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A free service from



A Guide to Graphite
Prepared for *Teacher Wallets*
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INTRODUCTION

"Graphite is a fantastic website; it allows me to keep up on the best instructional technology. There has never been a time when this is more needed!" -- 5th Grade Teacher

[Graphite™](#) is a free service from nonprofit [Common Sense Media](#) designed to help preK-12 educators discover, use, and share the best apps, games, websites, and digital curricula for their students by providing unbiased, rigorous ratings and practical insights from our active community of teachers.

Common Sense Media is the largest, independent nonprofit organization committed to helping kids, teachers, and families manage media and technology in life and learning. Our technology education curriculum is being used in more than 55,000 schools across the U.S.

Graphite was built by teachers for teachers. [Our team](#) of professional educators — early childhood development experts, doctorates in education, and teachers with hands-on classroom experience — rates each website, game, and mobile app on Graphite based on our detailed rubric. Every product on Graphite is rigorously reviewed to dig deeper into what and how your students will learn with it. See more about [How We Rate and Review](#).

We are working to help you cut through the clutter of websites, games, and apps that might be great for you and your students, if only you had the time to discover and evaluate them. Graphite's dynamic community (and we really hope you'll join us!) is sharing personal reviews and [Field Notes](#) about how to use specific learning products in the classroom.

We hope you'll find new digital tools to use in your classroom and share them with colleagues and students. Get started today by creating your profile and contributing your [Field Notes](#). Together we can build something that helps all students learn in new and lasting ways.

Overview of this Guide

The goal of this guide is to provide an introduction to what you'll find on Graphite and answer your questions about digital courseware. The topics we touch on are in response to questions raised by the **Teacher Wallets** group. We begin with a brief overview of what's on Graphite and of our rating and review process. Then, we outline the types of courseware Graphite currently covers. Finally, we delve into various aspects and observations about the edtech products and landscape that are represented on Graphite.

WHAT'S ON GRAPHITE?

Graphite has the following main types of pages and features:

- **Homepage:** This is [main landing page](#) for the site, and contains a curated selection of the various types of content you'll find on Graphite. It's updated frequently and we attempt to showcase the breadth of the types of products we review, as well as the various kinds of information available on Graphite. Visitors can use the **filters** (platform type, subjects, grade, price) on the top of the page to quickly find products relevant to their needs. It's also the main place where we can communicate with our users and encourage them to join the community.
- **Review Page:** Every product that's reviewed by Graphite has its own page, on which you can find all information pertinent to the product, our own Learning Rating and an aggregate Teacher Rating of the product, the full review of the product, and a section that showcases Field Notes on the product, teachers using the product, and links to related products. All reviews are collected in the [Reviews and Ratings](#) section.
- **Top Picks:** Here's where we collect our [recommended lists](#), or best-of-breed products in various useful combinations (more on this below).
- **Boards:** Here's where teacher members of Graphite can create their [own collections](#), as well as share them and check out others' collections.
- **Get Inspired:** In [this section](#), we are building out various professional development offerings, such as App Flows, that are like digitally enhanced lesson plans. Come back later for other PD resources, like videos.
- **Blog:** To get the latest about what we're up to, what's new on Graphite, and interesting pieces about edtech in general from other teachers, thought leaders, and -- sometimes -- students, visit our [blog](#).
- **Footer:** In the large black footer area at the bottom of every page on Graphite, you can find all kinds of useful information and take action. Learn about us, read frequently asked questions, suggest a product for review, and more.

OUR RATING AND REVIEW PROCESS

The centerpiece of Graphite is its collection of ratings and reviews of edtech products (see <http://www.graphite.org/reviews>). Our editorial team selects, reviews, and rates products. Graphite-certified Common Sense Educators seed the community with teacher reviews (aka Field Notes) of those products, providing teacher perspectives on how best to use them in the classroom. The larger community on Graphite can also submit Field Notes.

Our [rating and review](#) process is rigorous and research-based. For a year-and-a-half, our team interviewed field experts and surveyed literature on learning design and the emerging field of edtech. Then we created a 15+item rubric that captured the criteria we determined were most

important to evaluating a product for learning potential. Those 15+ items fell across these three dimensions:

- **Engagement:** Highly engrossing for students. They'll want to play or use it again.
- **Learning Approach:** Has depth of content and learning is central. Lasting concepts are built and skills are transferrable. Student feels empowered.
- **Support:** Feedback is useful. Extension materials are well done; they're aimed at different types of learners as well as supporting adults.

