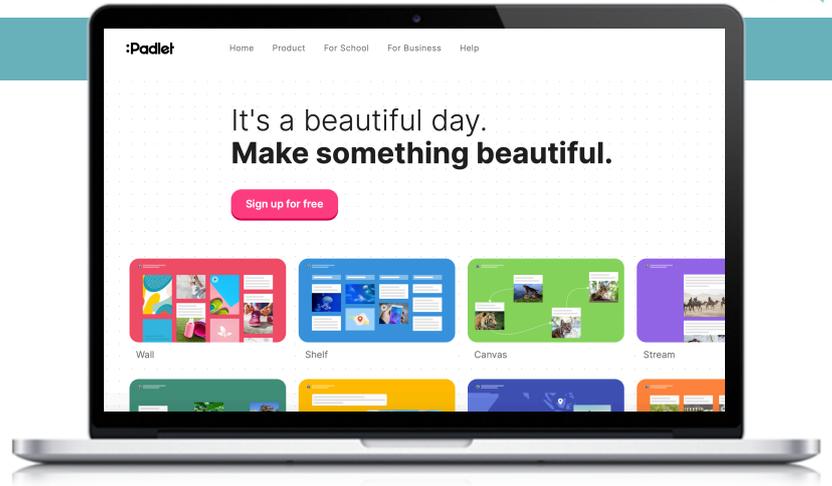
CREATION
TOOLS



1. PADLET

padlet

<https://padlet.com/>



STEP 1: ABOUT THE TOOL

Padlet is an online virtual forum where young people and youth educators can collaborate and share ideas and links on a “noticeboard.” The tool can be used to display information on a variety of topics, and you can add images, videos, links etc. Learners can then create walls for debates or viewpoints, post assignments, reminders, or study skills on a wall. Padlet encourages learners to share a brainstorming Padlet to show educators the ideas they considered before they launch into a project.

STEP 2: TOOL IN ACTION

How to use Padlet - <https://www.youtube.com/watch?v=KHWri54nCn8>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- No fixed hours, can log on and off whenever they wish.
- Young people can study at their own pace and can be accessed quickly.
- Can be accessed across all platforms – mobile compatible
- Learners can use it at home and it is free to use.

Weaknesses:

- Padlet doesn't show which work is attributable to each person, so may be difficult to pinpoint whose idea is who.
- An online forum where young people can comment on their classmate's work may potentially pose the challenge of hurtful comments if left unchecked.
- It's important to select the right layout or posts can get messy

STEP 4: GETTING STARTED WITH THE TOOL

<https://thewonderment.com/join/>

STEP 5 - REVIEW OF THE TOOL

The terms also specify that Padlet is not intended to be used by people under the age of 13 without the guidance, supervision and consent of their parents, guardians and/or authorized school officials.

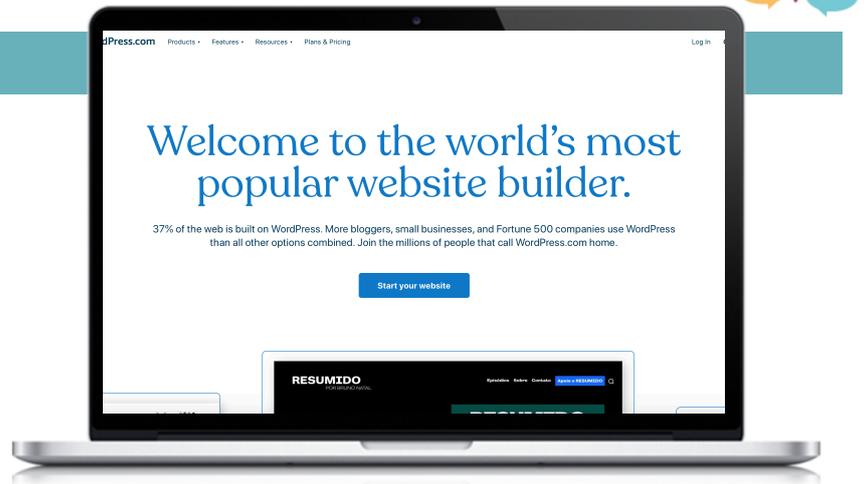
“Padlet allows for synchronous or asynchronous collaboration. Learners can share ideas, materials, audio and video. They can then comment on these.”

