

Padlet



Thematic area: Pedagogical integration, collaboration, brainstorming and storytelling



Game engine: Any



Link: <https://padlet.com>



Why & when to use this resource

Padlet is an online collaborative platform that allows users to collect, organise, and share ideas in a visual and interactive way. It is particularly useful during the planning and design stages of educational game development, where participants need to brainstorm concepts, organise educational content, and collaborate on storylines, characters, and learning objectives.

In the context of educational games about European values, Padlet can be used to gather ideas related to topics such as digital citizenship, inclusion, diversity, participation, and democratic engagement. Team members can contribute resources, comments, images, videos, and links in one shared space, making collaboration more efficient and accessible.

Using Padlet helps educators, youth workers, and young people structure their ideas before moving into the technical development phase of the game. The platform requires no coding skills and supports collaborative work both in face-to-face workshops and online environments.



Strengths

- ◆ Easy to use for beginners.
- ◆ Supports real-time collaboration.
- ◆ Allows the integration of text, images, videos, links, and documents.
- ◆ Encourages creativity and brainstorming.
- ◆ Accessible from different devices.
- ◆ Useful for organising educational game concepts and resources.
- ◆ Facilitates teamwork in international and multicultural projects.
- ◆ Supports idea sharing and collaborative feedback.



Limitations

- ◆ Some advanced features require a paid subscription.
- ◆ Free accounts may limit the number of active Padlets.
- ◆ Large boards can become difficult to manage without clear organisation.
- ◆ Requires an internet connection.
- ◆ Content quality depends on participant engagement and moderation.



Tutorial sheet



How to use this tool

Padlet can be used as a collaborative workspace for collecting, organising, and developing ideas during the planning phase of educational game creation. Users can create visual boards and add posts containing text, images, videos, documents, links, and comments. This allows teams to brainstorm game concepts, organise educational content, develop storylines and characters, and gather resources in one shared space.

In educational game projects focused on European values, Padlet can support collaborative idea generation, content organisation, and feedback collection. The platform helps transform initial concepts into structured materials that can later be implemented in game development tools such as Genially or RPG Maker MV. Its visual and user-friendly interface makes it accessible to educators, youth workers, and young people with no coding experience.



Step-by-step guide

★ STEP 1: Create a Padlet account

Visit the **Padlet** website and create a **free account** using your **email address**, **Google account**, **Microsoft account**, or **Apple ID**. Once registered, **log in** to access the Padlet dashboard and start creating collaborative boards.

Creating an account allows users to save their work, collaborate with others, manage multiple Padlet boards, and access their projects from different devices.





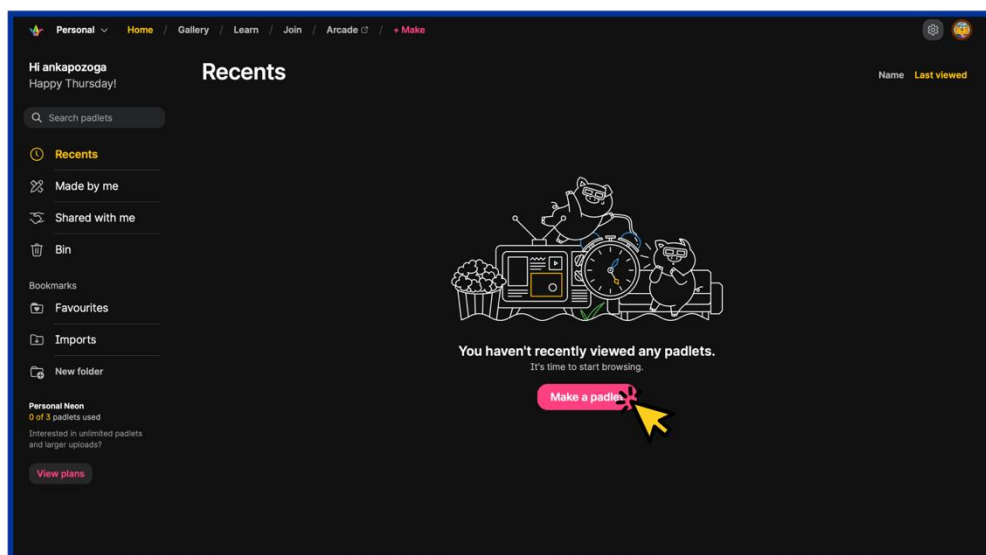
★ STEP 2: Create a new Padlet board

After logging in, click the **Make a Padlet** or **Create button** to start a **new board**.

Padlet offers different board formats that can be used for brainstorming, collaboration, content organisation, and project planning.

