Practice	e-Koolikott (e-School Bag) Sisuloome (Content Creation platform)
Source/Link	https://e-koolikott.ee/et https://sisuloome.e-koolikott.ee/
Country/region/city	Estonia
Time frame	The platform is in use.
Sector	x VET x School education x Higher education
Target group	Students, teachers, trainers
Short description	**E-School Bag** is a cross-educational platform for creating, storing and publishing digital learning materials. It is a platform created by the Ministry of Education and Research. E-school bag works with the **Content Creation platform** (https://sisuloome.e-koolikott.ee/). Different H5P templates can be used in the Content Creation platform to create learning materials and create different types of interactive exercises, tasks and learning content. The e-school bag is interfaced with the digital learning materials creation portal (sisuloome.e-koolikott.ee) over the REST standard. The e-school bag contains the most up-to-date study material for use in both primary and general education as well as vocational education. Each teacher can search for and use the study materials in the E-school bag, add the study materials they have created there, create collections of suitable materials, and direct the materials or collections to their students to solve. The study materials in the e-school bag are related to the national curriculum and are reviewed by subject experts in their field. In addition, the E-school bag contains a large number of study materials published by publishers and much more.

Methodologies and animation techniques used	● **E-school bag** (https://e-koolikott.ee/et)
	   ○ **Content Creation platform** (https://sisuloome.e-koolikott.ee)
	      ■ H5P templates can be used in the Content Creation platform to create interactive learning content.
	   ○ **Opiq** (https://www.opiq.ee/Catalog) digital textbook platform

Digital solutions used	H5P is designed to create a variety of interactive learning materials, exercises, and self-assessment tests. The following describes the types of materials that can be created with this content creation tool.

- **Column** - Allows you to create complete material using all available H5P creation options.
- **Course Presentation** - Creating different content as slides. You can do multiple choice tasks, fill in gaps, plain text, etc.
- **Interactive Book** - allows you to put together different texts and tasks in the form of a book.
- **Interactive Video** - You can add different text and tasks to a video.
- **Quiz (Question Set)** - the ability to create a test using a different style of questions.
- **Virtual Tour (360)** - Ability to navigate the virtual map and add texts / tasks to selected points.
- **Accordion** - Content that can be opened as an accordion. The information can be entered in text form.
- **Agamotto (Image Blender)** - the ability to create a so-called moving image by assembling different images. For example, a map where moving a "slider" creates more and more road networks and similar details. It is also suitable for creating a zoom effect of a microscope, for example.
- **Audio** - You can upload audio files.
- **Audio Recorder** - allows you to record audio on board and later down to download.
- **Chart** - allows you to create charts.
- **Collage** - allows you to create a collage of different images.
- **Dialog Cards** - Cards for remembering words, phrases, etc. E.g. on one side is a picture and the other is a word.
- **Documentation Tool** - Simplifies document creation. You can provide questions and descriptions based on them and later generate a document.
- **Geogebra** - a maths tool that allows you to draw graphs.
- **Iframe Embedder** - you can create an existing javascript from the H5P application. Also suitable for creating a task.
- **Image Hotspots** - an interactive image by clicking on the image in different places displays the contents of the corresponding place. For example, clicking on Estonia on the map opens A window describing Estonia.
- **Image Juxtaposition** - View two images through a central "slider". E.g the earth night and day.
- **Image Slider** - Create an image gallery.
- **Kekule** - Creation of chemical structures.
- **Timeline** - allows to create a timeline.
- **Advanced fill the blanks** - Allows to create a space where the student can enter a missing word.
- **Branching Scenario** - allows to create content with different results according to the student's choice. Good to use to create an individual learning scenario or to create interactive games and materials.
- **Dictation** - allows to automatically check pronunciation by adding a correctly pronounced sentence that controls the pronunciation of the student's sentences.

