HELPFUL ONLINE PLATFORMS FOR NEW NORMAL

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Online class is one of the teaching modalities surfacing in education today. It’s supposed to imitate the traditional teaching and learning set-up but in a virtual way. This modality requires computer or cellphone and a decent internet connection for both learner and teacher. This modality will help the teacher to monitor his/her students likewise students will be able to ask their teacher and have answers immediately. However, just like the traditional face-to-face classes, it is still very challenging to make the learning process interactive and collaborative.

In order to maximize learning, the use of online platforms and other software are in great help to us teachers. Injecting these platforms in our classes will help us to be more effective and drift our path from spoon-feeding type of discussion. Here are some of the most effective and easy to use online platforms:

First is YouTube. People in all ages are very well oriented of what YouTube is all about. There are plenty of educational videos that we can use from this platform from the accredited networks. Topics from numbers and figures, to history, geometry, literature, arts, and other subjects are all available. Crash Course and National Geographic are the most popular educational video providers in YouTube. By simply copying its URL and posting it to our Learning Management System or in Facebook Group Page, the students will click, play, and watch the video. This way, our lesson will be supported by examples which are not found in textbooks.

Second is Kahoot. Kahoot! is a game-based learning platform, used as educational technology in schools and other educational institutions. This platform is used to unleash
fun and break the ice in online class. It could be use as motivational activity, or in generalization of the lesson. Simply go to Kahoot.com and create and account. There is a paid and free subscription and after signing up, you can now start creating questions in form of multiple choices, true or false, etc. When the students are going to play, they just need to go to kahoot.it and enter the code of the game. Tutorials and other details of this platform in their website.

Third, google classroom, and schoology. These are application designed to help students and teachers communicate, collaborate, organize and manage assignments. Conferences or meetings with no time are also included in these platforms. Students must be enrolled first, before they can access the tasks posted by the teachers. Google Classroom has a free subscription while schoology is not.

Fourth, and last is Edpuzzle. It is an easy-to-use platform allowing learners to engage to the video at a time. Once the learner plays the video, he/she needs to listen carefully because question will pop out and the learner needs to answer for the video to resume. There are ready-made videos with question, and teachers can easily create their own set of questions.

These are some of the online platforms that we can find in the internet. Hundreds and more are still out there we just need to be brave, creative, and expand our knowledge regarding of what internet can make to our classes in this new normal.

References:

Distance Learning Solutions, UNESCO
https://en.unesco.org/covid19/educationresponse/solutions