

Technology to engage Gen Z mapped to Multiple Intelligences

Verbal/Linguistic

Technology to engage:

- <https://www.common sense.org/education/app/writing-wizard-kids-learn-to-write-letters-words> Is a highly customizable app that helps kids practice tracing letters, numbers, shapes, and words while hearing the letter names and phonetic sounds. \$4.99
- <http://www.knowledgeadventure.com/subject/word-games/> Younger children can play word games like Hangman and Letter Blocks. Older children can play Crossword Puzzle, Word Scramble 2 and Clueless Crossword. Free, requires game to be downloaded
- <http://storybird.com/educators/> Visual storytelling for everyone. A platform for writers, readers, and artists of all ages. Storybird lets anyone make visual stories in seconds. We curate artwork from illustrators and animators around the world and inspire writers of any age to turn those images into fresh stories. Storybird is a unique language arts tool. We use illustrations to inspire students to write stories: picture books for K-5, longform chapter books for Grades 5-9, and poetry for everything in-between. Free.
- Biblehub.com - Bible Hub Online Parallel Bible, search and study tools including parallel texts, cross references, Treasury of Scripture, and commentaries.
- Power Poetry – Online community empower teen poets.
<http://www.powerpoetry.org>

Logical/Mathematical

Technology to engage:

- Problem solving games
<http://www.kidsmathgamesonline.com/problemsolving.html> Help a frog jump stones, measure water with limited resources, get people safely across a bridge and more. If you get stuck, try thinking outside the square, sometimes it pays to step back and look at a problem from a different point of view. Have fun and enjoy these free problem solving games for kids.
- Visual games
<http://www.kidsmathgamesonline.com/quizzes/visualgeometrytest.html> This visual geometry test is a great way to see how accurate your spatial awareness is. Follow the instructions and try to make accurate parallelograms, judge the half way mark between points, evenly bisect angles, find the center of circles, make right angles and more. Put your skills to the test with this visual geometry test, enjoy learning about math and have fun online.

Spatial/Visual

Technology to engage:

- Tux Paint is a drawing program for children ages 3 to 12. Kids are presented with a blank canvas and a variety of drawing tools to help them be creative. <http://www.tuxpaint.org/> free
- Bord is an innovative chalkboard app that allows users to draw pictures with realistic-looking chalk and a sponge eraser. Drawings can be saved and shared, and loading a saved picture plays back the drawing process. Pictures can be emailed or shared on facebook. 0.99\$ <https://www.commonensemedia.org>
- Lipa Theater: Story Maker provides a platform for creating and recording short stories. Kids will need access to their devices' microphones to record their voices and the camera if they want to use their own customized backdrops. Completed stories are saved internally and can be downloaded to the device or shared through email or Facebook. \$3.99 <https://www.commonensemedia.org/app-reviews/lipa-theater-story-maker>
- Paint 3D - Whether you're an artist or just want to try out some doodles— Paint 3D makes it easy to unleash your creativity and bring your ideas to life. Classic Paint has been reimagined, with an updated look and feel and a ton of new brushes and tools. And now, create in every dimension. Make 2D masterpieces or 3D models that you can play with from all angles. A PC Windows 10 app
- Prezi is a web-based presentation software. It allows 'conversational presenting' where presentations follow the flow of dialogue. Basic version free

Bodily/Kinesthetic

- HeartMath <https://www.heartmath.org/resources/heartmath-tools/heartshift-tool-for-ages-7-11/> and <https://www.heartmath.org/resources/heartmath-tools/quick-coherence-technique-for-ages-12-18/>

Interpersonal

Technology to engage:

- HeartMath <https://www.heartmath.org/resources/heartmath-tools/heartshift-tool-for-ages-7-11/>
- Projected Games are computer games, designed for projection onto a large screen. Any number of people can then get involved by playing and interacting within teams against each other. \$40 per game <http://www.projectedgames.com/games/index.php>
- Kahoot a quiz app
- Google Art & Culture <https://artsandculture.google.com/>

