

# Examples of using Classwise in the classroom.

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## Mathematics.

### **Example 1 - Basic mathematical operations (Is the result correct?)**

Elementary School

All students stand in front of the screen, on which the question appears - whether the result of addition / subtraction is correct. Answer true/false



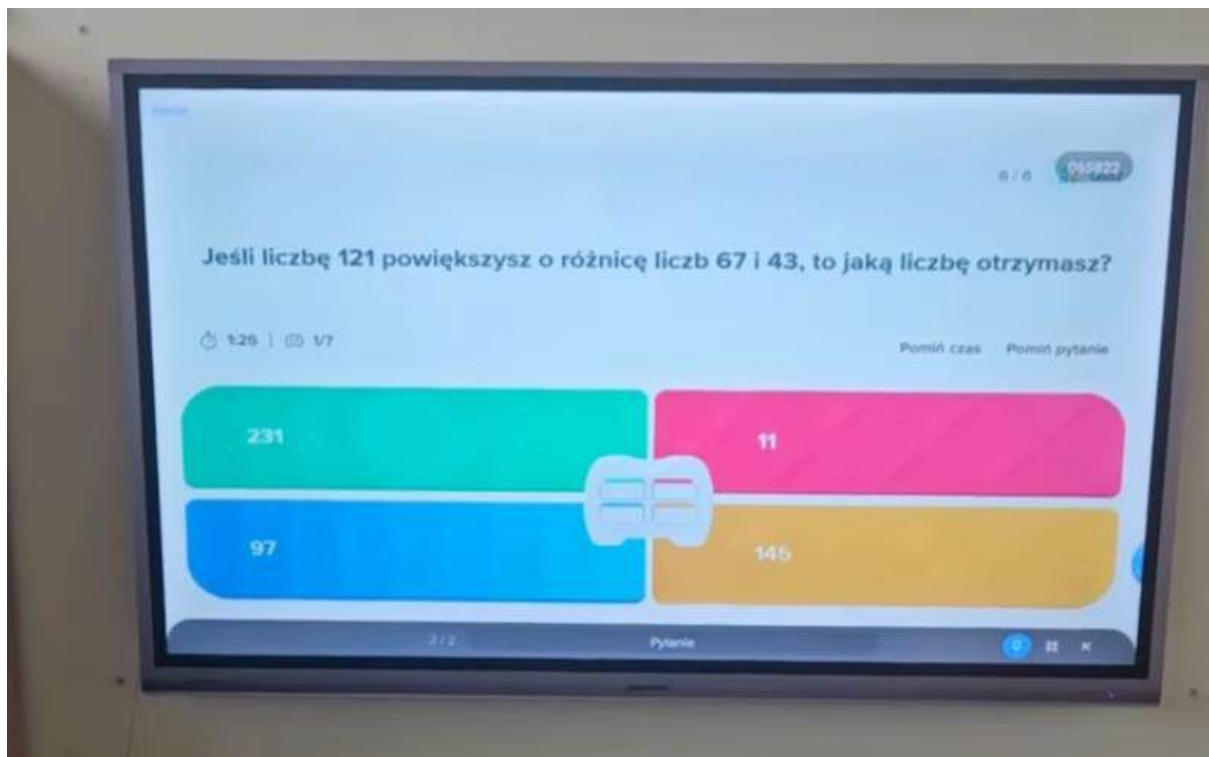
Teacher's commentary:

*We are testing Classwise. Everything works, connecting simplicity. The application guides you step by step. After a while the action with emotions. For now I did with counting True False. I have a class of two. The kids handle the pads without any problems, they know how to hold, they check the color system and graphics on their pad and on the screen. I will be testing more possibilities of this tool.*

**Example 2 - Advanced mathematical operations (indicate the result).**

*Special schools and institutions.*

All students make calculations by memory and give their answer, and then a selected student, step-by-step analysis of mathematical operations aloud to understand the course of action together. Full coverage of the activity (photos and video) on Facebook: [link](#)

