



Intellectual Output 3

DESCRIPTION OF DIGITAL TOOLS

1. Name of the tool/ Link

powtoons /<https://www.powtoon.com/index/>

2. Short description of the tool

Browser based softwares exist that allow teachers to create animated presentations. These softwares could be considered 'rapid e-learning' tools. It is possible to create animated presentations for free but the providers also tend to have pricing structures that makes additional features available to you and allows you to remove watermarks etc. Free browser based rapid elearning animation presentation softwares make it possible for lectures without such technical skills to create interesting professional-looking animated presentations quickly and disseminate them easily.

Animation can also function as a means of presentation, as a learning support resource (or as a tool for advertising) amongst others. These can also be hosted on platforms such as youtube to provide create supports for learners in an accessible way. Adding audio files to animations allow for voiceovers to be added, to help promote language learning.

3. Which language competences can be developed with the help of this tool?

- Learn, deepen and extend vocabulary range
- Listening to audio media and recordings
- Identifying cues and inferring
- Mediating strategy linking
- Linking to previous knowledge

4. The requirements concerning the tool

Powtoons is free, browser-based software which can be used on most modern browsers. Powtoon utilises a timeline to help you create your animated presentation and provide free templates, images, animated cartoons, animated text, backgrounds, and animated slide transitions for you to use. For free, Powtoon only allows animations of up to 5 mins in length, but Powtoon provides special discounts, group licences, and even free licences in some cases, for those working in non-commercial education sector so it's worth checking those out.

5. Language of the tool



7 languages

6. Suggested language level (A1-C2)

A1

A2 B1 B2 C1 C2

7. What competences from DigCompEdu Framework does the tool develop?

- | | |
|---|---|
| 1. Professional engagement | 1.4 digital continuous professional development |
| 2. Digital resources | 2.1 Selecting digital resources |
| | 2.2 Creating and modifying digital resources |
| 6 Facilitating Learners' Digital competence | 6.2 Digital communication and collaboration |
| | 6.3 Digital content creation |
| | 6.5 Digital problem solving |

8. How can the tool be used by teachers/learners?

Animated presentations are great for presenting content to students outside of the classroom, as a learning support resource. This can be offered to students as a means of further explaining concepts covered in-class. Animations work particularly well as a way of illustrating particular concepts or sequences in which things are introduced or removed, moved about and so forth.

To begin developing an animation based around a particular concept or sequence, you could base it on existing Powerpoint slides which you have covering this concept/ sequence and look to introduce movement or transitions. The finished product can be exported to services such as Vimeo and YouTube from where it will play much faster than, for example, a PowerPoint presentation that has been uploaded to your institution's VLE. Alternatively, you can download your finished product as a video file if you wish, and host it in other places for your students such as your institutes VLE. Such video files can also be brought into other programmes and enhanced further. For example, via either Zaption or TED-Ed, quizzes and discussion points can be embedded into files hosted via YouTube.

Animations developed using tools such as powtoons can combine on-screen elements such as presentations, words, existing media such as video, etc or the feed from a webcam alongside narrated audio. In this way, they can replicate a lot of in-class activities, including the provision of lectures on specific elements for language teaching - including - teaching new vocabulary, pronunciation, providing feedback over existing media & recordings, etc. In this way, scanimationsreencasts are excellent for language learning as they allow one to combine many formats - all of which are required for effective language learning - including text, images, spoken audio, live on-screen activities, etc. all in the one space.

