

Recommended Apps and Interactive Websites for Your ActivConnect OPS-G and ActivConnect G

Our Promethean Education Consultants have compiled the following list of free educational apps and interactive websites. These are compatible with your ActivConnect OPS-G or ActivConnect G on version 2.3. (To learn how to update your ActivPanel software, [click here](#).)

If you have an ActivPanel, but not an ActivConnect device, remember that you can use the interactive websites from your computer while connected to your ActivPanel via HDMI.

If you have an ActivConnect device, remember that you can access and use many of the Promethean Apps from the Pink Menu Button over top any other app or source.

Note: Some recommendations appear under multiple content areas.



This icon denotes an interactive website. Apps are denoted by their Google Play Store logos.

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Follow us on Twitter [@LearnPromethean](#), subscribe to our [Promethean Video](#) YouTube channel, [sign up](#) to hear from us, and [visit our website](#) to learn more.



PROMETHEAN APP SUITE

Designed for teachers by teachers, these apps come pre-installed on ActivConnect OPS-G and ActivConnect G devices and are well suited for any grade level and content area.



[ActivCast Sender](#)

Description: Teachers and students can use ActivCast to wirelessly mirror their content, ideas, and apps from their device to the entire class. Mirror up to four devices at once.

Lesson Idea/Use Case: Use as a mobile document camera and for collaboration.



[HDMI In](#)

Description: Easily toggle between your ActivPanel and connected devices with a single click. Utilize offline software like ActivInspire with your ActivPanel to access full touch capability.

Lesson Idea/Use Case: Use to access connected devices and offline software.



[Promethean Annotate App](#)

Description: Use pen and highlighter tools to write over anything displaying on your ActivPanel, including websites, videos, worksheets, images, and more.

Lesson Idea/Use Case: Make quick notes and diagrams over any content or use in tandem with ActivCast to annotate over student work.



[Promethean Spinner App](#)

Description: Easily randomize any element of your classroom. This app comes with existing lists, or you can create and customize your own.

Lesson Idea/Use Case: Use to select students, create student groups, for activities, and more.



[Promethean Timer App](#)

Description: Utilize up to four clocks, timers, and/or stopwatches at once! This app helps you manage time within your classroom.

Lesson Idea/Use Case: Use to help manage assessments, activities, small group work, and more.



[Promethean Whiteboard App](#)

Description: Turn the classroom display into an interactive canvas, providing teachers and students an endless work space. Save and export work as .pwb or .pdf files, utilize Multi-User mode, math tools, graphic organizers, and much more.

Lesson Idea/Use Case: Use for notetaking, student collaboration, warm-ups, and more.

ALL GRADE LEVELS AND CONTENT AREAS



[360cities](#)

Description: The world's largest collection of stock 360° images and videos.

Lesson Idea/Use Case: Take your students on a virtual field trip.



[AirPano](#)

Description: A variety of 360° images and videos from around the globe.

Lesson Idea/Use Case: Take your students on an immersive virtual field trip with aerial and ground-level views, music, and points of interest.



[BrainPOP Featured Movie](#)

Description: View daily movies tied to current events, historical milestones and figures, holidays, and more; test your knowledge with an interactive quiz.

Lesson Idea/Use Case: Use as a warm-up or in concert with your curriculum.



[Brainscape Flashcards](#)

Description: Search 1 million topics to be quizzed with flashcards, create your own flashcards, and share flashcards with others.

Lesson Idea/Use Case: Use for reviewing content and preparing for assessments.



[ClassFlow](#)

Description: Promethean's cloud-based lesson delivery software for interactive displays.

Lesson Idea/Use Case: Use for presenting lessons on your interactive display and for connecting student devices to gather formative feedback.



[DU Recorder](#)

Description: A free, stable, high-quality screen recorder for Android that helps you record smooth, clear screen videos.

Lesson Idea/Use Case: Use for flipped classrooms and recording lessons.



[EarthCam](#)

Description: A network of live webcams from around the globe.

Lesson Idea/Use Case: Take your students on an immersive virtual field trip with a live video of different points of interest.



[Edmodo](#)

Description: Easily and efficiently communicate with your students, parents and fellow teachers.

Lesson Idea/Use Case: Use to organize and engage your students and communicate with fellow teachers.



[Edpuzzle](#)

Description: Make any video your lesson. Choose a video, give it your magic touch and track your students' comprehension.

Lesson Idea/Use Case: Trim Youtube videos and create questions that align with your content. Students can watch and answer the questions as a whole class or individually.



[Explain Everything Whiteboard](#)

Description: An interactive whiteboard that allows you to explain, well, everything! Animate, add images, use a laser point, add diagrams, equations and more.

Lesson Idea/Use Case: Illustrate concepts for your students.



[Explore](#)

Description: A growing library of more than 250 original films and 30,000 photographs from around the world.

Lesson Idea/Use Case: Take your students on an immersive virtual field trip with a live video of different points of interest.



[Factile](#)

Description: A free learning platform that lets teachers create engaging jeopardy-style quiz games for the classroom.

Lesson Idea/Use Case: Use to review new content or study before an assessment.



[Firefox Browser](#)

Description: A fast, easy to use, and secure web browser.

Lesson Idea/Use Case: This browser syncs across devices and is quick and easy to use.

Note: [ClassFlow](#) works best with Google Chrome.



[Flipgrid](#)

Description: The leading video discussion platform for millions of PreK to PhD educators, students, and families in 180+ countries.

Lesson Idea/Use Case: Students can record and reflect on any topic.



