



Estonian EdTech tools for schools to facilitate remote learning

COVID-19 has paralyzed many school systems around the world. With school buildings closed, it is difficult and in some places even impossible, to continue giving education to children. However, when the corona crisis hit Estonia and schools had to close, remote learning could continue instantly almost as if nothing had happened.

That is because almost all the schools in Estonia use e-school programs already for years. There are numerous smart solutions in use such as digital databases, digital textbooks, e-learning materials, digital class diary, digital assessments, not to mention various applications and programs. In normal times these innovative solutions provide an easier way for parents, teachers and children to collaborate and organize all the information necessary for teaching and learning. At the times of crisis it is the so much needed facilitator for remote learning.

Digital education tools of Estonia are not merely an interesting experiment, but an integral part of our education system. Estonia is the leading education nation in Europe (No 1. in PISA test in Europe) thanks to great teaching competency and successful digital transformation of education system. That is why we believe other countries could benefit from our digital tools and best practises as well.

Estonian Education Nation helps everyone affected by the current situation in switching to online education, by providing free remote learning seminars. Every Thursday (at 7pm UTC+3h) there are free webinars "Education Nation: tips for remote learning" held on [Education Nation Facebook page](#).

Digital school management systems

E-school platform by eKool

eKool is an easily accessible web-based school management system that has made traditional paper format class diaries obsolete in Estonia. eKool brings together students and their families, schools and supervisory bodies.

It supports students in their learning process, parents are aware of their children's progress in school, teachers have less administrative work and authorities have a good overview of what is going on in schools under their management. Whether the user is a headmaster, teacher, parent or a student, he or she can log in with their personal computer or mobile phone and see the necessary information.

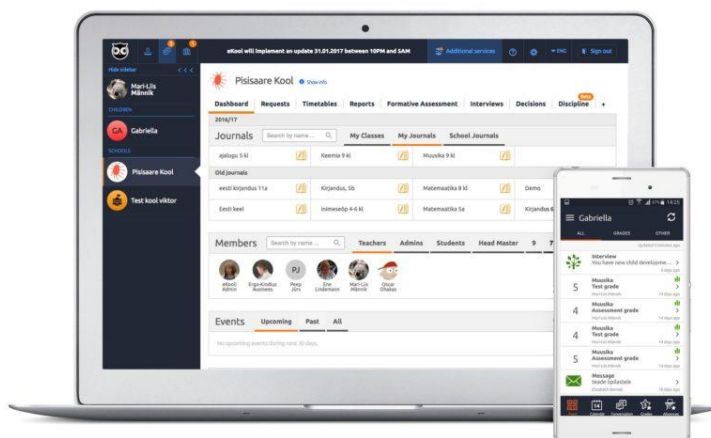
eKool supports a student during the entire school journey — from parents submitting a child's application to a school; having an overview of grades, home assignments, study materials, lesson descriptions, absences during school time until graduation and final grades.

As a module-based school management platform, eKool can be easily launched in different markets and language environments.

Education level: primary education, secondary education, vocational education, adult education, non-formal education.

Target groups: pupils, students, teachers/lecturers, school management, parents.

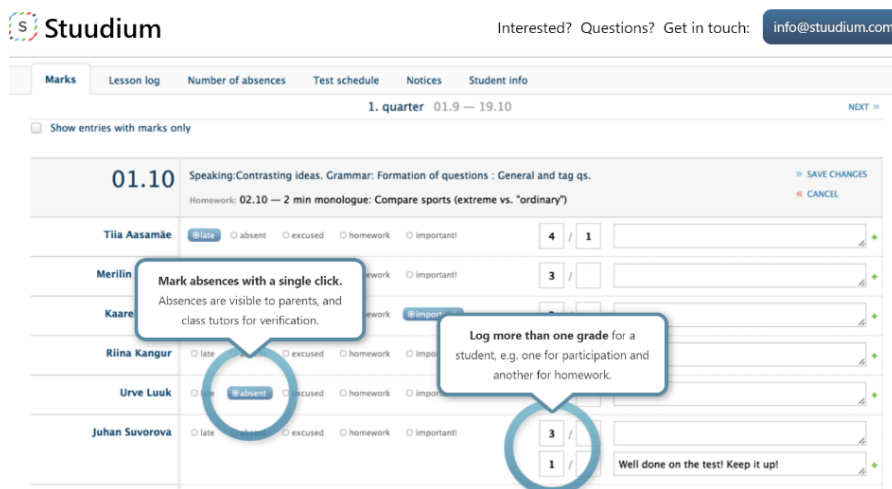
Contact: tanel.keres@ekool.eu



E-school platform by Stuudium

Stuudium is an e-schooling platform that connects teachers, parents and students. Study materials, information about academic progress and simple messaging are accessible in one online environment.