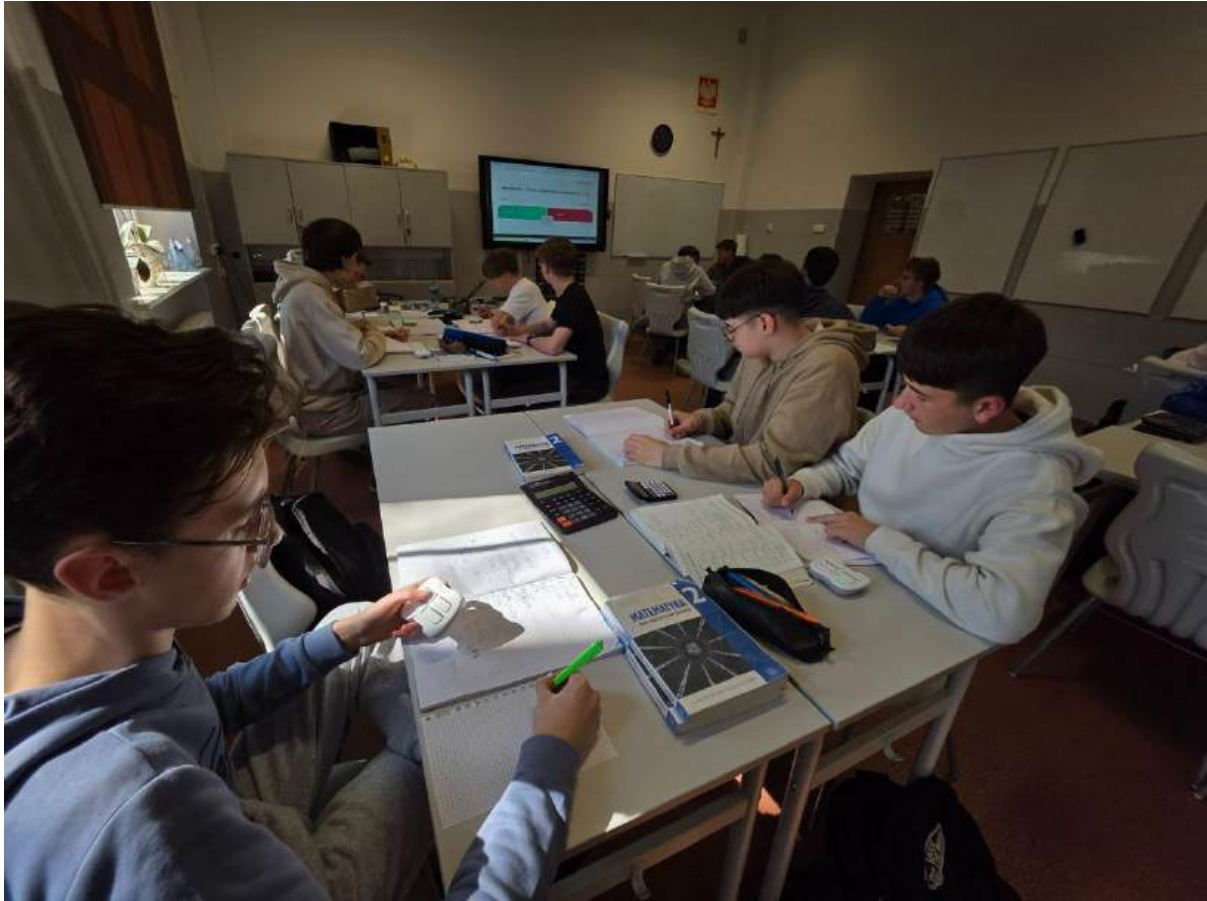


Teacher's commentary:

*Thanks to quizzes that students not only solved, but also SOMETIMES created (often with the help of AI artificial intelligence), lessons turned into exciting knowledge duels. Science + competition + great fun = positive emotions and a concrete dose of knowledge.*

**Example 3 - Individual work in notebook - give the result of your calculations.**

*School Complex* Students complete math tasks and, after calculating the result, provide the answer via Classpads.



Teacher's commentary:

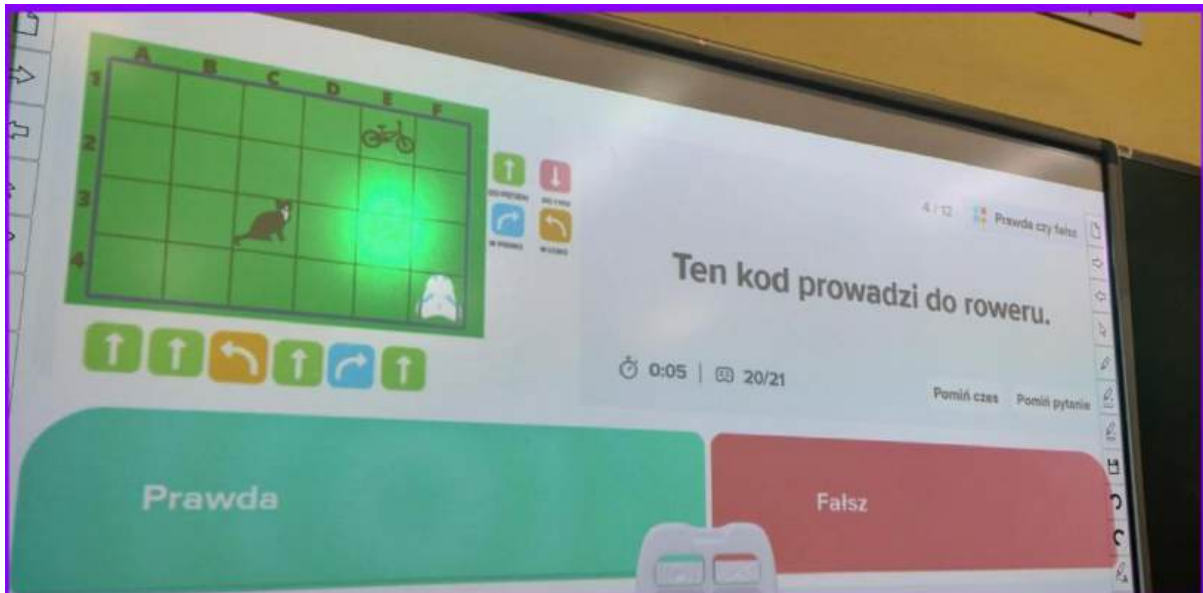
*Classwise works particularly well in review classes and when introducing new topics using short comprehension tasks. The competitive element and the pace of work with Classpads motivate students to actively participate in the lesson, even those who are less engaged on a daily basis.*