After creating our rating rubric, we took another year to revise it with feedback from teachers and academics, and to calibrate scoring so it was consistent. We surveyed and interviewed teachers to arrive at the narrative part of the review, as well as the other fields on any review page.

For More Information

We've put many processes and systems in place for Graphite so that product selection and rating and reviewing are done with a consistent rigor. For more information, check out our [FAQ](http://www.graphite.org/faq) (<http://www.graphite.org/faq>), information on [how we rate and review](#), and [details](#) on the reviewing process in general.

DIGITAL COURSEWARE ON GRAPHITE

What is Courseware?

The definition of digital courseware is fast evolving. Just a year ago (2012), people might have only classified large, comprehensive digital curricula as digital courseware. But now, with tablets and laptops streaming into schools and 1:1 laptop programs becoming more state of the art, educators around the world are experimenting with different types of media, formats, and devices. In this spirit, we classify every product on Graphite as falling under the umbrella of digital courseware.

On Graphite, digital courseware refers to mobile apps, websites, games, and digital curricula. Generally, we choose to review products aimed at students, but an increasing percentage of products we review are aimed at teachers.

Courseware on Graphite

We've assembled a team of highly skilled educators and edtech specialists who review and edit products for Graphite. This team takes the following steps as they select what products go on Graphite. They:

- Conduct weekly research to determine what's hot, what's not, what's promising.
- Solicit product suggestions from Graphite and non-Graphite educators.
- Weigh a number of variables to arrive at an overall product composition that:
 - Spans PreK-12, with a concentration of upper elementary and middle school products
 - Covers apps, websites, games, digital curricula (with an emphasis on apps and websites)
 - Addresses key subjects/skills -- ELA and math especially, but also 21st century skills
 - Emphasizes critical thinking, creativity, and content depth
 - Highlights products that are trending as well as those that are hidden gems

In the future, we plan to add a means for displaying "Coming Soon" products on Graphite, or products that are on our road map but have not yet been reviewed. Teachers will be able to submit field notes for these products -- even before Common Sense publishes its review. In addition, we will provide a mechanism on Graphite for teachers to review products that are not yet in our database. For now, [teachers](#) and [developers](#) can send product suggestions our way.

This chart shows more specifically the range of digital courseware we cover in our reviews. Note that we do not cover LMSs or hardware/devices.

| WHAT WE COVER | DEFINITION | EXAMPLES |
|---|--|--|
| Targeted learning objects by subject and skill | Address key subjects or skills (science, communication) or sub-subjects/skills (physics, presenting) | Motion Math, StudySync, Gamestar Mechanic |
| Digital curricula | Comprehensive with broad scope and overarching learning objectives | Read 180, Dreambox |
| Media creation tools | Generally content agnostic, but provide opportunities for students to create | Animoto, Prezi, Pixton |
| Productivity tools | Help students get organized and work more efficiently | Evernote, Time Timer |
| Web 2.0 tools | Social networking, blogging | PrimaryPad, Goodreads |
| Supplemental student support | Test prep, homework, and other materials for out of school | Grockit, SAT Vocab -- Mindsnacks |
| Immersive experiences | Virtual worlds or role-play games that place students in a world with unique characters and features | Curiosityville, Sid Meier's Civilization V |
| Reference and information | Dictionaries, fact finders, sites packed with information | WordFlex Touch Dictionary for iPad, Encyclopedia of Life |
| Teacher tools | Classroom management, lesson planning | Class Dojo, Edmodo, ReadWriteThink |

KEY CHARACTERISTICS AND GUIDELINES REGARDING DIGITAL COURSEWARE

In this section, we discuss several key characteristics of digital courseware represented on Graphite, dealing with issues ranging from the price of products to the tech requirements for products, and helpful hints regarding product features.

What's a Fair Price?