Case study – example



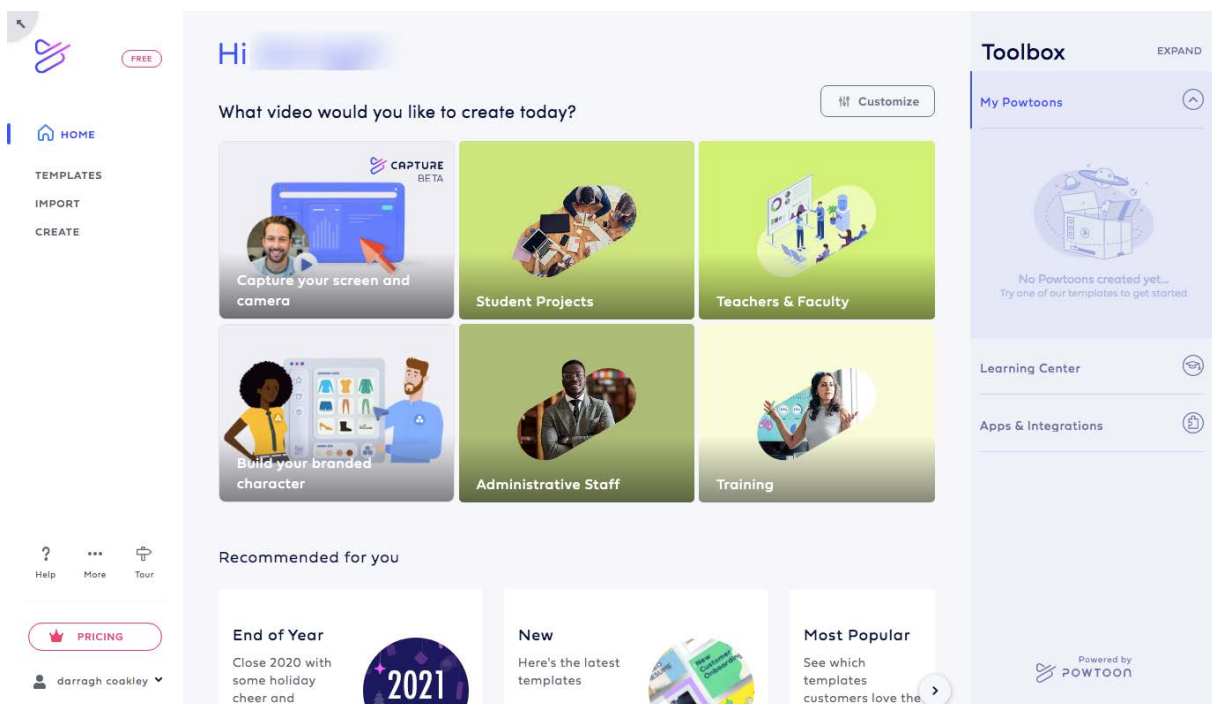
Co-funded by the
Erasmus+ Programme
of the European Union



PowToon can be used by teachers as an enhancement to traditional language learning presentations or to explain key concepts, or demonstrate how language can be used in specific situations. The use of animation can help to have both a word and the audio of the topic on-screen at the same time. Students, in turn, can potentially demonstrate their understanding of particular topics by creating an animated explainer or can enhance their assignments or presentations by using animation or creating media-rich presentations. To begin developing an animation based around a particular concept or sequence, you could base it on existing Powerpoint slides which you have covering this concept/ sequence and look to introduce movement or transitions.

To get started:

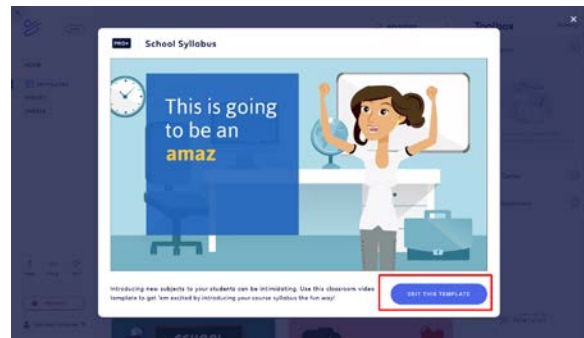
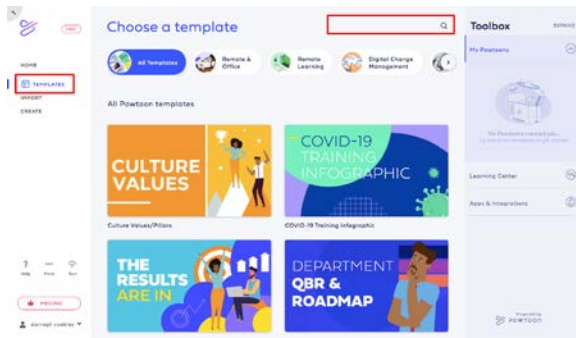
- Go to <https://www.powtoon.com/account/signup/> and sign up to create a new account or log in to access an account.
- When you log in for the first time you will be asked under what role you will be creating animations - teacher, manager, personal, etc - your choice here isn't too important, but the help will be somewhat targeted towards that theme.



