



A fantastic way of building cutting-edge technology into the curriculum!

ClassTools.net is a brand new, **FREE** website allowing teachers and students to create interactive Flash diagrams for learning and revising material.

All diagrams created can be saved as data files or web pages to host on your own school website or intranet!

ClassTools.net Quiz Creator!

Input up to 25 questions and answers, then choose from this range of games to test your knowledge!



Matching Pairs
Match 10 pairs of questions and answers in a race against the clock!



Manic Miner
Can you rescue Willy? Based on the classic 1980s platform game.



WordShoot
Based on the 'Space Invaders' format, retro heaven!




CannonBall Fun
Choose your position, angle and velocity, then fire!

Learning Templates


Chronological Awareness Tools

- [Time Line](#)

Students type two dates at either end of the screen, and classtools calculates all the dates inbetween. Key events can then be typed onto the screen and dragged into the appropriate place...


- [Living Graph](#)


A Living Graph compares and contrasts events over time. Students select key events, use the x-axis to plot them chronologically, and the y-axis in terms of success / failure or some other criteria...



Categorisation Tools


- [Post It](#)

These interactive "Post-It" notes give pupils immediate focus as they enter the room and encourage them to brainstorm, categorise and prioritise factors in an engaging way...



4. [Target](#)


A Target Diagram allows for a central idea to be explored in increasing levels of detail. Three ideas are placed centrally, then these can be broken down and substantiated in the outer layers...



Linkage Tools


5. [Venn](#)

A Venn Diagram allows for the overlapping relationship between three central factors to be investigated. Points shared by all three factors go in the middle; other points can be positioned accordingly...



6. [The Learning Puzzle](#)


This "drag and drop" template is excellent for getting the class to link and prioritise factors. The pieces can also be colour coded and the pieces can be mixed around as much as desired...



Prioritisation Tools


7. [Diamond Nine](#)

A Diamond Nine Diagram helps students to select, prioritise and categorise key factors. The most important factors are placed towards the top of the "diamond", the least at the bottom...



8. [Priority Chart](#)


Create a dynamic list of your most important factors and re-arrange them on the screen until you are ready to explain your reasoning. Print off or save your findings when you are done...



Sourcework Skills


9. [Lights Out!](#)

Load a picture of your choice onto the screen, then use a torch to examine details of it as if in a darkened room. A great way of getting students to examine visual evidence...



10. [Source Analyser](#)


Ideal for analysing written sources. Students work towards a conclusion on "how useful" a source is by considering "How Much" information it contains & "How Reliable" that information is...



Essay Skills

11. [Fishbone](#)

Students select four key factors which help to answer a key question, and this template helps them to determine the central evidence to back up each of these ideas...



12. [Hamburger](#)

Decide upon the main points to be made in your introduction and three "body" sections of the essay, then round off with a conclusion with this essay planning tool...

