Virtual Sidekicks Toolkit

Poll Everywhere Activity Tip Sheet

Poll Everywhere is a free program that works with both Google Slides and PowerPoint and allows you to have people watching your presentation answer questions and interact in real time.

To start, set up a free account at https://www.polleverywhere.com/

Once you have created your account you should decide which program you are going to use for your presentation. Poll Everywhere works with Google Slides, Keynote and PowerPoint.

Using Poll Everywhere with Google Slides

- 1) Installing Poll Everywhere for Google Chrome https://www.polleverywhere.com/support/articles/pollev-google-slides/install
- 2) Presenting with Poll Everywhere https://www.polleverywhere.com/support/articles/pollev-google-slides/presenting

Using Poll Everywhere with PowerPoint

- Installing Poll Everywhere for PowerPoint https://www.polleverywhere.com/app/powerpoint/win
- 2) Presenting with Poll Everywhere https://www.polleverywhere.com/support/articles/pollev-office/insert-survey

You can prepare activities and questions directly in your presentation or at the Poll Everywhere website. Activities that you prepare in your account at the Poll Everywhere website can be accessed and added to other presentations at a later time. You can also add multiple users to an account which allows you to share activities with colleagues.





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Hot-Potato Kahoot! Activity Tip Sheet

- 1. Launch the Hot-Potato Kahoot! By following the link https://create.kahoot.it/share/sidekicks-hot-potato/1d061a45-dbfb-4123-94e0-90336f9d937f on the screen that you are sharing with your participants. Choose the teach option to play the game immediately and then select "classic mode"
- 2. Using their electronic device (laptop, smartphone, tablet), ideally not the same one they are viewing the Zoom call on students will go to kahoot.it and join the game by entering the pin visible on your shared screen. Students will enter a nickname for scoring.
- 3. Once you see everyone's nicknames entered on the waiting screen, press start to begin the game.

You will want to remind students to choose **appropriate nicknames**, if any do join using an inappropriate nickname you can "kick" them out of the game by clicking on their name. You can also avoid this by initiating the "friendly nickname generator" on the "game options" page.

Note: Another potential way to complete this activity would be to put this into slides that are animated so that you don't have to go between different windows/applications while you're presenting.





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Phone Use Activity Tip Sheet

The Phone Use Activity (Lesson 3- Thinking About Change, pages 16-17) has been adapted for virtual settings using Google Slides and Zoom functions. These are shared documents; please make a copy before using them.

Option 1- participants are making their decision directly in google slides

Virtual Phone Use Activity

- 1. Share the link with participants via the chat box. Make sure that the permissions on the document say "Anyone on the internet with this link can edit."
- 2. Explain the premise of the activity to the group. Something like "We all will be able to edit this document and see what others are doing in real time. I will be asking you to move shapes around the screen to indicate the choice that you would make given the scenario. Don't worry, we will practice first!"
- 3. On the first slide, have participants practice dragging one of the unicorns out of the stack to the other side of the screen. Check in with everyone to make sure there are no technical issues before moving into the actual activity.
- 4. Give background information for the activity, "for this activity assume you have a phone that you use a lot..." Participants will move a unicorn to the corner of the slide that indicates the choice they would make based on each scenario.

Option 2- Facilitator utilizes the screen share and annotation options in Zoom.

Virtual Phone Use Activity- No Unicorns

- 1. Pull up the presentation and share your screen with participants
- 2. Explain premise of the activity and indicate that participants will be drawing/stamping on the slides to indicate the decision they would make for each scenario.
- 3. Choose the annotate option on the toolbar. Instruct participants to practice drawing something on the first slide or practice using the stamp button
- 4. Move into the activity and instruct participants to draw/stamp a symbol on the corner of the slide that indicates the choice they would make (check mark, X, dot etc.)





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