Teachers can enter lessons, grades and homework, keep track of absences and test schedules, and communicate with students and parents.



Parents and students get a single page view of progress in subjects, homework and study materials; as well as messages from teachers, staff and fellow students or parents. Parents get a clear overview of how their child is doing in school, and will be made aware of problems right away so they can provide necessary assistance. A complete archive of all lessons, homework and materials is always available.

The entire school staff can use a flexible intranet system to effectively communicate with coworkers. Management can get a deep understanding of overall progress in the school through set of real-time reports on absences and academic progress.

Stuudium provides comprehensive statistics and administration tools. As every school is different, Stuudium is always on hand to help the customer to make sense of school data – whether that means advising on best system use practices or creating new reports.

Education level: pre-primary education, primary education, secondary education, vocational education, non-formal education.

Target groups: pupils, students, teachers/lecturers, school management, trainers/mentors, parents.

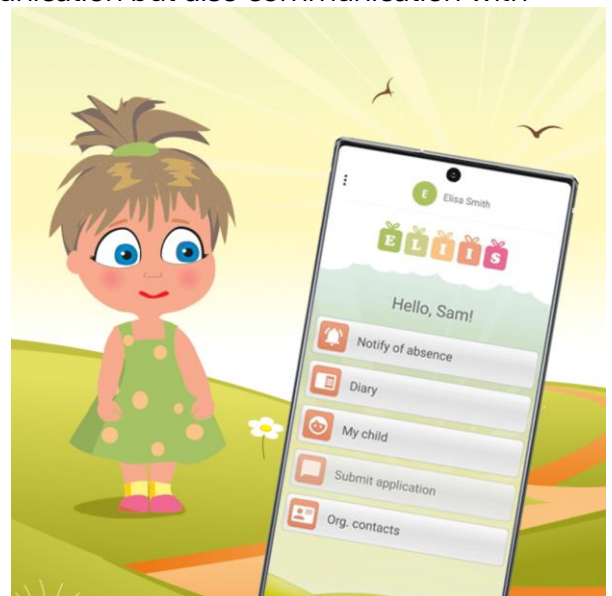
Contact: info@stuudium.com

E-kindergarten platform [ELIIS](#)

ELIIS is an online software solution for preschools and kindergartens which improves the quality of early childhood education.

Eliis helps kindergarten to manage internal communication but also communication with parents, most importantly ELIIS helps with distance learning which is essential for educational institutions at the moment.

Eliis' innovative software is easily manageable also to people otherwise not so familiar with computers and the environment is fully protected against non-authorized users. With Eliis teacher are freed from filling in large amounts of paperwork, especially reports, and can dedicate more time for the children. Parents are happy because of the comfortable and quick feedback about their children and about the overall activities. The mutual communication becomes more convenient. Governments can get comprehensive reporting and statistics about meals and occupancy.



Education level: pre-primary education

Target groups: teachers, parents, school management

Contact: rasmus@eliis.ee

Student application management tool [by DreamApply](#)

DreamApply is designed for higher education institutions looking to increase their student enrollment while reducing overall workload and easily manage their admission and marketing efforts.

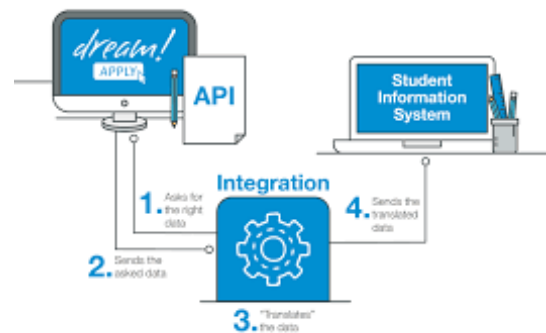
DreamApply's tool simplifies and efficiently manages student applications. To date, DreamApply is operating in more than 25 countries across the globe and has helped more than 250 education institutions and organizations transform their admission strategies.

The platform has proven to help decrease 60% of administrative time and typically increases international applicants' number between 50-100%.

Education level: primary education, secondary education, non-formal education.

Target groups: students, teachers/lecturers, adults.

