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INDI4.0



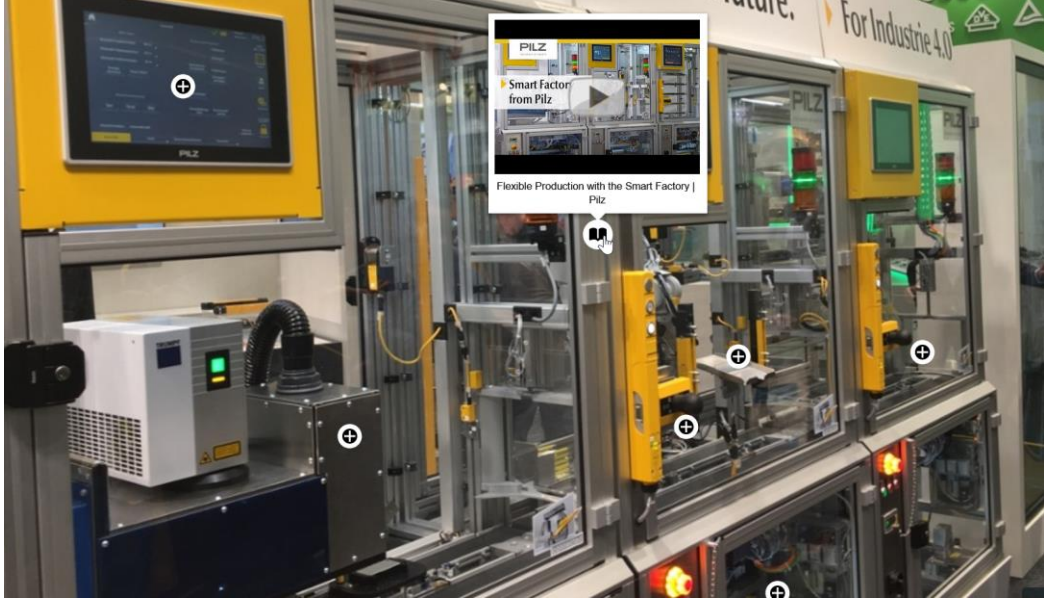
Project No. 2019-1-DE02-KA202-006099

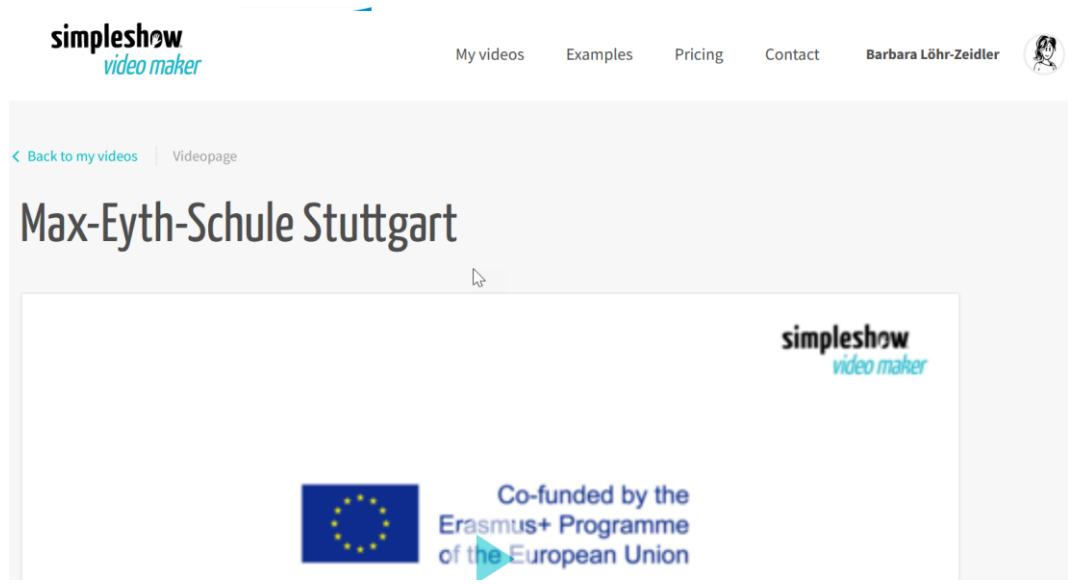


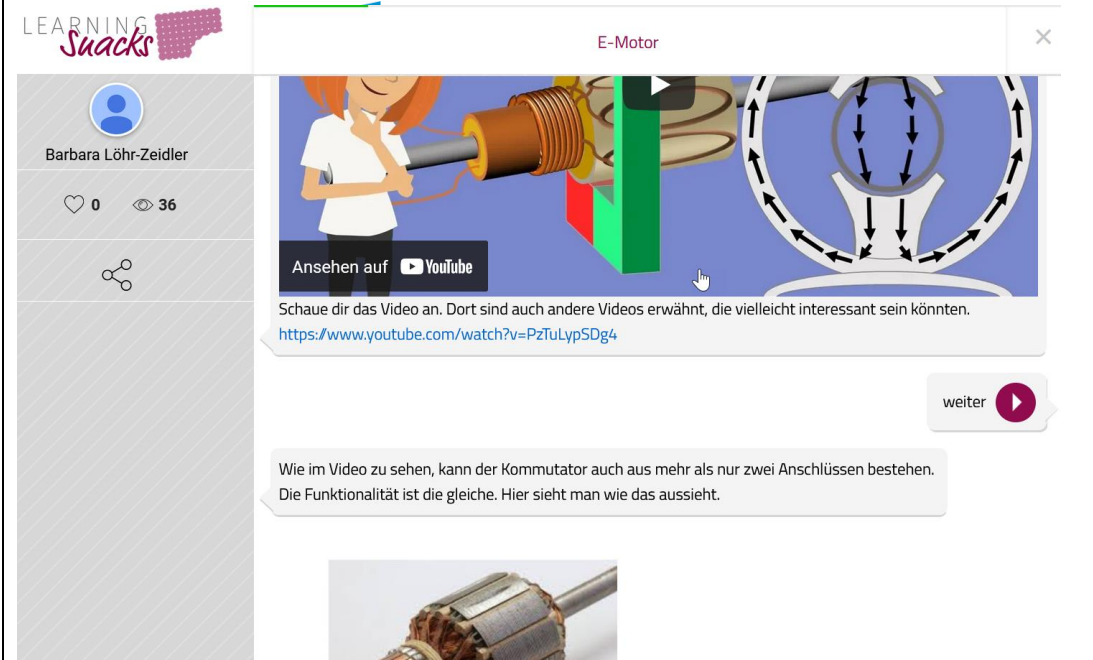