	● **Drag and Drop** - The answers must be dragged to the correct place in the picture. ● **Drag the Words** - words must be placed in the correct places in the text. ● **Essay** - the author can write down certain keywords, the existence of which is checked in the essay written by the student. E.g. the names of the characters in the book. ● **Fill The Multiple Choice** - Fill in the blanks in the text. Similar to "Advanced fill the Blank'' ● **Fill in the Blanks** - filling in the gaps in the text - the same as "Fill The Multiple Choice" and "Advanced fill the Blank". ● **Find Multiple Hotspots** - allows you to create an image-based test where the student must find the right places in the image. For example, find vegetables in the picture. ● **Find the Hotspot** - Create a one-click image. ● **Find the Words** - A crossword puzzle. Finding words in a maze. ● **Flashcards** - Allows to create memory cards with questions and answers related to images. Enter the correct word below the visually appealing image. ● **Grid Checker** - You can create tables of multiple choice and text, such as a multiplication table. ● **Guess the Answer** - You can create an image with an answer so that the user is shown a picture to guess and then check if the idea was correct. ● **Image Pairing** - Find picture pairs. ● **Image Sequencing** - Arrange images in the correct order. E.g. ranking of planets. ● **Kekule Reaction Exercise** - Creating Chemistry Tasks. ● **Mark the Words** - The student must mark words in the text. ● **Memory Game** - The student must memorise pictures and find a pair. ● **Multiply Choice** - Create multiple choice tasks. ● **Personality Quiz** - a quiz where, according to the choices of the solver, a description of the solver is given at the end. ● **Rubric** - Creating a more complex spreadsheet task. ● **Single Choice Set** - Create a single choice task. ● **Speak the Words** - The user can control their pronunciation. ● **Summary** - after reading the text, submit control statements. ● **True / False Question** - the possibility of making true / false statements.
Contents/issues on which methodologies and animation techniques are applied	The e-school bag is a repository of study materials where teachers can create new teaching materials with various interactive tools with Content Creation Platform. The created study materials are reviewed by E-school bag experts, who then approve the study material or provide feedback with suggestions for improvement. Expert tasks: ● Reviewing, changing, supplementing (if necessary) the keywords and taxa of the study materials (location in taxonomy). ● Monitoring and quality control of the study materials contained in the e-school bag, including removal of non-compliant study materials.

	● Supporting teachers and sharing information in introducing the e-School Bag and advising on the use of teaching materials The main goal of this platform is to improve the quality of teaching materials. So that teachers all over Estonia can use high-quality and free teaching materials in their teaching. Creating learning materials and assignments on the e-school bag and Content Creation platform is free for teachers. And free for students to use. Digital study material portal The e-school bag enables to consolidate digital study material into one web environment on the basis of the curriculum and in a keyword-based manner.
Technical equipment	● Computer ● Internet connection ● speakers ● Plugins
Experiences, findings, results, lessons learnt (Project internal view)	The e-school bag is constantly updated, with the aim of having one place for Estonian teachers to store and create teaching materials. Both primary education, general education and vocational education. In addition, there are learning materials for learners with special needs.
Strengthen	● The experts of the e-school bag evaluate the quality of the study materials. ● The platform is free for students and teachers. ● The use of the platform improves digital competences in teachers and students. ● Students have free access to study materials. Can also be used without logging in. ● Embedded links can be added to the e-school bag. ● You can add likes to the study materials. ● Free digital textbooks are also available through the e-school bag. ● It is constantly being developed. ● Learning materials for learners with special needs.
Weaknesses	● Teachers do not want to share their materials. ● The content of the materials is of poor quality. ● Only some H5P templates allow the use of a student knowledge control system. ● Teachers are not trained to use the e-school bag and the Content Creation platform. They only have instructions to use. ● Some study materials are outdated. ● Students do not have a computer or internet connection to use an e-school bag at home.
Other relevant information	The e-school bag is used by all teachers all over Estonia. Teachers who create the best teaching materials receive recognition from the Ministry of Education and Research.The ministry is organising a variety of projects for teachers to keep the e-school bag working. For example, choosing the best course.

Comments	Analysing the e-school bag, I discovered that this is not the best example for our project. Because vocational teachers don't use it that much. Estonian vocational teachers rather create their teaching materials on the Moodle platform, where everything is available for the assessment of students, as Moodle connects to the learning information system Tahvel. Vocational teachers also use Google Classroom. What we can use as an example here is the Content Creation Platform, which offers the creation of interactive tasks. Of course, it is important for the teacher to be able to assess the students' knowledge, but Content Creation only offers this unfortunately for a few tasks.	5
A contribution by	VIKK	