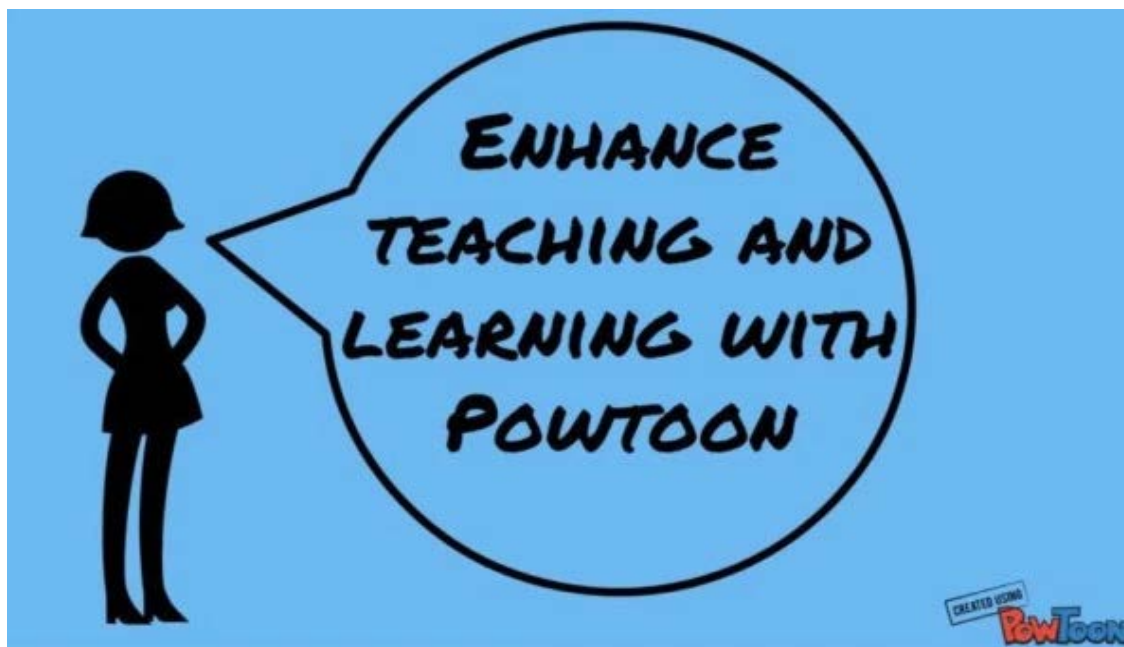# POWTOON
(https://www.powtoon.com)

PowToon is an engaging online audio-visual tool that can be used by language teachers and students to create **animated presentations**.

PowToon presentations can feature
- **Content**
- **Capabilities**
- **Critique**

Add this tool to your language-teaching practice **to meet the need for 21st century skills**, which require students to develop competency in information technology and media.

The free version of PowToon is resource-rich:
- Choose from one of many templates available to edit or start from scratch.
- Label your title and description.
- Modify slides by changing text, font, image holders, and props.
- Preview your creation at any time with the play button.
- Stop and make changes as needed.
- Change styles easily by choosing a different style within the program.
- Select from the free music options offered by PowToon to enhance your presentation.
- Share the finished presentation via social media buttons on your page to Facebook, Twitter, Pinterest, and other popular pages, or export to YouTube.

- If your region blocks YouTube, then use the embed code provided to easily embed in your website, blog or wiki. You can also download as a pdf -- or simply share your PowToon using the URL provided.

Email is required to register and use PowToon, and it uses Flash Player. The tool website regularly adds new features (the latest is a colour picker) and provides lots of educational application ideas on their blog. (Note: exports are not included with the free membership plan.)

>>>Additional assistance<<<
Help Centre: https://support.powtoon.com/en/
Tips on navigating the Help Centre:
https://www.powtoon.com/blog/feature-update-help-center/
PowToon for teachers tutorial (created by a teacher, using PowToon)

MORE than just a routine classroom!

➢ FLIP your classroom: use PowToon to create teacher-authored animations for students in any grade. AND it's an easy way to share information with the class when a substitute is in your classroom.

  ❖ Embed your PowToon creations on your teacher/classroom website or blog, for students to review at home.
  ❖ Use a PowToon on the first day of school to explain class rules or give an exciting introduction to the year ahead.
  ❖ Use PowToon to create movies or presentations for curriculum night or parent conferences, to display on your interactive whiteboard or projector.

➢ Students can create videos to show processes, explanations, review new learning, teach others, tell stories, or present research.

  ❖ A valuable use of PowToon is **end-of-unit projects**, where students demonstrate their learning with a presentation or by creating their own student-run lesson. Instead of a constructed response question, book report or feature article, students write the script for and then produce a video that demonstrates the same kind of learning.

