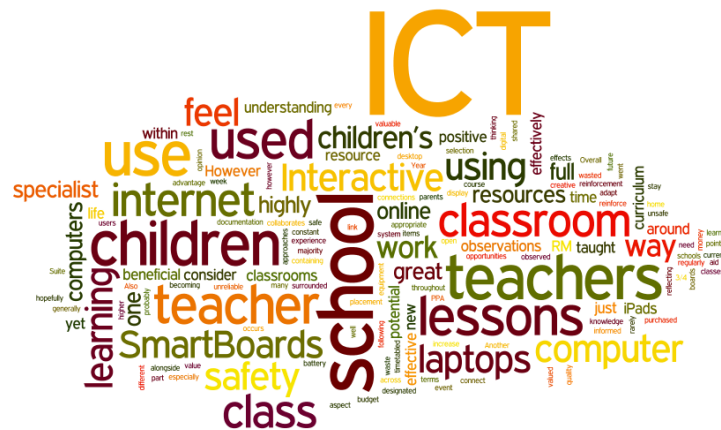# MANUALS
APPS AND PROGRAMS

**A REALISATION IN RESPONSE TO THE ERASMUS+ PROJECT
'THE ICT-ROAD TO STEM THROUGH TCC'**

- ❖ Animoto
- ❖ iMovie
- ❖ Beebot
- ❖ Quiver
- ❖ Plickers
- ❖ Lightbot
- ❖ Actionbound
- ❖ Some other nice apps and programs

Animoto

A quick and easy way to make a photo report.

1. Go to www.animoto.com. Create an account or log in using Facebook. Choose the free 'trial-account'.

2. Choose which type of video you want to make. There are 2 options:
   - ❖ Animoto memories: basic
   - ❖ Animoto marketing: some extra possibilities

3. Choose a video style. There are different categories, 'School' is one of them. Click 'Create video'.

4. At the left, you can see the steps you have to take.
   You can choose the order by yourself.
   - ❖ Change style
     You can change the style you chose whenever you want.
   - ❖ Add logo
     You can add a logo, for example the school's logo, to your video.
   - ❖ Add pics & vids
     The most important step! This is where you have to add pictures and video's to your movie. You can upload pictures from your computer, Facebook … By drag and drop, you can put the pictures and text in the order you like.
   - ❖ Add text
     You can add a 'slide' with text.
   - ❖ At 'Preview video', you can watch how your movie looks like so far. You can do this every moment you want.
   - ❖ At 'Change song', you can change the song that belongs to the video style. You can choose a song of Animoto itself, or add a song by yourself.
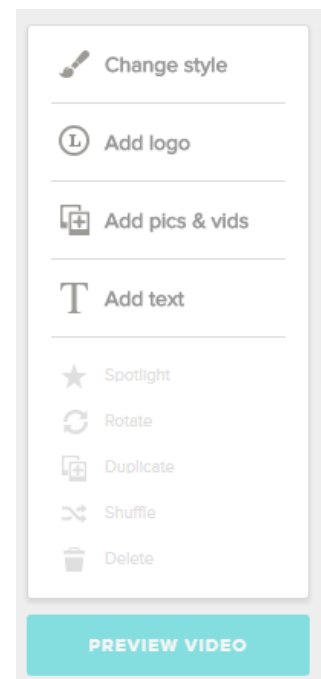
5. Your video is ready? Click 'produce' at the top of your screen. Choose the highest resolution, this ensures the best quality. Now you're able to download the video as an MP-4-file and watch it on your computer.

6. Don't forget…
   - ❖ We use the free version. Because of this, there is a watermark in your video. You can sign up with a paying account, but this is not necessary.

   - ❖ There is also an app to use Animoto on smartphone or tablet: Animoto Video Maker.
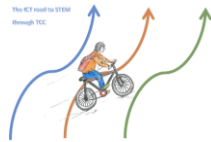
iMovie

Making trailers in an existing template for iPad and iPhone.

iMovie is an app that works on iPad and iPhone.

1. Go to ' projects ' and click on the plus to create a new project.
   There are 2 choices:
   - ❖ Film
   - ❖ Trailer

   We limit ourselves here to ' trailer '. Film is definitely worth a visit, but the possibilities here are so numerous you better test it yourself if you are interested.