Contact: tormis.laanisto@dreamapply.com



Study content

Digital curriculum by [Opiq](#)

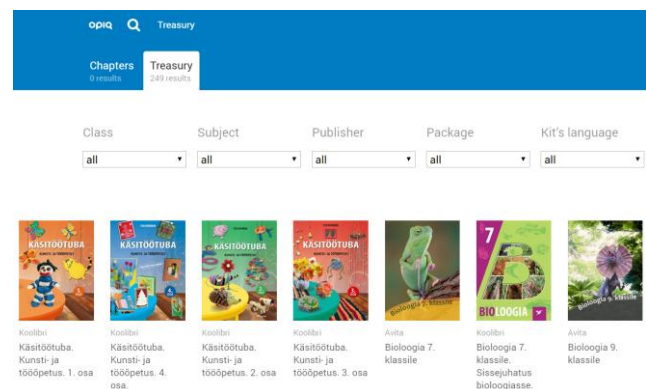
Opiq enables to digitize core curriculum learning content, provides better access to high quality education and creates conditions for a data-based approach to learning and educational strategies.

Opiq was founded in 2014 to develop software for the creation, distribution and use of digital learning resources. Opiq collaborates with the leading educational publishers to provide a comprehensive fully digital curriculum service for the schools, teachers and pupils. The Opiq platform is the most popular digital learning content environment in Estonia. The goal of Opiq is to provide the best possible support for the creation and use of high-quality digital learning materials and with it allow education systems to get intelligent data-based insights about the execution of the curriculum. Opiq also partners with publishers from Finland and Kazakhstan.

Education level: pre-primary education, primary education, secondary education.

Target groups: pupils, students, teachers/lecturers, school management.

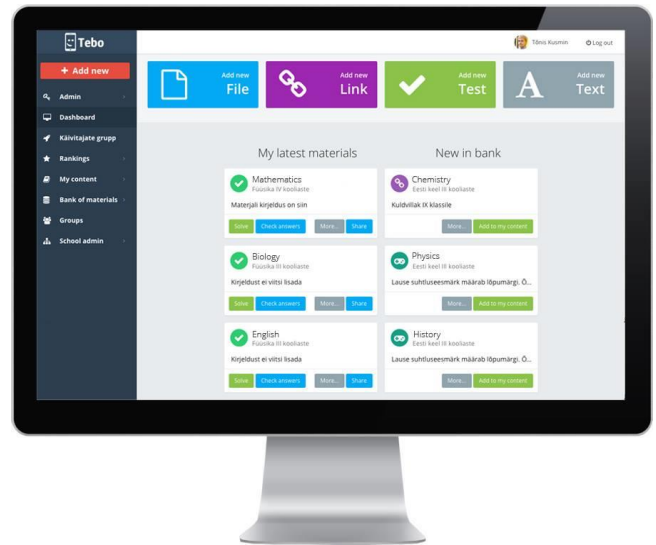
Contact: antti@starcloud.ee



Teaching content platform by Tebo

Tebo allows the top teachers to share their lesson plans and materials with others. So the best teaching methods and resources can be used by everyone and make an impact. Also, Tebo is a great platform to organize teaching. Create lessons, groups and organize learning for students. Make the lessons yourself or use ready-made lessons from top teachers.

The largest collection of teacher-created education content. Teachers have added 26,000 learning materials to share with others. They share presentations, videos, worksheets, quizzes, interactive online exercises. It has content in all the subjects from 1st to 12th-grade. You can follow the star teachers and use their lesson content. The content can be shared with students in the platform and learning reports are generated.



Potential partners are education organizations who have a large user base of teachers and want to create a community for sharing content. The system can track the popularity of materials and generate payments for the best teachers.

Education level: primary education, secondary education.

Target groups: pupils, teachers, school districts, education ministries.

Contact: toniskusmin@gmail.com

Improvement and personal growth

Virtual teachers' room by Clanbeat

Clanbeat Education is a humane and secure virtual teachers' room focused on teachers' information sharing, collaboration and growth through personalized support.

Clanbeat focuses on schools to manage on-boarding, growth, knowledge sharing, peer-feedback, culture and engagement among community members - helping to cultivate environment that is loving,



inspiring, transparent and focused on unleashing individual and collegial full potential.

Clanbeat's focus has been on schools as wonderful workplaces for which they won the Best HR solution award in Tallinn, Estonia schools. Starting from autumn 2019 they are launching Community OS also for students, to support them becoming self-directed learners, who are confident and active contributors to the community and empathetic on peers around them - so that no child would feel alone in their journey and would reach their highest potential.

