

Apps for Your ActivConnect OPS-G and ActivConnect G



[Promethean Whiteboard App](#)

Content Area: Any

Grade: Any

Description: The Promethean Whiteboard app turns the classroom display into an interactive canvas, providing teachers and students an endless work space. The app is preloaded as part of the Promethean classroom solution. Save and export as .pwb or .pdf files, utilize Multi User mode, math tools, graphic organizers, and much more.

Lesson Idea/Use Case: Use for notetaking, student collaboration, warm-ups, and more.



[ActivCast Sender](#)

Content Area: Any

Grade: Any

Description: Teachers and students can use ActivCast to wirelessly mirror their content, ideas and apps on their device to the entire class. ActivCast is preloaded as part of the Promethean classroom solution.

Lesson Idea/Use Case: Use as a mobile document camera and for collaboration.



[HDMI In](#)

Content Area: Any

Grade: Any

Description: Easily toggle between your ActivPanel and connected computer or document camera with a single click. Utilize offline software like ActivInspire with your ActivPanel to access full touch capability. HDMI In is preloaded as part of the Promethean ActivConnect OPS-G.

Lesson Idea/Use Case: Use to access connected devices and offline software.



[Clock](#)

Content Area: Any

Grade: Any

Description: Tap your panel's home screen clock widget once to access Google's timer, stopwatch, alarm functions, and more.

Lesson Idea/Use Case: Use to manage time for student activities and assessments.



[DU Recorder](#)

Content Area: Any

Grade: Any

Description: A free, stable, high-quality screen recorder for Android that helps you record smooth and clear screen videos.

Lesson Idea/Use Case: Use for flipped classrooms and recording lessons.



[Floating Timer \(Stopwatch\)](#)

Content Area: Any

Grade: Any

Description: Create multiple timers that can float anywhere on your screen.

Lesson Idea/Use Case: Use to manage time for student activities and assessments.



[Google Apps](#)

Content Area: Any

Grade: Any

Description: Drive, Docs, Sheets, Slides, Keep, Classroom

Lesson Idea/Use Case: Use to access your existing resources that live in the G Suite.



[Google Chrome: Fast & Secure](#)

Content Area: Any

Grade: Any

Description: A fast, easy to use, and secure web browser.

Lesson Idea/Use Case: This browser syncs across devices and is quick and easy to use.



[Google Earth](#)

Content Area: Any

Grade: Any

Description: Gain a new perspective of the world as you explore the globe with a swipe of your finger. Fly through landmarks and cities in stunning 3D and with Street View.

Lesson Idea/Use Case: Make connections with locations in books or history.



[Koi Free Live Wallpaper](#)

Content Area: Any

Grade: Any

Description: View a beautiful 3D koi pond with fully interactive water that supports multi touch. Double-tap to feed your fish!

Lesson Idea/Use Case: Use for sensory therapy, refocusing, and rewards.



[Microsoft Apps](#)

Content Area: Any

Grade: Any

Description: One Drive, Word, Excel, PowerPoint, One Note

Lesson Idea/Use Case: Use to access your existing resources that live in the Microsoft Suite.



[Puffin Web Browser](#)

Content Area: Any

Grade: Any

Description: A browser built for mobile devices and includes Adobe-Flash-Over-Cloud.

Lesson Idea/Use Case: Access sites requiring Flash.



[TED](#)

Content Area: Any

Grades: 6 - 12

Description: More than 2,000 TED Talks from remarkable people.

Lesson Idea/Use Case: Use to spur ideas for journal topics or class discussions.



[XODO PDF Reader & Editor](#)

Content Area: Any

Grade: Any

Description: An all-in-one PDF reader and PDF editor that syncs with Google Drive, Dropbox and OneDrive. Annotations move with the page, even while resizing.

Lesson Idea/Use Case: Write on PDFs from websites, scanned worksheets, or curriculum resources.



[Art-droid](#)

Content Areas: Arts, Social Studies

Grade: Any

Description: One of the largest on-line collections of fine art.

Lesson Idea/Use Case: Use for small group centers and research.



[Google Arts & Culture](#)

Content Areas: Arts, Social Studies

Grade: Any

Description: Meet the people, visit the places and learn about the events that shaped our world and discover collections curated by experts from the most famous museums.

Lesson Idea/Use Case: Use for small group centers, research, and scavenger hunts.



[Stop Motion Studio](#)

Content Areas: Arts, English Language Arts, Science

Grade: Any

Description: Create stop motion animated movies instantly (requires webcam).

Lesson Idea/Use Case: Use to illustrate narratives and processes in nature.



[Duck Duck Moose Reading](#)

Content Area: English Language Arts

Grades: Pre-K - 1

Description: Go on a Common Core-based phonics adventure in the zoo: 9 different word and letter activities help kids learn by feeding and playing with animals!

Lesson Idea/Use Case: Use for small group centers or phonics mini-lessons.



[Endless Reader](#)

Content Area: English Language Arts

Grades: K - 2

Description: Introduces "sight words," the most commonly used words in school, library, and children's books.

Lesson Idea/Use Case: Use for warm-ups or small group centers.



[Epic!](#)

Content Areas: English Language Arts, World Languages

Grades: K - 6

Description: Thousands of free kids' books, including audio, Spanish and nonfiction.

Lesson Idea/Use Case: Have students read aloud.



[Spritz](#)

Content Area: English Language Arts

Grades: 9 - 12

Description: Learn effective strategies to speed read.

Lesson Idea/Use Case: Use to help students prepare for SAT, PSAT, and ACT.



[Word Cookies](#)

Content Area: English Language Arts

Grades: 2 - 6

Description: Students easily improve their vocabulary, concentration, and spelling skills through interactive word games.

