KAHOOT!

(TEACHER)

GAME BASED LEARNING PLATOFRM

Description:

Kahoot is a game-based learning platform that uses a student-response system. The classroom is temporarily transformed into a game show.

Learning games called "Kahoots" produce multiple-choice questions that are accessible through browser or an app.

This platform can have a positive effect on learning performance, classroom dynamics, formative assessment, review student's knowledge, and more.

Kahoot is designed for social learning, as learners gather to play the game and share knoweldge.

Accessible for:

Primary and early-secondary students:

- Students with Specific Learning disorders as Kahoot is interactive and can be tailored-made for student's level and strengths.

- Students with Attention Disorders (ADD/ADHD) as it allows students to interact with one-another and maintain focus and motivation

- Students who are deaf or hard of hearing as it provides alternative solutions to direct teaching.

Price: Free for the basic plan

Then premium prices range between 3€ and 6€ per month.

Accessibility Grade:

★★★★★

Kahoot is easy to use for students. The log-in page, the layout and the structure of each game is well designed so that there is no confusion.

Practical Ideas:

- Use pre-designed Kahoots: There exists hundreds of well-designed Kahoots games in the 'Public Library' on the platform, don't hesitate to use them!
- Set some Kahoot rules: Don't be a sore loser, don't guess the answer, don't ask someone else's answers, etc.
- Assign Kahoots challenges as homework: This will allow students to engage more actively in their home assignments and change the monotony of online learning.
- Use Kahoot reports for formative assessments: After a game, you will see the data of your students results, which will in return show you the points that needs reviewing or clarification.

https://create.kahoot.it/

HOW TO USE?

DIGITALL
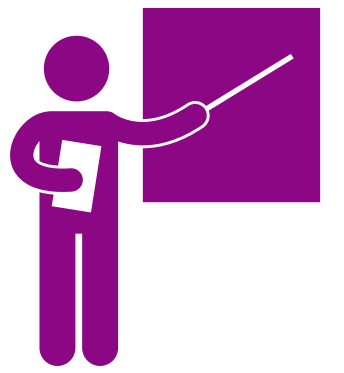
Kahoot has two main entries; one for the teacher, one for the student.
The teacher creates a Kahoot, adds the questions and answers, decides on visuals and images.
Then the teacher sends the code to the students, who then log in.
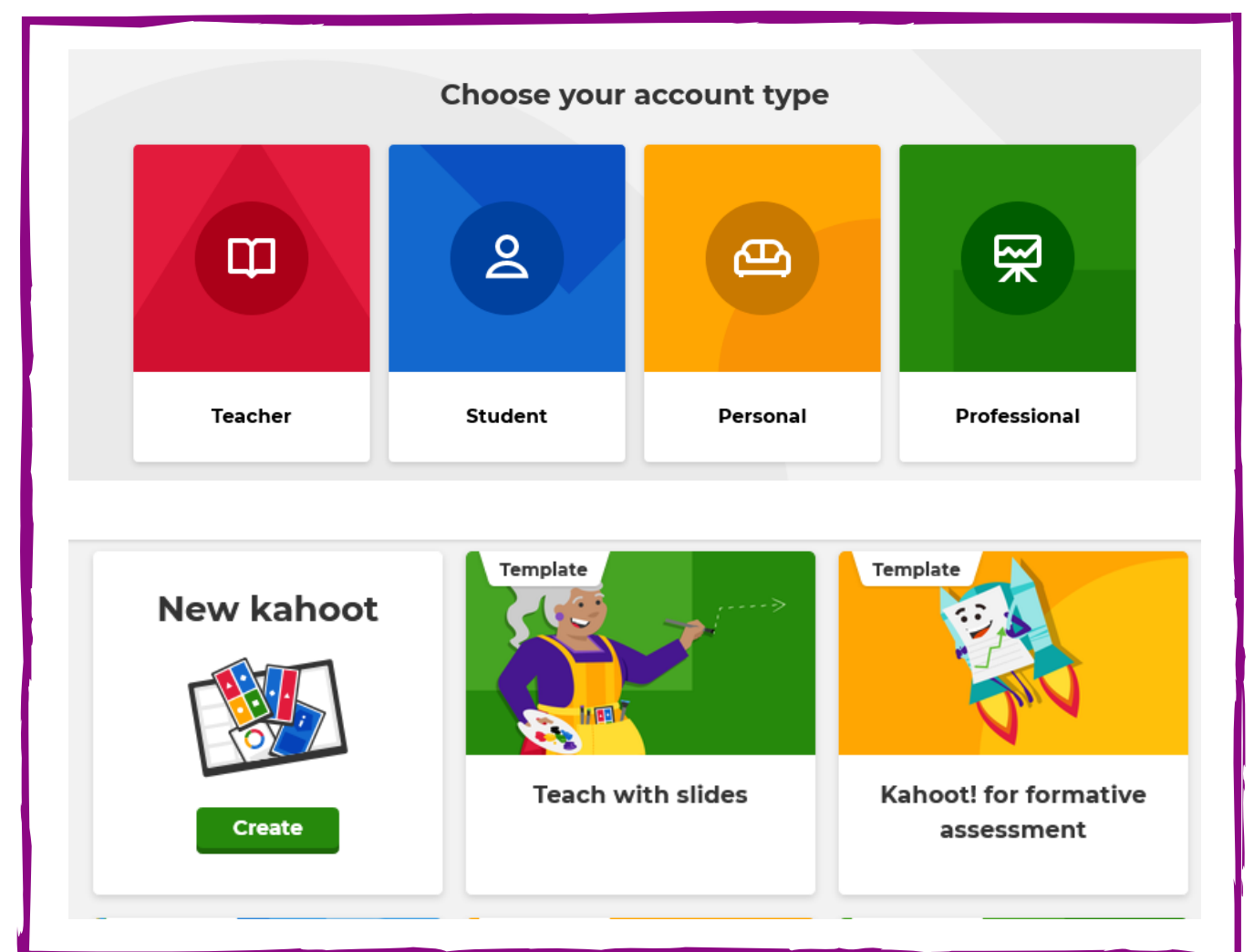
Step 1.