On Graphite, we group products into these three categories in terms of price:

1. **FREE.** No up front or hidden fees. Generally websites and some apps.
 - *Benefits:* Who doesn't like free? This is a low risk way to try a variety of new and old products alike. Quality *can* be high – especially if the developer is self-funded or philanthropically backed and has purposefully decided to make an equal access product.
 - *Drawbacks:* Quality is oftentimes more variable because it may be a developer's first attempt or they may not have enough resources to execute.
2. **FREE TO TRY.** Usually apps that begin with a trial or free version. To access content beyond a certain point, however, users may be asked to pay for knowledge or points to get ahead.
 - *Benefits:* Users can get a sense of what they would get if they paid. This taste is oftentimes enough to help them decide if they want to make a purchase.
 - *Drawbacks:* The free version can be a lower quality experience than the paid one. Users may not get a true sense of the experience they would get if they paid. Sometimes the fees for the free-to-try products are incremental – adding up to more than they would have been if they were free in the first place.
 -
3. **PAID.** As it says: you need to pay to play. Games often carry a hefty price tags. Many apps have minimal fees associated with them (.99 cents, \$1.99), though ones with loads of content or specialized information can be very pricey. Few websites are free and, if they are, they usually have subscription fees.
 - *Benefits:* Some of the bigger and more expansive products that carry a larger price tag also have significant depth of content or can be used repeatedly in different settings.
 - *Drawbacks:* There's not always a relationship between price and quality. Some of the free or cheaper apps (in particular) are excellent, and crowd sourcing and other components powered by people are cheap ways for companies to integrate important content. Also, the app industry is young in its development and so prices are on the lower side as compared with games on average.

Overall, you can find a lot of free or inexpensive apps and websites that could be used in targeted ways with particular groups of kids. You'll have room to experiment with these cost-effective products because there are few consequences (except time) of trying them out. That said, there's a huge cost associated with buying tablets and that price should be factored in when you think about what products you might purchase. Some of the more expensive and comprehensive products are games and/or websites. These are usually more immersive experiences that may capture a wider variety of kids and have more uses over time. This is a generalization, though. It's important to take in mind that the game industry is established and the app industry has just started to grow. It's a time when app developers have the most incentive try to new things, but are positioned so their products are generally cheaper. For an interesting take on whether "free" has value, read [this post](#) on our blog.

Product Formats, Tech Requirements, and Devices

MOBILE APPS

Formats and tech requirements

- Scope of apps tends to be narrower than websites and (sometimes) games – often focusing in on sub-subjects or sub-skills (algebra).
- iOS and Android are the two main types. iOS apps have historically outnumbered Android, but those numbers appear to be shifting.
- Generally understood that iOS apps are consistently better than Android. This is because iOS development guidelines are more uniform as is quality control in the iTunes store, and there is greater market demand and incentive for developers.
- Assuming that Android apps will get better over time as that market improves and as developers can earn adequate revenue from Android apps.
- Requirements for most apps (as of October 2013): iOS 3.0 to 4.0 or later; Android 2.2 and up.

Devices

- We try to maximize coverage for iPad and Android tablets on Graphite. Technically, apps reviewed on Graphite can often be used on iPhone, iPod Touch, Kindle Fire, and similar devices. Benefits of tablets are that the screen is larger and there's more room for product features, typing, etc. That said, phones are extremely mobile and cheaper, so kids can use them out of school and even while walking around, and they're an appealing alternative if schools don't have tablets.
- Many more for iOS on Graphite because of higher quality in that market.
- Gradually building up our inventory on other tablets, such as MS Surface.
- It's important to determine how much access to the web you want students to have. The Internet can be enabled and disabled on all devices. Websites often require the Internet, whereas many apps do not as long as the app has been downloaded.

WEBSITES

Formats and tech requirements

- Tend to be digital curricula that have broad learning goals and wraparound materials, informational/reference sites, or sites for blogging and social networking. Often free or subscription-based.

Devices

- Usually requires just an updated browser. Latest versions of Chrome, Internet Explorer, and Firefox are recommended; Safari is often less ideal.
- Much harder to view websites with Flash on tablets (need special software to do so)

GAMES

Formats and tech requirements

- Mostly downloadable games for Windows or Mac reviewed on Graphite -- single player strategy or skill building games.
- Higher percentage of virtual worlds and character-driven experiences for younger kids.
- We cover fewer video game console games because of limited access in classrooms. If we do, they mostly target PreK-K students or out of school settings (we cover a lot of console games on www.common sense media.org - our platform for parents and families).

Devices

- PC or Mac with the latest operating systems and software recommended for most games on Graphite.
- While we cover a small number of console games on Graphite, these are some of the most common ones: LeapPad, Nintendo DS, XBOX 360.