[FlipQuiz](#)

Description: A learning platform that lets teachers create engaging jeopardy-style quiz games for the classroom.

Lesson Idea/Use Case: Use to review content or study before an assessment.



[Google Apps](#)

Description: Google Drive, Docs, Sheets, Slides, Keep, Classroom

Lesson Idea/Use Case: Use to access your existing resources that live in the G Suite.



[Google Chrome: Fast & Secure](#)

Description: A fast, easy to use, and secure web browser.

Lesson Idea/Use Case: This browser syncs across devices and is quick and easy to use.

Note: [ClassFlow](#) works best with Google Chrome.



[Google Earth](#)

Description: Gain a new perspective of the world as you explore the globe with a swipe of your finger. Fly through landmarks and cities in stunning 3D and Street View.

Lesson Idea/Use Case: Make connections with locations in literature, art, or history.



[Kahoot!](#)

Description: A fun, teacher-paced, game-based platform. Create or find ready-made quizzes.

Lesson Idea/Use Case: Use to review content or study before an assessment.



[Koi Free Live Wallpaper](#)

Description: View a beautiful 3D koi pond with fully interactive water that supports multi-touch. Double-tap to feed your fish!

Lesson Idea/Use Case: Use for sensory therapy, refocusing, and rewards.



[Learn Promethean](#)

Description: Discover free training and teaching resources at your fingertips to help you easily integrate Promethean learning solutions into your classroom.

Lesson Idea/Use Case: Watch short videos or download free printable how-to resources in order to learn more about using Promethean apps, software, hardware, and more.



[Microsoft Apps](#)

Description: One Drive, Word, Excel, PowerPoint, One Note

Lesson Idea/Use Case: Use to access your existing resources that live in the Microsoft Suite.



[Newsela](#)

Description: An instructional content platform that supercharges reading engagement and learning in every subject. Texts are available in English, Spanish, and French.

Lesson Idea/Use Case: Integrate literacy into any subject area with student-friendly articles and texts along with follow-up comprehension quizzes.



[Puffin Web Browser](#)

Description: A browser built for mobile devices and includes Adobe-Flash-Over-Cloud.

Lesson Idea/Use Case: Access sites requiring Flash.



[Quizizz](#)

Description: Free gamified quizzes for every subject to play in class and at home. Create and find ready-made, self-paced quizzes for students.

Lesson Idea/Use Case: Use to review content or study before an assessment.



[Quizlet](#)

Description: Learning tools for students including flashcards, study and game modes.

Lesson Idea/Use Case: Use to review content or study before an assessment.



[Sheppard Software](#)

Description: Engaging games for all grade levels and content areas.

Lesson Idea/Use Case: Review and sharpen skills in a variety of content areas.



[XODO PDF Reader & Editor](#)

Description: An all-in-one PDF reader and editor that syncs with Google Drive, Dropbox and OneDrive. Annotations move with the page, even while resizing.

Lesson Idea/Use Case: Write on PDFs from websites, scanned worksheets, or curriculum resources.

EARLY CHILDHOOD & ELEMENTARY SCHOOL: General Content



[ABCya!](#)

Description: Engaging educational games for grades K – 6.

Lesson Idea/Use Case: Use for warm-ups, search for games related to Common Core standards, and as a reward.



[BrainPOP Jr. Movie of the Week](#)

Description: Ideal for grades K - 3, this app spans topics across Science, Social Studies, Reading, Writing, Math, Health, Arts, and Technology.

Lesson Idea/Use Case: Use as a warm-up or along with your curriculum.



[ClassDojo](#)

Description: A safe and simple communication app for teachers, parents, and students.

Lesson Idea/Use Case: Use for classroom management.



[Interactive Sites for Education](#)

Description: A variety of interactive, educational games and simulations in one place! Search by content area for resources. Note: Some games require Flash.

Lesson Idea/Use Case: Use as a warm-up, to reinforce skills, and in tandem with the Promethean Annotate app.



[Just2Easy](#)

Description: Free and simple tool with templates to build graphs, create stories, and more. Best for grades K – 3.

Lesson Idea/Use Case: Use for creating and recording stories as a whole group or individually, practicing how to use charts, tables, and graphs, and creating pictograms.



[PBS Kids Interactive Games](#)

Description: Educational games, videos, and e-books for kids. Best for grades K – 3.

Lesson Idea/Use Case: Access ready-made content as a whole group or for small group stations.



[Play Kids Games](#)

Description: A variety of engaging educational games for a range of content areas. Note: Some games require Flash.

Lesson Idea/Use Case: Use for reinforcing skills, small group stations, or for a reward.

EARLY CHILDHOOD & ELEMENTARY SCHOOL: Arts



[Art-droid](#)

Description: One of the largest online collections of fine art.

Lesson Idea/Use Case: Use for small group stations and research.



[AutoDraw](#)

Description: AutoDraw is a new kind of drawing tool that pairs the magic of digital learning with drawings from talented artists to help users create anything visual.

Lesson Idea/Use Case: Practice drawing skills or take a fun brain-break.



[Google Arts & Culture](#)

Description: Meet the people, visit the places and learn about the events that shaped our world and discover collections curated by experts from the most famous museums.

Lesson Idea/Use Case: Use for small group stations, research, and scavenger hunts.



[Human Body](#)

Description: Introduces the most important organ systems of the human body.

Lesson Idea/Use Case: Use to illustrate and research the body's systems.



[iWawa Draw](#)

Description: Best for students 8 and under, this app develops interest in painting and helps students see progress and feel successful.

