The Collabrify Suite of Productivity Apps:
Free, Device-independent, Tools that Support Synchronous Collaboration and Social Learning

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"In using the Collabrify apps to mediate their learning, I am seeing the students creating more complete, more elaborate documents about the class's science topics.
And, most importantly, their achievement is improving – they are getting better grades!"
Observation by a 6th grade science teacher who is using the Collabrify tools.

Figure 1: Three Students Using Android Tablets & One Student Using a Netbook While Co-Creating an Animation in Collabrify Flipbook
See a video of 6th grade students using the Collabrify Suite of Productivity Apps

Education is a social process; we learn from each other and with each other. Indeed, learning is "in" the conversation – at the dinner table, on the playground, around the coffee pot in the teacher's lounge's lounge, and in the classroom. The free, device-independent/browser-based Collabrify Suite of Productivity Tools supports students' *co*-creating artifacts – that is, the "collabrified" suite of tools supports social learning and synchronous collaboration by enabling two or more students, each working on his/her own computing device, to *co*-create text documents (**Collabrify Writer**), concept maps (**Collabrify Map**), KWL charts (**Collabrify KWL**), drawings or animations (**Collabrify FlipBook**), or simple spreadsheets (**Collabrify Chart**). While high school students can use Google's G-Suite of Apps, the Collabrify Suite has been designed expressly to meet the needs of younger students.

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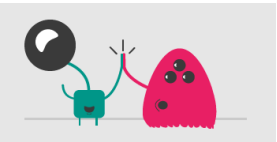
While typically the Collabrify tools will be used to support students while they are co-located in the classroom, the tools can also be used when students are not co-located. For example, when students are at home, they can talk with peers over their phones while using the Collabrify tools to co-edit a document. Students can also use the eHallway chat tool to communicate via text messages that are linked to a document. Simply put, students never need to learn alone again!

Figure 2: Page #5 of Four Students' Animation Illustrating Conduction Using Collabrify Flipbook (Fire, Pan with cold & warm molecules, Clock, Textual descriptions)

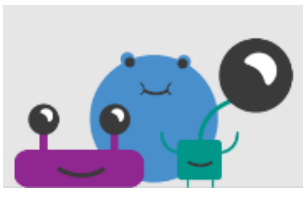
See a video of 6th grade students using the Collabrify Apps

In Figure 3, 1st graders in the Plymouth-Canton Community Schools are working together in Collabrify Map, co-creating a concept map on iPads to capture words that end in –ay. In both pictures, the children are talking with each other, discussing what nodes – or bubbles as the 1st graders call the "nodes" – should be placed in the concept map and how are the nodes related.

Figure 3: 1st Graders Using Collabrify Map



There are currently five apps in the Collabrify Suite. The apps are targeted towards students in grades 1-8 since high schoolers can use the Google suite of collabrified apps. All the Collabrify apps support not only face-to-face collaboration, but the apps can be used to support synchronous collaboration even when students are not co-located.



- **Collabrify Flipbook:** *Collaboratively construct drawings and "flipbook" style animations.*
  On Flipbook's canvas, students can draw freehand, insert different shapes, include a photo and then draw on top of it or label parts of it with text, as well as combine multiple drawings to make an interesting animation. It has been our experience with previous versions of this app that students in general enjoy creating animations, but, in particular, we have seen that struggling learners find that in using drawing and animation, they can more easily express their evolving understandings.
- **Collabrify Map:** *Collaboratively "graphically map" out ideas using nodes and arcs (relationships).*
  Within each "node" in the concept map, students can add informational notes, or add images using Google Image search or images from their own Google drive. Concept maps, for example, can be used in English to graphically depict book characters and their relationships, and in science to describe key ideas or steps in a process.
- **Collabrify Writer:** *Collaboratively use multiple media in "writing".*
  Writer offers students two views: Question & Answer and Document. In the Q&A view, teachers can preload the file with questions that students need to address. Videos, pictures, or sound clips can be added by the teacher or student in either the Question or the Answer frame. In the Document view, students can co-construct a story using multiple media.
- **Collabrify KWL**: *Collaboratively use the KWL technique for learning.*
  In Collabrify KWL students can work together to share what they know (K frame) and want to learn (W frame). Then, to conclude a lesson, the students can go into the L frame and identify what they have learned.
- **Collabrify Chart:** *Collaboratively build a spreadsheet.*
  The cells in the spreadsheet can contain text, numbers, or even images. Chart supports the automatic creation of bar graphs and line graphs from numeric data.

As of June 2017, there are over 600,000 installs of the Collabrify Productivity Apps from the G-Suite Google Marketplace for Education

- The Collabrify Productivity Apps work smoothly with Google Classroom.