Lindsay Warwick (Educator)

2. WORDPRESS



<https://wordpress.com/>



STEP 1: ABOUT THE TOOL

WordPress is a Content Management System (CMS), a platform you can use to build and maintain a website without any knowledge of coding. Originally best known as a blogging tool when it was first established, WordPress ranges from simple websites, to portals and enterprise websites, and even mobile applications; many of which include useful educational content. Given the versatility of WordPress, it has endless possibilities as an educational tool. WordPress combines simplicity for users and publishers with extensive programming options; making it flexible whilst still being easy-to-use. Over time, however, it's grown into a flexible, powerful tool for creating almost any type of site.

STEP 2: TOOL IN ACTION

How to use Word Press - <https://www.youtube.com/watch?v=EXKwAk0j3k8>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- Free to use and mobile compatible
- Young people can create themes and plugins for others to download.
- Easy-to-use administrator panel.
- Easy to register for and makes it possible for young people to generate their online presence quickly and easily.
- Built in blog section which allows young people to keep each other up to date on new developments

Weaknesses:

- Your website may end up looking like a thousand others unless you make tailor made changes to the theme layout, colours and features.
- Sometimes updates contain bugs that can impact the entire website or even take it down.
- There have been some security concerns so it is important to install updates as they become available.

STEP 4: GETTING STARTED WITH THE TOOL

<https://wordpress.com/start/user>

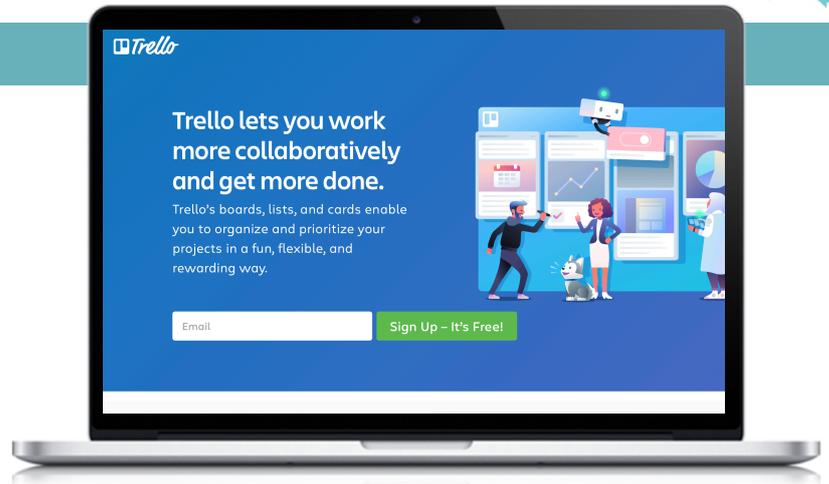
STEP 5 - REVIEW OF THE TOOL

WordPress is extremely flexible which is the main reason why it is a popular choice to build a website. Access to and use services is only for those over the age of 13 (or 16 in the European Union).

According to **Lauren.Z** a classroom teacher, WordPress is
"Intuitive, student-friendly platform for sophisticated-looking blogs and websites"



3. TRELLO



<https://trello.com/>

STEP 1: ABOUT THE TOOL

Trello is a collaboration tool that organises your projects into boards. In one glance, Trello tells you what's being worked on, who's working on what, and where something is in a process. The card system employed allows people to interact and collaborate with each other on projects – users can add comments, links, files and photos to project cards. Trello integrates with a variety of applications and has its own mobile apps for iOS and Android. There is even a Trello app for Slack.

