

IdeaBoardz

Collaboration

Social Constructivism

Crisis Communication

[IdeaBoardz](#) is a community-based tool that allows users to add sticky notes, known as *ideaz*, to an IdeaBoard. Users can make an unlimited number of IdeaBoards based on different topics. Within an IdeaBoard, users can add different columns to create subtopics. For example, on a board about pizza, there could be a column that is "Why you should like pizza" and "Why you shouldn't like pizza." Students can add as many Ideaz as they want to share and express their ideas. To date, more than 1.4 million Boardz have been designed, featuring over 15 million Ideaz ([IdeaBoardz homepage](#)). IdeaBoardz is a great tool for teams as it allows users to [virtually collaborate](#) from any place around the globe. IdeaBoardz can support communication, collaboration, social knowledge construction, and brainstorming both within and beyond the classroom walls.

IdeaBoardz brainstorm, retrospect, collaborate

How does it look

IdeaBoardz Retrospective

What went well

- team bonding
- weekend get-togethers and outings
- dev time consumed in next release estimation
- quality equipment and quality issues in June
- dev holidays, frequent collaboration
- Very amiable and helpful Devs and QA's
- too many meetings
- UI issues showing up during showcase
- catch up call in the morning between India and UK team
- smooth showcases
- everyone not making it to standup
- bug working for ops dependencies, fireworks vpn etc
- Shout of mockups at start of transition better than last time
- QA's effort not counted in velocity

What didn't go well

How

- [Create](#) my own IdeaBoard
- Share the url

Test Drive...

Lets take it for a [Spin!](#)

Why?

- Add ideas at any time.
- Brainstorm across oceans.
- Export as PDF or Xls.

Feedback

- [via Twitter](#)
- [via Board](#)

FAQ

Contributors

15493647 Ideaz on 1397558 Boardz

Terms and Conditions

Best viewed on chrome, firefox or safari

Tool Snapshot

Price	Free
Learning	Social Constructivism

Ease of Use	★★★★☆
Privacy	★★★★★
Accessibility	★★★☆☆
Class Size	Unlimited
Login	Not Required, Optional
ISTE*S	Global Collaborator & Knowledge Constructor
COPPA/ FERPA	No COPPA/FERPA policy found. Check with your school IT administrator.

Price

IdeaBoardz is a completely free virtual tool.

Ease of Use

We gave IdeaBoardz 5 stars for ease of use. We found it easy to learn how to use. IdeaBoardz also provides multiple resources for those who do not know how to use the tool, like their [FAQ page](#), and provides their email for any questions. Users can also provide feedback on the tool through an IdeaBoard or through Twitter.

The screenshot shows the IdeaBoardz interface with a class board titled "EDUC 690D/390D Week 7". The board is organized into three columns: Behaviorism, Cognitivism, and Constructivism. Each column contains several sticky notes with descriptions of educational tools and their ratings.

Behaviorism	Cognitivism	Constructivism
Kahoot by being able to have immediate response/answers to questions +2	Wakelet: Use collections to organize information +1	Scratch: a simple game coding website in which kids use coding blocks to build programs. They learn more advanced ways to code and build on their knowledge. +1
TurnItIn because it's used for traditional papers--you're training students to write papers like trained seals... +1	Popplet: Mindmaps draw connections! +0	Nova Labs. The Jean Piaget Simulator? +1
Kahoot gives immediate feedback whether your answers to questions are right or wrong +1	Quizlet: Allows various forms of studying tools. Easily accessible as well. +1	TedEd - creating videos +0
Quizlet gives you feedback on if it's right or wrong and it gives you the answer right away +1	Brainpop: This websites provides a ton of different lessons for different topics and includes additional educational resources for learning +0	Scratch; knowing what already have and building off it +1
EdPuzzle gives you feedback while watching videos/being asked questions +0	i-Ready +0	Edpuzzle: allows students to analyze videos and answer questions +0
Kahoot gives instant feedback for games +0	i-Ready is a tool that collects data from students to see what level they are at for the subject they are learning +0	While Canva is a building application, it is also a constructivist tool +0
Nearpod a way to assess students +0	Brainpop- watch videos based on your interests and take quizzes based on the videos. There are projects and games that students can engage w +0	Voice thread: allows students to comment on videos and discuss with each other +0
Quizlet as it provides feedback when you evaluate your understanding on subjects you are being tested on +1	Quizlet: create flashcards on a specific topic, then you can organize these flashcards through a variety of formats and games +0	Nova - virtual science labs +0
NearPod: It's formative and summative assessments? Seems like behaviorist to me! Prohibit +0	Notability gives students the ability to plan out their thoughts and maintain through writing +0	Kahoot: you can create your own Kahoot for studying purposes +0

Example class IdeaBoardz

Privacy

We gave IdeaBoardz 5 stars for how they handle privacy. Users do not need to share any information to use the site and can even use the site from an incognito or private window/browser for further protection of their data. Users are given the option to make an account with their email, but the terms and conditions state that email addresses will not be

collected or used for any purpose other than to make an account to save an IdeaBoard. Users can create an account for the sole reason to save their IdeaBoards.

