

WEBTOOLS USED IN THE PROJECT



Gamification:

- **KAHOOT CHALLENGE:** gamification quiz: comprehension questions on a documentary.
- **QUIZZZ:** gamification quiz: previous knowledge about invisible waste
- **GOOGLE DOCS:** To collect information and work in transnational groups on different topics.

Creation:

- **CANVA:** To create infographics & collaborate in a board
- **LOOKA LOGO MAKER / WIX LOGO MAKER, TAILOR BRANDS LOGO MAKER, HATCHFUL, UCRAFT LOGO MAKER, LOGO MAKR, DESIGNHHILL LOGO MAKER & DESIGNEVO FREE LOGO MAKER:** To design logos for the project
- **ADVENTMYFRIEND:** To create advent calendars
- **GOCONQR:** To create quizzes about schools, towns, regions and countries & answer them.
- **WORDART:** To create word clouds
- **PREZI:** To create presentations



Debating & voting:

- **TRICIDER:** To brainstorm and vote for questions to ask their partners

Evaluating:

- **GOOGLE FORMS:** To create & answer surveys

Communicating:

- **GOOGLE MEET & ZOOM:** for videoconferences (teachers& students)
- **PBWORKS:** for teachers
- **WHATSAPP GROUP:** for teachers

Disseminating:

- **SOCIAL MEDIA:** FACEBOOK, TWITTER AND INSTAGRAM: School accounts



TOOLS FROM THE TWinspace:

- Materials
- Forums
- Internal mailbox
- Project journal
- Twinboard
- Polls