STEP 2: TOOL IN ACTION

How to use Trello - <https://www.youtube.com/watch?v=xky48zyL9iA>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- It's free! You can use right away after signing up at Trello.
- You can use Trello on any size of the screen.
- Fast real time updates
- A board for a project and you can see all the items on one page.
- Adding a new member is easy

Weaknesses:

- No Gantt (project bar chart)
- Organisational tools may be overwhelming for those who are not good with time management
- Can't write documents or wiki about boards, only simple description

STEP 4: GETTING STARTED WITH THE TOOL

Trello Sign Up: <https://trello.com/signup>

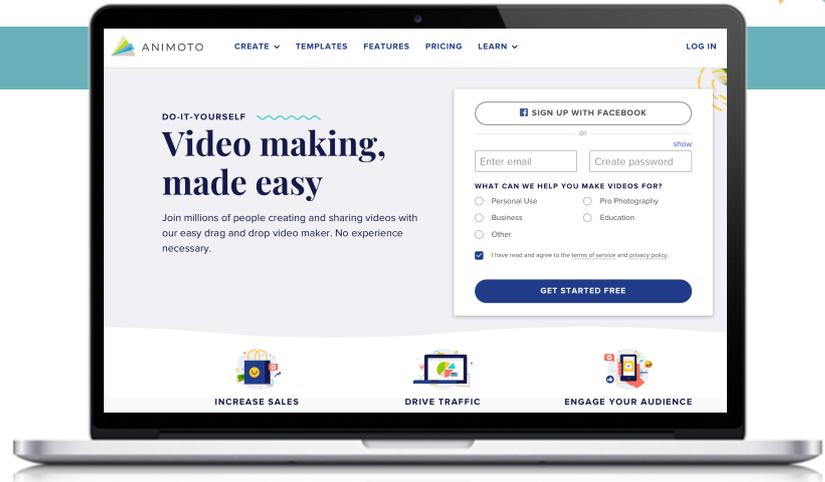
STEP 5 - REVIEW OF THE TOOL

By using Trello you are adhering to being at least 13 years of age, and no one under the age of 13 may use the Service - except as set forth below under "Kids Under 13 and Trello".

"Our class is a collaborative learning environment, and so is Trello."

Rik Rowe (Educator)

4. ANIMOTO



<https://animoto.com/>

STEP 1: ABOUT THE TOOL

Animoto is a free, easy to use video maker, adding technology to the classroom and beyond with the video maker for educators, administrators, and learners. With a beginner-friendly interface, Animoto makes it easy to help people communicate better, with video. A team of video experts are there to help you grow with tips, advice, information, inspiration and feedback on your videos. Animoto videos are created by mixing and matching blocks. You can easily add, remove, or drag and drop to reposition blocks within any video project, whether you're using one of the video templates or starting from scratch.

STEP 2: TOOL IN ACTION

<https://www.youtube.com/watch?v=Pb4LX6Ly32A>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- Free to use, other payment packages available
- Dozens of Templates and a easy-to-use system
- Can add text to photos and videos
- Videos can easily be embedded in other websites.

Weaknesses:

- The free plan only allows you to create a slideshow of no more than 30 seconds
- Limited caption space.
- Cannot edit one section of the video without affecting the full video
- Some things you can't use unless you pay for a premium account.

STEP 4: GETTING STARTED WITH THE TOOL

Sign Up to Animoto <https://animoto.com/builder/templates>

STEP 5 - REVIEW OF THE TOOL

Must be aged 13 and over in order to create an account.

According to an article by the Tech Advocate about Animoto,
"If you are looking for a fun, engaging way for students to share what they have learned, this app is perfect for you.