Lesson Idea/Use Case: Use for art activities, as motivation for students to practice math or writing skills, or for small group stations.



[Kids Doodle - Color & Draw](#)

Description: Drawing game with 24 kinds of magical, beautiful brushes.

Lesson Idea/Use Case: Use for art activities, as motivation for students to practice math or writing skills, or for small group stations.



[Quick, Draw!](#)

Description: Students have a limited amount of time to depict a word while AI guesses what object they're drawing.

Lesson Idea/Use Case: Practice drawing skills or take a fun brain-break.



[Toy Theater](#)

Description: Best for grades K-3, this site offers engaging educational games.

Lesson Idea/Use Case: Use for small group stations or as a reward.

EARLY CHILDHOOD & ELEMENTARY SCHOOL: English Language Arts (ELA)



[ABC Kids](#)

Description: A fun, free, and simple educational app to help young students learn phonics and trace the letters of the alphabet.

Lesson Idea/Use Case: Use for teaching the alphabet and phonics.



[Cookie](#)

Description: A variety of engaging online games for young learners.

Lesson Idea/Use Case: Print or Screen Capture worksheets to use with your ActivPanel.



[Duck Duck Moose Reading](#)

Description: Go on a Common Core-based phonics adventure in the zoo: 9 different word and letter activities help students learn by feeding and playing with animals.

Lesson Idea/Use Case: Use for small group stations or phonics mini-lessons.



[Endless Reader](#)

Description: Introduces "sight words," the most commonly used words in school, library, and children's books.

Lesson Idea/Use Case: Use for warm-ups or small group stations.



[epic!](#)

Description: Thousands of free kids' books, including audio, Spanish, and nonfiction.

Lesson Idea/Use Case: Have students read aloud.



[Funbrain Jr.](#)

Description: Helps preschoolers and kindergarteners jumpstart their journey of learning with engaging online games, stories, and printables. Note: Some games require Flash.

Lesson Idea/Use Case: Listen to a story as a class, play interactive games, and access ready-made printables.



[Kids Reading Sight Words Lite](#)

Description: Best for students 8 and under, this app includes engaging activities to learn 220 sight words.

Lesson Idea/Use Case: Use for warm-ups or practicing sight words.



[Kids Spelling Matching Game](#)

Description: Engaging activities to match objects with their correct spellings.

Lesson Idea/Use Case: Use for warm-ups and learning vocabulary.



[Toy Theater](#)

Description: Best for grades K-3, this site offers engaging educational games.

Lesson Idea/Use Case: Use for small group stations or as a reward.



[TurtleDiary – Educational Computer Games Online](#)

Description: A variety of engaging educational games and videos.

Lesson Idea/Use Case: Use as a warm-up, for practicing specific skills, or as a reward.



[Word Cookies](#)

Description: Students easily improve their vocabulary, concentration, and spelling skills through interactive word games.

Lesson Idea/Use Case: Use for small group stations, practicing vocabulary, and spelling.

EARLY CHILDHOOD & ELEMENTARY SCHOOL: English Language Learners (ELL)



Card Talk

Description: Uses cards to support communication for students who have difficulties in verbal communication.

Lesson Idea/Use Case: Use for warm-ups or small group stations.



Fruits and Vegetables for Kids

Description: Use flash cards and engaging games to build vocabulary.

Lesson Idea/Use Case: Use for warm-ups or small group stations.



Tell Me - Text To Speech

Description: This app reads aloud any text you input.

Lesson Idea/Use Case: Use for warm-ups or small group stations.

EARLY CHILDHOOD & ELEMENTARY SCHOOL: Health and Wellness



[Breathe, Think, Do with Sesame](#)

Description: This bilingual (English and Spanish), research-based app helps your child learn problem-solving strategies to calm down and solve everyday challenges.

Lesson Idea/Use Case: Use for classroom transitions, changes in routine, or assessments.



[GoNoodle](#)

Description: Movement and mindfulness for students.

Lesson Idea/Use Case: Incorporate movement into your classroom, help students learn how to manage stress, or use for transition times.



[Magic Fluids Free](#)

Description: A relaxing, colorful drawing app that will help you calm down and relieve stress, or be creative and make aesthetic digital art.

Lesson Idea/ Use Case: Use for classroom transitions, changes in routine, or as a reward.



[Mindful Gnats](#)

Description: An app designed to teach young people simple mindfulness and relaxation skills.

Lesson Idea/Use Case: Use for classroom transitions, changes in routine, or assessments.



[Stop, Breathe & Think: Meditation & Mindfulness](#)

Description: Build the emotional strength and confidence to handle life's ups and downs through short, guided meditations, yoga, and acupressure videos.

Lesson Idea/Use Case: Use for classroom transitions, changes in routine, or assessments.

EARLY CHILDHOOD & ELEMENTARY SCHOOL: Math



[Cookie – Learning Games for Kids](#)

Description: A variety of engaging online games for young learners.

Lesson Idea/Use Case: Print or Screen Capture worksheets to use with your ActivPanel.



[Fractions Math](#)

Description: A fractions calculator with various functions.

Lesson Idea/Use Case: Use for warm-ups or small group stations.



[Funbrain Jr.](#)

Description: Helps preschoolers and kindergarteners jumpstart their journey of learning with engaging online games, stories, and printables. Note: Some games require Flash.

Lesson Idea/Use Case: Listen to a story as a class, play interactive games, and access ready-made printables.