mes web-tools

INDI4.0 Project Stuttgart | 06/2021 "Methods of learning" Intellectual Output "IO2"

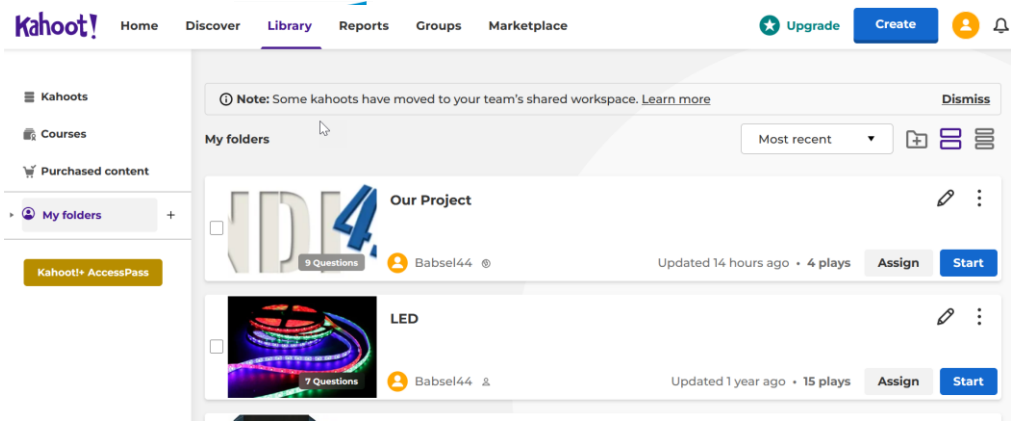
Presentation and possible uses of some tools for teaching on the web.