Lesson Idea/Use Case: Use for small group centers, practicing vocabulary, and spelling.



[Fractions Math](#)

Content Area: Math

Grades: 3 - 12

Description: A fractions calculator with various functions.

Lesson Idea/Use Case: Use for warm-ups or small group centers.



[Khan Academy](#)

Content Area: Math

Grade: Any

Description: Over 40,000 interactive math practice questions aligned with Common Core; variety of math videos, interactive exercises, and in-depth articles.

Lesson Idea/Use Case: Use in a flipped classroom.



[Monster Math](#)

Content Area: Math

Grades: K - 5

Description: The Common Core-based educational game that improves over 70 math skills including addition, subtraction, multiplication, division and fractions.

Lesson Idea/Use Case: Use for warm-ups or small group centers.



[Moose Math by Duck Duck Moose](#)

Content Area: Math

Grades: Pre-K - 2

Description: Engages kids in a Common Core-based mathematical adventure and teaches counting, addition, subtraction, sorting, geometry and more.

Lesson Idea/Use Case: Use for warm-ups or small group centers.



[MyScript Calculator](#)

Content Area: Math

Grades: 3 - 12

Description: Perform mathematical operations naturally using your handwriting.

Lesson Idea/Use Case: Use to help students show their work.



[Wabbitemu](#)

Content Area: Math

Grades: 5 - 12

Description: Creates a Texas Instruments graphing calculator on your Android device.

Lesson Idea/Use Case: Use to help students show their work.



[Real Piano](#)

Content Area: Music

Grade: Any

Description: Learn chords, notes, and develop your musical abilities.

Lesson Idea/Use Case: Use for harmonizing and building chords.



[Tuner & Metronome](#)

Content Area: Music

Grade: Any

Description: The most accurate chromatic tuner and professional hands-free metronome.

Lesson Idea/Use Case: Use for recognizing rhythms and tempos.



[Bacteria](#)

Content Area: Science

Grades: 3 - 12

Description: Introduces the components and functions of bacteria.

Lesson Idea/Use Case: Use to illustrate and research bacteria and for group activities.



[Cell World](#)

Content Area: Science

Grades: 5 - 12

Description: Travel through vibrant, high-definition animations to explore the mysterious world of the cell.

Lesson Idea/Use Case: Use to illustrate and research cells and for group activities.



[Dissection Lab](#)

Content Area: Science

Grades: 6 - 12

Description: The best alternative to live animal dissections; complete with step-by-step instructions and 3D visualization of the specimen.

Lesson Idea/Use Case: Use for warm-ups, research, or small group centers.



[Human Body](#)

Content Areas: Science, Arts

Grades: 3 - 12

Description: Introduces the most important organ systems of the human body.

Lesson Idea/Use Case: Use to illustrate and research the body's systems.



[NASA](#)

Content Area: Science

Grades: 6 - 12

Description: Discover the latest images, videos, mission information, news, feature stories, tweets, and featured NASA content.

Lesson Idea/Use Case: Students research the universe and view astronauts' tweets.



[Skyview](#)

Content Area: Science

Grades: 6 - 12

Description: An intuitive stargazing app to identify celestial objects in sky, day or night.

Lesson Idea/Use Case: Have students explore the night sky for homework.



[Solar System Scope](#)

Content Area: Science

Grades: 6 - 12

Description: 3D simulation of the Solar System and night sky; interactive real-time virtual observatory.

Lesson Idea/Use Case: Use for warm-ups, research, or small group centers.



[Google Expeditions](#)

Content Areas: Social Studies, Science, World Languages

Grade: Any

Description: A virtual reality teaching tool that lets you lead or join immersive virtual trips all over the world. Visit historical landmarks, outer space, and dive underwater!

Lesson Idea/Use Case: Find an expedition you would like to lead your class on.



[Smithsonian Channel](#)

Content Areas: Social Studies, Science, English Language Arts

Grades: 8 - 12

Description: Explore Smithsonian Channel's original series and documentaries, including over 1,000 short videos and free full episodes.

Lesson Idea/Use Case: Use to enhance lessons about history, nature, and more.



[Blockly for Dash & Dot Robots](#)

Content Areas: STEM

Grades: 3 - 12

Description: A visual drag-and-drop programming tool developed by Google that snaps together commands like puzzle pieces.

Lesson Idea/Use Case: Use for coding challenges and small group centers.



[Scratch Jr.](#)

Content Areas: STEM

Grades: 5 - 12

Description: An introductory programming language that enables young children to create their own interactive stories and games.

Lesson Idea/Use Case: Introduce your students to the wide world of coding.



[SPARKvue](#)

Content Areas: STEM

Grades: 5 - 12

Description: This durable, wireless, HD sensor measures temperature changes produced by chemical reactions, convection currents, and even skin temperatures.

Lesson Idea/Use Case: Use for labs, scientific method, and small group centers.



[The ASL App](#)

Content Areas: World Languages, Special Education

Grades: 5 - 12

Description: Learn conversational ASL through short videos featuring deaf instructors.

Lesson Idea/Use Case: Use for warm-ups or with small group centers.



[Duolingo](#)

Content Area: World Languages

Grades: 3 - 12

Description: Choose from over twenty languages and practice your speaking, reading, listening and writing skills while playing a game!

Lesson Idea/Use Case: Use for warm-ups, small group or whole class competition.



[Memrise](#)

Content Area: World Languages

Grades: 5 - 12

Description: Train your language learning skills over fifteen languages through a combination of entertainment and real-life, relevant content.

Lesson Idea/Use Case: Use for warm-ups or with small group centers.

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