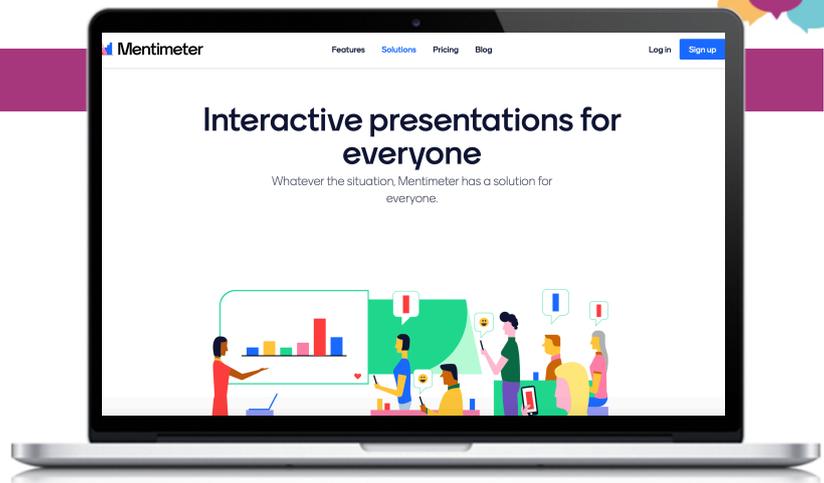
“*Social innovation makes magic happen.*”

Author: Richie Norton

05

VIRTUAL
MENTORING
TOOLS

1. MENTIMETER



<https://www.mentimeter.com/>

STEP 1: ABOUT THE TOOL

Mentimeter is an interactive presentation, workshop and meeting tool, designed to help make sharing information with learners or colleagues innovative and memorable. It is a cloud-hosted solution designed to help users in engaging and interacting with target audiences in real-time through polls. The tools polling section allows the user to set questions for your target audiences to answer via any device.

STEP 2: TOOL IN ACTION

How to use Mentimeter <https://vimeo.com/330961273>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- Mentimeter permits the administrator to create interactive slides.
- The learners are motivated not only because their comments, questions and answers are presented anonymously during the class, but because they use their mobile phones and see the slides.
- Beyond the interactive slides, it includes clouds of words, quick tests, voting and express if they are enjoying the presentation.

Weakness:

- The free version only permits a limited number of interactive slides.
- Despite the license is not considered expensive, it also limits some of the interactive tools and can cause the learners to feel fatigued.

STEP 4: GETTING STARTED WITH THE TOOL

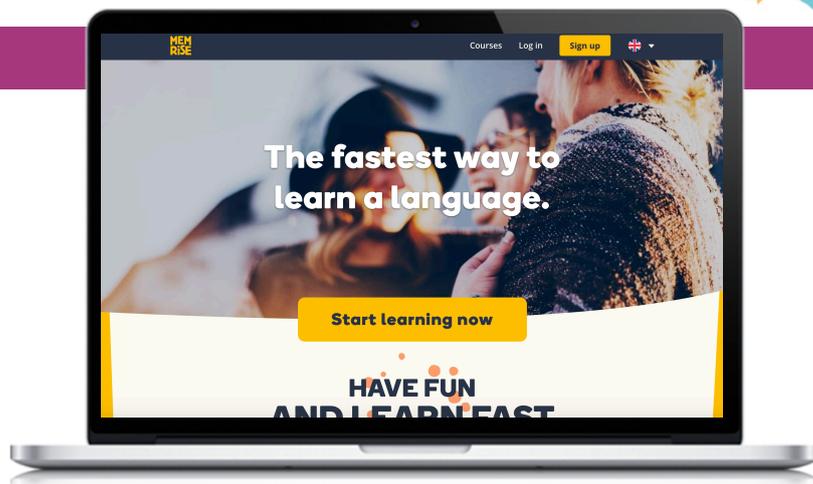
"Mentimeter" Sign Up - <https://www.mentimeter.com/signup?referral=homepage>

