

# Putting Learners in the Driving Seat

## Digital Tools

### FOR THE LEARNER-CENTERED CLASSROOM

Here are some apps and software that promote engaging classes and more autonomy and collaboration among learners

### MOBILE APPS

#### ○ QUIZLET

A very useful mobile app for learners to make their own study sets and create many different games. It makes learning vocabulary engaging and effective. Learners can make their own sets and share them with their partners.

#### ○ KAHOOT

A free game-based platform to bring to learning games to class and even get students to make their own

#### ○ PADLET

It allows sharing ideas and content on one single board. It is very useful for collaborative work and keeping record of things learned.

### PRESENTATION TOOLS

#### ○ CANVA

Students can design their own posters or infographics by using this user-friendly software.

#### ○ PREZI

A presentation software useful for teachers and students. It uses zoom and motion to connect ideas.

#### ○ POWTOON

It is a very easy-to-use video and animation creator. Ideal for making learning visible and promoting collaborative work in and outside the classroom.

#### ○ ADOBE SPARK

A graphic design app to create animated stories and images with captions.

#### ○ SOUNDCLOUD

An audio platform for uploading audio recordings. It promotes numerous learning opportunities for EFL students.

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