Create an account, selecting your role. You will need to enter basic information (email, name, etc.).

Explore the different functions, then click on: Create a Kahoot.

Choose the type of Kahoot you want to create.

Select a pre-designed template or create a new template.

Choose your account type

Teacher | Student | Personal | Professional

New kahoot
Create

Template — Teach with slides
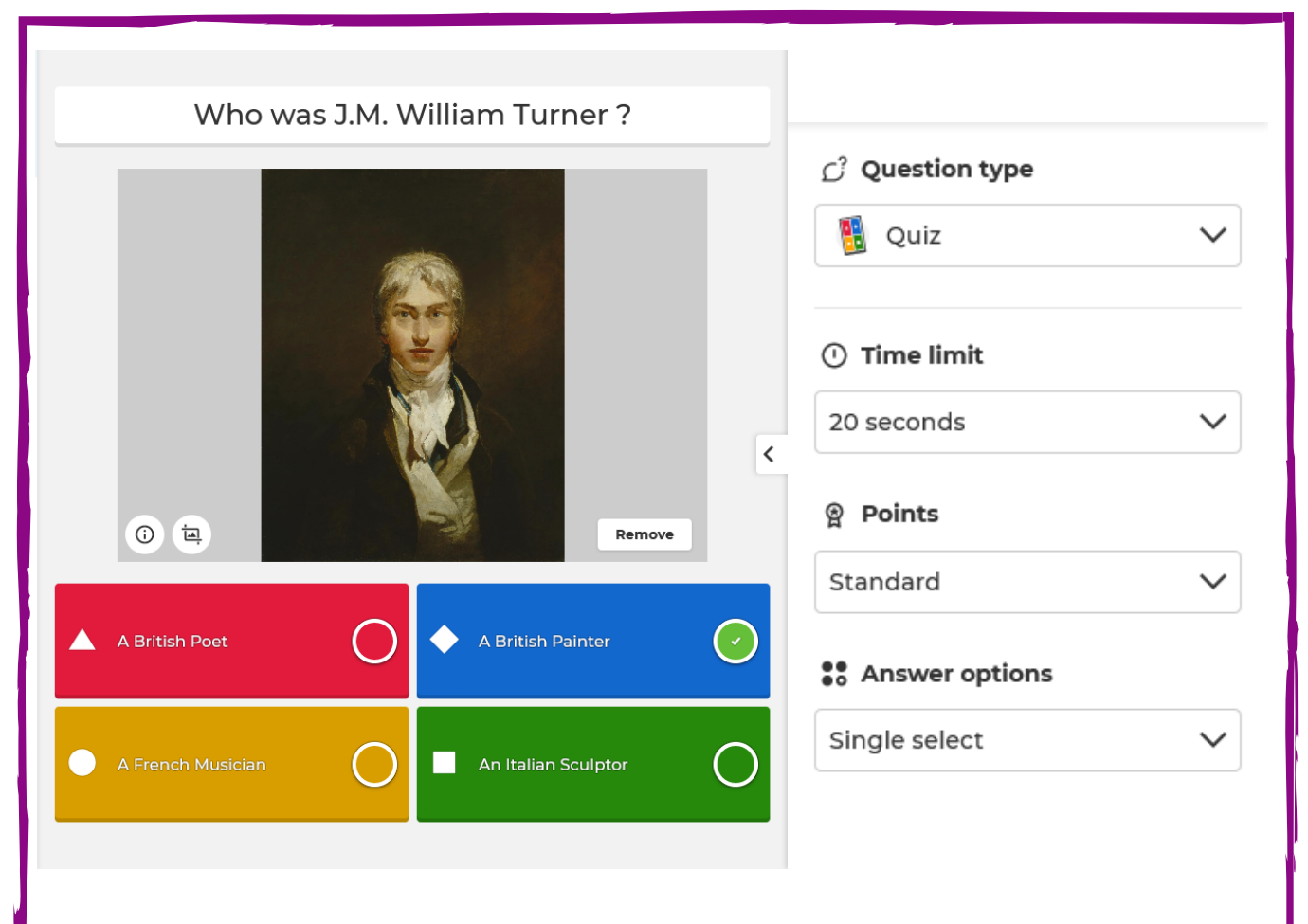Template — Kahoot! for formative assessment

Step 2.