➢ You can also DIFFERENTIATE: Assign a PowToon project to advanced students for more in-depth research to keep everyone engaged. In a skills-based class, having students produce a PowToon to teach a challenging concept will reinforce it further. And by pairing or grouping students, you give them practice in collaboration AND strengthen their understanding of content and language through discussions of how to present it.

- ➢ COMBINE PowToon with other common online tools (for example, Popplet [mindmapping] and Google Docs) to enhance student writing through digital storytelling, as in this grade 2/3 example, which can easily be adapted to other levels: https://www.commonsense.org/education/lesson-plans/enhancing-student-writing-with-digital-storytelling

- ➢ Teacher LIBRARIANS can ask students to create PowToon **book reviews** to share kiosk style in the **library/media centre**.

- ➢ INNOVATE: **Challenge older students to "prototype" an idea or product, using PowToon as a "start-up incubator"!**

A few more ideas from fellow teachers: 5 Ways to Use PowToon in the Classroom

& HERE IS A UKRAINIAN-STUDENT VOICED SAMPLE USING POWTOON: https://youtu.be/p6afk9PhAMo

PEDAGOGY (https://meantechtools.wikispaces.com/file/view/Rationale_Powtoon.pdf)

Effective Education Use of the Online Presentation Video Software Powtoon

Description of Use	Rationale
Example 1: Animated Presentation Essay • Teacher presents an example of a Powtoon presentation that demonstrates ideas and related research. • Students are then assigned a research to be completed using Powtoon rather than traditional text (i.e. MS Word documents) to present their research. • Students work on their assignment and present their videos. • Students are given the option to record their voices over their videos or present their videos live. • The goal is to have students present their research in a more animated and interactive way in order to allow other students to see and learn from each other directly and even build connections or form opinions on what is presented.	Based on the class summary of meaningful use of technology, Powtoon: ▪ Allows students to be creative and transform their research into something that is visually more productive than simple text on a word document. ▪ Students are in control of their learning in a larger way in that they are not only creating their video presentation essay, but are also building their problem solving skills (example, on learning on how to record their voice). ▪ It extends and builds on students' strengths and is adaptable to all learning levels. For instance, those who do not want to speak in front of the class can pre-record their voice and show their knowledge without being nervous. According to the Bransford et. al, article, "How People Learn" ▪ Students using the tool will have opportunity to interact with their learning by recreating it through their visual representations and thereby increase their metacognitive skills as they redefine their learning goals. ▪ Students can bring in their personal knowledge and background to assist with and be incorporated into presentations to make them creative and unique. ▪ Teachers can also use this strategy to understand how their students think and respond to what they are learning. With respect to the Net Generation norms (Tapscott, 2009): ▪ This strategy applies to **the norm about entertainment** which discusses the need for work to be fun and intrinsically satisfying (p.92). Therefore, students working with Powtoon will find creating their essay more engaging than writing it in a word processing format. ▪ Also the **need for speed** can be applied to this strategy as instant feedback to their presentation is available and they are able to view their presentations as they are creating it. ▪ As well, students are able to **customize** their videos or slides to their preference as

they have the freedom to create and choose which graphics, cartoons and other visuals they would like to incorporate.

In terms of [Learning Theories](),
- ARCS (Keller) can be applied to this approach because first, Powtoon gains learners **attention** with its wide array of media options, graphics, cartoons and animated images which help them better present themselves and ensnare students' attention to their topic. Second, Powtoon gives **relevance** by having students apply their previous knowledge and create a unique presentation. Third, Powtoon helps build learner **confidence** as they quickly familiarize themselves with the program and see their presentations come to life. Powtoon also allows teachers and students to give feedback on their work which can help further motivate them to continue with their project. Fourth, this program gives students the **satisfaction** of having their own learning and creation presented in a unique way in which they can receive positive feedback from their peers as well as feel they have accomplished something.

With respect to [Technology and Integration Models]():
- The **SAMR model** represents this strategy because it takes the assignment from being a typical research essay and transforms it into an animated video presentation. Therefore, all the research that was gathered and has been written about, can now, through Powtoon be presented as a video essay in whatever creative format the student chooses, thereby making the research much more engaging. This is an example of modification and redefinition because not only are the students redesigning the task by taking the written essay and converting it into a video format, they are also redefining the task as without the Powtoon technology the task would not be possible.

In terms of [21st Century Leaning Skills]():
- Students are thinking **creatively,** and **apply critical thinking skills and implement innovation** through their video essay by using Powtoon software. By transforming the information found through research, students are applying critical thinking skills productively and creating a unique format in which to present their ideas.