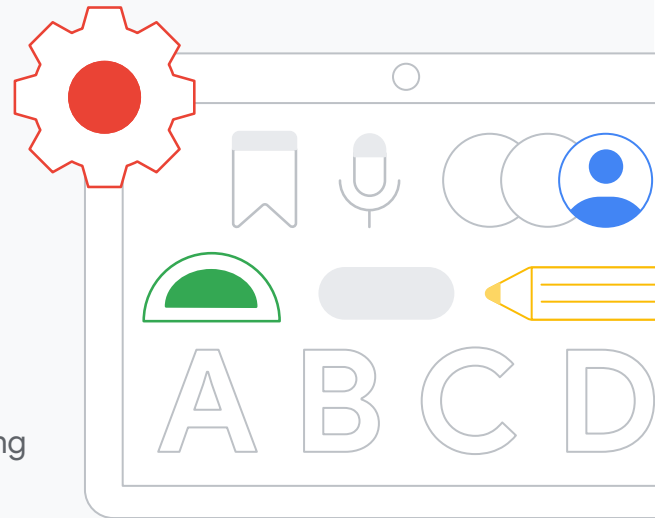


App licensing

Easily deploy and manage top educational apps

Take the hassle out of license management by provisioning and managing your educational apps all in one place.



Centralized management at scale

Activate, install, and track usage of your favorite education apps across your district – all within the Google Admin console, the same place you manage Chromebooks and Google Workspace for Education. Educators can even easily request access to third-party apps on behalf of their students.



Scalable and time-saving

No need to manually manage app rosters with spreadsheets or server syncs. When students change classes or move grades at the end of the year, app licenses are automatically re-assigned to the next incoming class.



Easy-to-access, ready-to-use apps

Students and teachers can use their Google account sign-in to quickly and securely access licensed apps on their Chromebooks. No additional usernames or passwords needed.

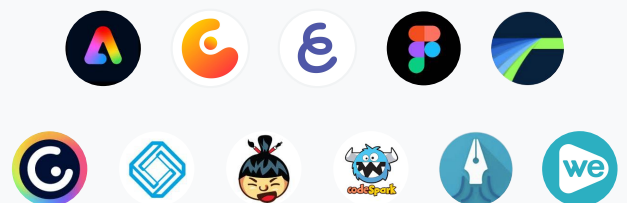


Part of an ecosystem of trusted content

All apps in the [Google for Education App Hub](#) are appropriate for K-12 students. With no ads or in-app purchases, students can focus on learning and creating.

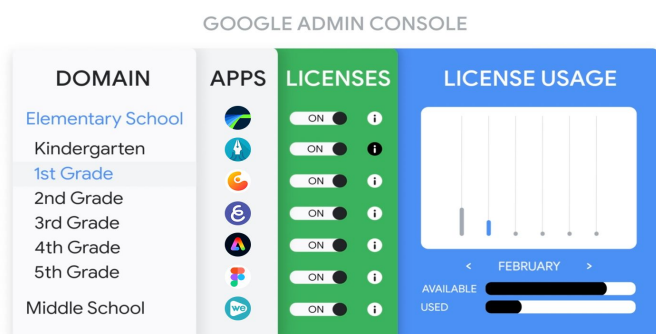
Give students access to industry-leading learning tools on their Chromebooks

Expand what students can do on their Chromebooks, the [#1 device in education](#), with apps that enable even more personal learning experiences.





Provision and manage apps in one place



01

Purchase your app licenses directly from educational providers.

02

Redeem your licenses in Google Admin console.

03

Distribute licenses to organizational units, groups, or individuals. Students just need to sign in with Google, and they have the apps they need automatically.

04

Easily monitor usage and make changes to app licenses from Google Admin console.



Apps...are accepted into the learning environment only if they can be accessed seamlessly... a single sign on approach makes navigating between tools easy, and allows students to focus on learning rather than access.

[“Don't Let Technology Get in the Way of Student Learning,” ISTE blog](#)

A single sign-on for access to the educational apps students love

Create storyboards, infographics, websites, podcasts, videos, and apps that have no ads or in-app purchases.



Adobe Express: Create graphics, videos, webpages, & presentations.



CodeSpark: Learn coding and game design principles.



Concepts: Draw your vision with this advanced, vector-based sketch pad.



Equatio: Make math digital and accessible.



Explain Everything: Lead class brainstorms or share ideas in real time with this digital whiteboard.



Figma: Design websites and build interactive prototypes with this collaborative design tool.



Genially: Create interactive slides, games, and infographics.



LumaFusion: Tell your story using the intuitive tools in this simple yet powerful video editor.



Squid: Doodle and write on your Chromebook with this versatile note-taking tool.



Sumo: Draw, paint, compose songs, develop 3D models, and more.



WeVideo: Create professional videos, podcasts, and more.