## Science of programming.

### **Example - basics of programming with Photon Robot.**

*Elementary School with Integrated Branches*

Students analyze the code fragment displayed on the screen and answer questions about how it works. They must evaluate whether the presented result or graphic corresponds to the correct execution of the program. The answers are given using Classpads



Teacher's commentary:

*We are testing the Classwise. My students and I liked this gadget very much.*

*1. Intuitive operation, including very easy creation of resources. Can assist you with AI.*

*2. Each child works and you can test the skills of all children in one lesson (condition - you must create a class)*

*3. The application will summarize and show the percentage score for each student.*

*4. For students, great fun and lots of excitement.*

*5. Fits any subject and any class.*

## Artificial intelligence.

### **Example 1 - basics of artificial intelligence in primary schools.**

*Elementary School*

Microsoft, in partnership with the Classwise brand, has created a course on artificial intelligence for elementary and secondary schools that helps students better understand what AI is and how to use it wisely in learning, daily life and future work. The course includes videos, discussion assignments and quizzes, and the entire course is available on the Classwise platform.





Teacher comment: *Classpads have successfully allowed to replace phones or computers, which often distract students in class. Unlike apps operated on smartphones, Classpads allow you to focus solely on the task at hand, eliminating the temptation to jump between apps or use the Internet.*

### **Example 2 - artificial intelligence in secondary schools.**

*Technical School Complex*

The activities were implemented based on a ready-made lesson scenario, including:

- introduction to the topic based on a discussion of examples from everyday life,
- explanation of the key issues and terminology that will appear in this class,
- shared viewing of a video discussing specific areas of AI (2-4 min),
- discussion to deepen the content of the video, making sure that students have understood the message and terminology well,
- quiz consisting of 4 questions,
- a summary of the most important issues to remember.



Teacher's commentary:

*The methodology adopted to conduct the activities was very positively received by the students. Both the short form of the videos and the active answering with gamification elements increased the students' authentic engagement during the class, motivation to compete and also focus on the content.*

## English language.

### **Example 1 - basic vocabulary and tenses.**

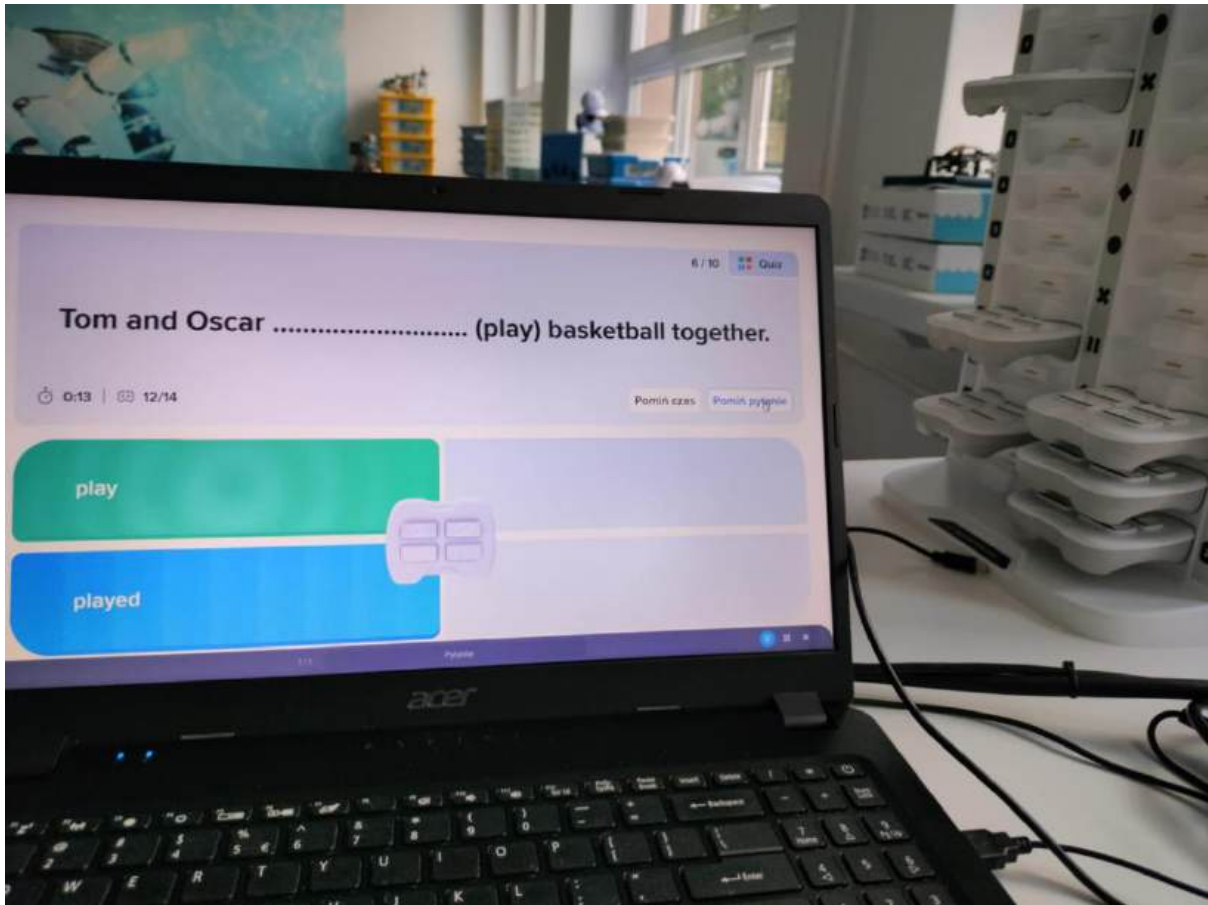
#### *School Complex*

Students familiarize themselves with the vocabulary, using textbooks or an on-screen presentation in the Classwise app. Then, answering quiz questions, they test their knowledge of the new words by selecting the correct answers on their Classpads.



