Digital Tools & Resources
for Online Engagement

Beginning in March of 2020, we found ourselves creatively working to reach youth through digital programming efforts. Georgia 4-H Faculty and Staff worked to respond quickly when shelter in place and emergency digital learning was implemented and we are continuing to provide virtual programming in a variety of ways. These tools and resources were compiled to assist 4-H staff in virtual program delivery efforts.

General Virtual Programming Considerations

- Follow all best practices and protocols to provide a safe virtual interaction with youth. This includes but is not limited to having Virtual Consent and Participation Agreement on file when appropriate.
- If possible, at least two adults should be present to co-facilitate and manage the learning environment. When utilizing breakout rooms, strive to have an adult in each room to help students stay on task. Adults should never be alone with one young person in a virtual program.
- Set clear goals and expectations. Ensure that all adults helping with the planning and implementation of the virtual program know these goals and objectives.
- Offer an orientation session so students can become familiar with any tools or platforms that will be used. Provide links to tutorials and help sections that are offered by the platform.
- Begin each session with general rules and virtual etiquette including; keeping the microphone muted when not speaking, utilizing the chat box, or selecting the "raise hand" feature when wanting to join the conversation. Encourage the use of video as it humanizes the communication. Be sensitive to those who may not want to share video and be intentional about keeping them engaged.
- Set reasonable timeframes for sessions. Suggested that breaks be included after 45 minutes to an hour.
- Building trust and forming relationships online will take longer than if meeting face to face. Be strategic about using tools and building activities into the learning environment.
- It is recommended to provide some type of engagement every 5 minutes, such as asking questions, checking for understanding, or reflection on application.

Virtual Learning Platforms

- **Google Suite for Education Training Modules**: https://edu.google.com/teacher-center/training/?modal_active=none
- **Zoom** is platform that offers videotelephony and online chat services. UGA faculty/staff can have to the professional license by signing-in using the CAS system: https://eits.uga.edu/learning_and_training/zoom/.
  - Using Breakout Rooms in Zoom: https://kaltura.uga.edu/media/t/1_55vv5377
  - Creating Polls in Zoom, Part 1: https://kaltura.uga.edu/media/t/1_pxiav8sn
  - Creating Polls in Zoom, Part 2: https://kaltura.uga.edu/media/t/1_lu33kvec
- **Paid Platforms your school system may use include:** Edgenuity, Schoology, Canvas

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Resources for Interactive Digital Learning

- **Introduction to Digital Learning (3 Sessions):**
  https://kaltura.uga.edu/channel/Georgia%2B4-H%2BScience/51638021
- **Teaching in Digital Settings:** https://kaltura.uga.edu/media/t/1_8glxmpq9
  This session described considerations for teaching in digital settings and introduced the flipped classroom methodology.
  Engaging 4-H Programming Via Technology
- https://kaltura.uga.edu/media/t/1_2xn1s08z/51638021
  Handouts: Engaging 4-H Programming via Tech Handouts
- **ProProfs:** ProProfs is software system for creating quizzes, brain games, flashcards, word searches, etc.
  https://www.proprofs.com/
    - ProProfs Tutorial: https://kaltura.uga.edu/media/t/1_fgkkwdm6
    - Example poultry judging crossword puzzle:
      https://www.proprofs.com/games/crossword/poultry-judging-parts-of-a-chicken/
- **Quizlet**: is an online platform that creates flashcards, quizzes, assessments, etc.
  https://quizlet.com/
    - Quizlet Tutorial: https://kaltura.uga.edu/media/t/1_b4vzu6nx/51638021
- **Quizizz:** Quizizz is an online platform that creates quizzes, flashcards, etc.
  https://quizizz.com/ Tutorial: https://kaltura.uga.edu/media/t/1_axhamjip/51638021
- **Kahoot:** Kahoot is a live-action quizzing platform that allows users to select responses to questions in real time. https://kahoot.com/
  Kahoot Tutorial: https://kaltura.uga.edu/media/t/0_64ymqec3/51638021
- **Flippity:** board games, flash cards, trivia, manipulatives, etc.
  https://kaltura.uga.edu/media/t/1_07z5qkm8/51638021
  https://www.flippity.net/ Tutorial: https://kaltura.uga.edu/media/t/1_6ejmufe4/51638021
- **FlipGrid:** Flipgrid is a simple, free, and accessible video discussion experience for educators, learners and families. Create a Topic and engage your community...together!
  https://kaltura.uga.edu/media/t/1_77y7rhos/51638021
- **Wheel of Names**: Wheel of names allows the user to create a customized digital spinner wheel.
  https://wheelofnames.com/ Tutorial: https://kaltura.uga.edu/media/t/1_zq7rwpn2/51638021
- **Random.Org**: Random uses different digital tools (dice, coin flipper, etc.) to randomly generate an answer. https://www.random.org/dice/
  Random.Org Tutorial: https://kaltura.uga.edu/media/t/1_707fkrr8/51638021