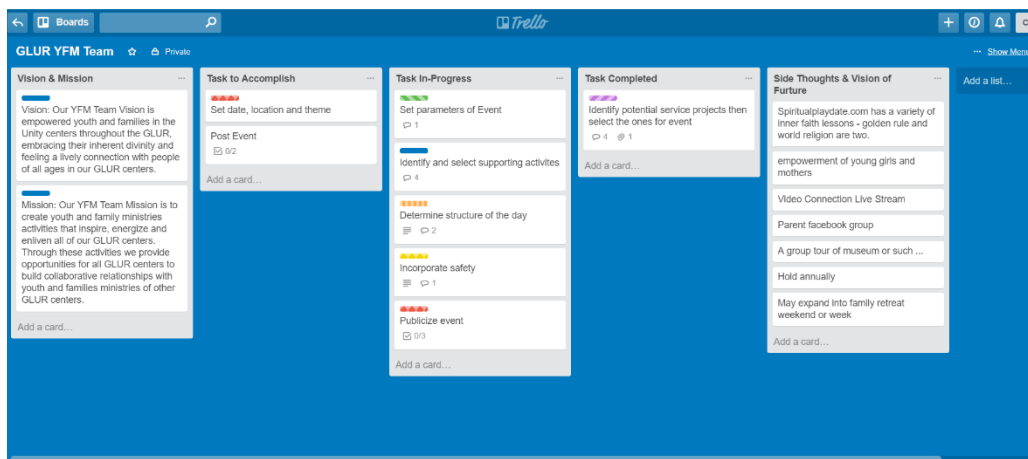
Sample Collaboration Tools

SignUp SignUp.com <https://www.youtube.com/watch?v=XUFby8xIKTI>

Use this free web-based tool for anything that needs a sign-up sheet: volunteer scheduling, fundraisers, team meetings, pot lucks, service projects, and more. Save time coordinating. Invite Participants via email or social media. No passwords or account creation necessary for participant. No downloads. Opt in to share data. eCalendar syncing and automated reminders sent out. There is a mobile friendly sign up without an app. Must be 14 years of age to use. Organizer can sign up people manually.

Ministry Scheduler Pro – Help schedule, coordinate and connect with volunteers. Tool collects availability, sends reminders via email and text, issues sub request and more. Open slots emailed to coordinator. Documents (lesson) can be shared. Supporting app volunteers use is free. Base tool is \$300 + \$23 per month maintenance fee. This is a tool for the whole church. Extensive free trial period available. <https://www.ministryschedulerpro.com/>

Trello – A free web-based project management tool. It is a collaboration tool. It helps you organize, track status, make assignments, and review inputs. Use it to plan a lock-in, an YFM open house, or to tack orientation. Use it for any project that requires a team or to keep yourself organized. Manage multiple boards/projects in one place. You can attach files to cards or create a checklist. It is easy to invite people to become a member of a team.



Slack - the platform that connects teams with the apps, services, and resources they need to get work done. Free and subscription versions.

<https://slack.com/about>

Mindjet, XMind, Coggle, FreeMind, MindNode article at

<http://lifehacker.com/five-best-mind-mapping-tools-476534555>

Zoom – A conference call and video meeting tool. Used by Unity Worldwide Great Lakes Region for board meetings and YFM training Director for consulting and training sessions. Features of the free/Basic version include: Host up to

100 participants, 40 mins limit on group meetings, unlimited number of meetings, unlimited 1 to 1 meetings, Video Conferencing Features: HD video and voice, screen share, Web Conferencing Features: Instant or scheduled meetings, recording, private and group chat, raise hand. Pro is 14.99 per month adds Unlimited meeting duration for all meeting sizes, admin feature controls, scheduler, 1GB of MP4 or M4A cloud recording and more.

FreeConferenceCall – A conference call and video meeting tool with screen sharing, up to 1000 participants, and session recording ability. Conference calls may be made with only phones.

Skype, Google Hangout & Facetime are other video chat tools.

Meet up, Meetup brings people together in thousands of cities to do more of what they want to do in life. It is organized around one simple idea: when we get together and do the things that matter to us, we're at our best. And that's what Meetup does. It brings people together to do, explore, teach and learn the things that help them come alive. [https://www.meetup.com/about/? cookie-check=wqVT_o5GWIEMgw1U](https://www.meetup.com/about/?cookie-check=wqVT_o5GWIEMgw1U)

Simply Text - a tool for conveniently texting a large group. Features: replies can be sent directly to your mobile device. All messages are received and responded to individually rather than as a group text. Can connect your Twitter and Facebook accounts. Can send text to a select demographic. Simply Text is part of the Simply Ministry TOOLS suite. Which includes contacts (free), training for your volunteer team, event promotion and attendance, and job openings. The price of Simply Text per month is \$20 (limit of 100 contacts), \$30 (limit of 250 contacts), \$40 (limit of 1500 contacts).

GroupMe - a messaging app that lets users send direct messages and group messages from mobile devices without message limits or fees. You can also use the app as a one-stop shop for interacting with your friends, from scheduling events to sending each other money. Its main claim to fame may be its emojis and open search for GIFs: There are tons, including lots that are available for in-app purchase. Unfortunately, some of these emojis feature more adult themes, such as cartoon liquor bottles and sexy characters. ... Since there's no way to delete past posts, there are also concerns about a user's control over content. <https://www.commonsemmedia.org/app-reviews/groupme#>

Remind - Real-time messaging for your school, group, or just a single person. Schedule reminders ahead of time. <https://www.remind.com/>

Constant Contact - email marketing software. It is good for newsletters and communication to a large number of people via email. Training is available on how to use the software and market skills. \$20.00 per month.