Accessibility

We gave IdeaBoardz 3 stars for accessibility. A screen reader can work with the tool, but it is not simple to use and read what is on the screen. Users can click on the Ideaz to make them larger, but users cannot adjust font size or color. IdeaBoardz could be made more accessible by adding color, font, and size adjustments for text, better text-to-speech options, keyboard shortcuts, and text translators.

ISTE Standards

Global Collaborator

- Students can use IdeaBoardz as a collaboration tool to share their ideas and see what other students or contributors from around the world add to it.
- Users can contribute to an IdeaBoard locally or globally.
- Multiple students can work on one IdeaBoardz together.
- IdeaBoardz supports social learning.

Knowledge Constructor

- Students can read ideaz written by others and form their own connections on a topic.
- Students can use IdeaBoardz to curate, organize, and design collections of resources, ideas, and information.

IdeaBoardz in 120 Seconds

The screenshot displays the IdeaBoardz website. At the top, the logo 'IdeaBoardz' is followed by the tagline 'brainstorm, retrospect, collaborate'. A 'Login' button is in the top right corner. The main content area features a 'Retrospective' board titled 'How does it look'. This board is divided into two columns: 'What went well' and 'What didn't go well'. The 'What went well' column contains four sticky notes with positive feedback, while the 'What didn't go well' column contains four sticky notes with constructive criticism. To the right of the board, there are several floating callout boxes: a yellow box titled 'How' with bullet points 'Create my own IdeaBoard' and 'Share the url'; a blue box titled 'Test Drive...' with the text 'Lets take it for a Spin!'; an orange box titled 'Why?' with text 'at any time. across oceans. PDF or Xls.'; a green box titled 'Feedback' with bullet points 'via Twitter' and 'via Board'; a yellow box titled 'FAQ'; a yellow box titled 'Contributors'; a blue box titled '15521101 Ideaz on 1399918 Boardz'; a yellow box titled 'Terms and Conditions'; and a purple box titled 'Best viewed on chrome, firefox or safari'. A large red play button icon is centered over the 'Why?' box. At the bottom left, the URL 'https://ideaboardz.com/#' is visible.

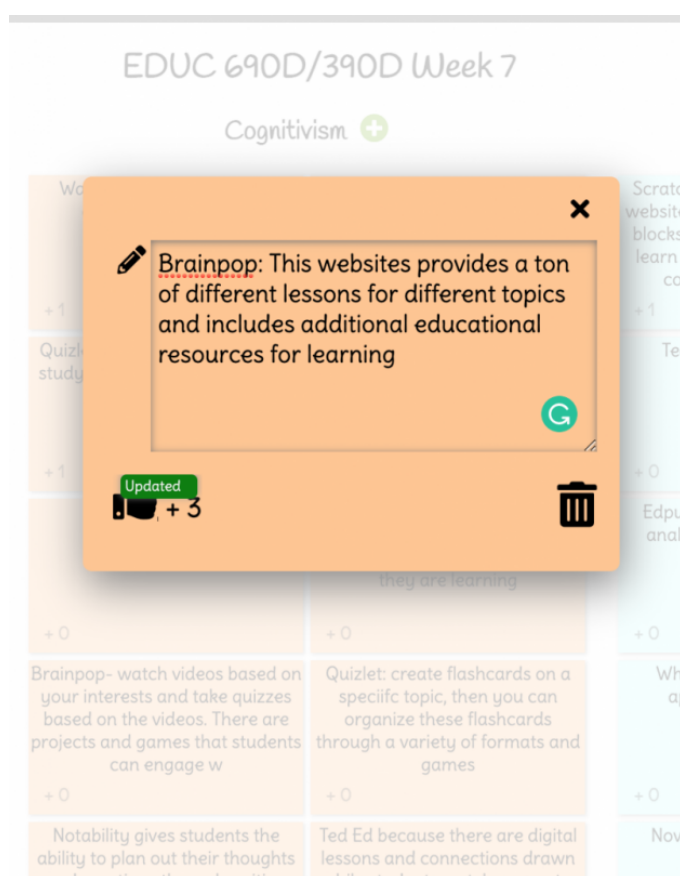
[Watch on YouTube](#)

IdeaBoardz & the SAMR Model

Dr. Ruben Puentedura's [SAMR model](#) offers a lens for examining how technology is adopted in a classroom. As you strive to incorporate online tools into your classroom, we encourage you to use this model as an analytic tool.