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Live Data Collection & Reflection Tools

- **Mentimeter** is an online presentation platform (similar to PowerPoint, Keynote, Google Slides, etc.) that allows presenters to interact with their participants through real-time questions and answer slides.
  https://www.mentimeter.com/
  - Mentimeter Tutorial: https://kaltura.uga.edu/media/t/1_r2twf2pv
- **Poll Everywhere:** Poll Everywhere is a real-time, live collection software system.
  https://www.polleverywhere.com/
- **Slido:** Slido is Q & A and polling platform.
  https://www.sli.do/
- **FlipGrid:** Flipgrid is a simple, free, and accessible video discussion experience for educators, learners and families. Create a Topic and engage your community…together!
  https://kaltura.uga.edu/media/t/1_77y7rhos/51638021

Using Graphic Organizers

Graphic organizers are visual tools that allow you to communicate your information clearly and concisely. Graphic organizers allow attendees to easily see the relationship between and among the words and images you use. Many times, graphic organizers use shapes, lines, and arrows to demonstrate this relationship. Graphic organizers are great assessment tools.
- Training Recording: https://kaltura.uga.edu/media/t/1_2zusgyf0
- Microsoft PowerPoint SmartArt Tutorial: https://kaltura.uga.edu/media/t/1_3zq8m5td

Video Editing Tools

- **Video Production Guide**: https://occs.caes.uga.edu/photos-video-multimedia/video.html
- **Microsoft Video Editor Tutorials:**
  - Importing Footage and Starting a New Project
  - Sequencing and Trimming
  - Titles and Text
  - Narration and Music
  - 3D Objects and Effects
- **I-Movie: Tutorial by Kayla Wall, Quitman County 4-H/FACS Agent**
  https://drive.google.com/drive/folders/1UBNI4k4_eQFyJEAGRMOEOpJWfe66RcHx?usp=sharing
- **WeVideo:** https://youtu.be/3LDvOhp2Ej8 *Subscription required (UGA may be able to help so talk to your PDC before purchasing)*
- **Clipchamp:** https://clipchamp.com/en/
- **Doodly-Whiteboard Animation Software** https://www.doodly.com/ *Subscription required.*

Virtual Icebreaker Ideas

- https://www.dropbox.com/s/k20yk4zmou6edoh/UGA%20Extension%20Virtual%20Meeting%20Icebreakers.xlsx?dl=0
- https://extension.umaine.edu/plugged-in/program-volunteer-resources/4h/go-virtual/ice-breakers/

Additional Resources

- More resources, tutorials, etc. can be found on the Georgia 4-H Science Trainings & Resources Kaltura Channel: https://kaltura.uga.edu/channel/channelid/51638021#.

- PPT and Google Slide Templates: SlidesCarnival

- CAES OIT Resources: https://oit.caes.uga.edu/resources/

- Qualtrics Help Center: https://basecamp.qualtrics.com/series/learn-to-use-qualtrics-research-core

- Virtual Resources from eXtension: https://virtual.extension.org/

- Working Together in Teams: http://srdc.msstate.edu/virtualteams/index.html

UGA CAES Social Media Policy: https://intranet.caes.uga.edu/policies-and-procedures/college-identity-policies/social-media-policy/

Branding: https://brand.uga.edu/social-media/ -

Accessibility Strategy & Best Practices: https://occs.caes.uga.edu/photos-video-multimedia/accessibility.html

Sources/Credits:
  Healey, Edwards, McLocklin, Page. *Leadership Development From A Distance (2020).*

Many tutorials included in this guide were presented by: *Kasey Bozeman, Extension 4-H Specialist*

Resources and Tools compiled by *Kasey Bozeman, Extension 4-H Specialist & Lee Anna Deal, 4-H Program Development Coordinator*

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The University of Georgia 4-H program is the largest youth leadership organization in the state.
An Equal Opportunity, Affirmative Action, Veteran, Disability Institution