Select your parameters:
- Quizz or False/True (free version access)
- Time limit
- Points
- Type of answers

Insert an image or media (strongly recommended)

To finish, type your answers in the boxes.

Repeat the process to add questions/slides.

Who was J.M. William Turner ?

Remove

▲ A British Poet
◆ A British Painter
● A French Musician
■ An Italian Sculptor

Question type: Quiz

Time limit: 20 seconds

Points: Standard

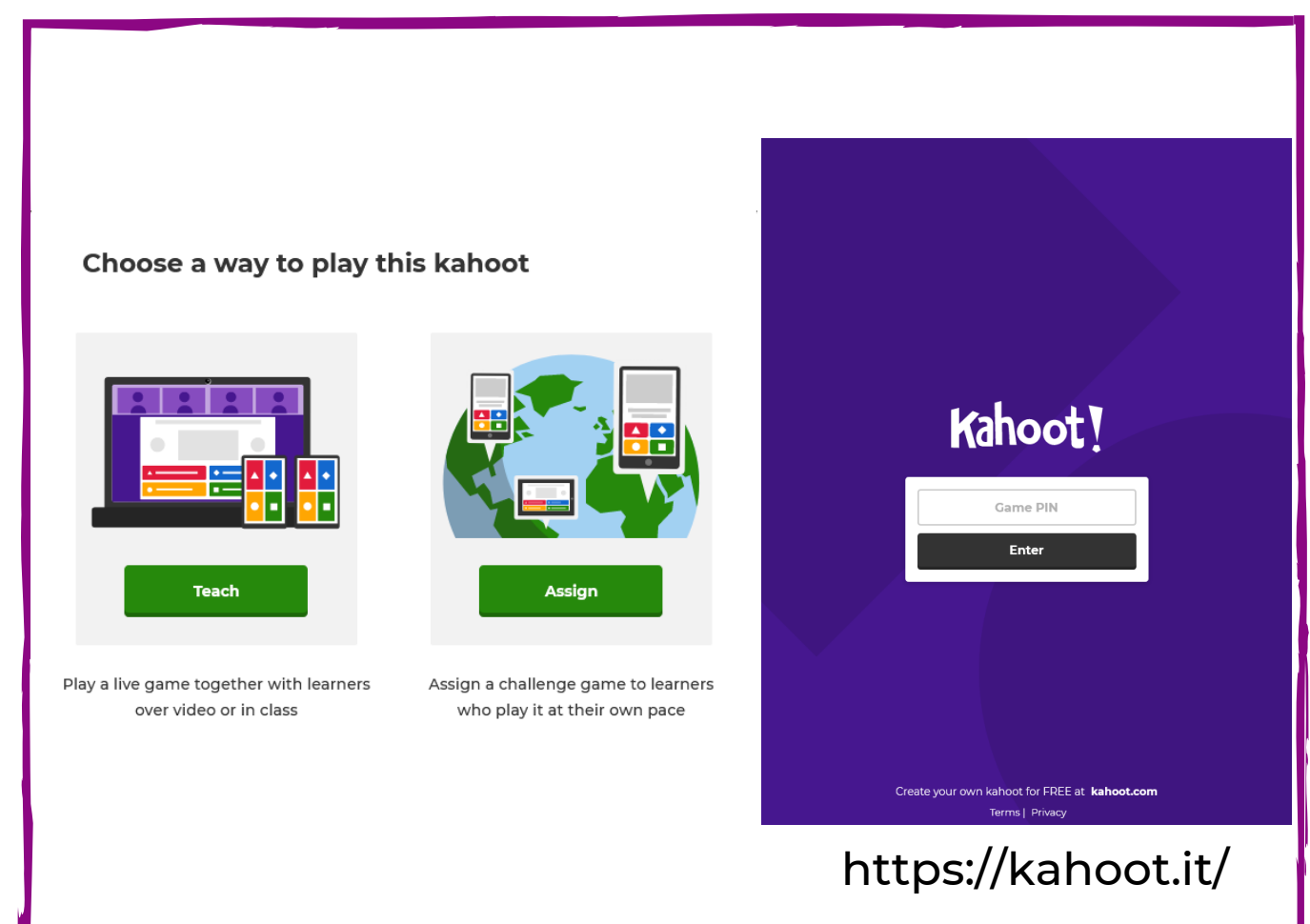Answer options: Single select

Step 3.

Finish your creation by clicking on: Save.

Then, back on the home page, select: Host a Kahoot.

Decide if you want to 'Teach' it directly or 'Assign' it for later.

Send the code of your Kahoot to your students telling them to login using this address:

https://kahoot.it/

Choose a way to play this kahoot

Teach
Play a live game together with learners over video or in class

Assign
Assign a challenge game to learners who play it at their own pace

Kahoot!
Game PIN
Enter
Create your own kahoot for FREE at kahoot.com
Terms | Privacy

https://kahoot.it/

https://create.kahoot.it/