STEP 5: REVIEW OF THE TOOL

Those under 16 can use it if authorized by their parents, but verifiable consent is not mentioned. Miles Smith, saw the potential of Mentimeter whilst attending a conference and was impressed with the audience enthusiasm and feedback on the use of the tool,

"I think they liked to see their posts going up anonymously and then for those to be used and engaged with the tutor"
- Miles Smith (Lecturer)

2. MEMRISE



<https://www.memrise.com/>

STEP 1: ABOUT THE TOOL

Memrise is a language learning app that is the opposite of textbook learning: it's enjoyable and effective. Founded in 2010, Memrise has quickly grown and now more than 40 million people in 189 countries learn languages with us to better themselves, connect with others and with the world around them. It is focused on the combination of memorizing techniques and entertaining materials to make language mastering easy and funny. There are over 300 thousand different language courses that are available in 25 languages.

STEP 2: TOOL IN ACTION

<https://www.youtube.com/watch?v=OCNnvO0miTI>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- Users are offered numerous materials including video, audio, interactive materials, mnemonics, etymology etc.
- Every learner is suggested sharing their viewpoint on the topic how to make service more effective and exciting.
- Free to use and mobile compatible
- Game-based and joyful learning
- Suitable for group learning, so valued by youth workers.

Weaknesses:

- The user needs to look through hundreds of courses to find a suitable one as some courses are of little value.
- The website is of better quality than mobile version

STEP 4: GETTING STARTED WITH THE TOOL

<https://www.memrise.com/bienvenue> - choose language you speak and want to learn, level of difficulty, create an account and start learning.

STEP 5: REVIEW OF THE TOOL

Learners have to be 13 or above to sign up for an account.

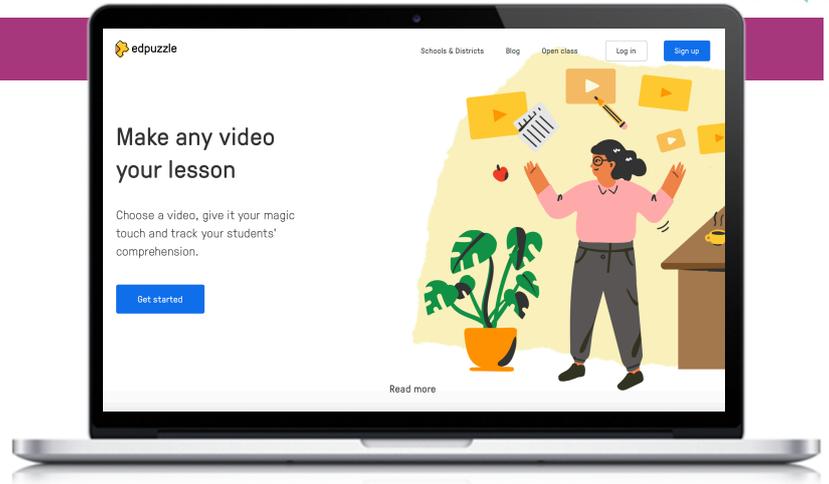
"Incredibly easy to use with fun exercises to learn and practice languages and more. Teachers can choose a ready-made course for learners to do in class or for homework."

Marie Therese Swabey (Trainer and Educator)

3. EDPUZZLE



<https://edpuzzle.com/>



STEP 1 ABOUT THE TOOL

EDpuzzle is an easy-to-use platform allowing you to engage all learners one video at a time. It is the perfect tool for allowing young people to watch and engage with videos while the educator gathers data throughout the lesson. Educators have the ability to choose, crop, and modify videos by adding voice memos and quiz questions. Learners are prevented from skipping the video and analytics are collected and are available to the educator.