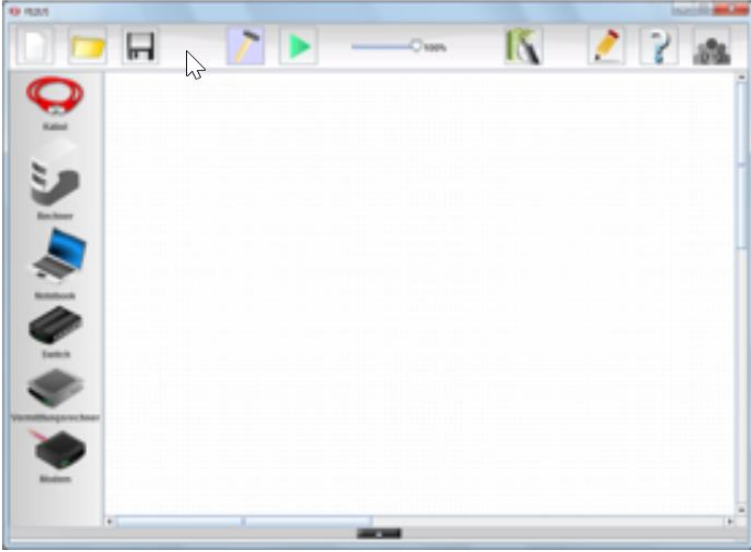
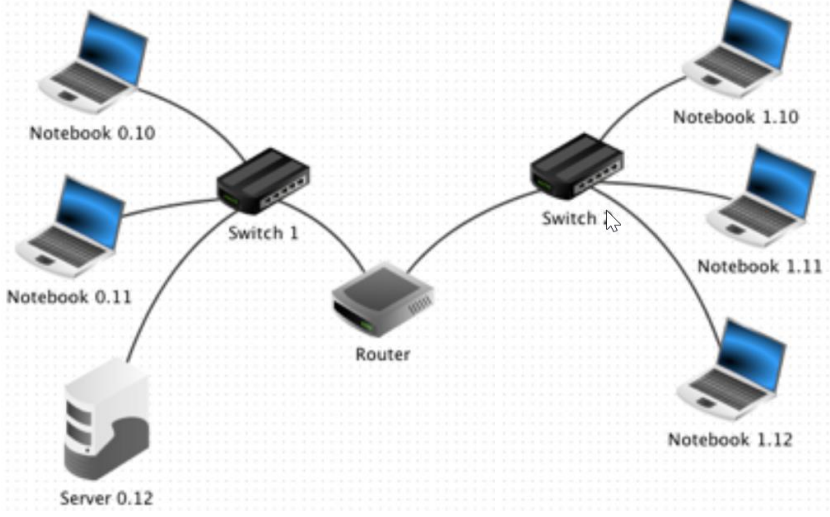
Project:	INDI4.0 Industrial Interaction 4.0
Partner:	Max-Eyth-Schule Stuttgart mes-Stuttgart Barbara Löhr-Zeidler
Name of the method:	thingLink 
Description:	<p>ThingLink is very well suited to give an overview of a topic, a user interface, an input mask, a software interface, a system, etc. Points can be attached to a screenshot or image and these can be stored with reference texts, additional images, videos, links, etc. ThingLink can thus be used to impart knowledge.</p> <p>Creating the thingLink images is free, but requires registration. The learners only need the link to the picture, no registration is required for them.</p>
Target group:	<p>Vocational Students (Industrial mechanics, mechatronics and electronics) up from the first year of starting their education.</p> <p>Trainers can be Vocational teacher (practical or theoretical) or Trainers like engineers out of the industry.</p>
Useful links:	https://www.thinglink.com
Annotation:	<p>For orientation, freely available images can be tried out, which can be found on the tool's start page. A tutorial is also offered.</p>

