

# LearningApps

[PDF](#)

## Breve sintesi

LearningApps is an interactive task builder app that uses text, images, video and playful elements to create tasks.

## Link

<https://learningapps.org/>

## Descrizione

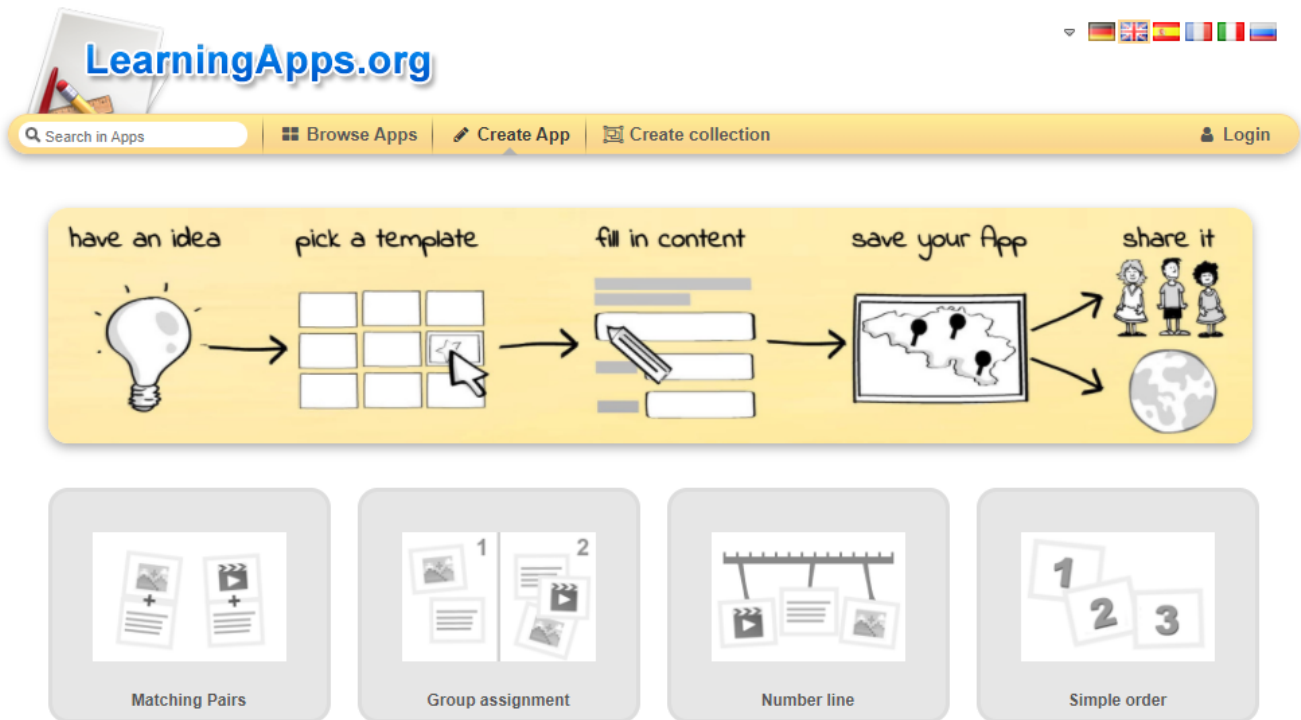
Full use of Learning Apps requires registration. You can search the app's database and use these learning materials online without registering, but you will not be able to edit the learning materials or use the classroom features.

From the main menu, you can access the database of ready-made apps. You can choose from 33 categories (subjects) of ready-made exercises of different types, levels of difficulty and for different age groups. You can create a copy of the completed exercises into your own collection and edit them to suit your own needs.

The screenshot shows the LearningApps.org website interface. At the top left is the logo "LearningApps.org" with a small graphic of a notepad and pencil. To the right of the logo are several small flags representing different languages. Below the logo is a yellow navigation bar with a search box labeled "Search in Apps", buttons for "Browse Apps", "Create App", and "Create collection", and a "Login" button. Below the navigation bar is a "Category" section with a list of subjects: All categories, Arts, Arts and crafts, Astronomy, Biology, Business, Chemistry, Engineering, English, English as a foreign language, Environment, French, General studies, Geography, German, History, Italian, Latin, Mathematics, Music, Other languages, Philosophy, Physics, Politics, Psychology, Religion, Russian, Spanish, Sports, Teaching tools, Technology, and Vocational education. There are also filters for "Media: all" and "Stages" with a slider between "Elementary level" and "Vocational and further education". Below the category list is an "Examples" section with five app thumbnails: "Periodic classification of elements- Lesson-8" (a woman in a lab coat), "THE APPLE TREE AND THE FARMER" (a cartoon farmer), "geoLAB starter: predicting effects!" (a cliffside), "Tenses" (a grid of text boxes), and a cartoon character with the text "உணர்வு" (Uṇarvu).