New Products or Tried and True?

We strive for consistency on Graphite: whether a product is new or established, we still rate it using the same criteria. There are great ones and not so great ones that are both older and newer. Of course, the first versions of products tend to have more glitches that can frustrate kids (and teachers!) easily. But many developers of such products are also open to feedback and are nimble enough these days to make changes quite quickly. That said, the overall quality within different media types is quite different.

Quality Ranges More in Some Media Types

There's a huge range of apps in the major mobile app marketplaces. Individuals or smaller outfits create a large chunk of them. Of these, there are many with inaccurate content that's poorly written or designed. At the other end of the spectrum are cutting edge apps that use the best of this new technology to create genuinely innovative products. But it's hard to know which is which when they all have similar "wrappers" and you can't test them out without downloading them. Not surprisingly, a lot of the newest products are in app form.

But is new really new? Many apps have the appearance of being new even though they are essentially the app version of an existing game or website. In these cases, consider whether the nature of the game has been changed, either because of its content or because the controls or swipe motion alters the experience. In some cases the changes are positive; in others, items may not have translated as well.

Games are more generally more consistent in quality. Part of the reason is that the gaming industry has been around for a while and many of the popular games have a huge company backing them, user testing labs, and major marketing dollars. That said, we're seeing a lot of the innovation within the mobile app industry – especially as more schools incorporate tablets and apps become a more appealing option.

Websites are somewhere in between apps and games. Many websites are more classic in their look and feel. They also more information-heavy and less interactive for the most part since they don't have the complex controls of game consoles or the swiping and touch functionality of tablets. But if you're looking for clear information architecture and information at your fingertips, websites can be very useful. Moreover, most of the robust education-oriented programs are web-based. Some of the newer websites with thriving user communities can actually be very useful for connecting peers because of their Web 2.0 features. Take these community features into account when you think about whether or not you want your students to interact with others through technology.

Alternative Means of Assessing Products

Rather than evaluating products based on how long they've been around, try out some of these ideas:

- Use Graphite to determine how a product rates overall, what other teachers are saying about it, and whether what it offers jives with what you need.
- Check out demos on the developer's website, on YouTube, and images via search engines like Google or Bing. This will help give you a flavor before you sink time into a product.
- Take a gamble on any app that you haven't heard of that helps teach something you want your students to learn. Maybe students can pick from two or three; maybe you assign different products to different kids and have them do a review.

What Teacher Features Are Helpful?

Here are some features we've found to be particularly helpful for teachers, along with some examples of products that have them (each product name is a link that will take you to the Graphite review of the product).

Teacher Dashboard. Helps you individualize instruction, monitor student activity, assess progress, and more. Examples:

- [Articulation Station](#) -- Create up to six student profiles to keep track of individual activity as well as shareable progress data. You can also insert notes on each student's profile or play session.
- [Reflex: Math Fact Fluency](#) -- From the robust dashboard, create different classes, add kids, and track whole class and individual student progress.
- [Smartyants.com](#) -- This data-driven platform lets you monitor learning and gives you the freedom to adjust kids' programs as they see fit.

Multi-user Capabilities. Allows multiple students to save progress on the same device. Examples:

- [Dragonbox+ Algebra](#) -- Up to four students can customize avatars and save their progress on the same device.
- [Kidblog](#) -- Set up a class blog or individual student blogs for an unlimited number of students. For free!
- [Lifeboat to Mars](#) -- This free online game supports unlimited students, as kids save their progress simply by creating a PBS Kids Go! account.

Privacy/Sharing Controls. Gives you or your students the ability to choose how broad or narrow the audience will be. Examples:

- [Animoto Videos](#) -- A step up in terms of privacy when compared to other similar tools, *Animoto* accounts are not searchable, and videos are kept private within the app and website.
- [Edmodo](#) -- This fantastic social network for schools has the look of Facebook, but also has controls in place to protect privacy and promote positive interactions among students and between students and teachers.
- [Edublogs](#) -- Choose from a range of options for privacy and sharing.

Supporting Community. Provides a network of users for guidance and/or sharing. Examples:

- [Gamestar Mechanic](#) -- An online community for teachers helps you learn to teach through games with tutorials, materials, and lesson plans aligned to both game design and Common Core subjects.
- [Minecraft: Pocket Edition](#) -- *Minecraft* has a thriving online community for inspiration, guidance, and sharing.
- [VoiceThread](#) -- If they choose, kids can open their projects to comments from classmates or to all VoiceThread members, creating a community experience with voice.