Project:	INDI4.0 Industrial Interaction 4.0
Partner:	Max-Eyth-Schule Stuttgart mes-Stuttgart Barbara Löhr-Zeidler
Name of the method:	<p>simpleshow</p> 
Description:	<p>Simpleshow is good for providing an overview of a topic, a short introduction, or an explanation. With ready-made graphics, but also with your own photos and graphics, scenes can be created that then run as a video. Texts can be stored for the graphics and images, which are read out when they appear. In this way, individual explainer videos can be created with just a few clicks.</p> <p>Simpleshow can thus be used to impart knowledge.</p> <p>Creating Simpleshow videos is free but requires registration. The learners only need the link to the video, no registration is required for them.</p>
Target group:	<p>Vocational Students (Industrial mechanics, mechatronics and electronics) up from the first year of starting their education.</p> <p>Trainers can be Vocational teacher (practical or theoretical) or Trainers like engineers out of the industry.</p>
Useful links:	https://videomaker.simpleshow.com/
Annotation:	<p>Examples and tutorials are provided on the website.</p> <p>When creating a video, you will first be asked for the desired language. This selection is important for the pronunciation of the texts. A number of languages are available.</p>

Project:	INDI4.0 Industrial Interaction 4.0
Partner:	Max-Eyth-Schule Stuttgart mes-Stuttgart Barbara Löhr-Zeidler
Name of the method:	<p>LearningSnack</p>  <p>The screenshot shows a LearningSnack interface. At the top left is the 'LEARNING Snacks' logo. Below it is a user profile for 'Barbara Löhr-Zeidler' with 0 likes and 36 views. The main content is a video player titled 'E-Motor' showing a 3D model of an electric motor. Below the video is a chat-like area with a text input field containing a YouTube link: https://www.youtube.com/watch?v=PzTuLypSDg4. There are buttons for 'Ansehen auf YouTube' and 'weiter'. Below the chat area is a text box with the German text: 'Wie im Video zu sehen, kann der Kommutator auch aus mehr als nur zwei Anschlüssen bestehen. Die Funktionalität ist die gleiche. Hier sieht man wie das aussieht.' and a small image of a motor component.</p>
Description:	<p>With LearningSnacks, learning units can be created quickly and easily. The tool designs the learning unit like a chat. Explanations or questions can come from the teacher, accompanied by photos, videos, links, etc.</p> <p>On the other hand, possible answers are offered to the learner. The feedback on the selected answer can be given (right/wrong, also with comments to ensure learning success).</p> <p>A LearningSnack can thus be used to impart knowledge and/or for self-monitoring by the learner.</p> <p>Creating LearningSnacks is free, but requires registration. The learners only need the link to the snack, no registration is required for them.</p>
Target group:	<p>Vocational Students (Industrial mechanics, mechatronics and electronics) up from the first year of starting their education.</p> <p>Trainers can be Vocational teacher (practical or theoretical) or Trainers like engineers out of the industry.</p>
Useful links:	https://www.learningsnacks.de
Annotation:	<p>For orientation, freely available snacks can be tried, which can be found on the start page of the tool. A search function can be used to find ready-made, freely available snacks that can be used and also adapted.</p> <p>The following languages are available: English, German, French, Russian.</p>

Project:	INDI4.0 Industrial Interaction 4.0
Partner:	Max-Eyth-Schule Stuttgart mes-Stuttgart Barbara Löh-Zeidler
Name of the method:	<p>LearningApps</p> 
Description:	<p>LearningApps is very well suited to enable self-monitoring for learners, but also to impart knowledge. Texts can be created, videos and images can be integrated and much more. Questions can be asked and a choice of answers offered. will. Feedback on the choice of answer is possible without any problems. LearningApps are available in many formats: Matching Pairs, Matching Pairs on Images, Group assignment, Number line, Simple order, Freetext input, Multiple-Choice Quiz, Cloze text, Audio/Video with notices, The Millionaire Game, Group-Puzzle, Crossword, Word grid, Where is what?, Guess the word, Horse race, Pairing Game, Guess, Matching matrix, Fill table, Quiz with text input. Some of the formats allow for competition between learners. Creating the LearningApps is free, but requires registration. The learners only need the link to the app, no registration is required for them.</p>
Target group:	<p>Vocational Students (Industrial mechanics, mechatronics and electronics) up from the first year of starting their education. Trainers can be Vocational teacher (practical or theoretical) or Trainers like engineers out of the industry.</p>
Useful links:	<p>https://learningapps.org/</p>
Annotation:	<p>For orientation, freely available apps that can be found on the start page can be tried out. A search function can be used to find ready-made, freely available apps. It is advisable to use a ready-made app in the desired format and to adapt it. This is the easiest way to get started. A short introductory video is also offered. A number of languages are available.</p>