STEP 2: TOOL IN ACTION

<https://www.youtube.com/watch?v=eWRseaT7-9U>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- Youth workers can add their own voiceovers and audio notes to existing educational videos already online
- Free to use and mobile compatible
- Offers unlimited space quoted for videos, classes and learners
- EDpuzzle reassures the instructor that learning has occurred

Weaknesses:

- Takes time to learn the tool
- The quality of the learning is dependent upon quality content in the original video
- Editing videos on EDpuzzle is limited
- EDpuzzle does not allow voiceover for just part of the video. If instructors want to do voiceover, they must do so for the entire video

STEP 4: GETTING STARTED WITH THE TOOL

Can sign up as a learner and a educator <https://edpuzzle.com/signup>

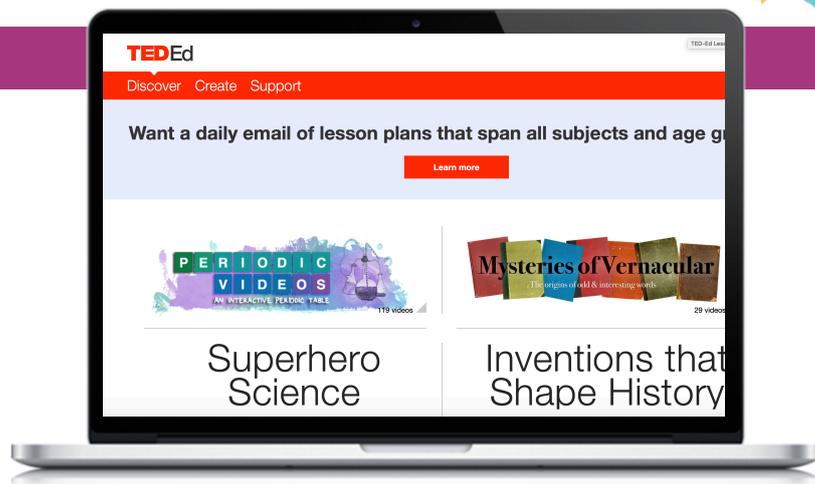
STEP 5 - REVIEW OF THE TOOL

Learners of all ages can use Edpuzzle. In some cases, however, depending on states or regional laws, you might be required to first obtain parental consent. Find all the information you need to know on Edpuzzle website.

According to an EdSurge article a user stated

“EDpuzzle allowed me to teach important concepts to a large group of students in a short amount of time, outside of any class structure.”

4. TED ED



<https://ed.ted.com/>

STEP 1: ABOUT THE TOOL

TED is a global community that is passionate about the power of ideas to change attitudes and lives. The TED-Ed platform allows users to take any TED Talk, TEDEd Lesson or educational video and easily create customized questions and discussions around the video. Users can then distribute these lessons, publicly or privately, and track their impact on the world, a class or an individual. Users do not need to login in order to watch TED-Ed lessons but it is required to save answers, participate in discussions or create new lessons around a YouTube videos. TED's youth and education initiative aims to spark and celebrate the ideas and knowledge-sharing of young people around the world. Everything TED-Ed does supports learning.

STEP 2: TOOL IN ACTION

<https://www.youtube.com/watch?v=TPPbAcY9s-M>

STEP 3: STRENGTHS AND WEAKNESSES

Strengths:

- Available in 100+ languages
- Free to use and mobile compatible
- Daily email of lesson plans available to young people
- Video based lessons organised by specific subjects, hundreds of TED-Ed Animations and TED Talks to choose from
- Can create customised lessons for learners and there is a discuss section to encourage group collaboration

Weaknesses:

- Ted Ed depend on YouTube videos for content
- May be limited videos for certain topics;

STEP 4: GETTING STARTED WITH THE TOOL

Sign Up directly on Ted Ed Homepage <https://ed.ted.com/>

STEP 5: REVIEW OF THE TOOL

You must be at least 13 years of age to create a TED Account.

According to Saomya Saxena, Educational technology blogger,

“TED-Ed website is becoming dynamic by bringing in new and advanced features that make it an even powerful tool for teachers to use in the classroom.”