**AASL Best Websites 2015**

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| **Resources** | **Purpose** | **Link** |
|  | **Media Sharing** |  |
| **TouchCast** | Embed web links, documents, pictures and more into video presentations. | **http://www.touchcast.com/** |
| **Tackk** | Create beautiful pages and collaborate; tagging, built-in media search, and app embed without needing tech or design skills. | **https://tackk.com/** |
| **Pear Deck** | Live presentation and slides with real-time questions and interactivity | **https://peardeck.com/** |
| **Apps Bar** | Apps Bar is a place to build your free mobile apps. Looking for the perfect app? Can’t find it? Build it. | **http://www.appsbar.com/** |
| **Sound Trap** | Soundtrap provides a place for your students and you to create music online quickly and easily. | **https://www.soundtrap.com/** |
|  | **Digital Storytelling** |  |
| **Storyboard That** | Storyboarding tool that offers scenes, characters, text bubbles, and much more. | **https://www.storyboardthat.com/** |
| **My Storybook** | Use drawings, text, scenes and more to create stories. | **https://www.mystorybook.com/** |
| **Booktrack Classroom** | Allows students to read with a movie-style soundtrack and create their own. | **http://www.booktrackclassroom.com/** |
|  | **Manage and Organize** |  |
| **Beyond Pad** | Part white board, part digital post-it notes; another way to present and organize notes, ideas, and information. | **https://www.beyondpad.com/** |
| **Google Classroom** | Create a paperless classroom in which teachers can post assignments, receive student work, track missing work, and give feedback, all electronically. | **https://www.google.com/edu/classroom/** |
| **FlipQuiz** | Keep students engaged with this triviagame-show style question board creator | **http://flipquiz.me/** |
|  | **Social Network and Communications** |  |
| **Bookopolis** | A social network and book discovery tool (similar to Goodreads) for young children.  | **http://www.bookopolis.com/** |
| **Answerables** | Lets teachers create lessons and then “gamify” them using the site’s cutting-edge technology.  | **http://answerables.com/** |
| **DIY** | An exciting space for kids to learn and share new skills online.  | **https://diy.org/** |
| **Beenpod** | Create, curate, and share “beens” or collections of web pages which you can organize & comment on. | **https://beenpod.com/edu** |
| **IFTTT** | Put the internet to work for you with IFTTT (If This, Then That). Create and browse recipes that connect two or more apps, websites, or products. | **https://ifttt.com/** |
|  | **Curriculum Collaboration** |  |
| **Gooru** | Gooru is a free, educational search engine for online resources and lesson plans in science, math, social studies and language arts.  | **http://www.goorulearning.org/#home** |
| **Molecular Workbench** | Molecular Workbench is a free, open source environment providing visual, interactive computational experiments for teaching and learning science. | **http://mw.concord.org/modeler/index.html** |
| **Knowmia** | Knowmia is a web location that features short video lessons from teachers around the globe.  | **http://www.knowmia.com/** |
| **HSRTY** | A multimedia timeline creation tool that will work on your laptop, Chromebook, iPad or tablet. | **http://www.hstry.co/** |
| **Engineering is Elementary** | Uses children’s love for building things to engage them in real-world engineering design challenges.  | **http://www.eie.org/** |
|  | **Content Resources** |  |
| **What Was There** | Allows registered users to upload images of buildings and landmarks and have them displayed in the location where they were taken. | **http://www.whatwasthere.com/** |
| **Code** | A non-profit educational foundation whose goal is that every student in every school has the opportunity to learn how to code.  | **http://code.org/** |
| **BioDigital Human** | An interactive 3D environment providing a stunningly realistic way to examine the human body.  | **https://human.biodigital.com/index.html** |
| **PhET** | A collection of science and math interactive computer simulations for students to learn through exploration in an animated, game-like environment. | **http://phet.colorado.edu/** |