



Students On-Boarding Learning Chunks

**3**

*Exploring the*  
**APPS FOR EDUCATION**

JENNY A. GENOQUIN <sup>1</sup>  
ESTELITO SALUT, JR. <sup>1</sup>  
ERWIN G. SALVATIERRA <sup>1</sup>  
MONA REA R. CABALO <sup>2</sup>  
REY G. COMABIG <sup>2</sup>  
NENITA V. FLORES <sup>2</sup>  
LORELIE J. PALOMA <sup>2</sup>  
LUDITO V. RAMIREZ <sup>2</sup>

*1. Biliran Province State University  
2. Southern Leyte State University*

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## Learning Chunk No. 3

### EXPLORING THE APPS FOR EDUCATION



#### Our Learning Outcomes:

At the end of this learning chunk, you can:

- familiarize with the available applications for educational purposes;
- explain how these apps can be utilized for educational purposes; and
- use these educational applications in enriching knowledge with your academic subjects/ requirements.



**READY. SET. GO!**

#### WHAT'S THAT APP?

**DIRECTIONS:** Below are different online applications available on the Internet for varied uses and purposes. Name the applications that you know. Choose at least five (5) applications that you are most familiar with and describe the app as to its use and functionality.

				
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Application you are most familiar with	Describe the application and your familiarity with it
1.	
2.	
3.	
4.	
5.	



**OUR JOURNEY STARTS NOW!**

**DIRECTIONS:** From the applications provided in the previous activity, which do you think are educational applications? Why do you think those applications are considered educational?

Name of Educational Application	Explain why it is considered an educational application and its functionality/ use
1.	
2.	
3.	
4.	



WE'RE ALMOST THERE!

***“Teaching in the Internet age means we must teach tomorrow's skills today.” – Jennifer Fleming***

The rapid advancement of technology has caused dramatic change in the educational landscape. The integration of Information Technology and devices to enhance teaching-learning process in the classroom has been very evident across all levels in all institutions. One of the emerging trends in education is the use of educational applications or software which are readily available online.

### **A. What are Educational Applications?**

Educational Applications refers to any computer software which is made for an educational purpose. It encompasses different ranges from language learning software to classroom management software to reference software, etc. The purpose of all these software is to make some part of education more effective and efficient. It also serves as reinforcement for learning among the students.

### **B. What are the advantages of using Educational Applications?**

**1. Enhanced Interaction.** Experts say that apps in education can make children more interactive and activate better engagement between parents and children. The most effective way is to engage with the children while they are using applications. Interaction tendency in children is enhanced by mobile applications.

**2. Novel learning techniques.** Thoughts of traditional methods of learning accompany a generic feeling of boredom. They do not favour drifting from the monotonous learning patterns of restricted and upright book learning, thus dissipating the engagement factor.

Technology in the guise of apps is helping those looking for some newness in the universe of learning. In addition to the feel of novelty, apps add an element of fun and involvement to the learning process. Through games, puzzles or other challenging tasks, app learning stimulates the brain cells to actively metabolize the input unleashing a new perspective.

**3. Parent-teacher communication.** The ideal concept of frequent parent teacher interactions finds its space in the articles and books regarding performance enhancement but not in reality. Owing to the tight schedule of both the parties, it is just not possible to maintain the rapport through physical interactions. But now, we have apps. Teachers can attend to the queries of the parents anytime and anywhere through an ominous device called the phone. This fosters transparency regarding the child's growth at school.

**4. Online resources.** The power of digital world lies in the enormous amount of resources that fill its nooks and corners. The wealth of this platform implicates its popularity among knowledge seekers. The reach of this platform makes it a favorite to people who cannot afford the luxury of full time courses in schools or colleges. Mobile applications help them access a compendium of e-books and PDFs and other online materials and the freedom to access it beyond the boundaries of time and space.

**5. Entertainment.** According to studies, mobile apps promote entertainment. Learning is no more a passive activity, it's active with applications. Lessons transforming to games can change the face of education. Students will enable a kind of interest in learning. Level based apps instil determination to pass each level. Apps without doubt enhance education. No more boring home works and tough class lectures.

**6. 24/7 Availability.** Unlike school, mobile applications are available round the clock. No need to be worried about schedules. Anywhere can be a classroom. App learning is not time-bound learning, its relaxed learning.

