thinglink..

THINGLINK

https://www.thinglink.com/

Millions of digital content creators across sectors use ThingLink to radically improve engagement and learning results with interactive media: images, videos, virtual tours, 3D models and simulations.

Easy to learn — Save time, money and resources with an intuitive editor that is easy to learn in 2 minutes.

All in One — Add hotspots to images, videos, 360/VR & 3D models, and combine them into an engaging scenario.

Scalable — Manage mass content and audiences, thousands of users with enterprise level support and security.

Measurable — Collect feedback, track engagement and get individual learner data on completion rate and performance.

Plays with others — Embeddable to any website or LMS. Integrations with Microsoft, Google, Canvas, Canva & more!

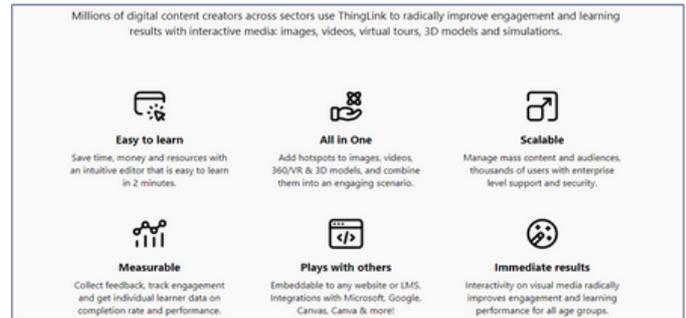**Immediate results** — Interactivity on visual media radically improves engagement and learning performance for all age groups.

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

GRADE AND SUBJECT: It can be useful for science, geography, history, language, and visual arts.

SHORT DESCRIPTION: ThingLink is a free and user-friendly digital tool that allows users to turn any image into an interactive graphic. You can add captions, links, audio, and video fragments to a photo selected from an iPad, downloaded from Flickr, Facebook or from a website.

READING TIME: 3 minutes

LEARNING GOALS: ThingLink as a multimedia curriculum starter tool. ThingLink allows teachers to design multimedia and student-led learning experiences, providing flexible learning paths to meet the diverse learning needs of all students. For example, a ThingLink chart can give the students the basic knowledge and challenging opportunities in one place. To ensure that students are in charge of learning, use an essential question or treasure hunt to guide learning. **ThingLink to create interactive relationships for students**. Today's students should have many opportunities to engage in research. Therefore, occasionally offering alternatives to the traditional written research report is a good idea. Instead, use ThingLink to enable students to create interactive multimedia reports that utilize their strengths. **ThingLink for professional development**. A resource-rich ThingLink chart combined with sufficient time for constructive play is an excellent way to introduce a new technology tool to teachers. Include video tutorials, written directions, links to examples and podcasts to provide participants with all the resources they need in an easily accessible and compact chart.

MOMENTS OF NEED OF THE TOOL: Expanding on what they have learned; plan & act upon what they have learned.

LEVEL OF DIFFICULTY (RATING) AND AGE LEVEL: Medium, for all ages.

WHY USE THIS TOOL: Besides the tagging system, which works well for enriching media ThingLink also has a powerful language tool. This tool has vas teaching potential, from tagging maps and graphs to creating stories within images. It is an excellent formative assessment tool, collecting learning over a period of time, ideal for use before a quiz. As content can be very graphic, ThingLink projects can transcend language, making them accessible. In addition, there is also an immersive reader, as it is called, which allows text to be displayed in more than 60 languages. It also offers a useful colour guide showing nouns, verbs, adjectives and so on, which can be activated as required.

TOOL DESCRIPTION: ThingLink is an intelligent tool that makes it easy to annotate digital objects. For example, you can use images, videos or interactive 360-degree images for tagging. By adding tags, you can enable students to interact with the media, gaining more detail. The power of ThingLink lies in its ability to engage so many forms of rich media. Link to a helpful website, add voice prompts, insert images into videos and much more.

PREPARATION AND HOW TO USE THE TOOL: Thinglink can be useful for science, geography, history, language, and visual arts.
English: students can create their vocabulary mind map and label related words and images. Students can also annotate pictures of their favourite authors and texts.
Art: students can create a virtual tour by labelling paintings according to artist, time and movement.
For a step-by-step guide to ThingLink visit:
https://blogs.umass.edu/onlinetools/learner-centered-tools/thinglink/

RESOURCES NEEDED: Computer – Mobile phone

ADDITIONAL REFERENCES:
- Thomas Blakemore, *Interactive ThinkLink Tutorial and Ideas For Teachers* https://www.youtube.com/watch?v=xhnWxtT4Myg

PROS AND CONS OF USING THE TOOL:
PROS A free basic account is available; after registration, the creation and editing tools are easy to use, with visual prompts; extensive online help is available, offering technical support and practical ideas for using the device; this tool has great potential, and it is easy to imagine it becoming commonly used, especially when there are interactive whiteboards/touchscreens in the classroom.
CONS Registering as a teacher and deciding which plan is suitable can be confusing (although there is support to help); some of the links (tags) that users might add to post their original content are linked to sites that might require registration. This may be difficult for teachers to manage, especially with younger students.

TEACHERS' RECOMMENDATION RATE (SCORE): 4.8/5