**Google Street View**

Google street view is an app that allows students to explore the world from inside the classroom. Using a virtual reality (VR) device and the app, students can step inside the museums of Paris, go on a tour of Paul Revere’s ride, and discover the wonders of the Grand Canyon. Students can also share their own experiences with capture 360º. Just type in where you want to go and let Google Street View take you there.

**How to use**

1. **Download Google Street View** for free (<https://apps.apple.com/us/app/google-street-view/id904418768>).
2. **Install and Explore –** Start simple. Let students familiarize themselves with the app. Search for local landmarks first. Warn students not to share personal information, such as home address.
3. **Create a lesson –** Discover the featured collection within the app and plan a lesson which would include a VR tour of the location.
4. **Take a tour –** With a VR device, let the students take a guided tour. The teacher can highlight important information along the way.

**When to use**

Use Google Street View to engage students and make the lesson come alive.

* After a unit discussing historical locations
* In art classes when discussing famous artist. Students will have the ability to tour museums where famous paintings are located.
* In Science class when discussing rock formations. Take the students to the Grand Canyon and never leave the classroom.
* Let the students choose where they would like to visit. Have them research the location, and after approval from the teacher, can narrate their own tour.
* Before the students begin a new unit. This will allow them to familiarize themselves with the area before discussion of the events that happened there.

**Variations**

**My Spring Break**

Students can use capture 360º to photograph areas that they visited during a vacation. With information that they had gathered during the vacation, Google Street View ads another element to show and tell.

**My Hometown**

Students research their hometown and share the information with students from other parts of the world. Google Street View enables the student to create 360º images of local landmarks, restaurants, and their own classroom.

**Plickers**

Plickers is an assessment tool which provides the teacher with immediate feedback of the students understanding.

**How to use**

1. **Sign up –** Sign up for Plickers at <https://get.plickers.com/>. Plickers offers a free version, and for an additional fee, one can upgrade to Plickers Pro.
2. **Installation –** Install the app on both your computer and iPhone, iPad, or another device.
3. **Create classes -** Add your class information (subject, and students).
4. **Create questions –** Create multiply choice questions. The free version allows the teacher to create 5 questions. With the Pro version, the teacher can create unlimited questions and also pull questions from bank.
5. **Print Plicker cards –** Print cards for the students. Plickers assigns each student a individual card.
6. **Quiz the class –** Read your created question to the class. The student will hold up their Plicker card up to display their answer.
7. **Scan the class –** With an iPhone or iPad, scan the Plicker cards that the students are presenting.
8. **Tally your results –** Plickers provides immediate assessment. While scanning the cards the teacher can identify which students have the correct answer and which students need additional help.

**When to use**

Use Plickers as a quick assessment of the students understanding.

* As a quick warmup for the daily lesson.
* As a quick review of material that was previously covered.
* Before the beginning of a unit to assess prior knowledge.
* Create multiple questions for a complete review of a unit.
* Use Plickers in a team trivia competition.
* Use Plickers as an exit ticket to check for understanding after a daily lesson.

**Variations**

**Student Created Plickers**

Students may create the questions within a unit to review. After teacher approval, the questions can be added to the teachers question bank.

**Class Challenge**

Students create questions to be used to challenge other classes. After teacher approval, the questions would be used in a game between classes and the teacher would keep classroom scores on the board.