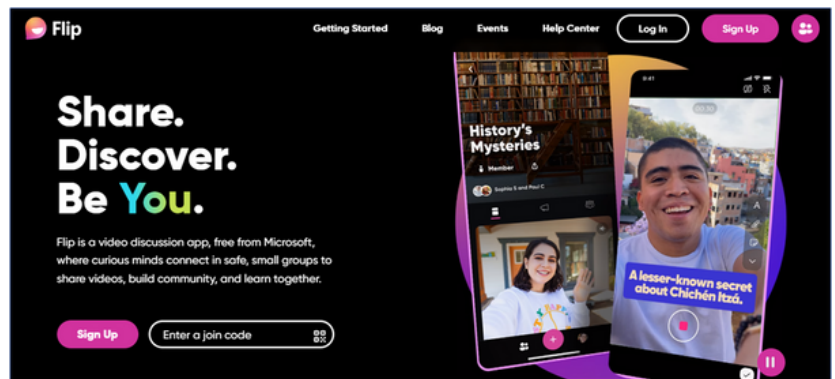






FLIPGRID

<https://info.flip.com/>





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

 **GRADE AND SUBJECT:** Flip can be used by teachers, organisations and community builders regardless of age.




 **SHORT DESCRIPTION:** Flip (formerly known as Flipgrid) is a video-based tool that enables discussion through digital devices in an engaging and fun way that makes it ideal for use in education.

READING TIME: 5 minutes
.....

 **LEARNING GOALS:** One of the best aspects of Flip is the ability to interact via video, as in real life, but without the pressure of a live classroom. Because students have the space and time to respond when they are ready, educational engagement is possible even for the most anxious students, who often feel excluded from the classroom. The ability to add rich media inspires students to be creative and expressive. Adding emojis, text, and stickers allows students to interact with classroom content as they might with friends using social media platforms. This can help students feel more empowered to express themselves openly and engage more deeply with the task. Ultimately, this should result in deeper learning and better recall of content.

 **MOMENTS OF NEED OF THE TOOL:** Learn a new way of doing something; expanding on what they have learned; plan & act upon what they have learned.

 **LEVEL OF DIFFICULTY (RATING) AND AGE LEVEL:** Easy, any age (from early childhood to higher education).

-  **WHY USE THIS TOOL:** Flip elevates text-based discussion forums with videos constructed by teachers and students. Teachers and students can create a grid on a specific topic and encourage peers and even people worldwide to record a short video on the subject. Flip allows students of all ages to find their voice, share it and respect the different voices of others. Flip students build and strengthen social learning communities by discussing their ideas and experiences with their peers. In addition, flip amplifies students' voices and fosters the development of global empathy by immersing themselves in the learning processes and perspectives of others.
-  **TOOL DESCRIPTION:** In its most basic form, Flip is a video tool that allows teachers to publish 'topics', essentially videos with accompanying text. These are then shared with students, who can be invited to respond. Students give responses by using the software's camera to create videos posted on the topic. These can be recorded as many times as necessary before being uploaded and can be accompanied by emojis, text, stickers, drawings, or customised stickers. This online tool can be accessed via web browser from almost any device or via the app, making it suitable for laptops, tablets, smartphones, Chromebooks, and desktop computers. The only requirement for these devices is a camera and sufficient processing power to support it.
-  **PREPARATION AND HOW TO USE THE TOOL: Building student portfolios:** The teacher can create a grid for student portfolios. Within this grid, the teacher creates a topic for each student, and students post videos explaining their work, demonstrate a recently learned skill, or reflect on a classroom experience. The teacher may share the link to a student's topic with their parents to see their child's work throughout the year. **Practising skills in world languages:** Flip enables teachers from different districts and countries to collaborate. For foreign language teachers, this creates opportunities for students to practice speaking with a larger class group. For example, students can post videos to practice the vocabulary they are learning and instead of just practising with people in their physical classroom, they can engage with other students from around the world studying the same language or converse with native speakers. **Sharing book reviews:** With Flip's augmented reality (AR) feature, classrooms and school libraries can use the video QR code to create an engaging way for students to share book reviews. For example, after a student has recorded their study, the teacher can print the QR code and attach it to the book, while the student's classmates can use their devices to scan the code and watch the review to help them decide if they want to read the book. **Adding annotations:** When students record a video, they can write directly on the video and add sticky notes with additional text. **Support for absent students:** Flip can also be a catch-up solution for absent students. The teacher creates a topic for the work done in class, and if a student is absent during a certain class period, one of their classmates can post a quick video of the work done in class so that absent students can quickly find out what they missed.

 **RESOURCES NEEDED:** Laptops – Tablets – Smartphones – Chromebooks – Desktop computers with cameras

 **ADDITIONAL REFERENCES:**

- <https://info.flip.com/getting-started.html>
- Educ 592A, Flipgrid <https://www.youtube.com/watch?v=7q2leZr8k4g>
- <https://almlab.vcu.edu/resource/what-is-flipgrid-how-do-i-use-it/>

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

PROS It can make discussions more engaging; it is easy to get started; it has an intuitive interface; it can be integrated into a wide range of other websites; it meets students where they are; it is free.

CONS Some students will not feel comfortable recording videos; some may have technological barriers as it requires a smartphone or webcam to participate.

 **TEACHERS' RECOMMENDATION RATE (SCORE):** 4.6/5