Learning Extensions. Includes helpful ideas and materials for in- and out-of-school use.

Examples:

- **BrainPop** -- Along with a large collection of free lesson plans, check out BrainPop's free educational space, where you can share and access resources, connect with other teachers, and participate in webinars and other professional development. *Shakespeare in Bits: Macbeth iPad Edition* -- This fantastic multi-media learning tool contains a complete teaching plan for "Macbeth." *Mission US: Flight to Freedom* -- Rich, teacher resources include extensive lesson plans and supplemental teaching materials for educators.

How to Find Courseware for Different Learners

On Graphite, we indicate which populations products might be best suited for, with tags like: advanced, ELL, general, low literacy, and special needs. Check out the "Great For" and "Great With" sections on the left hand pane of every product review. Sometimes developers specify what populations they believe the product is best for; sometimes they let users decide. What's important to remember is that many companies try to stay as inclusive as possible (to increase marketability) and therefore do not make very targeted recommendations about use cases.

In general, here are some guidelines about what to look for in products for students with certain challenges and strengths.

| CHALLENGE | WHAT TO LOOK FOR |
|----------------------|--|
| Communication | <ul style="list-style-type: none"> • Opportunities for kids to both listen to words and respond with speech • Clear and descriptive audio instructions and positive language • Directions that are clear and easy for kids to understand • Lets you change the rate of speech or the sound of a recorded voice • Allows you to change the level of language difficulty to match kids' abilities |
| Social skills | <ul style="list-style-type: none"> • Tools that have characters or people, as opposed to only objects or concepts • Ample response time; opportunities to try again and positive feedback • Practice identifying facial expressions and social cues • Chances to interact safely with kids in other locations (virtual pen pals, pre-scripted chat) • Adjustable levels of reinforcement and activity so that tools can be set to avoid fear, confusion, and too much stimulation |

| CHALLENGE | WHAT TO LOOK FOR |
|---------------------|--|
| Organization | <ul style="list-style-type: none"> • Use of visual organizational aides like pictures, alarms, and/or reminders • Visual ways to show time passing and what will happen next • Videos of kids doing tasks and completing everyday routines • Options to break big tasks into smaller, more understandable steps |
| Reading | <ul style="list-style-type: none"> • Opportunities to practice letter/word recognition and expand vocabulary • Tools that read words aloud and highlight words as they're read • Allows for gradual increase in length or complexity of words/passages • Keyboards that read each letter, word, or sentence aloud as a child types • Automatic spell checking that tells kids when they misspell a word • Predictive text, which gives kids options to select from a few word choices. |
| Math | <ul style="list-style-type: none"> • Multiple ways to practice the same skills in different ways • Chances for kids to problem solve rather than demonstrate math ideas • Options for adjusting levels of reinforcement and stimulation • Plenty of response time with chances to try again • Immediate feedback when kids are successful • Immediate and informative help to show what went wrong |
| Motor | <ul style="list-style-type: none"> • Opportunities for kids to practice hand-eye coordination • Chances to practice balance and gross motor activities via games with movement sensors • Options to adapt movement activities to make them more or less difficult • Speech commands for kids who struggle with typing |

| STRENGTH | WHAT TO LOOK FOR |
|----------------------------|---|
| Communication | <ul style="list-style-type: none"> • Presentation tools that allow students to present what they've learned in a variety of formats • Sites that promote a love of reading and introduce students to new books • Blogging and writing sites where students critique each other's work |
| Social skills | <ul style="list-style-type: none"> • Robust communities where students are opinionated yet constructive • Responsibility of playing with students who struggle with social skills • Practice with safe social networks where students are communicating in real time or near real time |
| Reading and writing | <ul style="list-style-type: none"> • Opportunities to find advanced passages with challenging vocabulary • Sites that promote a love of reading and introduce students to new books • Blogging and writing sites where students critique each other's work |
| Math | <ul style="list-style-type: none"> • Advanced math programs that adapt when students get the wrong answer |

| | |
|--------------------|--|
| | <ul style="list-style-type: none"> • Products that get progressively harder as students progress • Programs that stress critical thinking and not just time |
| Tech skills | <ul style="list-style-type: none"> • Offer offline contests and challenges (e.g., STEM, DIY) • Solving real world problems, such as code that's broken • Applying tech skills to offer a point of view about several subjects |
| Arts | <ul style="list-style-type: none"> • Allow composition with and without instruments • College-level digital art products and emphasize both experimentation and good technique • Different entry-points into the arts (e.g., filmmaking, photography, storytelling) |

