

Technological Tools, Platforms and Websites for teaching English

1. Allthingstopics: <https://www.allthingstopics.com/> - A bank of resources to engage students in speaking and reading & <https://www.allthingsgrammar.com/> for grammar
2. Anchor: <https://anchor.fm/> - make your own podcasts
3. Baamboozle: <https://www.baamboozle.com/> - This tool offers you the possibility to create games, it is similar to Kahoot, you can personalize the activities and you can vary your classes. In this tutorial you can learn what the games look like for your students, and how to create your own: <https://www.youtube.com/watch?v=eQlfNJZ2TWc>
4. Bitmoji Classroom (Google Chrome Extension): <https://chrome.google.com/webstore/detail/bitmoji/bfgdeiadkckfbkeigkoncpdieiefpig?hl=es> - This allows for greater creativity for teachers and students and provides a way to make giving instructions or sharing content more fun. You can have students create a class “photo” where each student adds their own bitmoji, you can generate a slide with information on a task that has to be completed and add hyperlinks, you can have students generate their own to present projects or showcase images. The app is pure fun and allows students a way to express themselves using their digital persona.
 - a. To create a bitmoji classroom you need: Google slides, The Bitmoji extension for Chrome, and to Create a bitmoji account (if you have Snapchat you can create it through this app)
5. Brainscape: <https://www.brainscape.com/> - flashcards
6. Breaking News English: <https://breakingnewsenglish.com/> - Multi-level readings and listening activities It is content oriented, and teachers can customize according to the student level. There are predesigned workshops developed according to the SS’ level.
7. Canva: <https://www.canva.com/> - create digital posters, infographics, videos, flyers, presentations, etc.
8. Chatterpix: (Cellphone app) - to have students use a picture (probably of their own faces) and the picture speaks what students say.
9. Classcraft: <https://www.classcraft.com/> - use gaming characters to learn English
10. Classroomscreen: <https://classroomscreen.com/> - This tool offers you different resources for your classes, timer, dice, random name, you can create teams and polls. It is fun, interactive and engaging.
11. Class Dojo: <https://www.classdojo.com/> - This is a tool that has many aspects to it. It is a great way to involve parents in students’ learning process if you aren’t already using an LMS. Class Dojo also allows you to pick students at random for participation purposes and give points to students so it is a nice way to encourage students to participate and provide positive reinforcement feedback. It is great to use with kids and youth, but it is fun to use with adults as well.
12. Confluence: <https://www.atlassian.com/software/confluence> - remote-friendly team workspace where knowledge and collaboration meet.
13. Creately: <https://creately.com/> - graphic organizers
14. Dictation: <https://dictation.io/> – transcribe speech to text in real time
15. Ecosia: <https://www.ecosia.org/> - search engine that helps plant trees around the world (not quite related to language teaching but still very helpful for the world)
16. Edmodo: <https://new.edmodo.com/> - LMS

