
Interactive Learning & Icebreakers & Collaboration Tools

Padlet

1. About the tool

Padlet is a digital bulletin board that allows users to post, share, and collaborate on a visual canvas. It supports various content types like text, images, videos, and links, making it a flexible tool for brainstorming, feedback, and project sharing.

2. How Can You Use It?

Facilitators can set up interactive walls where participants contribute ideas, group content by theme, vote on posts, or curate resources. Padlet is useful for real-time collaboration in workshops and for asynchronous contributions in blended learning settings.

3. Conditions of use / Limitations

Padlet's free plan allows users to create up to three boards. The paid version unlocks unlimited boards, enhanced privacy controls, and extra export options. It works well on both desktop and mobile browsers.

Wooclap

1. About the tool

Wooclap is an interactive tool used to engage audiences during events, lectures, or presentations. It allows speakers or facilitators to create real-time polls, quizzes, word clouds, and other interactive activities that the audience can participate in using their smartphones or devices. It's often used in educational settings, conferences, or webinars to increase audience participation, gather feedback, and make presentations more dynamic.

2. How Can You Use It?

With Wooclap users can create polls, surveys, quizzes, word clouds and open-ended questions. In general Wooclap is ment to be used for more engaging learning.

3. Conditions of use / Limitations

Wooclap has several conditions and limitations, there is a free subscription plan which allows only up to 50 participants per event. Some advanced features such as custom branding, certain question types, and integration with other tools are restricted. Wooclap does not need any specific system it functions on desktop as well as on the mobile.

Mentimeter

1. About the tool

Mentimeter is an interactive presentation tool that allows users to create polls, quizzes, and surveys in real-time. It's often used in meetings, classes, and conferences to engage audiences and gather feedback. Mentimeter is widely used in education, business, conferences, and events to enhance presentations, gather audience insights, and improve engagement.

2. How Can You Use It?

Mentimeter ensures all voices are heard, even those who might not usually speak up. In Mentimeter users can create interactive word clouds, polls and surveys, collect feedback, and engage audience in real time. It has live voting which means that members can vote or respond to questions during the presentation using their smartphones.

3. Conditions of use / Limitations

Mentimeter offers several subscription plans and there is also a free plan in the offer. The free version of Mentimeter limits users to only 50 participants per month and some types of slides are locked.

Kahoot!

1. About the tool

Kahoot! is an interactive, game-based learning platform that allows users to create and play quizzes, surveys. Kahoot! promotes engagement and makes learning or reviewing material more enjoyable.

2. How Can You Use It?

Kahoot! allows users to create and play interactive quizzes, polls, and surveys in real-time. It's commonly used in classrooms for learning, in businesses for team-building, and for social events to engage participants in a fun and competitive way. You can also add media, track performance, and customize games with premium features.

3. Conditions of use / Limitations

Kahoot! offers a free plan which is enough for most of the work, participants don't need to create an account but the quiz creator has to have an account created on the platform.

Quizizz

1. About the tool

Quizizz is an online quiz platform that allows users to create, share, and play interactive quizzes and assessments. It's primarily used in educational settings to help students learn and review material in a fun, game-like environment. It helps users by offering real-time quizzes that promote engagement and allow instant feedback.

2. How Can You Use It?

Users can create and host quizzes, assign homework, and participate in live multiplayer games. Teachers and businesses can use it to assess knowledge, reinforce learning, and foster engagement with features like instant feedback and gamification.

3. Conditions of use / Limitations

Quizizz offers both free and paid plans. The free version provides basic functionality, while the paid plans offer more advanced features. The free version limits certain features, like access to advanced reporting and customization options. It also restricts the number of participants in some cases. The free version has limited advanced features like analytics and media customization. The interface may feel a bit overwhelming for first-time users.

Miro

1. About the tool

Miro is an online collaborative whiteboard platform that enables teams to work together in real-time. It's mainly used for brainstorming, mapping out ideas, and visual project management. Miro helps users by providing a flexible and interactive space to collaborate on projects, regardless of their location.

2. How can you use it?

Users can create and collaborate on mind maps, flowcharts, wireframes, and other visual content. Miro is ideal for brainstorming, organizing ideas, planning projects, and facilitating remote collaboration in teams. It also supports integration with other tools like Google Drive, Slack, and Microsoft Teams.

3. Conditions of use / Limitations

Miro offers both free and paid plans. The free plan has basic functionality, while premium plans unlock advanced features. The free version limits the number of boards you can create (3 active boards) and lacks advanced collaboration features. The interface may be overwhelming for beginners, and some features like unlimited boards and advanced integrations are only available in paid plans. Miro is accessible via web browsers and has apps for desktop and mobile devices.

Badgecraft

1. About the tool

Badgecraft is an international tool for digital recognition of skills and achievements, a platform where users can create, manage and show recognition by completing quests and obtaining digital Open Badges.

2. How can you use it?

Users can create engaging and motivating quests for participants to earn badges using a variety of activities, but also create whole systems of tasks leading to digital certification in specific areas. The quests can be completed upon uploading evidence by the participants, offering options to use a variety of formats. The learning can be reviewed using different methods including peer, self and assessor options.

The quests in Badgecraft or their whole systems can be used to organize online trainings, but also to structure offline education activities, or to simply complement them. Teachers and trainers can assign the quests as homework to reflect on the competencies outside their classroom, use it as an addition source of recognition,

3. Conditions of use / Limitations

Badgecraft can be used both on desktop and in the mobile app. specifically for mobile phones, there is an option to download an app called Badge wallet, where participants collect and overview Badges upon completing the quests.

The tool is free of use for up to 10 activities, 100 created badges and 100 users per organization.

4. Example of use

See [HERE](#) an example of a quest related to Green Competencies, which gives you a specific idea of structure. Now, we have created for you a user tutorial on how you can create your own quests and boost the learning experience.