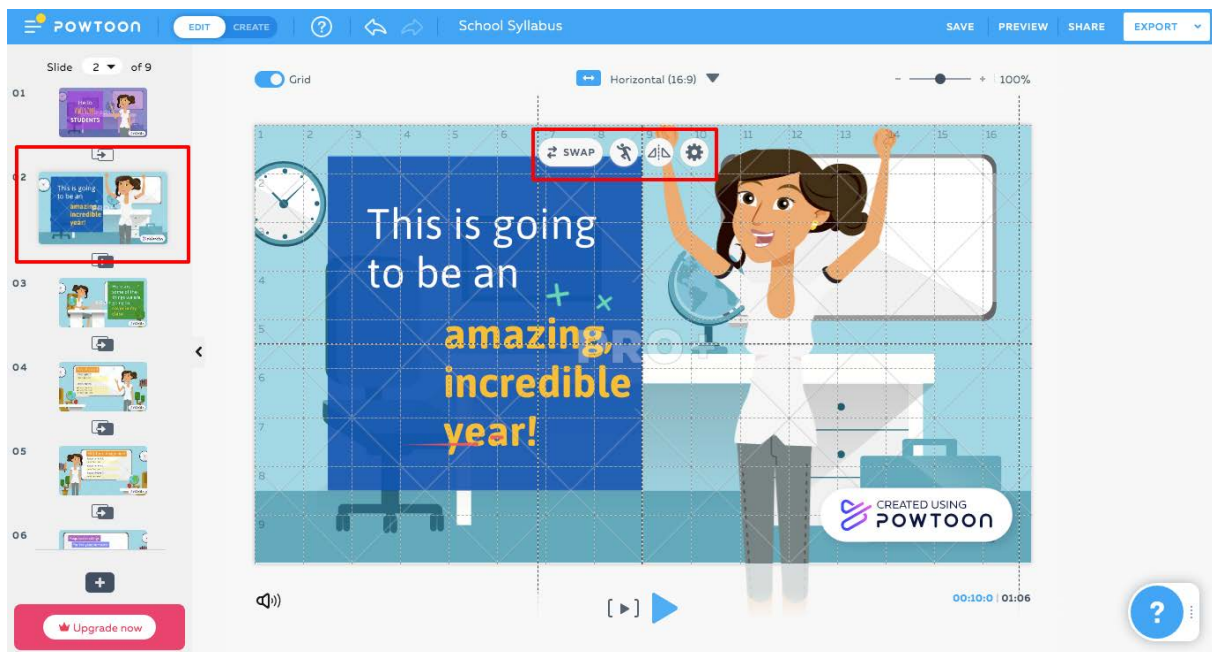
- You can create a PowToon from scratch (i.e. a blank project) or use a template to get started.
 - The templates are particularly useful and can include a step by step guide to creating your PowToon or the ability to preview and customise pre-made animations.
 - You can also search for existing templates which you can edit