17. Edpuzzle: <https://edpuzzle.com/home> - It's also a website just like playposit where you can add questions to a video (multiple option, true or false, open-ended, etc.) so it works to check students' understanding
 - a. Inside Robert Downey Jr.'s Windmill Home in the Hamptons - <https://edpuzzle.com/media/5ebc684cadf7803fafd174f1> & <https://edpuzzle.com/media/5f16286692ee8d3f46d69b03>
 - b. The tool has a built-in video editor. This allows you to do the following keeping in mind the important criteria for material selection:
 - i. Adapting the materials to fit level appropriacy and learning objective needs
 - ii. The ability to expand on and exploit the videos for comprehension purposes and follow-up activities
 - c. The tool allows you to select material depending on how it can most benefit your particular group of students
 - d. It allows you to tailor comprehension questions to add elements of higher order thinking and/or critical thinking
 - e. Some Aspects to Consider:
 - i. This took a little while to understand how to use it and to locate materials
 - ii. The materials are limited to the small database and what other teachers contribute to it
18. Edublogs.org: <https://edublogs.org> - Here you can create blogs for your students very easily. It is very user friendly. You only need to create an account and, select a topic for your blog and start posting!
19. Emoji Keyboard (Google Chrome Extension): <https://chrome.google.com/webstore/detail/emoji-keyboard-emojis-for/fbcgkphadgmbalmklhbdagcicajenei>
20. English Club: <https://www.englishclub.com/> - all skills, grammar, vocab, quizzes, etc.
21. Epals: <https://www.epals.com/#/connections> - Online pen pals
22. Escape rooms: <https://www.simplemost.com/free-digital-escape-rooms/> - 10 Free Digital Escape Rooms
23. ESL Games: https://catesol.org/esl_games.php - article listing many ESL games
24. ESL Lab: <https://www.esl-lab.com/> - Integrate the 4 skills/discussions/online research/.
25. ESL Video: <https://www.eslvideo.com/> - multiple leveled videos with questions, by levels, categories, include scripts, offers conversation classes (\$), authentic videos (TED, TV series) , no higher order thinking questions
 - a. Interesting quality videos
 - b. Easy to use for teachers or students
 - c. Input for different levels
 - d. Variety of contents (tv show fragments, TED talks, songs, etc.)
 - e. Possibility to create own activities
 - f. Fill-in the gaps and quiz about the videos.
26. Exam net: <https://exam.net/> - robust, easy-to-use and secure exam platform, now available outside of Sweden and free of charge during 2020
27. Film-English: <https://film-english.com/> - it is going to help you with your classes, there you can find different lesson plans about many topics, the lesson plans included a step by step guide, language level, vocabulary and so on.

- a. It focuses on topics that can be relevant for students and that they can find meaningful and connect to their own lives.
 - b. It is ideal if you sign up to receive the lesson plans in your email. There are several different ones related to independent films and shorts, and new lesson plans are added at different moments throughout the year. Despite this, there are not many available.
 - c. Aside from the lesson plans, it also contains viewing guides with vocabulary and pronunciation that can be used as a tool to develop autonomous practice.
 - d. The material can be adapted to different levels based on the needs of our students.
 - e. It takes advantage of a plethora of authentic material although, as the films are not mainstream, it might be more difficult for students to connect to them. Therefore, a lot more previewing might be needed to set the scene.
28. Flash my brain: <http://www.flashmybrain.com/index.php> - create your own flashcards
 29. Flexiquiz: <https://www.flexiquiz.com/SC/N/7e362689-97f6-4654-b4ff-eca5004512dehttps://en.chatclass.com.br/> - fill-in-the-gaps exercise using past simple and past continuous to complete a paragraph
 30. Flippity: <https://flippity.net/> - Turn a Google Spreadsheet into online games; Here's an example of a board game for graded readers or any book club. It can be used to review basic elements of any story: https://www.flippity.net/bg.php?k=1W48G-4B2q1qgY8xBoH_fGwkBuGb86jPRhAryfDLJn14 & here's the board game instructions: https://drive.google.com/file/d/11p0tGTVgEx_eYHhgKWZatRuSB0NA9B8/view
 31. Flipgrid: <https://Flipgrid.com> - use of teacher and student-generated videos
 32. Freerice: <https://Freerice.com> - questions for different subjects, sends rice donations for ads that you watch
 33. Games to learn English - <https://www.gamestolearnenglish.com/describer/>
 34. Genially: <https://genial.ly/> - This allows you to gamify your activities to help create interactive and engaging activities. It adds elements of fun and competition to the online classroom. It can be used to help implement CCQs (concept checking questions) in a fun, but still meaningful way.
 35. Google docs: submit writing and comment on students' writing
 36. Google Earth: <https://www.google.com/earth/> - You can use Google Earth to have students engage in conversation, presenting their experiences and plans with actual video animations from around the world.
 37. Google Forms – example of self-reflection quiz
<https://docs.google.com/forms/d/e/1FAIpQLSdIge5zObS6hrZYu8BtTzG8a-7gv67Cjb19fnsvPcF5kzkGw/viewform>
 38. Google Keep - note-taking service
 39. Google Jamboard - This tool in the Google Suite can help you involve your students into participating and answering questions before or after class. It allows you to post images and it is very easy to use.
 40. Google maps: <https://www.google.com/maps> - post photos of local places & write description, practice direction-giving.
 41. Grammarly: <https://www.grammarly.com/> - compose bold, clear, mistake-free writing with Grammarly's AI-powered writing assistant.
 42. Hangman: <https://www.hangmanwords.com/> - This is a hangman maker. I use it at the beginning of class to activate some vocabulary.