KEY GUIDES BY GRADE AND SUBJECT

Products on Graphite are curated into [Top Picks](#) lists. Here is a list of several of our Top Picks lists (as of September 2013) arranged by subject/skill and grade. Check back frequently on Graphite as we are constantly updating these lists, and occasionally re-naming them. Also take a look at our professional development content, at <http://www.graphite.org/get-inspired>

| SUBJECT/SKILL | GRADES | |
|-------------------------------|--|--|
| | All Grades | Focused Grade Range |
| Language & Reading | <ul style="list-style-type: none"> • Sites That Fuel a Love of Reading • Apps and Sites for Storytelling • Noteworthy News Sites • Great Tech for Back to School • Great Tech for Writing and Blogging • Top ELA Tablet Apps for 1:1 Programs • Tech to Build Vocabulary • ELA Products Aligned to Common Core Standards | <ul style="list-style-type: none"> • Best Sites for Beginning Readers |
| Math | <ul style="list-style-type: none"> • Math Products Aligned to Common Core Standards • Great Tech for Back to School | <ul style="list-style-type: none"> • Awesome Apps for Counting and Basic Operations |
| Science | <ul style="list-style-type: none"> • Sites and Apps for Citizen Science • Terrific Websites for Science • Great Tech for Back to School • Best Engineering and Programming Tools | <ul style="list-style-type: none"> • Great Games for Physics |
| Social Studies | <ul style="list-style-type: none"> • Noteworthy News Sites • Great Tech for Back to School • Great Social Studies Apps and Websites | <ul style="list-style-type: none"> • Best Websites and Games That Teach US History and Civics |
| Arts | <ul style="list-style-type: none"> • Awesome Apps for the Arts • Great Apps and Games for Music and Composing | |

| SUBJECT/SKILL | | GRADES |
|---|---|---|
| | <ul style="list-style-type: none"> • High School Websites for Creativity and the Arts | |
| Thinking & Reasoning | <ul style="list-style-type: none"> • Great Games That Teach Strategy • Tech That Teaches Critical Thinking • Resources for Problem Solving and 21st Century Skills | |
| Creativity | <ul style="list-style-type: none"> • Best EdTech for Presenting • High School Websites for Creativity and the Arts | |
| Life Skills | <ul style="list-style-type: none"> • Great Games That Teach Life Skills • Best Business and Finance Games | |
| Communication & Collaboration | <ul style="list-style-type: none"> • Best EdTech for Presenting • Great Tech for Writing and Blogging | <ul style="list-style-type: none"> • Sites With Great Community Features – grades 4-12 |
| Social & Emotional Development | <ul style="list-style-type: none"> • Great Games that Teach Life Skills • Top Games that Teach Empathy | |
| Tech Skills | <ul style="list-style-type: none"> • Awesome Productivity Apps and Sites • Starter Apps and Websites for 1:1 Programs • Sites and Apps for Young Makers and Creators • Best Tech Creation Tools | |
| Engagement | <ul style="list-style-type: none"> • Insanely Engaging Games for the Classroom | <ul style="list-style-type: none"> • Fun Foundations for PreK and Elementary |
| Teacher Support | <ul style="list-style-type: none"> • Games and Apps With Great Teacher Support | |
| Special populations | <ul style="list-style-type: none"> • Great Special Ed Apps and Sites | |

| SUBJECT/SKILL | GRADES | |
|----------------------------------|--|--|
| Multi-subject | <ul style="list-style-type: none"> • Starter Apps and Websites for 1:1 Programs | <ul style="list-style-type: none"> • 10 Great Apps and Sites for High School • 5 Great Websites for Middle School • 5 Great Games for Middle School • 5 Great Apps for Middle School • 5 Great Websites for Elementary • 5 Great Games for Elementary • 5 Great Apps for Elementary • Great Free Apps for Learning • Great Free Websites for Learning |
| Reference and Information | <ul style="list-style-type: none"> • Top Reference Tools | |