Creating a new board provides a shared space where team members can collect ideas, organise educational content, share resources, and collaborate throughout the game development process.

The board title can be customised according to the topic of the educational game being developed.

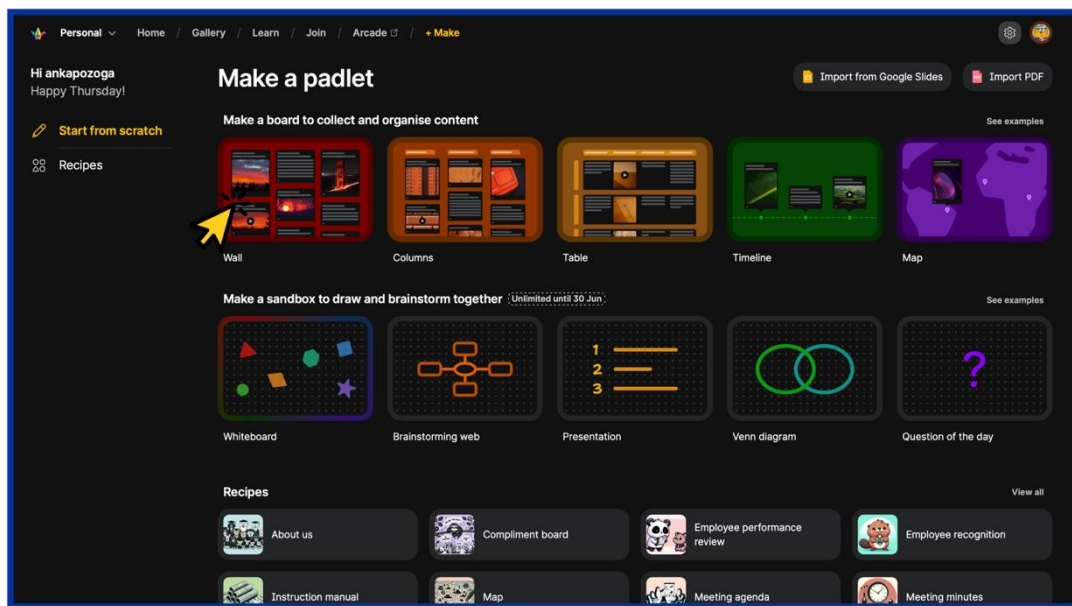


★ STEP 3: Select a board format

Padlet offers different board formats designed for specific types of collaboration and content organisation. Users can choose layouts such as Wall, **Columns, Timeline, Table, or Map**, depending on the objectives of their project.

For example, Wall is useful for brainstorming, Columns for organising ideas into categories, Timeline for presenting events in chronological order, Table for structured information, and Map for location-based activities or projects.

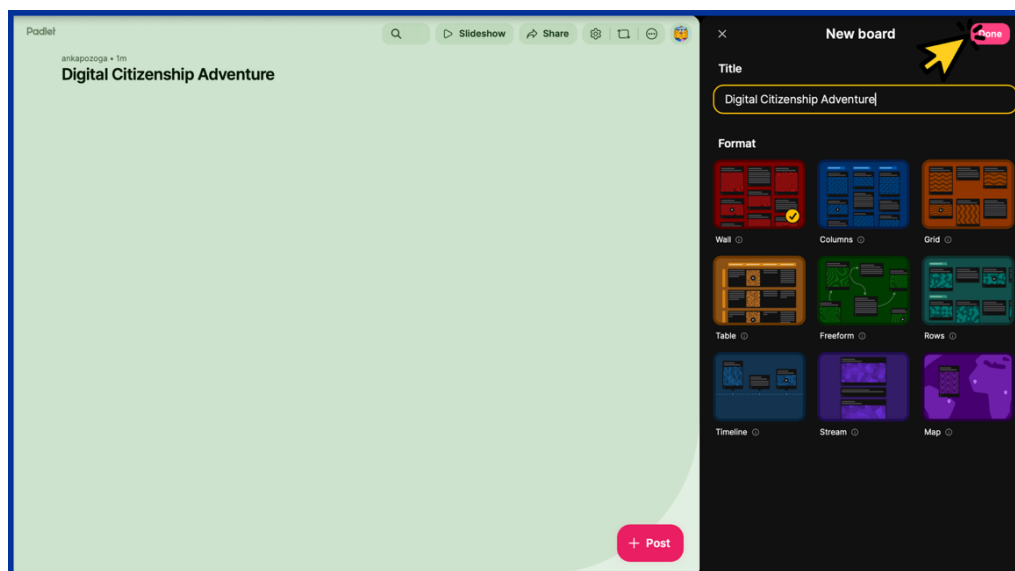
For educational game planning, the **Wall** format is particularly useful because it allows ideas, resources, and content to be displayed visually in an organised and easy-to-follow structure. This layout supports brainstorming activities and collaborative content collection during the early stages of game development.