Teacher's commentary:

*The Classwise platform allows for quick quizzes, votes, tests or interactive assignments with instant feedback. Students are eager to engage in this type of activity, and the teacher can analyze answers and adjust the course of the lesson in real time. The interface is intuitive, and the creation of educational materials does not require specialized technical knowledge.*



Teacher's commentary: *Classwise is a very interesting tool for interdisciplinary work. The speed of the kit allows you to make the most of your lesson time. Classpads load quickly and work flawlessly.*

## **Example 2 - English lesson using modern technology.**

*Elementary School*

After presenting a few slides with the teaching material, the teacher introduces short games to test understanding of the content discussed. This approach makes the class more engaging and attractive to the students, while allowing the teacher to monitor each student's progress on an ongoing basis.



Teacher's comment:

*A particularly valuable aspect of the application is the ability to use prepared assignments in the form of short paper tests in subsequent classes. The automatic generation of results greatly streamlines the grading process - the teacher is left only to enter the grades in the e-journal. Students are more willing to engage in the learning process, and the teacher gains tools to effectively manage the class and monitor the progress of each student.*

### **Example 3 - Competition , "Holidays in English-speaking countries"**

*Elementary School*

Classwise also works well as a tool for organizing language competitions, as the teacher of Margonin Elementary School proved when she prepared an event on the occasion of English Language Day. The contest, titled "Holidays in English-speaking countries," was aimed at fourth-grade students, which aimed to test the participants' language skills, but also to broaden their knowledge of the culture and traditions of English-speaking countries. A total of 11 students took part in the competition.



Teacher commentary:

*One of the biggest advantages of using Classwise technology during the competition was the instant availability of results. Once the gamification was complete, the app automatically determined the winners who had earned the most points. As a result, the entire contest, including the announcement of the results and the presentation of diplomas and prizes, could be conducted in just 45 minutes. Preparing the competition in the app was quick and easy, and students did not have to wait for the results, which further increased the attractiveness of the event.*

**Example 4 - "London Quiz" knowledge competition for grades VI and VII.**  
*Elementary School*

A London Week project organized a London knowledge competition with the participation of 28 students from grades VI and VII. The participants prepared on their own, using a multimedia presentation created in Canva, and then took part in a knowledge quiz using Classwise. This arrangement ensured a level playing field and encouraged independent learning.



Teacher's comment:

*The entire competition, like the previous one, was managed to run smoothly in just 45 minutes. This is a significant time savings compared to traditional methods of organizing competitions, which often require lengthy checking of papers and calculation of results. Automating these processes allows for a more efficient use of both teachers' and students' time, as well as quick feedback, which is an essential part of the learning process.*

## Health education.

### **Example - lessons about cooking.**

*Elementary School*

Pupils gain knowledge through presentations, and then, taking part in quizzes, they learn how to prepare healthy food. Through this form of learning, they combine theory with practice and develop an awareness of a healthy lifestyle.



Mother tongue.

**Example 1 - Repetition of readings.**

*Elementary School*

The teacher uses a quiz to see how much the children have memorized from the lesson and the reading discussed



Teacher's comment:

*The kids love working with the pads during class!!! It's a fantastic ending to each day of our work! Today was the Girl with matches.*

## **Example 2 - Grammar basics**

*Public Elementary School*

All students repeat grammar material and give their answer. More difficult issues are discussed together with the teacher, which allows for better understanding and consolidation of the material.

