



# MODULE 3 - TEST NEW TOOLS



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# INTRODUCTION

In this activity, the practitioners will test some tools they are interested in using in their counselling. They will select them, and use them in an activity that will allow them to identify the strengths and weaknesses of these tools, as well as the potential issues they can run into.



## OBJECTIVES

- Troubleshoot your own digital issues and those of your clients

## TYPE



ASSIGNMENT

## DURATION

60 – 90 minutes

# MATERIALS NEEDED FOR THE IMPLEMENTATION

To carry out this activity, you will need:

- One computer (ideally), smartphone or tablet with Internet access for each participant



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# METHODOLOGY

## STEP 1

- The trainer splits the participants into pairs.
- During the first 10 minutes of the activity, each participant decides on two or three tools they use or want to use in their practice. One of the tools must be a videoconferencing tool, and the other(s) can be a collaborative tool such as Padlet, or any other that can support the guidance process.



# METHODOLOGY

## STEP 2

- During the next 40 – 50 minutes, each pair tests the tools they have chosen, switching them midway through.
- The trainer should stress that the goal of the activity is to discover and/or become more familiar with features that can be useful/relevant in a counselling context.



# METHODOLOGY

## STEP 3

- For the remainder of the session, the participants go back to the plenary session, and share their experiences. They can also share what difficulties they encountered, and where they looked for solutions.



## FURTHER RESOURCES

Videoconferencing tools:

- Zoom, <https://zoom.us/>
- BigBlueButton, <https://bigbluebutton.org/>
- Webex,  
<https://www.webex.com/downloads.html/>
- Microsoft Teams,  
<https://www.microsoft.com/en-us/microsoft-teams/log-in>

Collaborative tools:

- Miro, <https://miro.com/>
- Padlet, <https://padlet.com/>
- Mindmup, <https://mindmup.com>
- Flinga, <https://flinga.fi/>





### Other useful tools:

- Mentimeter,  
<https://www.mentimeter.com/>
- Kahoot!, <https://kahoot.it/>
- Google Forms,  
<https://www.google.com/forms/about/>