**7. Leisure Hours Utilization.** No responsible parents want their kids to get addicted to the "idiot box". Too much Internet usage and talking over the phone for hours are not wise options for killing time. This is where mobile apps prove their worth. Mobile app learning is one among the wisest choices of utilizing your free time actively.

**8. Routine tasks.** It's a relief to get all the mundane tasks done with a few taps. Be it tasks like fee payments, other transactions which require us to stand in a queue for hours or the laborious job of marking attendance that drives teachers crazy with the amount of paperwork

smiling back at them each day. All this drudgery has been put to an end simply by having apps in place. The life of each individual associated with the ecosystem is now simple and functioning, more efficient.

**9. Filling in the gaps.** The wheel of time has spun to drive the progress to land us into the world we live in today. The advancement that schools have seen eliminated a lot many glitches that prevailed in the education system. One is the lack of interaction between the teachers and the students. Apps and websites have been created to help reduce the gap not just between the students and the educators but also among parents and the teachers. Students and parents can be kept in the loop of every event, schedule change or announcement.

**10. Systematic Learning Activated.** Smart learning is one thing and systematic learning is next. Mobile apps help in systematic learning. Apps are arranged in such a way that, it promotes not only a craving for learning but also systematic learning. The apps are arranged in a systematic way that it becomes possible for students to go with the flow without even realizing.

**11. Portability.** There are no constraints for mobile phones. They can be constant companions of parents and students. Apps are available to students anywhere, anytime. Learning will not be confined to the classrooms alone.

**12. Sustainability.** Using mobile apps for learning is more sustainable compared to the traditional learning methods which include papers, pencils, and pens. Getting reference notes is very simple in mobile learning, just download it. This results in a lesser number of trees being cut down every year.

**13. Instant Updates.** There are some apps which are not only meant for learning but also to stay updated about campus events, timetables, alerts and other important information. Apps will soon allow you to do the educational related payments such as tuition fees, library fines, etc. They also provide opportunities to interact with students throughout the life cycle of prospects, enrolled students, and alumni.

**14. Staying connected.** Educational apps are the best way for students to stay connected with their teachers. Though the way of learning through apps is entirely different from the traditional learning method, it adds value to the entire process.

### **C. Categories/ Classifications of Educational Applications**

There are a number of online educational applications available in the Internet which students can download and use anytime and anywhere. They are classified as to their purpose and use. Below are some of the classifications of educational app:

#### **1. Courseware**

Courseware is a term that combines the words 'course' with 'software'. It refers to the entire course and any additional material when used in reference to an online or 'computer formatted' classroom. Many companies are using the term to describe the entire "package" consisting of one 'class' or 'course' bundled together with the various lessons, tests, and other material needed. The courseware itself can be in different formats: some are only available online, such as Web pages, while others can be downloaded as PDF files or other types of document.

#### **2. Assessment software**

Assessment software refers to software with a primary purpose of assessing and testing students in a virtual environment. Assessment software allows students to complete tests and examinations using a computer, usually networked. The software then scores each test transcript and outputs results for each student. Assessment software is available in various delivery methods, the most popular being self-hosted software, online software and hand-held voting systems. Example of softwares that cater assessment includes Moodle, Google Classroom and Quizlet.

#### **3. Reference software**

These are software applications which offer a wide variety of reference for general knowledge and information on a wide scope of topic such as science and technology, mathematics, health, and

many others. A very concrete example for this type of software includes Wikipedia, Meriam-Webster Dictionary, etc.

#### **4. Specific educational purposes**

There are many educational softwares which are made for specific purposes. These include:

- a. Apps as Learning Management System
- b. Apps for Notetaking
- c. Apps as Scheduler
- d. Apps as Mind Mapping Software
- e. Apps for Language Learning

#### **5. Video Game and Gamification**

Educational gaming applications integrate the use of video games in the teaching of certain concepts and are used by the instructor to make learning fun and interesting. By seeing game elements as "motivational affordances," and formalizing the relationship between these elements and motivational affordances. Example of this application includes Kahoot!

#### **D. Common and Useful Educational Applications for Students**

Below are some of the common educational applications that are very helpful among the students:

**1. Quizlet.** Quizlet is a general study tool that boasts millions of flashcard study sets for various topics, and is created by student users. If you are not able to find the subjects you're looking for in such a large collection, you can make your own. It also lets you use images and audio in your flashcard sets, which adds variety to the learning process.