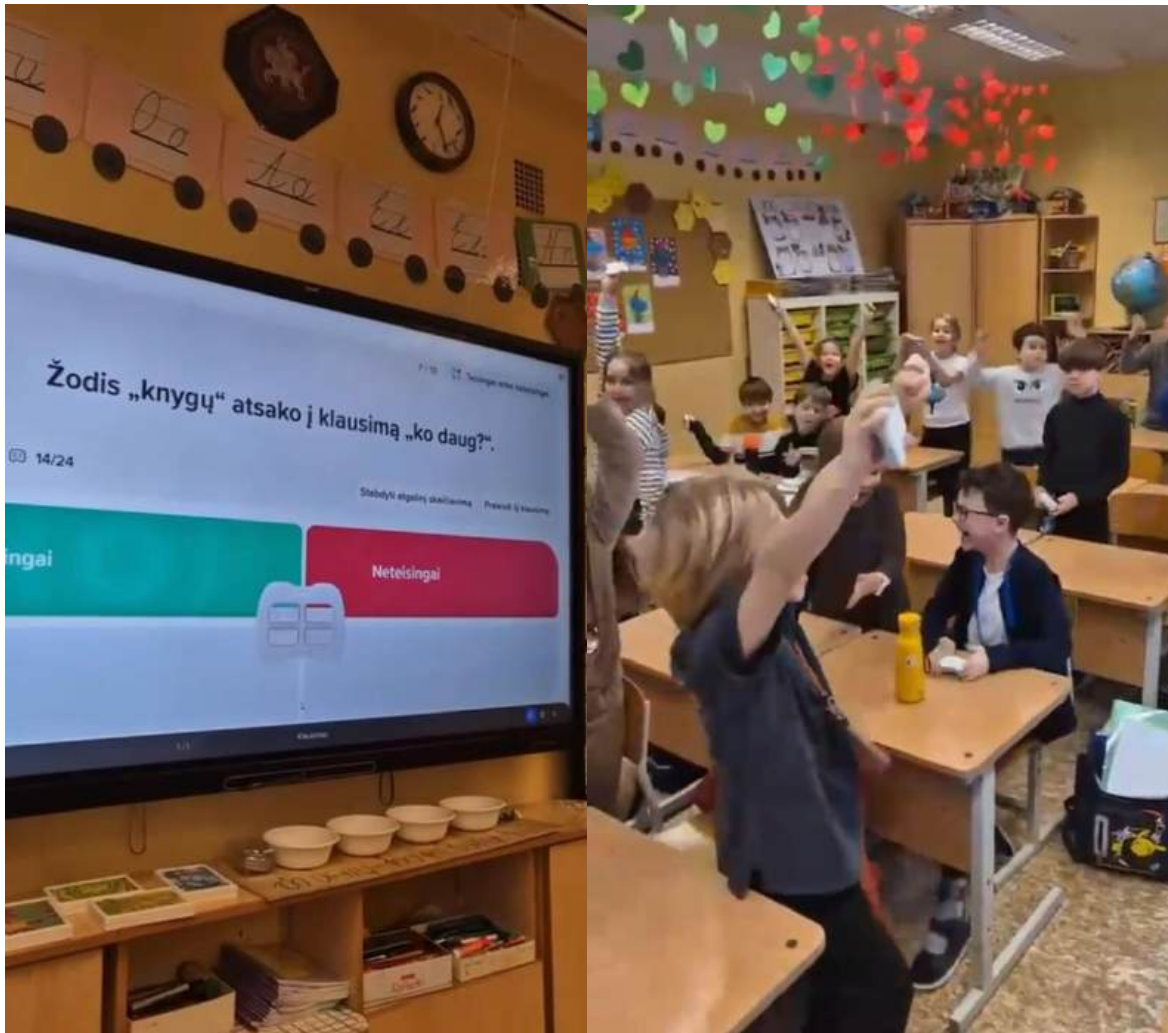


Teacher's commentary:

*We repeat the material with classpads. It is a different dimension of work, learning and cooperation.*

*Elementary School.*

A similar way of working was used by one teacher in Lithuania, who quizzed her students about complements in Lithuanian.



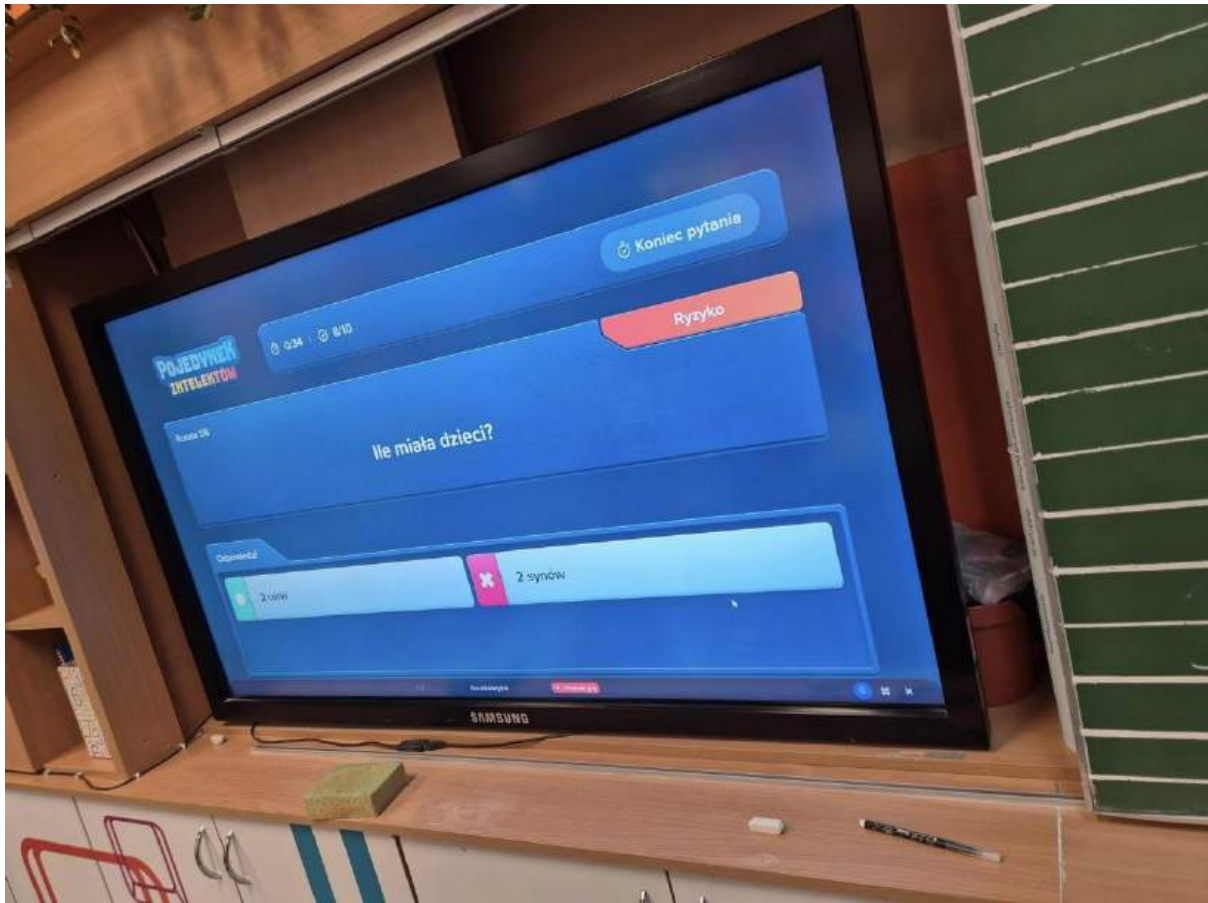
Teacher's comment:

*During the lesson, the children went wild with joy when it turned out that they all answered correctly.*

### **Example 3 - Development of reading.**

*Elementary School*

The study of the reading "Mania, a girl different from all the others" was done using Classwise. Starting on page 32, students independently read three chapters each at home, and the teacher also read passages in class. As a result, the children gained a lot of knowledge about Maria Skłodowska-Curie. To make the discussion of the reading more interesting, an educational game dedicated to this prominent figure was used.



Teacher's comment:

*We tried the game - Millionaires. I am happy because my difficult autistic won. You would have to see her smile. She will stay with me forever for the gray days.*

## Nature.

### **Example 1 - Introduction and Repetition of Nature.**

*Elementary School*

Students consolidated their knowledge of birds wintering in Poland and tested their knowledge in a quiz and competed against each other in a game - Duel of the Intellects.



Teacher's commentary:

*Lessons with the Classwise are activities full of positive emotions.*



*Elementary School*

The lesson covered the topic available in the app's library on Plant cell. The lesson is divided into several stages, so that students were able not only to acquire knowledge during the introduction, but also to consolidate it using the games available in the application.

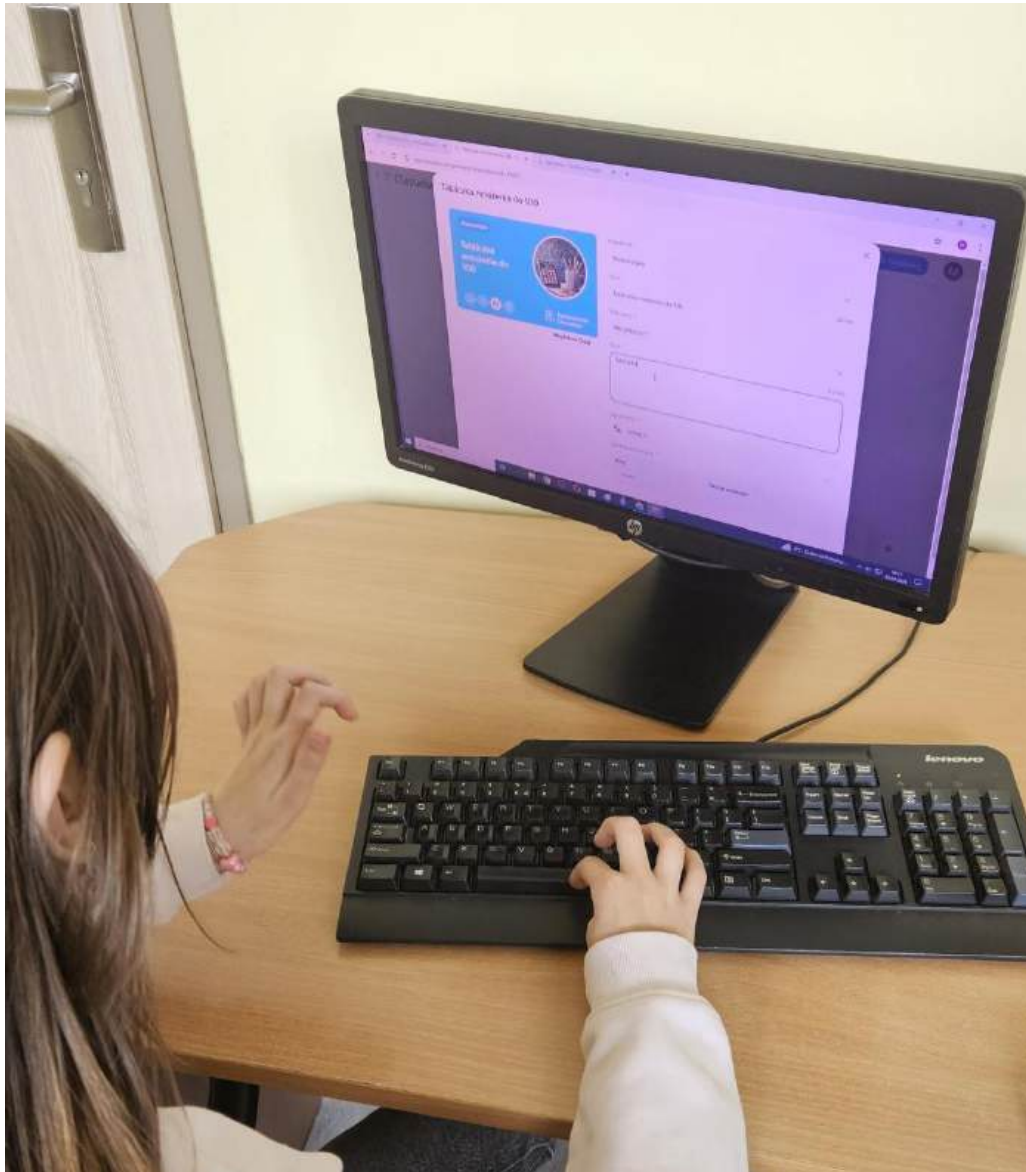
Teacher's commentary:

*Classwise is an interesting solution that surprised me with the gamification of the quizzes I know. The draw of the participants is so mobilizing that the students of one class did not want to end the lesson with the break bell.*

## **Example 2 - independent preparation of presentations by students.**

*Provincial Complex of Schools and Special Facilities*

Students were tasked with preparing short presentations. After a brief instruction, they prepared the tests on their own, effectively cooperating with AI and organizing the educational competition on their own.



Teacher's comment:

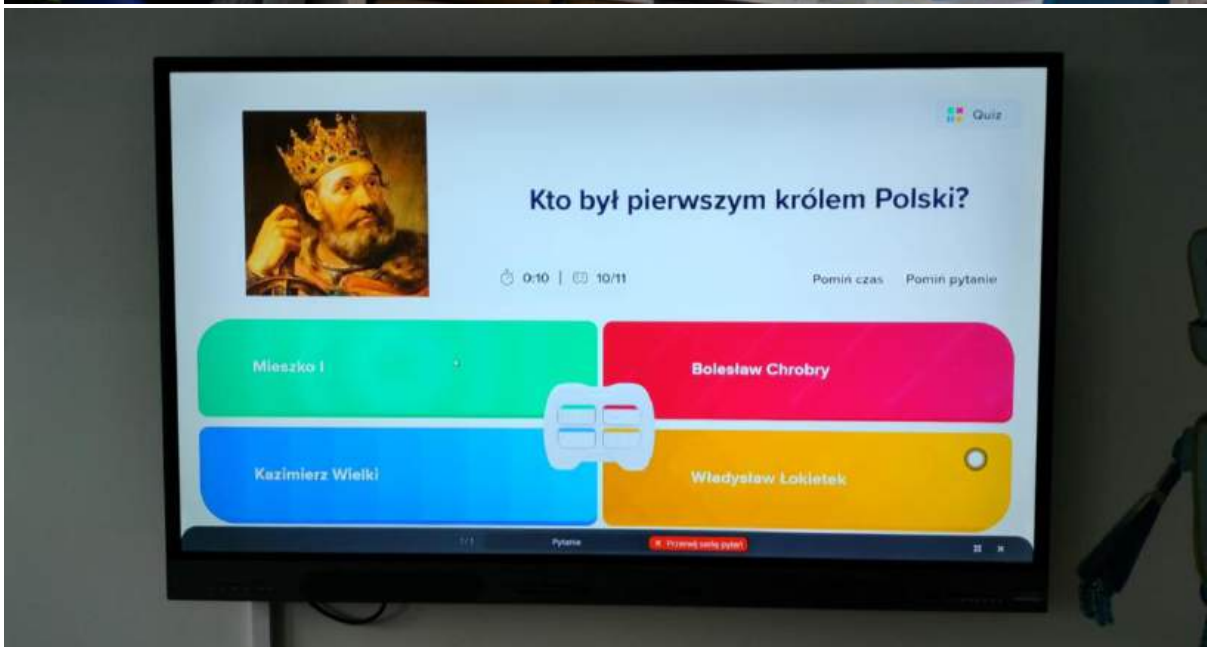
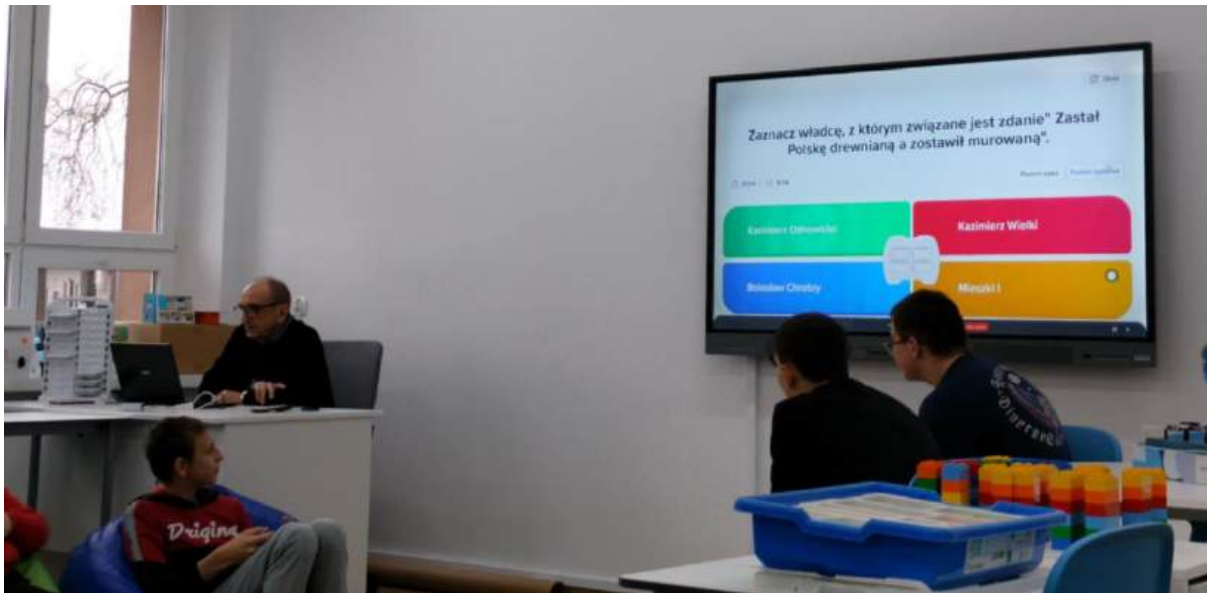
*The fact that students were able to prepare presentations and tests on their own after brief instruction proves that there is an intuitive solution*

