



# The A-Z of PE Apps



A list useful apps for Physical  
Education Teachers &  
Students

# Table of Contents

1. Introduction

2. The A-Z List of PE Apps

3. Listen to the Full Episode

# Introduction

In episode 57 of The PE Geek Podcast, I set myself a challenge to come up with a list of apps that follow alphabetical order, selecting only one app from each letter. The process of compiling the list proved to be difficult, as many share the same starting letters, ultimately resulting in a need to select one between many favourites.

So what criteria did I use?

1. They needed to be Apps that I personally have used and found value with.
2. They could be either teacher use/efficiency tools
3. They could be tools to help you achieve something you couldn't do without it
4. They could be student/teacher resource based tools
5. They could be student focused and help students create or reconstruct meaning in different forms
6. They could be teacher professional learning aide

A handwritten signature in black ink, appearing to read 'JR' or 'Jarrod'.

Jarrod Robinson

# The A-Z List of PE Apps

Click the links below to be taken to the App Store to download

See the complete list of apps shared below

1. [Anatomy 4D](#)
2. [BaM Video Delay](#)
3. [CoachNote](#)
4. [Decide Now](#)
5. [Easy Portfolio](#)
6. [Fit Radio](#)
7. [Group Games](#)
8. [Hudl Technique](#)
9. [iDoceo](#)
10. [Jump It](#)
11. [Kahoot](#)
12. [Living Lung](#)
13. [My Jump](#)
14. [Nearpod](#)
15. [Overcast](#)
16. [Polar Team](#)
17. [Qrafter](#)
18. [RaceSplitter](#)
19. [Seconds Pro](#)
20. [Team Shake](#)
21. [Unique Trainer](#)
22. [Video Tagger](#)
23. [Work It](#)
24. [Xender File Transfer](#)
25. [Yoga Studio](#)
26. [Zombies, Run](#)

# Listen to the Full Episode

Click below to hear the entire episode where I explain each of the apps and why I believe they are useful tools in a PE context

[Listen Here](#)