**2. Exam Vocabulary Builder.** This app improves English vocabulary, whether for college entrance exams, professional advancement or for language proficiency. It uses a method called 'spaced repetition' to help with retention and also has search and organize features along with several modes like Study, Flashcard, and Quiz.

**3. Google Classroom.** Google Classroom is part of the G Suite for Education (formerly known as Google Apps for Education) package that includes Gmail, Google Drive, Google Calendar and other apps. It's targeted to teachers and students in both K-12 and higher education markets. One of the biggest benefits of Google Classroom is it's simple to use and encourages collaboration between students and teachers. Teachers can create a class and list educational apps, such as assignments in a few clicks. They can add students by name or send them a code to join. Students then can see what assignments are due, participate in discussion forums or message the teacher (either in private or via group chat).

Google offers a variety of applications including:

- Docs, Sheets and Slides: A suite of applications for word processing, spreadsheets and presentations.
- Calendar: A calendar that can be used to enter events with the potential to be shared with others.
- Gmail: Allows students to send messages to other students and teachers.
- Drive: Allows students and teachers to store and organize assignments, documents, or class curriculum securely and access them from any device.
- Forms: Allows teachers to create forms, quizzes, and surveys to collect and analyze responses with the help of machine learning.
- Google Meet: Allows students or teachers to join virtual classrooms and meetings from anywhere.
- Google Sites: A web page software that allows the user to build a site to display and share information.

**4. Zoom.** Zoom is a powerful cloud video conferencing platform that allows you to host meetings with hundreds of participants. Using Zoom, educators can share lesson plans, give instructions, swap files with students, and communicate directly with the group or individuals via chat, all within the app. (How to use Zoom: <https://assets.zoom.us/docs/user-guides/zoom-rooms-full-user-guide.pdf>).

**5. Kahoot!.** Kahoot! is a tool used by teachers to administer quizzes, discussions or surveys. It is a game based classroom response system played by the whole class in real time. Multiple-choice questions are projected on the screen. Students answer the questions with their

smartphone, tablet or computer. (How to use Kahoot? Please refer to <https://kahoot.com/what-is-kahoot/>).

**6. Ankidroid.** Anki/ Ankidroid is a free and open-source flashcard program that utilizes spaced repetition. Spaced repetition has been shown to increase rate of memorization. To use Ankidroid, you refer to <https://docs.ankidroid.org/>.

**7. Mentimeter.** Mentimeter is a cloud-based solution that allows you to engage and interact with your target audience in real-time. It is a polling tool wherein you can set the questions and your target audience can give their input using a mobile phone or any other device connected to the Internet. (How to use mentimeter: <https://www.mentimeter.com/how-to>)

**8. Moodle.** Moodle is a learning platform designed to provide educators, administrators and learners with a single robust, secure and integrated system to create personalised learning environments which stands for Modular Object-Oriented Dynamic Learning Environment. It is used as a Learning Management System by educational institutions. (Please refer to Learning Chunk 5 and Learning Chunk 6: Learning Management System Interface for Computers and Alternative Devices for more details).



**OUR JOURNEY IS OVER!**

**DIRECTIONS:** Read and analyze the situation below. Briefly answer the questions that follow.

1. Rhea, a second year Bachelor of Elementary Education student, wanted to learn about the meaning of the different terms provided by their teacher in online class. What application can you suggest Rhea to use? Why?
  
2. Leo and his group mates in research were asked by their teacher to make and submit a research proposal for their subject. Since it is a group output, Leo, as the leader, thinks of installing and using an online application where they can work together real time and edit their output before submission. What online application can you recommend Leo and his group mates?
  
3. Andrei is struggling in his English subject especially in grammar and vocabulary. He was asked by his teacher to download and install an educational app which he can use to improve his vocabulary and grammar skills. Upon searching on the Internet, he found numerous applications he can use. If you were Andrei, what will be your considerations in selecting the appropriate applications you can use?

Name: \_\_\_\_\_ Student ID No.: \_\_\_\_\_

Course: \_\_\_\_\_ Year: \_\_\_\_\_

Contact No.: \_\_\_\_\_ Email Address: \_\_\_\_\_

**ANSWER SHEET**

**SOB Learning Chunk No. 3**  
**Exploring the Apps for Education**

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**INSTRUCTIONS:** Please compile all answer sheets of the eight (8) learning chunks and return to:

Student Affairs and Services Offices  
Southern Leyte State University, Sogod, Southern Leyte



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