Project:	INDI4.0 Industrial Interaction 4.0
Partner:	Max-Eyth-Schule Stuttgart mes-Stuttgart Barbara Löhr-Zeidler
Name of the method:	<p>Kahoot!</p>  <p>The screenshot shows the Kahoot! web interface. At the top, there are navigation tabs: Home, Discover, Library (selected), Reports, Groups, and Marketplace. On the right, there are buttons for 'Upgrade' and 'Create', along with user and notification icons. A sidebar on the left lists 'Kahoots', 'Courses', and 'Purchased content'. The main area is titled 'My folders' and shows a list of kahoots. The first one is 'Our Project' with a thumbnail showing 'INDI4', 9 questions, 4 plays, and was updated 14 hours ago. The second is 'LED' with a thumbnail showing a colorful LED strip, 7 questions, 15 plays, and was updated 1 year ago. Each entry has 'Assign' and 'Start' buttons.</p>
Description:	<p>Kahoot! is very well suited to enable self-control for the learners. Slides are created with questions and possible answers. It is possible to include your own images in both the question and the answers. The correct answer will be marked. Multiple correct answers are also allowed. The feedback consists only of right and wrong. However, an explanation is possible when using it, since the teacher has full control over when the next question is displayed. This makes it possible to respond to the wrong answers in class and to provide further explanations.</p> <p>For a kahoot! To start, the teacher must press play. An access number will then appear. The learners enter this number via the website https://kahoot.it/ and are thus admitted to the quiz. The teacher sees how many participants have registered and starts the quiz. The questions and answer options are displayed on the teacher's computer, so a beamer is essential. The learners can enter the chosen answer on their device. The distribution of the answers is then displayed anonymously on the teacher's computer and thus visible to everyone. The teacher can comment on the result and start the next question. At the end, the three best participants are displayed.</p> <p>Creating Kahoot!s is free but requires registration. Learners only need the link mentioned above, no registration is required for them.</p>
Target group:	<p>Vocational Students (Industrial mechanics, mechatronics and electronics) up from the first year of starting their education.</p> <p>Trainers can be Vocational teacher (practical or theoretical) or Trainers like engineers out of the industry.</p>
Useful links:	<p>https://kahoot.com/ https://kahoot.it/</p>
Annotation:	<p>For orientation, freely available Kahoot!s can be tried out, which can be found on the start page. However, the creation and use is self-explanatory.</p> <p>A projector for the teacher's computer is required.</p>

Project:	INDI4.0 Industrial Interaction 4.0
Partner:	Max-Eyth-Schule Stuttgart mes-Stuttgart Barbara Löhr-Zeidler
Name of the method:	<p>Filius</p>  
Description:	<p>Filius is a tool for enhancing computer science lessons on networks. This software promotes explorative learning and is helpful to teach students about the internet and its applications.</p> <p>Filius ist kostenlos. Es erfordert keine Registrierung.</p> <p>Die Software und ein Workshop, den die Lernenden Schritt für Schritt abarbeiten können, sind auf der Filius-Webseite in englisch, deutsch und französisch verfügbar.</p>
Target group:	<p>Vocational Students (Industrial mechanics, mechatronics and electronics) up from the first year of starting their education.</p> <p>Trainers can be Vocational teacher (practical or theoretical) or Trainers like engineers out of the industry.</p>
Useful links:	<p>https://www.lernsoftware-filius.de/</p> <p>Workshop: https://www.lernsoftware-filius.de/Begleitmaterial</p>
Annotation:	The learners need a Windows computer.

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