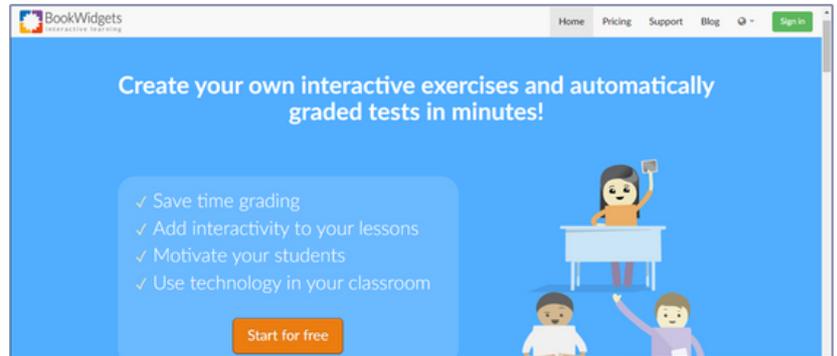




BOOKWIDGETS

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



 **CATEGORY:** Tools to develop games to boost discussion and teamwork.

 **GRADE AND SUBJECT:** BookWidgets is a gamification software for educators at different levels, including primary, middle, or high school teachers, university professors and professional trainers.

 **SHORT DESCRIPTION:** BookWidgets is an easy-to-use platform for creating interactive exercises such as exit tags, games, timelines, and photo- and video-based activities. It integrates with other programmes such as Google Classroom, Canvas and Moodle. An extensive library of widgets can be used to support all subject areas.

READING TIME: 3 minutes
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 **LEARNING GOALS:** BookWidgets aims at engaging students to learn faster and gain a deeper understanding. The goal is to increase student academic achievement and make learning more personalised. The app allows teachers to create activities, evaluate students' achievements and interact with other students. This tool can be adapted to different learning goals according to the class's needs.

 **MOMENTS OF NEED OF THE TOOL:** Learning for the first time; expanding on what they have learned; plan & act upon what they have learned.

 **LEVEL OF DIFFICULTY (RATING) AND AGE LEVEL:** Easy; 3-5, 5-7, 7-11, 11-14, 14-18, 18+

 **WHY USE THIS TOOL:** Creating interactive classroom activities and engaging teaching materials is very easy with BookWidgets. This app allows teachers to quickly create exercises for all devices tailored to students' needs, interests, and skill levels. No programming is required. Although the organisation of widgets can be confusing, it is generally simple and easy to understand, saving teachers valuable preparation time. In addition, the variety of over 40 widgets encourages teachers to try digital lessons with step-by-step guidance when they start. Examples of all widgets are also available and can be copied for use. Given the wide variety of widgets, teachers can create simple lessons and activities for all learning needs, although the actions, especially games, tend to focus on memorization and recall. Teachers can customise lessons and activities to meet students' needs and engage them with a digital approach. Assessment options are useful: output sheets, quizzes and worksheets offer immediate feedback, especially since they can be created as self-checks. Teachers can also see what work has been handed in by students to monitor progress constantly.

 **TOOL DESCRIPTION:** BookWidgets allows teachers to create a multitude of different types of interactive content. Examples of each type of widget are available as a template to get started, and a tutorial guides you through the steps. You can create 40 different widgets that can be shared via a link, QR code, email and Google Classroom. Simple assessments that can be integrated include output sheets, quizzes, and worksheets. In addition, children can practice and review skills with flashcards, puzzles, etc. When creating quizzes, you can choose from over 30 question types for all content areas. Teachers can include answers in the setup so quizzes can be self-assessed, and students can get immediate feedback.

 **PREPARATION AND HOW TO USE THE TOOL:** BookWidgets have a dashboard where the teacher can create and prepare a widget. There are several activity types with templates to choose from. Go to the Bookwidget tutorial to learn how to use it: <https://www.bookwidgets.com/tutorials/getting-started>.

 **RESOURCES NEEDED:** Computer/Notebook – Mobile phone – Tablet

 **ADDITIONAL REFERENCES:**

- <https://www.bookwidgets.com/tutorials/getting-started>
- <https://www.bookwidgets.com/blog/2018/06/30-creative-things-you-can-do-with-bookwidgets>
- BookWidgets, BookWidgets Explainer Video <https://www.youtube.com/watch?v=lemQqxm0p5M>

 **PROS AND CONS OF USING THE TOOL:****PROS**

- **Students are familiar with the device.** However, some students have difficulty familiarising themselves with a new device or device other than the one they use at home. In this case, the students can use their devices, which can be comforting. As a result, they can concentrate better on the lesson.
- **Learning outside school hours.** Students have all the material from lessons and exercises on their devices easily accessible. With all the functions and apps, learning is more engaging and fun. As a result, students are more likely to continue studying at home, outside school hours.
- **Organised students.** Students will be more organised with all the learning materials and homework in one place.

CONS

- **Students without devices.** This tool may be a good idea, but not every student has a device they can bring to school, and it's important to keep that in mind. In addition, some parents do not approve or do not have the necessary budget.
- **Overload.** Is the schools' infrastructure ready for so many (different) devices? All these mobile devices can overload the wireless network.
- **Distraction.** Since students' devices are their own, it is much easier to get distracted. There are games, apps, social media, etc. Rules need to be established to manage all this.

 **TEACHERS' RECOMMENDATION RATE (SCORE): 4.7/5**