43. Islcollective: <https://en.islcollective.com/english-esl-worksheets/search/board+game> - A bank of board games you can download in Word / Pdf format to activate students' speaking skill; ISL Collective can help us assess different skills through videos or worksheets: <https://en.islcollective.com/video-lessons/snack-attack-14>
44. Jamboard: https://jamboard.google.com/d/17F_BHxIra38Fuy8bQbFqdVEFNiuxYswPgZL_M3LNq7V8/edit?usp=sharing - have students practice vocabulary & structures related to weather descriptions
45. Job interviews (online):
 - a. <https://theinterviewguys.com/zoom-interview-tips/>
 - b. <https://www.cbsnews.com/news/8-mistakes-to-avoid-in-an-online-job-interview/>
 - c. <https://ideas.ted.com/how-to-ace-your-next-online-job-interview/>
46. Kahoot! <https://create.kahoot.it/details/reported-speech/7dc8fb05-34b5-4101-aa6b-539cfbe78ed0> - reported speech practice
47. Learn English British Council: <https://learnenglish.britishcouncil.org/skills>
48. Lexia Learning: <https://www.lexialearning.com/> - empowering literacy educators through adaptive assessment and personalized instruction
49. Lexile: <https://lexile.com/> - evaluates the reading demand — or text complexity — of books, articles and other materials; measures the complexity of the text by breaking down the entire piece and studying its characteristics, such as sentence length and word frequency, which represent the syntactic and semantic challenges that the text presents to a reader. The outcome is the text complexity, expressed as a Lexile measure, along with information on the word count, mean sentence length and mean log frequency - <https://hub.lexile.com/analyzer>
50. LibriVox: <https://librivox.org/> - free public domain audiobooks, read by volunteers from around the world, downloadable files
51. Liveworksheets: <https://www.liveworksheets.com/> - Interactive worksheets, individual or group work; IPA with basic students - <https://www.liveworksheets.com/at700097dt>; Check students' grammar - [https://www.liveworksheets.com/worksheets/en/English_as_a_Second_Language_\(ESL\)/Verb_to_be/Am_-_Is_-_Are_-_Was_-_Were_jq21324vn](https://www.liveworksheets.com/worksheets/en/English_as_a_Second_Language_(ESL)/Verb_to_be/Am_-_Is_-_Are_-_Was_-_Were_jq21324vn)
52. Loom Video: <https://www.loom.com/> - it is a Google extension so you have to download it to use it. This is a great way to record your screen for presentations. The thing that makes Loom different from other screen recorders is that it also allows for you to be videoed as well. This way you can talk about your presentation and the people will see you. The benefits to this are that it allows for body language to be seen and it gives you that face-to-face familiarity even if it is not in real time. This is a nice way for students to do video presentations because it forces them to talk a little more instead of reading directly from their screens as they are on camera too. It is easy to use. It offers simple editing tools, but you can also put the video in MovieMaker or another system that allows you to edit videos to have a better range of editing tools.
53. Lyricstraining: <https://es.lyricstraining.com/en> - you or students can choose any song, tv program or video to listen and fill the gaps. For teachers, you need to create an account, choose the video, song or movie segment scroll down and click on “new exercise” and you have the option to select the words you want students to work or focus on. Then, you save your work and get the link for that specific exercise, you can also choose if you want students to have “modo seleccion” or “escritura”.

