

Design & Development of a Digital Intervention: Exploring Digital Learning Tools

Digital Tool Name	Wordwall
Purpose and key features	Wordwall is an online learning tool that helps teachers to create interactive activities and games to support learning and assessment. It includes interactive quizzes, matching activities, games and challenges. Activities can be shared through QR codes or links, and it gives automatic feedback for learners.
Strengths	E.g. features, ease of use, reliability, costs and functionality. • Free version available for basic use and easy to use with the simple templates • Support formative assessment well and knowledge checks • Can be used on computers or phones as well as printable versions • Engaging for learners and allows learners to check their understanding
Limitations	E.g. features, ease of use, reliability, costs and functionality. • Free version only has limited features • Requires stable internet connection • Learners may focus more on the game than the learning objective • Cost may affect full use of the activities
Accessibility	E.g. does it include accessibility features to support users, such as adjustable text and colour contrast, screen reader compatibility, navigation, text-to-speech etc. • Can be used on a range of different devices • Simple navigation and clear activity layouts • Printed versions can be made available for learners who cannot access digital devices • Adjustable browser zoom can support learners with visual impairments
Inclusion and equality	E.g. does it include features to support different languages, cultures, abilities, backgrounds and levels of digital access. • Support learning styles through visual and interactive activities • Activities can be created to suit different ability levels • Can be used as individual or group tasks • Simple language and images can support learners with varying literacy levels
Learner needs	E.g. age suitability, prior knowledge, additional learning needs, confidence and pace. • Suitable for all ages

	• Supports learners who benefit from interactive and visual learning • Requires basic digital skills to access activities • Activities can be completed at the individual own pace
Opportunities	E.g. does it offer opportunities for personalised learning, collaboration, creativity, independent study, feedback and development of digital skills. • Encourages learners engagement and motivation • Supports knowledge checks • Helps develop confidence skills • Can be used in a classroom or at home
Risks and safeguarding	E.g. privacy, data protection, AI inaccuracies, bias, cyberbullying. • Requires strong internet connection • Need an account for some features • Personal information will need to be shared • Teachers should always check shared links and the content shared is appropriate • Learners may focus more on the game instead of the activities
Pedagogical application	E.g. how might the tool be used to support learning objectives. • Can be used to check learners understanding during the session or at the start as a starter activity • Supports recap activities • Increases learners engagement and participation
How to set it up	E.g. account requirements, teacher configuration, learner access, permissions, training and costs. 1. Create an account 2. Choose a template 3. Add questions and answers 4. Save the activity and create a code or link 5. Share the link or code with learners 6. Upgrade to paid plan if needed
Overall evaluation	E.g. whether the tool is suitable for the intended learners, context and learning objectives, with reasons. Overall, this digital tool is interactive and helps increase learners engagement and motivation in sessions through activities and games. It is easy to use and supports learners with different learning abilities and needs. It helps support formative assessment and checking learners understanding. The only downfall for this app would be the paid subscriptions and internet access.