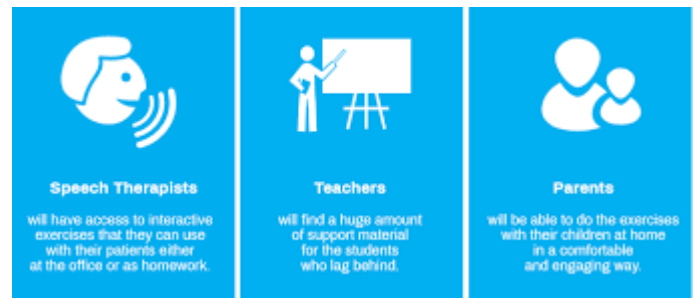
Educational level: all general educational levels.

Target groups: teachers, students, school principals.

Contact: kadri@clanbeat.com

Digital speech therapy by SpeakTX

SpeakTX /Kõneravi is a digital speech therapy platform for kindergartens, schools and healthcare providers for directed and self-paced therapy exercises. It provides a comprehensive exercise and media pool as well as sophisticated options for home-based training scenarios.



SpeakTX includes a set of interactive exercises developed in collaboration with leading speech therapists in Estonia and made available to over 3000 consumers as well as 70 primary schools and kindergartens. It is an effective tool for managing speech related conditions and will shortly offer also assessment options and related suggestions for an appropriate training plan.

Education level: pre-primary education, primary education, secondary education, non-formal education.

Target groups: children, pupils, students, teachers/lecturers, trainers/mentors, adults.

Contact: andres@cognuse.com

Connecting tutors with students by Tutor.id

Tutor.id is a private tutoring platform that connects students searching for a tutor with tutors looking to generate additional income. Tutor.id was built to cater to the growing demand for students desiring to boost their educational studies. With challenges that remote learning has brought upon students, finding the right tutor can help to stay on track.



Online tutoring is a proven remediation, which has helped many students to improve their grades in school. As a result of numerous studies conducted, lower-performing students confirm that online tutoring is the best effective alternative to support their typical day to day classroom studies. Tutor.id makes the business of tutoring, easy. It empowers tutor-preneurs to build one-man online schools while also connecting tutors with students.

Education level: primary education, secondary education, non-formal education, language learning.

Target groups: students, teachers/lecturers, trainers/mentors, adults.

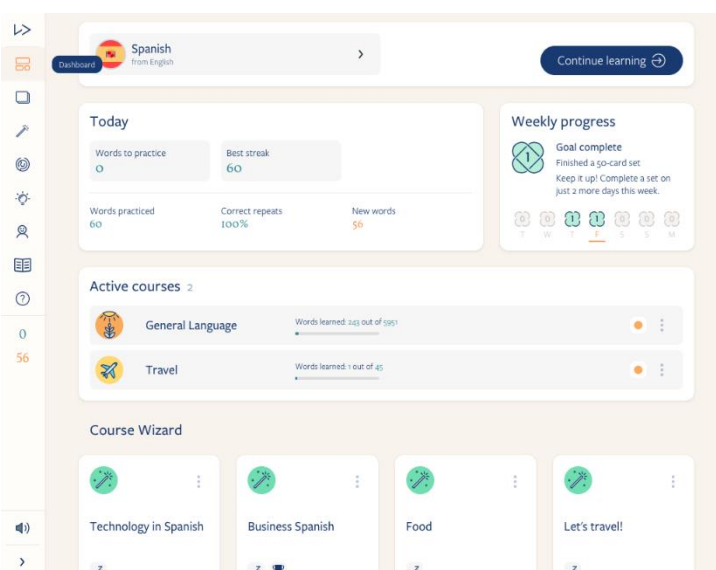
Contact: karen@tutor.id

Making learning more fun

Language learning platform by Lingvist

Lingvist is an innovative language learning platform designed to help users learn vocabulary quickly and efficiently. It does this using the most effective spaced repetition algorithm and tailoring courses to each user's personal needs.

Lingvist is perfectly suited for blended learning techniques, allowing students to learn vocabulary and gain exposure to grammar concepts on their own and educators to more fully utilize the time spent in video chats for clarification and conversation practice. Lingvist Classroom allows educators to manage their students' language learning while course creation tool "Course Wizard" allows educators to create their own unique courses within seconds. Lingvist was shortlisted for the Global 2019 UNESCO ICT in Education Prize.



Education level: primary education, secondary education, higher education, adult education, non-formal education.

Target groups: students, teachers/lecturers, trainers/mentors, adults.

Contact: ott@lingvist.io

Language learning platform by Speakly

Speakly is an innovative language learning platform that foreign languages based on unique scientific approach that brings a user from zero to solid speaking skills in just a few months of studies.