- a. It's engaging for students
 - b. It integrates different skills
 - c. It can be adapted to different levels of proficiency
 - d. Resources are endless
 - e. As there's always new music coming out, it's full of current music that can be used as well as more dated music.
 - f. It shows students real-life vocabulary and expressions
 - g. It can be modified depending on the goals.
 - h. It can be connected to other activities to develop critical thinking, collaboration, creativity. (Discussions, debates)
54. Mahara: <https://mahara.org> - e-portfolio
55. Matchthememory: <https://matchthememory.com/> - to have students play concentration and vocabulary-oriented activities.
56. Mentimeter: <https://www.mentimeter.com/> - live polls, quizzes, word clouds, Q&As
57. Miro: <https://miro.com/> - collaborative online whiteboard platform
58. Mindmapping: <https://www.mindmup.com/> - Online mind mapping
59. Mural: <https://www.mural.co/> - digital workspace for visual collaboration
60. Newsela: <https://newsela.com/> - authentic, engaging, diverse and accessible articles
61. News in Levels: <https://www.newsinlevels.com/> - World News for Students of English, various levels and skills
62. New York Times Learning Network: <https://www.nytimes.com/section/learning> - free activities for students and teachers – news, quizzes, lesson plans, picture prompts, contests, graphs, film club, etc.
63. Nearpod: <https://nearpod.com/> - This is a nice webpage to create collaborative boards, surveys, questionnaires, races about grammar and vocabulary in nice sceneries. Also, it is connected to google slides and Zoom to help with Breakout Session instructions.
- a. It can be used both synchronously and asynchronously.
 - b. It can be adapted to present culturally relevant content: websites, images, or videos.
 - c. It facilitates the creation of though-provoking questions that will surely lead to engagement.
 - d. It offers possibilities for assessment that could be done by the teacher or the student.
 - e. Group work can be fostered.
 - f. Language skills can be approached and integrated.
64. OER Commons: <https://www.oercommons.org/> - free open education resource database with resources, lesson plans, assessments, etc.
65. Office docs & forms: <https://forms.office.com/> - for writing practice & quizzes
66. Overdrive: <https://www.overdrive.com/> - Free ebooks & audiobooks
67. Oxford dictionary: <https://www.oxfordlearnersdictionaries.com/text-checker/> - to check if you are using the appropriate range of vocabulary regarding your level. This shows A2, B1, B1 and C1 vocabulary occurrences in a text.
68. Padlet: <https://www.padlet.com> - It's a tool that you can use to share things with your students. They can also contribute with texts, videos, comments, pics, audios. It's fun and highly useful!
69. Parlay: <https://parlayideas.com/> - a discussion-based learning tool

70. Piktochart: <https://piktochart.com/> - create reports, presentations, infographics, social media graphics, and prints
71. Pixton: <https://www.pixton.com/> - make your own comics, storyboards and graphic novels
72. Playfactile: <https://www.playfactile.com/> - Jeopardy games
73. Playposit: <https://go.playposit.com/> - play posit is a tool where the teacher can upload a video from youtube and add some questions about it, something interesting about it is that you can choose the minute and the kind of question (multiple choice, true or false, open questions) if the students don't answer the question the video doesn't continue. This tool is totally different as it all depends on the teacher, because the website already provides several tools to modify the video you want students to work on and it allows them to improve all their skills. The teacher has to keep in mind lots of aspects such as audience, level, age, and appealing video, so that at the end, it will meet all of the online criteria needed.
74. Plickers: <https://get.plickers.com/> - Plickers lets you poll your class for free, without the need for student devices. Just give each student a card (a "paper clicker"), and use your Android smartphone or tablet to scan them to do instant checks-for-understanding, exit tickets, and impromptu polls. Your data is automatically saved, student-by-student.
75. My PBL Works: <https://my.pblworks.org/> - free Project Based Learning lesson plan examples
76. Prowriting Aid: <https://prowritingaid.com/Free> - a software to spot mistakes (similar to the popular Grammarly) but free
77. Quizlet - <https://quizlet.com/> - create quizzes.
78. Quizstar: <http://quizstar.4teachers.org/indexi.jsp> - QuizStar is a Web-based quiz maker that enables you to create, administer and automatically grade your quizzes online!
79. Quizizz: <https://quizizz.com/join> - create quizzes.
80. ReadnQuiz: <https://readnquiz.com/> - This tool allows teachers to quiz their students on a variety of topics.it has a lot of features that every teacher can benefit from. It's a straightforward tool to use and get into; however, it provides detailed reports and in-depth analysis
81. Readworks: www.readworks.org - reading / speaking / writing / listening activities.
82. Scavenger hunts: Emoji Scavenger Hunt: <https://emojiscavengerhunt.withgoogle.com/> & Online Scavenger Hunt - <https://www.goosechase.com/>
83. Scratch - <https://scratch.mit.edu/> - stories, games, animations
 - a. This webpage can be used to create stories and games with animation. This is a good way to "hook students into learning." It's an efficient way to convey information.
 - b. This webpage helps review/learn vocabulary. It could be used as the story started to boost fluency.
 - c. It could be done at any moment during class time as a warm up, transition, or wrap up.
84. Sentence Error Correction: <http://readingandwritingtools.com/rp/rephraser.html>
85. Site123: <https://www.site123.com/> - Free Website Creator
86. Skribbl.io: <https://skribbl.io/> - This is a nice page to practice vocabulary while drawing. This is a kind of Pictionary game. You can customize the words you want to work on.