[Khan Academy](#)

Description: Over 40,000 interactive math practice questions aligned with Common Core; a variety of math videos, interactive exercises, and in-depth articles.

Lesson Idea/Use Case: Use in a flipped classroom.



[Kids Learn Shapes FREE](#)

Description: A simple game for Pre-K and Kindergarten students.

Lesson Idea/Use Case: Use for warm-ups or small group stations.



[Marble Math Multiplication](#)

Description: Solve a variety of multiplication problems by collecting numbers as you roll or drag your marble through a series of fun mazes. Best for ages 9-12.

Lesson Idea/Use Case: Use as a warm-up or to strengthen multiplication skills.



[Monster Math](#)

Description: The Common Core-based educational game that improves over 70 math skills including addition, subtraction, multiplication, division and fractions.

Lesson Idea/Use Case: Use for warm-ups or small group stations.



[Moose Math by Duck Duck Moose](#)

Description: Engages students in a Common Core-based mathematical adventure and teaches counting, addition, subtraction, sorting, geometry, and more.

Lesson Idea/Use Case: Use for warm-ups or small group stations.



[National Library of Virtual Manipulatives](#)

Description: A variety of math manipulatives broken down by grade level and skill; requires Java.

Lesson Idea/Use Case: Use for visually representing mathematical concepts.



[Toy Theater](#)

Description: Engaging educational games, best for grades K – 3.

Lesson Idea/Use Case: Use for small group stations or as a reward.



[TurtleDiary](#)

Description: A variety of engaging educational games and videos.

Lesson Idea/Use Case: Use as a warm-up, for practicing specific skills, or as a reward.

EARLY CHILDHOOD & ELEMENTARY SCHOOL: Music



[Chrome Music Lab](#)

Description: A website that makes learning music more accessible through fun, hands-on experiments.

Lesson Idea/Use Case: Explore music and its connections to science, math, art, and more.



[Mussila Music School](#)

Description: Best for students ages 6 - 8, this adventurous and creative game gives you the basic skills and tools to play and create your own music.

Lesson Idea/Use Case: Use for learning about the principles of music.



[Noteflight – Online Music Notation Software](#)

Description: Allows anyone to compose music, and hear it played – for free. Best for grades 3 and up.

Lesson Idea/Use Case: Use to compose music or for small group stations.



[Perfect Piano](#)

Description: This intelligent piano simulator can teach you how to play the piano and amuse you at the same time.

Lesson Idea/Use Case: Use for composing music as a whole class or with small groups.



[Piano Kids - Music & Songs](#)

Description: Learn to play musical instruments, explore different sounds, and develop musical skills.

Lesson Idea/Use Case: Use for composing music as a whole class or with small groups.



[Radiooooo](#)

Description: The musical time machine that allows you to travel through space and time! Pick a country, pick a decade, and let yourself get carried away by music.

Lesson Idea/Use Case: Use to introduce international styles and genres of music, help set the mood for virtual field trips, or when learning about other parts of the world.



[Real Piano](#)

Description: Learn notes, chords, and develop your musical abilities.

Lesson Idea/Use Case: Use for harmonizing and building chords.



Tuner & Metronome

Description: An accurate chromatic tuner and hands-free metronome.

Lesson Idea/Use Case: Use for recognizing rhythms and tempos.



Virtual Piano

Description: Enables you to play the piano through your computer keyboard.

Lesson Idea/Use Case: Practice playing the piano virtually.

EARLY CHILDHOOD & ELEMENTARY SCHOOL: Science



[Bacteria](#)

Description: Introduces the components and functions of bacteria.

Lesson Idea/Use Case: Use to illustrate and research bacteria and for group activities.



[Cookie – Learning Games for Kids](#)

Description: A variety of engaging online games for young learners.

Lesson Idea/Use Case: Print or Screen Capture worksheets to use with your ActivPanel.



[Human Body](#)

Description: Introduces the most important organ systems of the human body.

Lesson Idea/Use Case: Use to illustrate and research the body's systems.



[Google Expeditions](#)

Description: A virtual reality teaching tool that lets you lead or join immersive virtual trips all over the world. Visit historical landmarks, outer space, and dive underwater!

Lesson Idea/Use Case: Find an expedition you would like to lead your class on.



[ISS HD Live: View Earth Live](#)

Description: Stunning live HD video streaming to your ActivPanel, directly from the International Space Station cameras.

Lesson Idea/Use Case: Use for updates on the International Space Station.



[National Geographic Kids](#)

Description: Play games, watch videos, learn about animals, and places, and get fun facts. Best for grades K – 3.

Lesson Idea/Use Case: Have fun learning about places and animals as a whole group or individually with videos and games.



[Shutterbugs: Wiggle & Stomp](#)

Description: Designed by Smithsonian, this app allows students to participate in a virtual field trip to a zoo.

Lesson Idea/Use Case: Use to learn about animals and their ecosystems.



[Solar System Scope](#)

Description: 3D simulation of the Solar System and night sky; interactive real-time virtual observatory.

Lesson Idea/Use Case: Use for warm-ups, research, or small group stations.



[TurtleDiary – Educational Computer Games Online](#)

Description: A variety of engaging educational games and videos.

Lesson Idea/Use Case: Use as a warm-up, for practicing specific skills, or as a reward.

EARLY CHILDHOOD & ELEMENTARY SCHOOL: Social Studies



[Art-droid](#)

Description: One of the largest on-line collections of fine art.

Lesson Idea/Use Case: Use for small group stations and research.