Speakly's methodology teaches words and sentences based on their statistical real-life relevance, meaning that language learner will first learn the necessary vocabulary for the most common life encounters and learn less crucial parts of the language later. This will make the learning process 4-5 times faster compared to traditional methodologies. Speakly was created and researched by language experts from 4 countries over a span of 5 years.



Education level: secondary education, adult education, non-formal education

Target groups: students, teachers/lecturers, trainers/mentors, adults

Contact: ott@speakly.me

Learning essentials playfully by ALPA Kids

ALPA Kids is creating educational mobile games for pre-schoolers, their parents and kindergarten teachers. In playful and educative mobile application, children can learn the essentials like colours, numbers, the alphabet all through game and through the examples of their own culture and local nature.



ALPA Kids mainly target smaller cultures as the game's focus is on the child's native language, local nature and culture.

Education level: pre-primary education, primary education.

Target groups: children, pupils, teachers, school management people, parents.

Contact: kelly@alpa.ee

Exciting math game by 99math

99math is an extremely engaging math game for 1st to 8th-grade students. Kids play it in the lessons with teachers and kids play at home. It's social game - kids play with their classmates and friends competing to get better math scores. It gets them excited about performing in math and accelerates their development.



99math is a math game for classrooms and at home use. It generates exercises for kids to practice and they play the game to see who can solve exercises the fastest. Teachers get reports to see how the kids have progressed, who needs help and who can advance to the next level. Game is focused on 1st to 6th-grade students and is partly free to use.

99math also arranges Math Game Days where students from 20 countries compete against each other to see who can solve math exercises the fastest. The real-time online event is extremely engaging for the players. Even the teachers and the parents who follow the real-time leaderboard get excited and cheer for their teams.

Education level: primary education, secondary education, non-formal education.

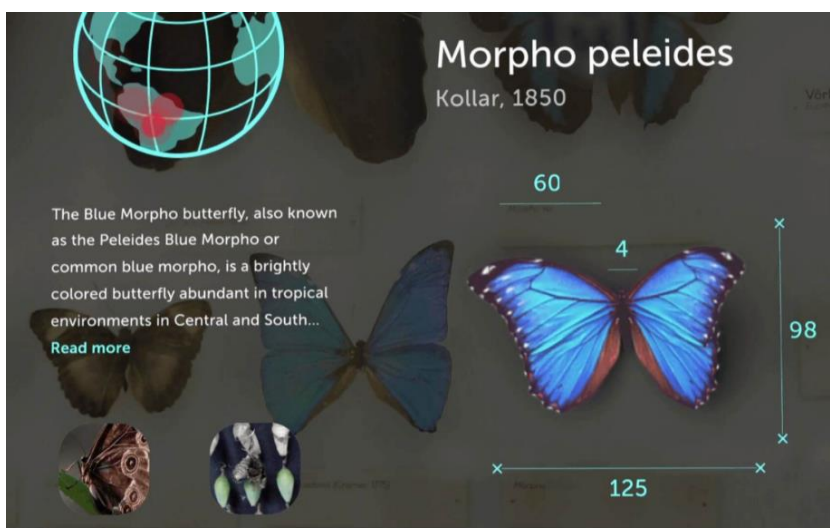
Target groups: children, pupils, students, teachers, school management people, adults.

Contact: tonis@99math.com

Augmented reality by Mobi Lab's

Augmented reality gives the opportunity to visualise unimaginable objects or processes in education. It is a challenge to get people's attention away from their mobile screens. With the help of augmented reality, mobile screens become useful tools to discover the world around them.

Mobi Lab's augmented reality platform is diversifying e-learning. According to the subject, the teacher can upload illustrative 3D models and make learning with augmented reality an engaging and memorable experience in every home. Using a smartphone or tablet as an augmented reality viewfinder, it allows users to see extended content as lifelike 3D renderings.





Education level: primary education, secondary education, non-formal education.

Target groups: students, teachers, trainers, adults.

Contact: allan.valm@lab.mobi

Gamified curriculum by Loquiz

Loquiz enables teachers to gamify curriculum in - and outdoor. As public gatherings are limited, but outdoors is accessible, then Loquiz can be used to foster the movement of each pupil individually.

Loquiz is a feature-rich platform for creating and running playful games and outdoor scavenger hunts. It boasts the freedom to create the game mechanics the way teacher wants and also quick-start templates to get started.

Education level: primary education, secondary education, non-formal education.

Target groups: students, teachers, adults.

Contact: eric@loquiz.com

