Tech tools used to help teach Intro To Web Development.

- **Web editor (codepen, repl.it, google editor)**
  The web editor allows the students to work on the web development challenges, store their work online and share the work using links. This is useful for pair projects and also sharing work with the teacher.

- **Offline editor(vs code, Intellij)**
  Some students may prefer to work using offline editors. This is also a backup option for the entire class when Internet access is down.

- Online storage using Github allows the students to create their own repos and share work with the teacher. This is great for learning how to upload work using git commands as well as fork, clone and manage remote repositories created by other developers.

- Github Desktop seems a good choice for remote storage when the same account and computer is shared across multiple classes.

- Vocabulary quiz games such as quizizz, gimkit and kahoot are great for having students practice their understanding of concepts and interpret scripts that illustrate topics studied in class.

- A management system such as Google Classroom provides an organized space to store assignments of different types. This would be the first place where students go first when coming to class to see the Do now activity and the posts. The students will use google docs, slides, and forms to respond to posts and upload links to their work.