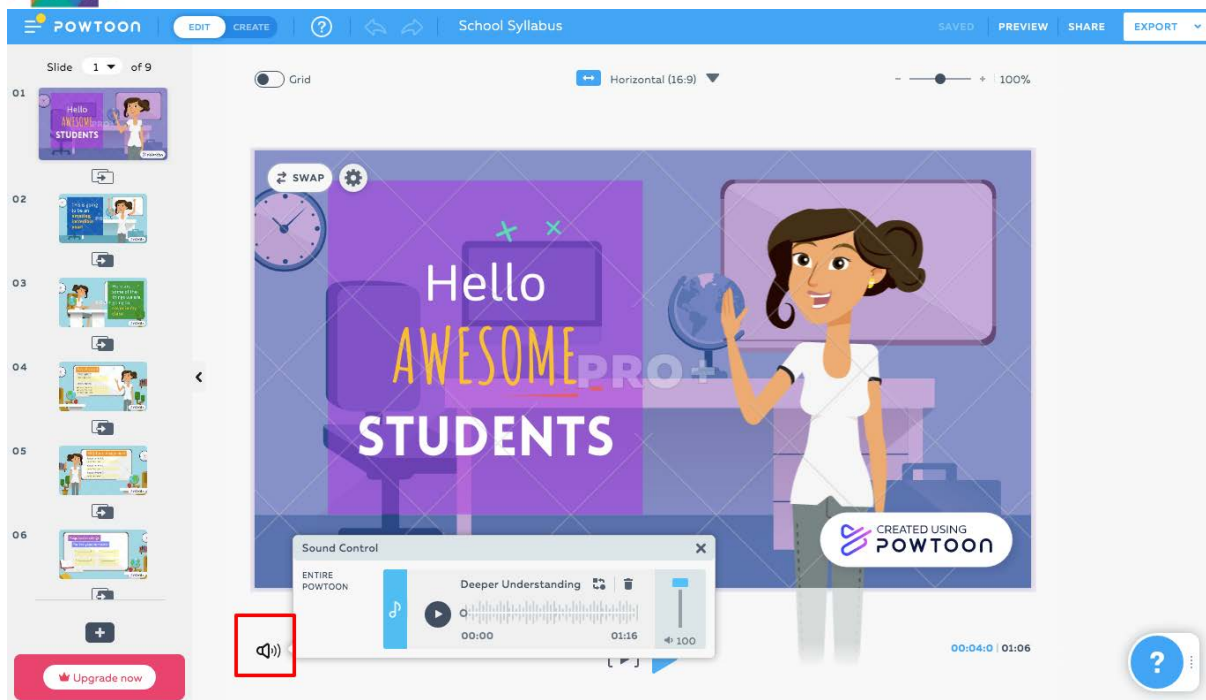
Co-funded by the
Erasmus+ Programme
of the European Union



- The basic Powtoon interface looks a bit like powerpoint in that you work with slides and can add text and images to these slides, but you also have characters, objects and other assets to add to your slides and a timeline for moving through the slides chronologically.
 - You can add or remove slides via the menu on the left-hand side
 - If you select an item on the stage, you can edit that item to determine when the item enters and leaves the stage



- You can add audio files or record audio straight to Powtoon to help to aid language learning



- When finished, you can export your PowToon to save to YouTube to share with your students (unlisted or private will still work) or as an MP4 to your computer.

10. Things you have to bear in mind when using the tool

1. Before you create your PowToon animation, it's a good idea to plan what you want to achieve. A good place to start with this is to create a script and a rough storyboard for your animation - this way you know what you want to say and how you want it to look.
2. The PowToon website offers templates and a host of tutorials that can help you get up and running with PowToon as quick as possible: <https://www.powtoon.com/tutorials>
3. If you already have powerpoint slides you are using, these can be imported into powtoons to help you begin using it quickly.
4. Powtoon animations can work well as an alternative to standard powerpoint presentations, adding movement and engagement to in-class lectures, or presentations to peers.
5. Trying to develop a fully-animated presentation for a full class is be an extremely large amount of work however - so be wary of trying to do this
6. The key to avoiding lots of work with animation tools for presentations is to develop a series of smaller animations and to talk around these.
7. It is also possible to develop a number of short animations dealing with very specific topics/ concepts or sequences & to mix these in with static slides.
8. In-class, animations can also work well as a means through which you can introduce or promote a module or programme or yourself.
9. Animations can be useful for specific situations in language learning - this can involve showing scenarios and specific language related to that scenario



Co-funded by the
Erasmus+ Programme
of the European Union



10. You could also consider developing animations for your own personal purposes, to show your expertise or advertise yourself. The ability to upload directly to youtube, vimeo, etc greatly helps with this

It is important to note that this software is quite complex and can be challenging to those unfamiliar with this. While powtoon is much easier than most animation software (Such as Adobe After Effects), it is important to take time to learn how to use the tool appropriately and to be patient with yourself in learning how to use it.

11. Similar tools

There are a wide range of animation tools similar to powtoon, but among the most popular are:

- Moovly
- Animaker

This work is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License



<https://files.eric.ed.gov/fulltext/EJ1170640.pdf>