87. Socrative: <https://www.socrative.com/> - Socrative is a cloud-based student response system developed in 2010 by Boston-based graduate school students. It allows teachers to create simple quizzes that students can take quickly on laptops – or, more often, via classroom tablet computers or their own smartphones.
88. Storyboardthat: <https://www.storyboardthat.com/storyboard-creator> - Create sequences and comic strips.
- This website is very student-centered as it allows students to express themselves even if they are just beginning in their process.
 - It's collaborative because students can easily work in pairs or groups or if they prefer they can do it individually.
 - It's very user friendly and accessible
 - The free version lets you upload a couple of strips but if you want a larger board or more options you have to pay a monthly fee ranging from 19.000 to 25.000 COP
 - You can assess students in different ways using this tool. You can do picture exploitation, speaking activities, writing and so forth.
89. Superteachertools: <https://www.superteachertools.us/> - multiple games
- Review topics by playing games (popular games)
 - Create your own games
 - Engaging and appealing
 - Appropriated for all ages and levels
 - User friendly
 - Create your own games
90. TEDTalks: <https://ed.ted.com/lessons?direction=desc&sort=featured-position> - Pre-made lessons with watch, think, dig deeper and discuss perfect for practicing listening and promoting critical thinking.
- It definitely provides connection with real life and makes learning meaningful
 - It definitely gives students and teachers a huge amount of information, useful for debates, but it is important for teachers to check the videos before and make sure they know the audience they are going to present it to
 - This is perfect to work with a flipped classroom as the teacher can assign some videos and ask students to come to class prepared for a discussion with some questions or ideas from it.
 - Some videos or part of them can be used as an icebreaker or wrap up activities.
 - This site offers teachers the possibility to activate HOTS (higher order thinking skills) and integrate all the language skills
 - Teachers can use one video to prepare one or different tasks
 - The videos offer students the possibility to discover new vocabulary
91. Toontastic: <https://toontastic.withgoogle.com/> - Create 3d cartoons
92. Tricider: <https://www.tricider.com/> - Voting Tool
93. Turnitin: <https://www.turnitin.com/> – to check for plagiarism in writings
94. Vocabulary Spelling City: <https://www.spellingcity.com/faqs.html> - practice vocabulary and spelling
95. Voice of America for Students: <https://learningenglish.voanews.com/> - leveled videos about news topics
96. Wisc: <https://www.wisc-online.com/gamebuilder> - create your own online games.

97. Wheel of Names: <https://wheelofnames.com/> – a way to randomize calling on students to contribute
98. Wordwall: <https://wordwall.net/>- Multi- sources for teachers to create materials (quizzes, hangman, crosswords, wheels, balloon-pop activities, etc.)

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