Here is an example of how IdeaBoardz might fit within the SAMR model:

- **Substitution:** Students write their thoughts on virtual Ideaz instead of using actual sticky notes.
- **Augmentation:** Students can engage in the discussion on IdeaBoardz over an extended period of time, as well as [asynchronously](#). Users can also merge two ideaz into a single note if they are similar and like or, “thumbs up” individual ideaz to show their agreement with an idea.
- **Modification:** Students can search across the ideaz for specific text or words and also export the content of the IdeaBoardz for future reflection.
- **Redefinition:** Students can engage in idea sharing, brainstorming, and knowledge building with people from around the world in real time.



Example ideaz (sticky note) added to an IdeaBoard about edtech

Learning Activities

Math

Math teachers can format their IdeaBoards with up to 10 sections with each section having a different problem. Students can add ideaz underneath each section for how to go about solving the problem. Students can “thumbs up” an ideaz if they like this method of problem solving. Students can also add helpful hints under each question to support their peers’ problem solving capabilities.

Science

Science teachers can format their IdeaBoards to have sections that match the number of steps in the water cycle. Under each step, students can write in their own words what happens in each step of the water cycle.

English/Language Arts

English/Language Arts teachers can format their IdeaBoards to include multiple sections with prompts that encourage students to explore and think about a book in unique ways. Teachers can also create an IdeaBoard where students write alternate endings to the book. Teachers can setup different sections on an IdeaBoard where one student starts an idea for an alternate ending to a book and then other students continue building on that idea in that section of the IdeaBoard.

Other

For a social studies presentation or a presentation in an elective class, students can create a pros and cons IdeaBoard on a topic of their choice. For example, one student may choose to do a pros and cons list on gun control and present their IdeaBoardz to the class.

Resources

- [Happy Appers Review of IdeaBoardz](#)
- [IdeaBoardz Review – How to use Tutorial](#)
- [IdeaBoardz is Wonderful for Collaboration](#)
- [Human Interface and Applications on Idea Board](#)
- [How To Create and Use IdeaBoardz](#)
- [FAQ Questions about IdeaBoardz](#)

How to Use [IdeaBoardz](https://ideaboardz.com)

- Go to <https://ideaboardz.com>.
- Click "Login" (this step is optional).
- Click "Create" to start your own Board.
- Setup your board:
 1. Provide a name and short description of the board.
 2. Select a format that will best suit your needs.
 3. Now, select appropriate section titles.
- Select the CREATE button to start your board.

How

- [Create](#) my own IdeaBoard
- Share the url

Name *

Description *

Format

1 Section ▼

Section Title *



I'm not a robot



reCAPTCHA
Privacy - Terms

By creating this board, I agree to the [Terms and Conditions.](#)