Google Classroom - Google Classroom allows you to create classes, distribute assignments, send feedback, and see everything in one place. Communicate and collaborate:

- **Access anytime, anywhere**—Access Classroom on the web or via the Android and iOS Classroom mobile apps.
- **Real-time feedback**—View, comment, and edit student work in real time. Annotate student work in the Classroom mobile app.
- **Create class discussions**—In the class stream, post announcements, engage students in question-driven discussions, or move important topics to the top.
- **Manage class discussions**—Control who can post to the class stream and mute individual students from posting or commenting.
- **Share content**—Share links, videos, and images from websites to Classroom with one click in the Share to Classroom extension.
- **Push content to students' screens**—Push webpages instantly to a class with the Share to Classroom extension. Students can also share their screen with their teacher.
- **Communicate with guardians**—Teachers in G Suite for Education domains can invite parents and guardians to sign up for an email summary that includes the student's upcoming or missing work. They also get announcements and questions posted by teachers in the class stream.

Bloomz – A free easy-to-use app that aids communication with parents. It is secure and private. Share photos, videos, and messages. Class calendar visible for coordination and volunteer signups and reminders. <https://www.bloomz.net/>

Intrapersonal

Technology to engage:

- [HeartMath https://www.heartmath.org/resources/heartmath-tools/heartshift-tool-for-ages-7-11/](https://www.heartmath.org/resources/heartmath-tools/heartshift-tool-for-ages-7-11/) and <https://www.heartmath.org/resources/heartmath-tools/quick-coherence-technique-for-ages-12-18/>
- Electric Company – Feel Electric – app helps kids learn to express their emotions, and recognize facial expressions of others. It is for age 5+ The My Life part concerns self-awareness. The Games segment contains activities aiding recognition of a feeling. My Stuff is related stories, music, and videos.
- FLOW- A PC game in which you are a tiny sea creature. Players consume organisms, evolve, and dive into the abyss listening to relaxing music. The game can have up to four players.
- Journey-A PC game where you wake alone and surrounded by miles of burning, sprawling desert, and soon discover the looming mountaintop which is your goal. The game experience is discovering who you are, what this place is, and what is your purpose.
- Flower- A PC game. The player journeys through a beautifully vivid and changing landscape. Like in the real world, everything you pick up causes the environment to change.
- Abzu – A PC game where you explore an underwater world in search for your true purpose. You can 'meditate' by sitting on rocks. ABZÛ roughly translates to "The Ocean of Wisdom" from ancient Sumerian.

- Emotional intelligence and Social Skill Apps
 - Smiling Mind This app helps students learn to meditate. Smiling Mind contains guided meditations that increase in length as students practice more. Before and after each session, users track their emotions. There are also offline activities that can be used in or out of the classroom.
 - Mood Meter A simple app that helps students recognize their emotions. Mood Meter allows users to choose how they're feeling, then helps guide them to figure out why they feel that way. It also helps students learn to control their mood and feel more positive overall.
 - Stop, Breathe & Think Another option for guided meditations. Stop, Breathe & Think allows users to choose how they're feeling, then provides them with a meditation. It also allows students to track their progress with graphs that show trends in their emotional state.
 - Calm An app that works for students from Kindergarten all the way through college. Calm has features like breathing exercises, meditations, and modes to help with falling asleep.

<http://www.thetechadvocate.org/8-must-emotional-intelligence-apps-tools/>

Mindfulmike.ca
Insight app

Musical

Technology to engage:

- Audacity - The open-source program gives users a wide range of options for recording and editing audio, all tied together with a simple interface.
- Podium Free - by Zynewave is a modern digital audio workstation for Windows. It supports recording and editing of audio and Musical Instrument Digital Interface and hosts Virtual Studio Technology instrument and effect plugins.
- Just Sing - is a karaoke video game. \$15

Naturalist

Technology to engage:

- Google earth
- Nature video
- Solar powered wind chime, or rainbow makers
- Nature sounds
- Star projectors
- <http://www.arkive.org/education/games> play fun free science games and puzzles with Arkive, whether you just love animals or want to learn more about the environment and conservation. Our cool games are suitable for wannabe scientists, wildlife detectives and science superheroes.
- [Wolves Changed the Rivers](#) You Tube video. This four-minute video, viewed by more than 22 million people, tells the story of the re-introduction of wolves to Yellowstone Park and how their natural lifestyle impacted the environment

to the extent that even the rivers adapted to the rhythm of their lives. The video clip is engaging, natural, non-violent, and even addictive in their peek at this predecessor to man's best friend. The wolf howls will stay with students as an audio signature of these amazing creatures.

<http://www.teachhub.com/technology-classroom-8-great-habitat-websites>

Existentialist

Technology to engage:

- News articles on changing the world
- Videos or ted talks on spirituality
- Google Arts and culture – Virtual tours of museum, Street view places, Zoom in on Art and more <https://artsandculture.google.com/>
- FLOW, Journey, Flower, Abzu see intrapersonal section
- Gone Home is less a game than an interactive story. There is no action, no combat, and not really even any traditional puzzles. Players take on the role of a young woman who explores her family's empty house after a year abroad, piecing together details of her family's activities during her time away. During her search she experiences several revelations, many to do with her sister's budding sexuality and sexual orientation. There is no nudity, but players should expect frank discussions of sex, as well as some strong language, mostly heard in background music. \$19.99 age 15+