



Tool description paper

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Nearpod is a learning software that allows educators to present interactive lessons with collaborative activities such as simulations, quizzes, virtual reality, games, and more. It is a website and app-based digital tool where teachers create slide-based learning resources interactively and engagingly for students. It integrates easily with many existing tools, such as Canvas, Google Slides, Microsoft PowerPoint, YouTube, and Zoom. Teachers can create engaging lessons that allow students to learn through their device or a single screen in the room using the appliance they prefer, whether a phone, tablet, or laptop. This solution enables teachers to conduct classroom sessions live and in virtual modes. Moreover, Nearpod also has a cloud-based software that provides an activity dashboard that permits teachers to add their content in different formats, such as videos, PDFs, and shared slides.

From the pedagogical perspective, Nearpod is a tool that can facilitate and foster active Learning in online or face-to-face classes with quizzing, polling, drawing, gamified activities, and interactive video. It augments the traditional lecture by adding engaging activities like drawing, matching, and more. Students at Nearpod can reflect on their experience and connect the information to prior knowledge by using the pause options in the slides. It encourages students to problem-solving through the hypothesis questions and the experiments. "I hope this application will be used in all courses supported with a video-conference learning system."

The activities in Nearpod include reflective poll questions, open-ended questions, and a collaborative board. The collaborative board allows the students to come together with ideas and work on a standard task. In addition, students receive a broad topic where they are not limited to specific choices, which adds interest and excitement to Learning. In the classroom, students are engaged when lessons are connected to their life ; they analyze their VR experience and look at the world through a critical lens by completing the corresponding graphic organizers, Collaborating discussions, and polls. This way, when students encounter a situation where they need to use that skill, they will have a tangible experience. In addition, it includes intentional questions based on Bloom's Taxonomy to unlock student understanding in real time. Intentional opportunities helps students to reflect on their Learning. Each lesson sequence is designed with research-based instructional models and measurable learning objectives. Near pod has a library section that includes a variety of pre-made resources for every instructional moment, quick activity for review, extra practice, or editing the lesson based on the teacher's needs.

The presentation engages various activites (e.g., formative assessments, students can easily participate in polls, open-ended questions, 3D videos, games, etc.). Each task benefits the student as they can immediately apply the content being taught and help the teacher check for understanding quickly. Students can receive feedback continuously during their learning processes. Furthermore, teachers can anomalously share the results of polls, open-ended questions, games, etc., with the class. This type of peer sharing benefits students in seeing the varying answers or opinions about a specific topic or

knowing they are not the only ones struggling with a particular concept. Nearpod is also an excellent tool for those quiet students who have important things to share but might lack the confidence to speak up verbally. Students also love Nearpod because they can interact and participate without leaving the presentation! The thing that prevents students from having to stop and find a new screen is potentially becoming frustrated if they get behind. Nearpod proactively keeps students on task and engaged.

Nearpod is free as the silver package where teacher can still to create lessons and deliver them online. its conatinas and you also access the massive Nearpod library of content with three teaching modes.

From my experience with the trial, I found Nearpod a perfect tool for K12 staff. The capabilities and features of Nearpod made the class more effective and offered immediate student feedback, so the teacher could make live adjustments to meet the needs of their students. It is a valuable tool to try in the classroom, and Nearpod is considered a gamified learning tool that makes learning fun.

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