[Google Arts & Culture](#)

Description: Meet the people, visit the places and learn about the events that shaped our world, and discover collections curated by experts from the most famous museums.

Lesson Idea/Use Case: Use for small group stations, research, and scavenger hunts.



[Google Expeditions](#)

Description: A virtual reality teaching tool that lets you lead or join immersive virtual trips all over the world. Visit historical landmarks, outer space, and dive underwater!

Lesson Idea/Use Case: Find an expedition you would like to lead your class on.



[Radiooooo](#)

Description: The musical time machine that allows you to travel through space and time! Pick a country, pick a decade, and let yourself get carried away by music.

Lesson Idea/Use Case: Use to introduce international styles and genres of music, help set the mood for virtual field trips, or when learning about other parts of the world.

EARLY CHILDHOOD & ELEMENTARY SCHOOL: STEM



[Blockly for Dash & Dot Robots](#)

Description: A visual drag-and-drop programming tool developed by Google that snaps together commands like puzzle pieces.

Lesson Idea/Use Case: Use for coding challenges and small group stations.



[The Cat in the Hat Builds That](#)

Description: Introduces Pre-K learners to science inquiry and engineering concepts through games tailored to their learning progress.

Lesson Idea/Use Case: Use for whole-group games or small group stations.



[Common Sense Education](#)

Description: Empower the next generation of digital citizens with award-winning games for grades 3 and higher. This site has resources in Spanish too.

Lesson Idea/Use Case: Use for lessons about digital citizenship.



[Lightbot: Code Hour](#)

Description: An all-ages app that introduces students to programming through fun activities and puzzles in a video game-style environment.

Lesson Idea/Use Case: Use for coding lessons or small group stations.



[mozaik3D app - 3D Animations, Quizzes and Games](#)

Description: More than 1200 educational 3D scenes related to history, technology, physics, mathematics, biology, chemistry, geography, and visual arts.

Lesson Idea/Use Case: Use for STEM lessons and virtual field trips.



[PHET Interactive Simulations](#)

Description: Fun, free, interactive, and research-based simulations for science and math from the University of Colorado Boulder.

Lesson Idea/Use Case: Use for STEM lessons including physics, chemistry, biology, and math.



[Science Kids](#)

Description: A variety of engaging STEM-related games.

Lesson Idea/Use Case: Use for warm ups, small group stations, and be sure to check out the [online experiments!](#)



ScratchJr

Description: An introductory programming language that enables young learners to create their own interactive stories and games.

Lesson Idea/Use Case: Introduce your students to the wide world of coding.



SPARKvue

Description: This durable, wireless, HD sensor measures temperature changes produced by chemical reactions, convection currents, and even skin temperatures.

Lesson Idea/Use Case: Use for labs, scientific method, and small group stations.

EARLY CHILDHOOD & ELEMENTARY SCHOOL: Special Education



[ASL American Sign Language Fingerspelling Game](#)

Description: Over 140 flashcards and 80 fingerspelling and ASL activities.

Lesson Idea/Use Case: Use to communicate and practice ASL.



[The ASL App](#)

Description: Learn conversational ASL through short videos featuring deaf instructors.

Lesson Idea/Use Case: Use for warm-ups or with small group stations.



[Autism Language and Cognitive Therapy with MITA](#)

Description: Early-intervention application for children with Autism Spectrum Disorder (ASD) including bright, interactive puzzles to facilitate general learning.

Lesson Idea/Use Case: Use for one-on-one support and small group stations.



[Breathe, Think, Do with Sesame](#)

Description: This bilingual (English and Spanish), research-based app helps your child learn problem-solving strategies to calm down and solve everyday challenges.

Lesson Idea/Use Case: Use for classroom transitions, changes in routine, or assessments.



[Card Talk](#)

Description: Uses cards to support communication for students who have difficulties in verbal communication.

Lesson Idea/Use Case: Use for warm-ups or small group stations.



[Jade Autism](#)

Description: Stimulating association games for students with Autism Spectrum Disorder (ASD) and Down Syndrome to facilitate reasoning and cognitive development.

Lesson Idea/Use Case: Use for one-on-one support and small group stations.



[Magic Fluids Free](#)

Description: A relaxing, colorful drawing app that will help you calm down and relieve stress, or be creative and make aesthetic digital art.

Lesson Idea/Use Case: Use for classroom transitions, changes in routine, or as a reward.



[Mindful Gnats](#)

Description: An app designed to teach young people simple mindfulness and relaxation skills.

Lesson Idea/Use Case: Use for classroom transitions, changes in routine, or assessments.



[Simon Says - Memory Game](#)

Description: Boost your brain power with this visual, auditory, and kinetic exercise -- a simple yet fun memory game of colors and tunes.

Lesson Idea/Use Case: Use for warm-ups, transition times, or as a reward.



[Stop, Breathe & Think: Meditation & Mindfulness](#)

Description: Build the emotional strength and confidence to handle life's ups and downs through short, guided meditations, yoga, and acupressure videos.

Lesson Idea/Use Case: Use for classroom transitions, changes in routine, or assessments.



[Tell Me - Text To Speech](#)

Description: This app reads aloud any text you input.

Lesson Idea/Use Case: Use for warm-ups or small group stations.

EARLY CHILDHOOD & ELEMENTARY SCHOOL: World Languages



[ASL American Sign Language Fingerspelling Game](#)

Description: Over 140 flashcards and 80 fingerspelling and ASL activities.

Lesson Idea/Use Case: Use to communicate and practice ASL.



[The ASL App](#)

Description: Learn conversational ASL through short videos featuring deaf instructors.