## History.

### **Example - a lesson on the rulers of Poland.**

*Elementary School*

Instead of a traditional paper test, a knowledge quiz was conducted, on the basis of which grades were then given on knowledge of the rulers of Poland.



Teacher's comment:

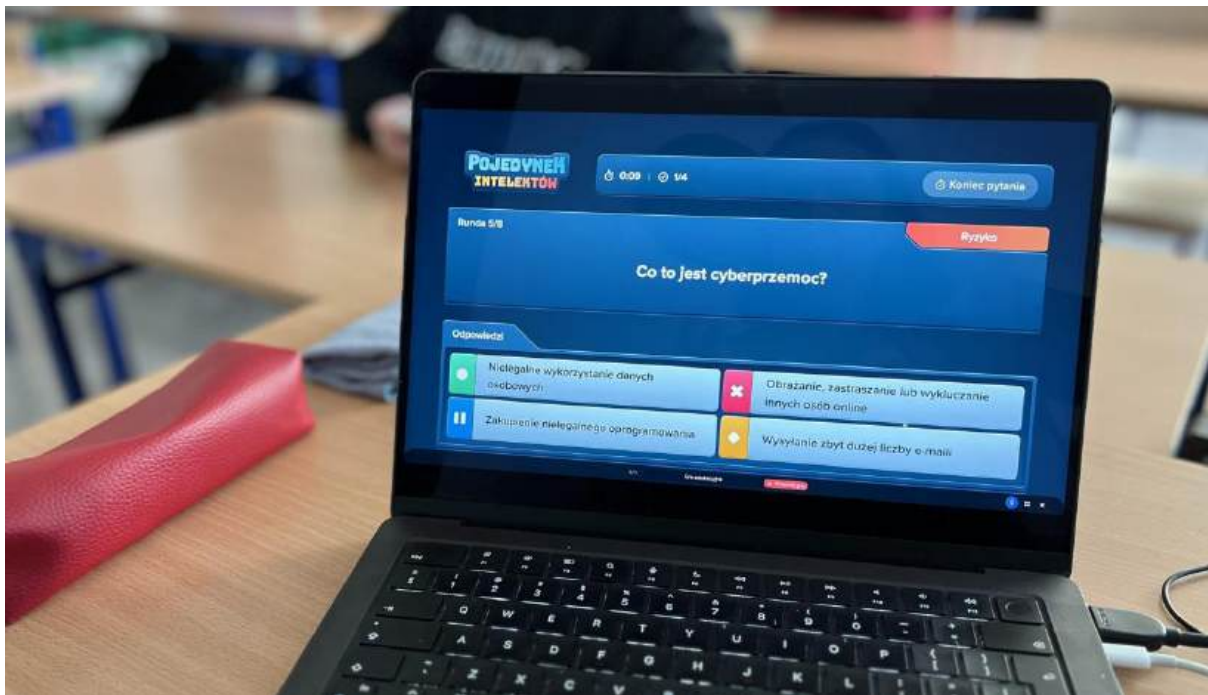
*Working with Classwise is a pleasure, and students get very involved in the gamification process.*

## Informatics.

### **Example - a lesson on safe computer use.**

*Elementary School*

Students tested Classwise for the first time, learning about safe computer use and the history of computers. The topics were initially discussed with the students, followed by a knowledge quiz.



Teacher comment:

*In our school, students do not use their own phones during lessons. When taking quizzes, we liked to use apps such as Kahoot or Quizizz on school equipment. However, this required the use of computers or tablets to log into these platforms. Classpads have proven to be a great replacement - they are small, easy to use, and instantly ready to go, which is perfect for our conditions.*

## Traffic knowledge.

### **Example - road safety knowledge contest.**

*Elementary School*

Classwise served as a platform for conducting a road safety knowledge competition. Students also used the app during the bicycle card exam.