✦ STEP 4: Configure the Padlet board

Give the board a clear and meaningful title related to the educational game project. Selecting an appropriate title helps participants easily identify the purpose of the board and supports effective collaboration throughout the development process.

For this example, the board is called **Digital Citizenship Adventure** and will be used to collect ideas, educational resources, characters, game mechanics, puzzles, dialogue ideas, visual inspiration, relevant assets, challenges, and feedback related to an educational game about digital citizenship and European values. Keeping a clear structure from the beginning helps organise content more efficiently and makes collaboration easier for all participants.



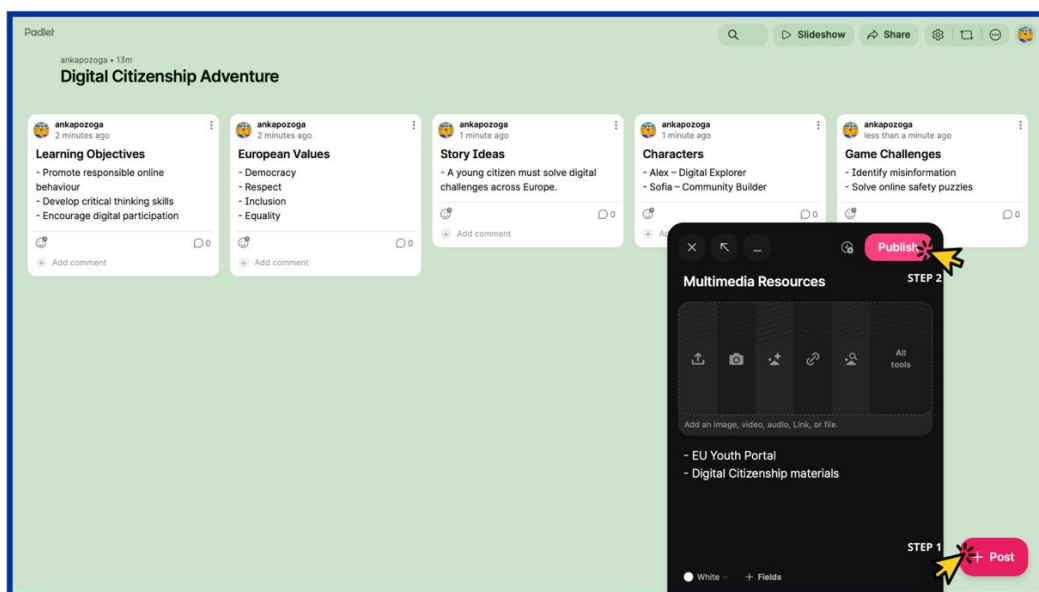


★ STEP 5: Add content and organise ideas

Use the **+ Post button** to create new entries and organise ideas related to the educational game project. Each post can contain text, images, links, videos, documents, or comments, allowing participants to contribute resources and collaborate in a shared workspace.

For this example, posts are used to collect learning objectives, European values, story ideas, characters, game challenges, and multimedia resources. Once the content has been added, click **Publish** to save the post and make it visible on the board.

Organising information through individual posts helps teams structure ideas, monitor project progress, and facilitate collaboration during the development of educational games.



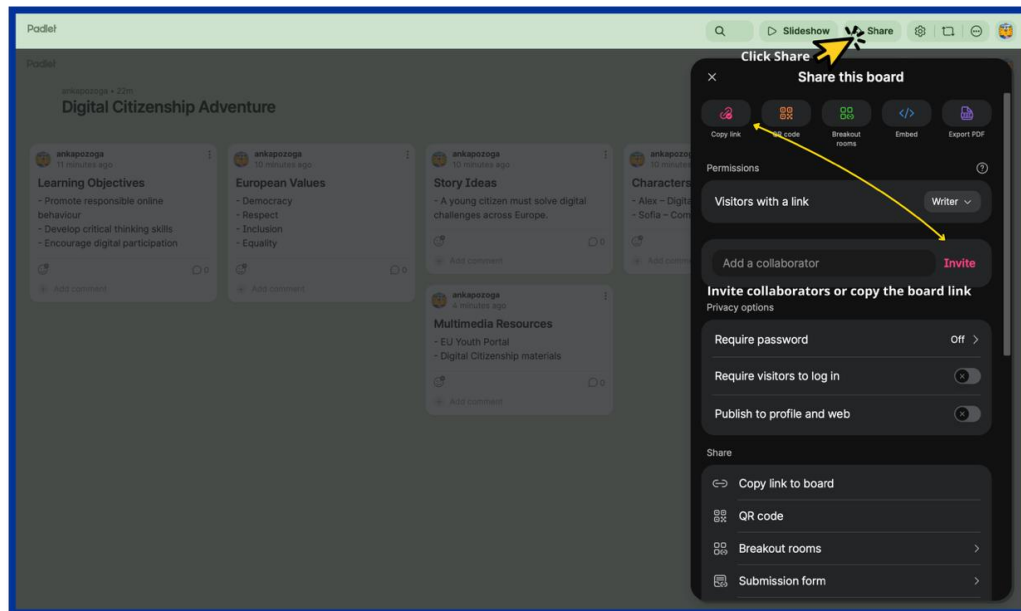
★ STEP 6: Share the Padlet board with collaborators