Lesson Idea/Use Case: Use for warm-ups or with small group stations.



[Dictation.io](#)

Description: Recognizes and transcribes popular languages including English, Español, Français, Italiano, Português, हिन्दी, தமிழ், اُردُو, বাংলা, ગુજરાતી, ಕನ್ನಡ, and more.

Lesson Idea/Use Case: Use for practicing speaking and writing in world languages.



[Duolingo](#)

Description: Choose from over twenty languages and practice your speaking, reading, listening, and writing skills while playing a game!

Lesson Idea/Use Case: Use for warm-ups, small group or whole class competition.



[Epic!](#)

Description: Thousands of free kids' books, including audio, Spanish and nonfiction.

Lesson Idea/Use Case: Have students read aloud.



[Google Expeditions](#)

Description: A virtual reality teaching tool that lets you lead or join immersive virtual trips all over the world. Visit historical landmarks, outer space, and dive underwater!

Lesson Idea/Use Case: Find an expedition you would like to lead your class on.



[Radiooooo](#)

Description: The musical time machine that allows you to travel through space and time! Pick a country, pick a decade, and let yourself get carried away by music.

Lesson Idea/Use Case: Use to introduce international styles and genres of music, help set the mood for virtual field trips, or when learning about other parts of the world.



[Rockalingua](#)

Description: Games, songs, worksheets and other tools for making Spanish fun to learn. Printables are available for individual practice as well.

Lesson Idea/Use Case: Show a Rockalingua Spanish video on your interactive display, then play an online game.



[Tinycards by Duolingo: Fun & Free Flashcards](#)

Description: Introducing a fun, new way to prepare for tests and memorize vocabulary! A flashcards app made by the team behind Duolingo.

Lesson Idea/Use Case: Use for warm-ups or to prepare for assessments.

MIDDLE & HIGH SCHOOL: General Content



[Play Kids Games](#)

Description: A variety of engaging educational games for a range of content areas. Best for grades K – 8. Note: Some games require Flash.

Lesson Idea/Use Case: Use for reinforcing skills, small group stations, or for a reward.



[TED](#)

Description: More than 2,000 TED Talks from remarkable people.

Lesson Idea/Use Case: Use to spur ideas for writing topics or class discussions.

MIDDLE & HIGH SCHOOL: Arts



[Art-droid](#)

Description: One of the largest online collections of fine art.

Lesson Idea/Use Case: Use for small group stations and research.



[AutoDraw](#)

Description: AutoDraw is a new kind of drawing tool that pairs the magic of digital learning with drawings from talented artists to help users create anything visual.

Lesson Idea/Use Case: Practice drawing skills or take a fun brain-break.



[Google Arts & Culture](#)

Description: Meet the people, visit the places and learn about the events that shaped our world, and discover collections curated by experts from the most famous museums.

Lesson Idea/Use Case: Use for small group stations, research, and scavenger hunts.



[Human Body](#)

Description: Introduces the most important organ systems of the human body.

Lesson Idea/Use Case: Use to illustrate and research the body's systems.



[Quick, Draw!](#)

Description: Students have a limited amount of time to depict a word while AI guesses what object they're drawing.

Lesson Idea/Use Case: Practice drawing skills or take a fun brain-break.



[Shakespeare Pro](#)

Description: The app contains Shakespeare's complete works and detailed scene breakdowns.

Lesson Idea/Use Case: Use when reading or performing Shakespeare.

MIDDLE & HIGH SCHOOL: English Language Arts (ELA)



Shakespeare Pro

Description: The app contains Shakespeare's complete works and detailed scene breakdowns.

Lesson Idea/Use Case: Use when reading or performing Shakespeare.



Word of the Day

Description: Learn a new word each day.

Lesson Idea/Use Case: Use as a warm-up.

MIDDLE & HIGH SCHOOL: English Language Learners (ELL)



Card Talk

Description: Uses cards to support communication for students who have difficulties in verbal communication.

Lesson Idea/Use Case: Use for warm-ups or small group stations.



Fruits and Vegetables for Kids

Description: Use flash cards and engaging games to build vocabulary.

Lesson Idea/Use Case: Use for warm-ups or small group stations.



Tell Me - Text To Speech

Description: This app reads aloud any text you input.

Lesson Idea/Use Case: Use for warm-ups or small group stations.

MIDDLE & HIGH SCHOOL: Health and Wellness



[Magic Fluids Free](#)

Description: A relaxing, colorful drawing app that will help you calm down and relieve stress, or be creative and make aesthetic digital art.

Lesson Idea/Use Case: Use for classroom transitions, changes in routine, or as a reward.



[Mindful Gnats](#)

Description: An app designed to teach young people simple mindfulness and relaxation skills.

Lesson Idea/Use Case: Use for classroom transitions, changes in routine, or assessments.



[Stop, Breathe & Think: Meditation & Mindfulness](#)

Description: Build the emotional strength and confidence to handle life's ups and downs through short, guided meditations, yoga, and acupressure videos.

Lesson Idea/Use Case: Use for classroom transitions, changes in routine, or assessments.

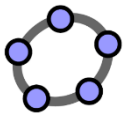
MIDDLE & HIGH SCHOOL: Math



[Desmos Graphing Calculator](#)

Description: Instantly plot any equation, from lines and parabolas up through derivatives and Fourier series. Use sliders to demonstrate function transformations.

Lesson Idea/Use Case: Use for whole group instruction, for homework review, and for small group stations.



