**YouTube EDU (Jessica L Barron)**

This is a resource that a number of instructors can take advantage of.  It uses the capabilities and convenience of YouTube and turns it into a portable classroom for teachers. There are a number of modules already uploaded. Most of them were only intended for a small audience. However, much like viral cat videos on YouTube, word traveled about this resource and it created a following all around the world.

This “online classroom” features channels that specialize in a variety of topics ranging from math to political science. The beauty of these mini modules is their price point—it’s free! They are able to be shared and played on most devices and allow instructors teaching in an online environment have a physical presence.

Article featuring YouTubeEDU

<http://dailynightly.nbcnews.com/_news/2013/07/01/19237728-exploring-youtubes-education-channels?lite>

YouTube EDU

<http://www.youtube.com/education?b=400&s=pop>

**Adaptive Math Software**

Adaptive software can be compared to rubber-band technology used in many popular video games. The program evaluates the student’s skill level using complex algorithms. The instruction adapts to the student, increasing and decreasing in difficulty as they progress. This ensures that the student masters the steps they need to continue with the lesson without getting bored with techniques they already know.

There are a number of programs on the market that use adaptive software. The ones I have below feature the subject math. Repetition and practice is a common method to effectively learn complex mathematical concepts. A co-worker of mine had a lot of success using the Carnegie Learning Adaptive Math Software Solutions. But there are many more available, some at different price points or tailored to different learning styles and curriculums.

**Online, Adaptive, Database-Driven Software for Math**

<http://orangemath.blogspot.com/2008/08/online-adaptive-database-driven.html>

**Carnegie Learning Adaptive Math Software Solutions**

<http://www.carnegielearning.com/secondary-solutions/adaptive-math/>

**Teaching Without Words Using Adaptive Software**

<http://mastermindprep.com/2012/teaching-without-words-using-adaptive-software>

**Gaming and Online Collaboration (Jessica L Barron)**

Using gaming in the classroom has a number of benefits—however, it can also be used in the online learning environment. MinecraftEdu provides a customized modification of the popular game Minecraft. This mod helps facilitate organization and focus for teachers to use Minecraft effectively. In addition, Joel Levin, the founder of MinecraftEdu, provides ideas and updates at The Minecraft Teacher blog.

Minecraft is a game that can teach a variety of subjects; everything from electrical engineering and mathematics to physics and languages. Plus, it gives the students a chance to log on to the game and collaborate with each other. This can be an enriching experience for students in the online environment. They are able to get that social interaction that before was exclusive to in-person classes. There are so many resources you can use—here are a few.

<http://minecraftedu.com/>

<http://minecraftteacher.tumblr.com/>

<http://blogs.kqed.org/mindshift/2013/03/math-physic-languages-minecraft-is-the-teachers-ultimate-multi-tool/>