From the main menu, you can also access the editor interface and create a set of quizzes: in total, the app has 21 different task templates (pair search, grouping,

timeline, simple sorting, short answer, assignment on pictures, multiple choice quiz, missing text, task matrix, How to Become a millionaire, grouping puzzle, crossword, word search, What's where?, words and petals, horse race, matching memory game, estimation, matching table, quiz with text input).



The apps are easy to create and can be accompanied by images, audio and video. That's why we can create learning materials from the lower to the upper secondary school cycle.

For each task, you will see the Task Title and Task Description fields. Make sure you fill these in! One indicates the topic, the other the task to be performed.

Each task type has a simple, transparent, well-structured and logical editor menu. For example, for sorting tasks, the new items that can be added to the group are immediately below the group. You can create any number of groups and add any number of elements to them, within the bounds of rationality.

It is also possible to fine-tune the tasks during editing, e.g. to set the order in which each item is displayed within a group, or to set the way in which the cards are displayed (e.g. sequential or simultaneous display of cards).

You can organise your tasks, including the apps you have received from others, into collections. Tasks in collections can be grouped thematically in any order. The collections replace some of the functions of the classroom, which used to exist but was then closed down. Provided students enter their name when completing the task, their work can be tracked and evaluated through the app

and feedback can be sent to them.

## **Vantaggi**

- Easy to use from any device (tablet, phone, laptop, desktop).
- No student registration is required.
- A simple, user-friendly interface: easy to edit and even easier to solve in terms of digital competences, so that it can be used even by students who are not very good at digital skills.
- Practical for individual, pair and group work.
- It has an internal search interface: you can browse through thousands of apps made by others for inspiration.
- The app is completely free.
- It allows integration of images, audio files, videos, thus providing a versatile way to input and visualise information.
- A flexible, versatile application.
- It can be integrated in a variety of ways into other learning materials created by complex curriculum development applications (e.g. Livresq, Genially, etc.).
- Can also be imported as a SCORM-compliant package.
- It provides direct user connections to free, royalty-free online image, video and audio repositories such as Pixabay, Flickr, Wikipedia, Youtube.
- The editing process is simple: we can create tasks in a short time.

## **Svantaggi**

There is no classroom and the exercises are not marked, so it is only possible to check whether they are done correctly or not.

## **Utilizzo per l'insegnamento/apprendimento**

- Can be used to create exercises.
- Textbooks can be embedded in lessons or digital learning materials created with other curriculum editors (Genially, Livresq, etc.) to help you check the learning of individual passages through independent study or to help you understand what you have read.
- It can also be used for classroom assessment, under teacher supervision.
- When integrated into SCORM-compliant systems, it can also be used for assessment.
- It can be used for revision in the classroom or online.

- It is also suitable for playful learning at home or in the classroom, self-testing and self-assessment.
- The audio, film-type textbook, with subtitles and tasks, provides an opportunity to observe and organise information and context on a topic in a guided way.
- With the help of the teaching blocks, art education can also be integrated into our teaching practice in an interdisciplinary way: films and audio materials that can be interrupted and then played afterwards with the help of assigned images, tasks and observation criteria provide a good opportunity for guided observation of a particular art or music work.
- They also allow you to attach information to maps, diagrams and even technical images, which helps teaching and learning through interactive visualisation.

## **Video tutorial**

### **Esempi**

<https://learningapps.org/view14005813> (Author: Uma Nageswari)

<https://learningapps.org/view6115649> (Author: Marek Stopa)

- [Accedi](#) o [registrati](#) per poter commentare

### **Tipologia di strumento**

## **Interactive exercises**

## **Interactive exercises**

Using the tools listed below, you can create online exercises by inserting images, audio and video files. Browse through exercises created by others and modify them to suit your own purposes.

You can use the exercises you have created over and over again in the classroom or online.

# Gamification

## Gamification

Read about gamification - an innovative teaching-learning method - on our website [here](#).

## Quiz, test, voting

## Quiz, test, voting

Online tests and quizzes can be re-used and shared - no problem if you want to use for practice.

There is usually a wide range of question types to choose from and the evaluation is much easier than with traditional tests.

Some of the tools below can also be used to collect quick feedback, at a given point of time, even anonymously, so that the teacher can always get an idea of how well the students have understood the material.

### **Prezzi**

Free

### **Linguaggio dell'interfaccia**

English

Hungarian

### **Lo strumento comprende un archivio in cui possiamo sfogliare i contenuti creati da altri insegnanti?**

sì

### **La versione gratuita prevede la collaborazione online?**

sì

### **Livello**

For advanced users

**Autore**

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