[GeoGebra Classic](#)

Description: This app joins graphing, geometry, 3D, spreadsheets, computer algebra and probability in one powerful, easy-to-use package.

Lesson Idea/Use Case: Use for whole group instruction, for homework review, and for small group stations.



[Khan Academy](#)

Description: Over 40,000 interactive math practice questions aligned with Common Core; a variety of math videos, interactive exercises, and in-depth articles.

Lesson Idea/Use Case: Use in a flipped classroom.



[Marble Math Multiplication](#)

Description: Solve a variety of multiplication problems by collecting numbers as you roll or drag your marble through a series of fun mazes. Best for ages 9-12.

Lesson Idea/Use Case: Use as a warm-up or to strengthen multiplication skills.



[Math Games](#)

Description: Practice math by grade or by skill. Best for grades K – 8.

Lesson Idea/Use Case: Use for whole group instruction to model problems, in tandem with the Promethean Annotate app, and for small group stations.



[National Library of Virtual Manipulatives](#)

Description: A variety of math manipulatives broken down by grade level and skill; requires Java.

Lesson Idea/Use Case: Use for visually representing mathematical concepts.



[Photomath](#)

Description: Learn how to solve math problems, check homework assignments, and study for upcoming exams and standardized tests.

Lesson Idea/Use Case: Review homework, use for warm-ups and test prep.



[Wabbitemu](#)

Content Area: Math

Description: Creates a Texas Instruments graphing calculator on your Android device.

Lesson Idea/Use Case: Use to help students show their work.

MIDDLE & HIGH SCHOOL: Music



[Chrome Music Lab](#)

Description: A website that makes learning music more accessible through fun, hands-on experiments.

Lesson Idea/Use Case: Explore music and its connections to science, math, art, and more.



[Noteflight – Online Music Notation Software](#)

Description: Allows anyone to compose music and hear it played – for free. Best for grades 3 and up.

Lesson Idea/Use Case: Use to compose music or for small group stations.



[Perfect Piano](#)

Description: This intelligent piano simulator can teach you how to play the piano and amuse you at the same time.

Lesson Idea/Use Case: Use for composing music as a whole class or with small groups.



[Radioooooo](#)

Description: The musical time machine that allows you to travel through space and time! Pick a country, pick a decade, and let yourself get carried away by music.

Lesson Idea/Use Case: Use to introduce international styles and genres of music, help set the mood for virtual field trips, or when learning about other parts of the world.



[Real Piano](#)

Description: Learn notes, chords, and develop your musical abilities.

Lesson Idea/Use Case: Use for harmonizing and building chords.



[Tuner & Metronome](#)

Description: An accurate chromatic tuner and hands-free metronome.

Lesson Idea/Use Case: Use for recognizing rhythms and tempos.



[Virtual Piano](#)

Description: Enables you to play the piano through your computer keyboard.

Lesson Idea/Use Case: Practice playing the piano virtually.

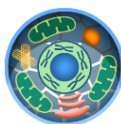
MIDDLE & HIGH SCHOOL: Science



[Bacteria](#)

Description: Introduces the components and functions of bacteria.

Lesson Idea/Use Case: Use to illustrate and research bacteria and for group activities.



[Cell World](#)

Description: Travel through vibrant, high-definition animations to explore the mysterious world of the cell.

Lesson Idea/Use Case: Use to illustrate and research cells and for group activities.



[Dissection Lab](#)

Description: The best alternative to live animal dissections; complete with step-by-step instructions and 3D visualization of the specimen.

Lesson Idea/Use Case: Use for warm-ups, research, or small group stations.



[Google Expeditions](#)

Description: A virtual reality teaching tool that lets you lead or join immersive virtual trips all over the world. Visit historical landmarks, outer space, and dive underwater!

Lesson Idea/Use Case: Find an expedition you would like to lead your class on.



[Human Body](#)

Description: Introduces the most important organ systems of the human body.

Lesson Idea/Use Case: Use to illustrate and research the body's systems.



[ISS HD Live: View Earth Live](#)

Description: Stunning live HD video streaming to your ActivPanel, directly from the International Space Station cameras.

Lesson Idea/Use Case: Use for updates on the International Space Station.



[Molecular Constructor](#)

Description: 3D modeling software for building molecules.

Lesson Idea/Use Case: Use for Chemistry warm-ups or small group stations.



[NASA](#)

Description: Discover the latest images, videos, mission information, news, feature stories, tweets, and featured NASA content.

Lesson Idea/Use Case: Students research the universe and view astronauts' tweets.



[Periodic Table 2019 - Chemistry](#)

Description: Access a tremendous amount of data about chemical elements for free.

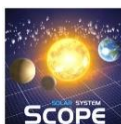
Lesson Idea/Use Case: Use to explore the periodic table for whole class instruction, for small group stations, or in tandem with the Promethean Annotate app.



[PlantNet Plant Identification](#)

Description: An image sharing and retrieval application for the identification of plants.

Lesson Idea/Use Case: Use for learning about ecosystems and for research before or after field trips.



[Solar System Scope](#)

Description: 3D simulation of the Solar System and night sky; interactive real-time virtual observatory.

Lesson Idea/Use Case: Use for warm-ups, research, or small group stations.

MIDDLE & HIGH SCHOOL: Social Studies



[Art-droid](#)

Description: One of the largest online collections of fine art.

Lesson Idea/Use Case: Use for small group stations and research.



[Google Arts & Culture](#)

Description: Meet the people, visit the places and learn about the events that shaped our world and discover collections curated by experts from the most famous museums.

