

Young Adult Diversion: Education Technology Tools

This brief list of education technology tools highlights tools used in a variety of learning settings that were compiled, in part, from a project discussion on digital learning facilitated by David Rosen, president of Newsome Associates. It is not a comprehensive list of available tools.



COMMUNICATION TOOLS

Microsoft Teams

<https://www.microsoft.com/en-us/education/products/teams>

Microsoft offers a free version of Teams for educators to collaborate with students and host distance-learning classes and meetings. Teams allows instructors to create content, chat with students, and share and store files. Instructors can make an unlimited number of Teams calls for up to 300 students per call.

Nudge⁴

<https://nudge4.org/>

The Nudge⁴ platform is a paid platform that uses text messaging to send encouraging and informational “nudges” to students. It can be used to remind students of upcoming assignments and due dates and to connect them with instructors for individualized assistance.

WhatsApp

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

This free tool can help educators and students communicate via a group chat feature, where a teacher can create audio lessons or general assignments that can be sent directly to students. Teachers can stay connected with students outside the classroom, and WhatsApp also allows teachers to send videos to students. See also “[WhatsApp online equivalents of in-person teaching practices](#)”.

Zoom

<https://zoom.us/>

This free tool allows teachers to conduct distance-learning classes via videoconferencing. Teachers can also host virtual office hours with students and conduct parent/teacher conferences via video. With the free Zoom option, educators have unlimited Zoom calls with up to 100 students per meeting.



LEARNING MANAGEMENT SYSTEMS (LMS)

Canvas

<https://www.instructure.com/canvas/>

Canvas is an open-source LMS platform, specifically designed for schools and educational institutions, that helps facilitate blended, distance, or hybrid learning models. It allows educators to customize their LMS and integrates with other teaching and learning tools and student information systems. Although Canvas is free, there is a paid subscription model with additional features.

Google Classroom

<https://edu.google.com/products/classroom/>

Google Classroom is an LMS that allows teachers to create classes, distribute and grade assignments, and send feedback to students. Permissions for students and parents are customizable, as are the options for teachers to share their screen, share a student’s screen, or limit functionality during pop quizzes. Google Classroom also includes a video meeting option for remote learning and can be used with various teaching apps. Google Classroom is free, but a paid enterprise license offers additional features and support.

Moodle

<https://moodle.com/lms/>

Moodle is a free open-source LMS platform that can be set-up and used in various models: blended learning, fully remote, or collaborative group activities. Moodle can be customized, it can allow for a variety of permissions for different users (parents, students, administrators), and it has a broad online community for support. An online version, called MoodleCloud, is also available and allows administrators and teachers to use the LMS without setting it up on a local server.

Examples are not endorsements.

This document provides resource materials and examples just for the user’s convenience. The inclusion of any material is not intended to reflect its importance, nor is it intended to endorse any specific products or services offered.



GENERAL

Cell-Ed

<https://www.cell-ed.com/>

Cell-Ed is a paid literacy app for use by learners with low literacy skills on any mobile device with no internet, teacher, or classroom required. Lessons are conducted via text messaging. They include microlessons and are complemented by audio/video/picture lessons and support from a live coach. Cell-Ed also offers English language instruction and workforce programs for adult learners.

Flipgrid

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

Flipgrid is a free video-sharing tool that promotes cognitive learning in a social context. Educators create grids, which are communities for students to work in. Within each grid, educators can post questions, or “topics,” for students via video, and students can post short video responses that are typically no more than a minute or two long. Students engage in social learning and the practice of speaking and using video to communicate ideas. See also the “[Educator’s Guide to Flipgrid](#)”.

Kolibri

<https://learningequality.org/kolibri/>

Kolibri, developed by Learning Equality, is a free open-source education app designed to provide offline access to a wide range of open educational resources in low-resource contexts, such as rural schools, correctional institutions, refugee camps, and other nonformal school programs.

RACHEL

<https://www.worldpossible.org/>

The Remote Area Community Hotspot for Education and Learning (RACHEL) is a portable, isolated server that stores preloaded open-source educational content via a local network/hotspot without internet connectivity. RACHEL was developed by World Possible to bring online educational materials into areas with limited or no internet access.