Padlet allows users to collaborate in real time by sharing boards with other participants. Team members can be invited to view, edit, comment on, and contribute content to the board depending on the permissions selected by the creator.

To share a board, click the **Share button** and choose the appropriate sharing options. A link can be generated and distributed to project partners, educators, learners, or other stakeholders involved in the development of the educational game.



Collaborative access supports teamwork, encourages the exchange of ideas, and enables multiple users to contribute resources and feedback in one shared digital space.

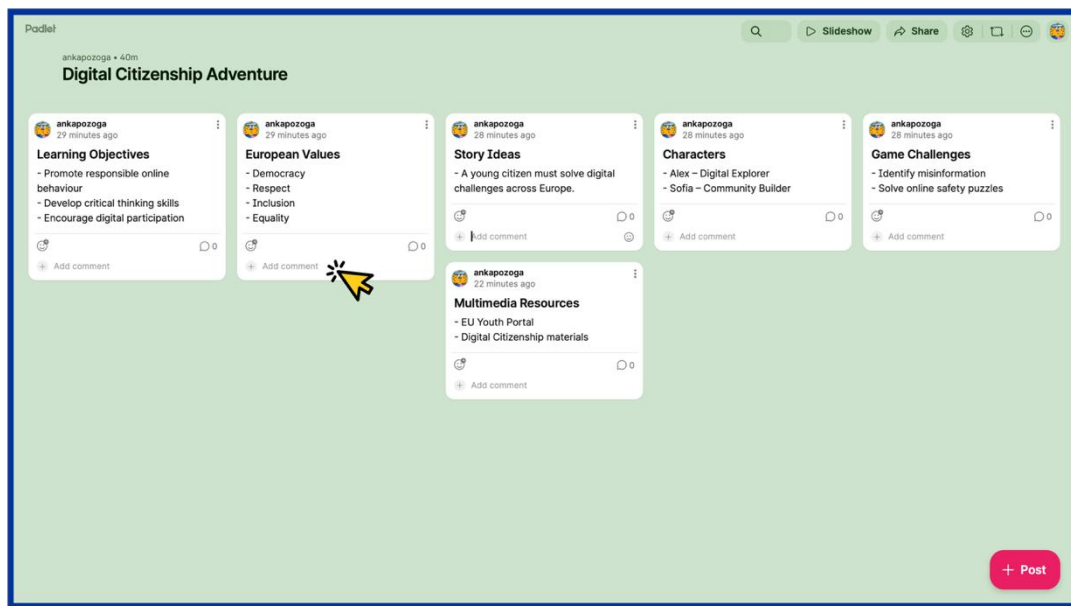


★ STEP 7: Collect feedback and comments

Padlet enables participants to provide feedback directly on shared content through comments and reactions. This feature supports collaborative review processes and encourages discussion among team members during the development of educational games.

Users can comment on individual posts, suggest improvements, ask questions, or share additional resources. Feedback can be used to refine learning objectives, improve storylines, strengthen educational content, and identify areas that require further development.

Using comments and feedback helps ensure that the final educational game benefits from multiple perspectives and reflects the contributions of all participants involved in the project.



Additional learning sources & tutorials

- ◆ Padlet: Collaborative boards for teamwork, learning and project planning:
<https://padlet.com>
- ◆ Getting started with Padlet: <https://padlet.help//en/article/9j9aad8tn-how-do-i-get-started-with-padlet>
- ◆ Adding a post to a Padlet: <https://padlet.help//en/article/7hwq09wbop-how-to-add-a-post-to-a-padlet>
- ◆ Common Sense Education post about Padlet:
<https://www.commonsense.org/education/reviews/padlet>



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