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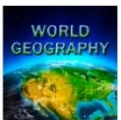
Lesson Idea/Use Case: Use to introduce international styles and genres of music, help set the mood for virtual field trips, or when learning about other parts of the world.



[Smithsonian Channel](#)

Description: Explore Smithsonian Channel's original series and documentaries, including over 1,000 short videos and free full episodes.

Lesson Idea/Use Case: Use to enhance lessons about history, nature, and more.



[World Geography - Quiz Game](#)

Description: A quiz game that will help you learn everything about countries - maps, flags, capitals, population, religion, language, currency and much more.

Lesson Idea/Use Case: Use as a warm-up or for Geography Bee prep.

MIDDLE & HIGH SCHOOL: STEM



[Blockly for Dash & Dot Robots](#)

Description: A visual drag-and-drop programming tool developed by Google that snaps together commands like puzzle pieces.

Lesson Idea/Use Case: Use for coding challenges and small group stations.



[Common Sense Education](#)

Description: Empower the next generation of digital citizens with award-winning games for grades 3–12. This site has resources in Spanish too.

Lesson Idea/Use Case: Use for lessons about digital citizenship.



[Lightbot: Code Hour](#)

Description: An all-ages app that introduces students to programming through fun activities and puzzles in a video game-style environment.

Lesson Idea/Use Case: Use for coding lessons or small group stations.



[mozaik3D app - 3D Animations, Quizzes and Games](#)

Description: More than 1200 educational 3D scenes related to history, technology, physics, mathematics, biology, chemistry, geography and visual arts.

Lesson Idea/Use Case: Use for STEM lessons and virtual field trips.



[PHET Interactive Simulations](#)

Description: Fun, free, interactive, and research-based simulations for science and math from the University of Colorado Boulder.

Lesson Idea/Use Case: Use for STEM lessons including physics, chemistry, biology, and math.



[Science Kids](#)

Description: A variety of engaging STEM-related games.

Lesson Idea/Use Case: Use for warm ups, small group stations, and be sure to check out the [online experiments!](#)



[ScratchJr](#)

Description: An introductory programming language that enables young learners to create their own interactive stories and games.

Lesson Idea/Use Case: Introduce your students to the wide world of coding.



[SoloLearn: Learn to Code for Free](#)

Description: The largest collection of free code learning content, from beginner to pro!

Lesson Idea/Use Case: Write and run code and engage in interactive community conversations.



[SPARKvue](#)

Description: This durable, wireless, HD sensor measures temperature changes produced by chemical reactions, convection currents, and even skin temperatures.

Lesson Idea/Use Case: Use for labs, scientific method, and small group stations.

MIDDLE & HIGH SCHOOL: Special Education



[ASL American Sign Language Fingerspelling Game](#)

Description: Over 140 flashcards and 80 fingerspelling and ASL activities.

Lesson Idea/Use Case: Use to communicate and practice ASL.



[The ASL App](#)

Description: Learn conversational ASL through short videos featuring deaf instructors.

Lesson Idea/Use Case: Use for warm-ups or with small group stations.



[Card Talk](#)

Description: Uses cards to support communication for students who have difficulties in verbal communication.

Lesson Idea/Use Case: Use for warm-ups or small group stations.



[Magic Fluids Free](#)

Description: A relaxing, colorful drawing app that will help you calm down and relieve stress, or be creative and make aesthetic digital art.

Lesson Idea/Use Case: Use for classroom transitions, changes in routine, or as a reward.



[Mindful Gnats](#)

Description: An app designed to teach young people simple mindfulness and relaxation skills.

Lesson Idea/Use Case: Use for classroom transitions, changes in routine, or assessments.



[Simon Says - Memory Game](#)

Description: Boost your brain power with this visual, auditory, and kinetic exercise -- a simple yet fun memory game of colors and tunes.

Lesson Idea/Use Case: Use for warm-ups, transition times, or as a reward.



[Stop, Breathe & Think: Meditation & Mindfulness](#)

Description: Build the emotional strength and confidence to handle life's ups and downs through short, guided meditations, yoga, and acupressure videos.

Lesson Idea/Use Case: Use for classroom transitions, changes in routine, or assessments.



[Tell Me - Text To Speech](#)

Description: This app reads aloud any text you input.

Lesson Idea/Use Case: Use for warm-ups or small group stations.

MIDDLE & HIGH SCHOOL: World Languages



[ASL American Sign Language Fingerspelling Game](#)

Description: Over 140 flashcards and 80 fingerspelling and ASL activities.

Lesson Idea/Use Case: Use to communicate and practice ASL.



[The ASL App](#)

Description: Learn conversational ASL through short videos featuring deaf instructors.

Lesson Idea/Use Case: Use for warm-ups or with small group stations.



[Dictation.io](#)

Description: Recognizes and transcribes popular languages including English, Español, Français, Italiano, Português, हिन्दी, தமிழ், اَرُوبِي, বাংলা, ગુજરાતી, ಕನ್ನಡ, and more.

Lesson Idea/Use Case: Use for practicing speaking and writing in world languages.



[Duolingo](#)

Description: Choose from over twenty languages and practice your speaking, reading, listening, and writing skills while playing a game!

Lesson Idea/Use Case: Use for warm-ups, small group or whole class competition.



[Google Expeditions](#)

Description: A virtual reality teaching tool that lets you lead or join immersive virtual trips all over the world. Visit historical landmarks, outer space, and dive underwater!

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[Tinycards by Duolingo: Fun & Free Flashcards](#)

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