Create

How

- [Create](#) my own IdeaBoard
- Share the url

Retrospective

Star Fish Retrospective

Six thinking hats

Todos

Pros and Cons

✓ 1 Section

2 Sections

3 Sections

4 Sections

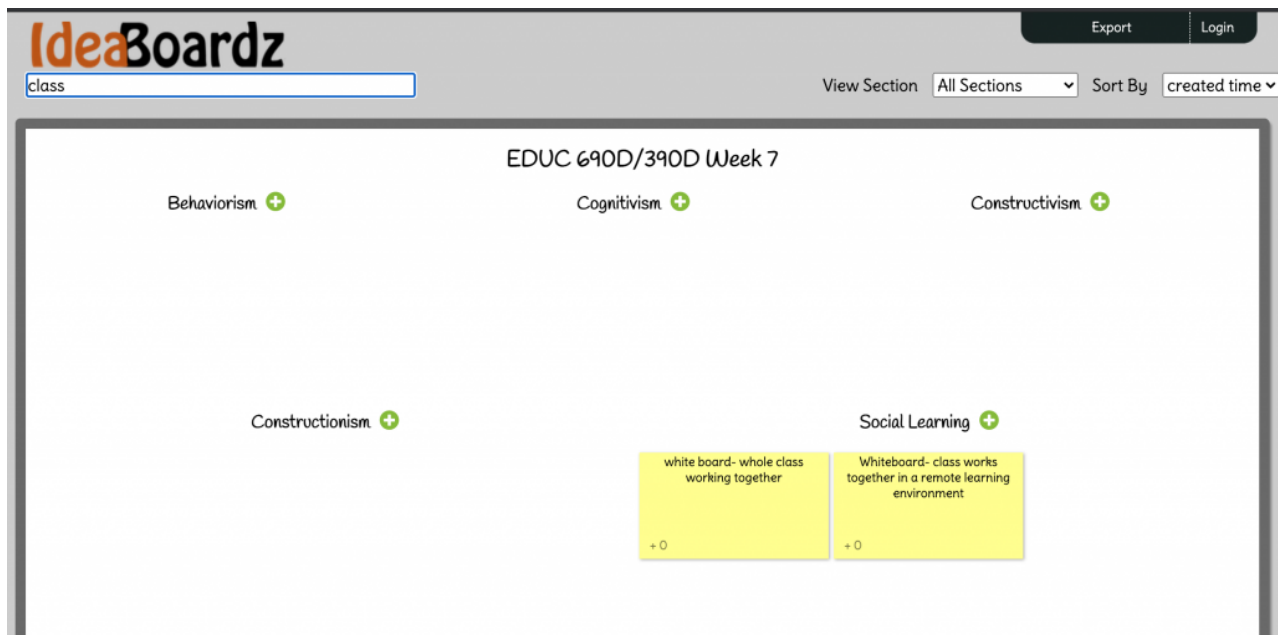
5 Sections

6 Sections

7 Sections



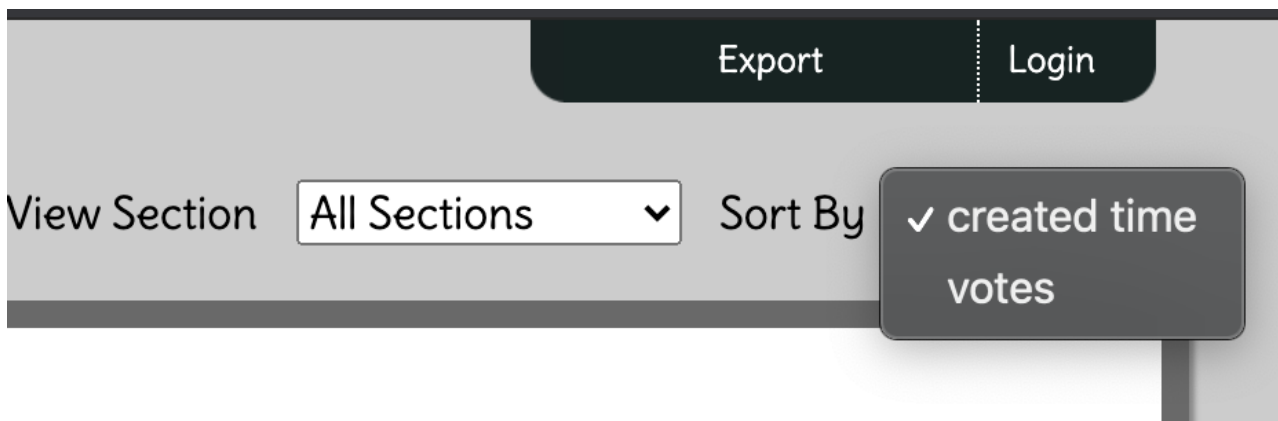
- Add information to your board.
 1. Click on the green '+' sign to add text to each board section.
- Find specific information.
 1. Select the SEARCH option at the top left-hand corner to find text.



- Select "Export" in the top right-hand corner to save the board, as well as to save the information into a PDF format.



- Select "Sort by" in the top right corner to filter through boards.



- Manage/organize your boards in the MyBoardz section in the top right corner.

Research

Fuchs, B. (2014). The writing is on the wall: Using Padlet for whole-class engagement. *Loex Quarterly*, 40(4), 7.

Nakagawa, M., Oguni, T., & Yoshino, T. (1997). Human interface and applications on IdeaBoard. In *Human-Computer Interaction INTERACT'97* (pp. 501-508). Springer, Boston, MA.

Ramachandiran, C. R., & Mahmud, M. M. (2018). Padlet: A technology tool for the 21st century students skills assessment. *vol, 1*, 8.

Authors

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