2. Choose a style, and then click Create.

3. At "Overview" you can customize the title and end credits of your trailer.
   You cannot remove features. Whatever you like, you can just add a space.

4. At ' storyboard ' you find the state of progress of the trailer. This is a fixed template where you can fill in the parts. You cannot erase a part.

   - ❖ Customize text: click in the blue bar to change the text.
   - ❖ Add picture or video: click on an empty picture to add a picture or video from the library. Please note: these photos or videos must be on the iPad or iPhone. You can also take a picture with the camera while you are working in the program.
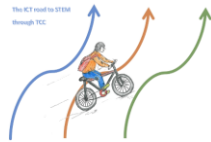
5. Ready with your trailer? Click done and then choose ⬆.

   Now you can send a mail to yourself, your trailer by Facebook,...

Tip: If you click on the question mark, you can get help in a concise way.

Bee-Bot
Learn how to program.

Bee-bot is a child-friendly robot, shaped as a bee. Children can control the robot using the seven buttons on its back. To go from point A to point B, the Bee-bot needs to receive the right orders. For example: two steps forward, turn right, and another step forward. The robot remembers up to 40 steps and can fulfil various exercises.

A transparent "map" is needed for using the Bee-bot. You can put different cards into different sections of the "map". This way you can use it for every subject or lesson you want.
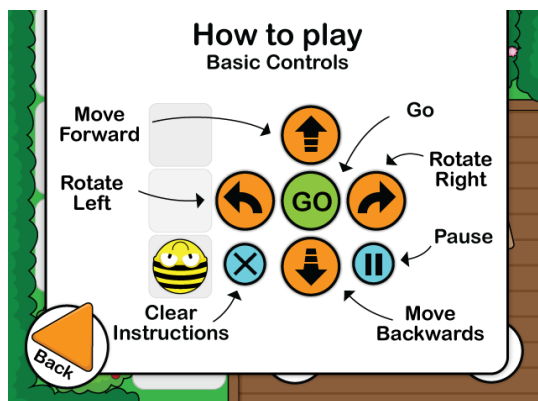

There is a Bee-bot app available.

Quiver

An easy and nice way to bring pictures to life.

1. Visit www.quivervision.com.

2. Go to "colouring packs". You can choose between Quiver, Quiver Education or Quiver Fashion. Choose a picture that is free, download and print the colouring pages.

3. Colour the page using your favourite colours.

4. Download the Quiver App on your smartphone or tablet.

5. Open the app. Tap your screen and hold your device in a way that the picture gets between the framework. When it's OK, the screen turns purple and your creation springs from the page and starts moving.

6. View the animation from any angle. Interact and play with the animated characters by touching the screen. Each picture has his own possibilities.

7. In the bottom of your screen you have some extra possibilities:

   ❖ Play and pause the animation when it comes to life.
   ❖ Make a video. Use different sound effects, play with the microphone, …
   ❖ Capture photos of your colouring creations.
   ❖ Zoom functionality.
   ❖ Start over or start a new creation.
   ❖ Put you creation in the spotlight.
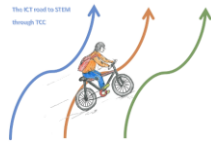
Plickers

Playful way to (for) knowledge of students to gauge.

1. Go to www.plickers.com and choose 'sign up'. Here you can create an account.

2. Choose for 'add new class' to fill in the names of your students.
   - ❖ First fill in the basic info.
   - ❖ Then fill in the names of your students.

3. Click on "Library", where you can create a new quiz.
   Left click on "new folder" to give your quiz a name.

4. Open the map, click on 'new question' and type the question.
   For the answers you have 2 options:
   - ❖ Multiple choice: give some possible answers. Make sure that the correct answer is available and check the box behind this answer.
   - ❖ Right or wrong: check the box behind the correct answer.

5. You can choose "save", you will go back to the General screen. If you choose "save and create new" you go straight to entering the next question.

6. You need to assign the question to the appropriate class. For this, click on the calendar or directly to ' Add to queue '. Do this for each question.

