# Our New Learning Innovative Network for Education
(ONLINE)

The Covid 19 has made it clear why digital tool should be a vital part of teaching and learning. Using digital learning tools in the classroom increase student engagement and helps teachers create more enganging lessons. It also helps students build essential skills for the 21st century. By using digital learning tools and technology tudents become more engaged in the process and more interested in growing their knowledge base, they may not even realize that they're actively learning since they're learning through engaging methods such as peer education, teamwork, problem-solving, reverse teaching, concept maps, gamification, staging, role playing, and storytelling.
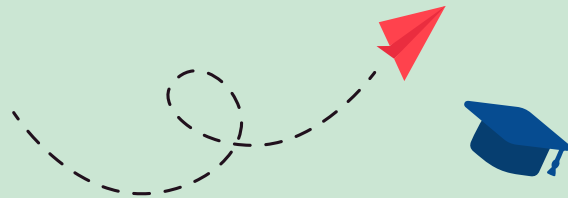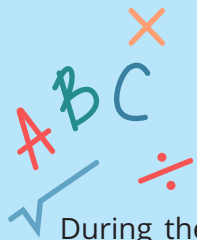
Istituto Tecnico Economico
«Vitale Giordano»
Piazzale Giovanni Rodari
70032 Bitonto (BA) Italy

E R A S M U S +

During the pandemic, everywhere, and therefore also in our school, the use of Google Workspace was fundamental, as it allowed us to continue to provide education and training services, with regularity and simplicity. Google's tools: **Classroom, Meet, Sites, Form, Jamboard, Docs, Drive, Maps** have given teachers the possibility to create more engaging digital lessons, while enhancing the digital skills of teachers and students.

But these are not the only tools in use at the school. Tools such as **Kahoot, Canva, Padlet, Adobe spark,** are used for sharing materials, graphics and quizzes.

Genial.ly is an online platform that allows you to create presentations and interactive games of various kinds. It is used by our teachers to create effective interactive lessons as it offers the possibility of inserting links, text and images into each individual slide, turning a presentation into an interactive experience somewhere between a game book and a hypertext.

With **App inventor** our students have made many apps, on how to recycle waste correctly, on pollution monitoring, etc.

AlterVista is an Italian web platform. It is widely used by our students to create blogs and websites on particular aspects of the subjects or on particular teaching experiences or school-to-work alternation.
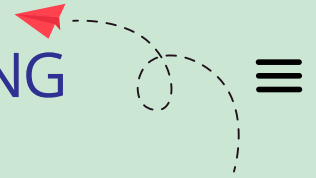
Video applications such as **Capcut, Youcut and Imovie** are video editors that can transform photos and videos from your camera, tablet or smartphone to a movie. Our student teachers use them to create lessons for the flipped classroom or to carry out reality tasks.

Apps such as **ForAllRubrics, Quick Rubric, Rubistar,** are used by our teachers to create evaluation rubrics for students in relation to the assigned tasks.

This year our school has introduced the 3.0 classes. All students and their teachers have received an **iPad** that they can use use in class and at home. They use Apple's digital tools such as **Pages, Keynote, Numbers, IMovie, Schoolwork, Inspirationmap, Hub Smart, Jig, AR Makr** (for augmented reality), **Sketchedschool, Nebo** (intuitive clipboard).