7. If you have some questions ready, you can start playing. You need a computer, a smartphone or tablet with the Plickers app and the corresponding Plickers-tickets.

8. Choose at the top for "Live view". Give each student the card at their number.

9. Open the Plickers-app en select your class. Select the question you will ask. "Live view" will start automatically on the basis of this question.

10. Students must answer the question by showing their ticket in the air. The correct answer (A, B, C or D) must be shown facing you.

11. As all the pupils have put their ticket in the air, you can use your smartphone or tablet to scan the answers. You need to do this with the camera icon.

12. The scanned answers appear in ' Live view ' (on the computer). Choose "Reveal answer" to show who had the answer right or wrong.
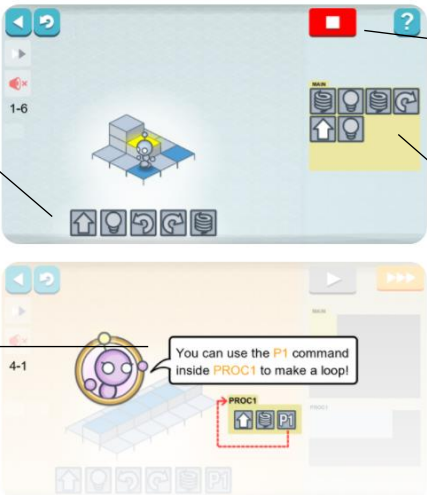   The progress of the pupils can be viewed at "Report"', "Score sheet".
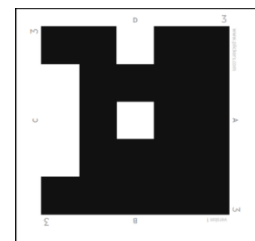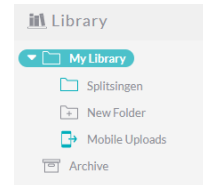
Lightbot

Coding on tablet or computer.

Lightbot is a jigsaw game for learning coding. You can play it on tablet or computer.

1. Download the Lightbot-app if you want to play it on a tablet or go to lightbot.com/flash.html if you wish to play it on the computer.

2. Open the app and choose 'Basic'. You can choose which level you want to start with.

3. Command the robot to go to the blue tile(s) and try to light the lamp by giving the robot the correct commands.

Insert commands.

Play or stop the inserted commands.

These are the commands you've already chosen.

Step by step short and clear info is given.

You can use the P1 command inside PROC1 to make a loop!

Actionbound

Free app for city game or scavenger hunt.

1. Go to www.actionbound.com, create an account and log in.

2. Click the blue addition mark to create a new bound or click an existing bound to edit it.

3. Enter a title and URL. Then choose whether it is a single or a multiplayer game and if the sequence of the tasks is fixed or not.

4. Click 'Create Bound'.

5. Click the blue addition mark to add an item or task to your bound.

6. Then choose and option from the list of items that appears on the right. There are several possibilities:
   - ❖ Stage: Set the location and title of the start of your bound. (NOTE: you can have multiple 'stages' for your Bound to create sections.)
   - ❖ Information: Use information to give a context to the stages of your bound or give instructions (text, photos, videos or music).
   - ❖ Quiz: Create challenges and award points for your players. You can choose from several options (open question, multiple choice, solution input, estimate number or sort list).
   - ❖ Mission: Give your players a mission to complete for which there is no right or wrong answer, this could be taking a photo, recording a video or sending back some text.
   - ❖ Find Spot: Get your players to find a GPS coordinate to win points. The points are scored automatically using GPS when the player reaches the set GPS location.
   - ❖ Scan Code: Generate a QR code, print it and place it in a location for your players to find and scan.
   - ❖ Survey: Create a survey for your players to complete.
   - ❖ Tournament: Use this in Teamplayer Bounds to set a 'tournament' for the team.

7. Click 'Settings' to manage your bound or add information about the bound.

8. Test out your bound before putting it online.

9. Once online you can print off the QR code of your bound or share the URL to start playing.

10. Click 'Results' to view and manage the participation results as well as accessing summary information.

Some other nice apps and programs

❖ Brightfrog; coding
❖ Weavesilk; creating interactive art
❖ Kahoot; interactive quiz
❖ Jellycam; stopmotion