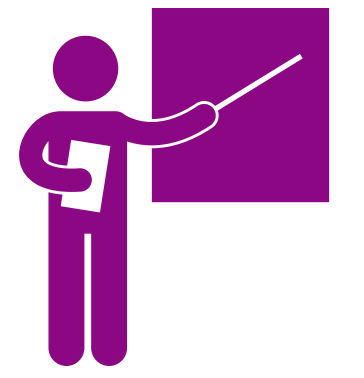




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# KAHOOT!



(TEACHER)

## GAME BASED LEARNING PLATFORM

### 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 knowledge.

# Kahoot!



Price: Free for the basic plan

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

### 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.



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/>



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# HOW TO USE?



(TEACHER)

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.

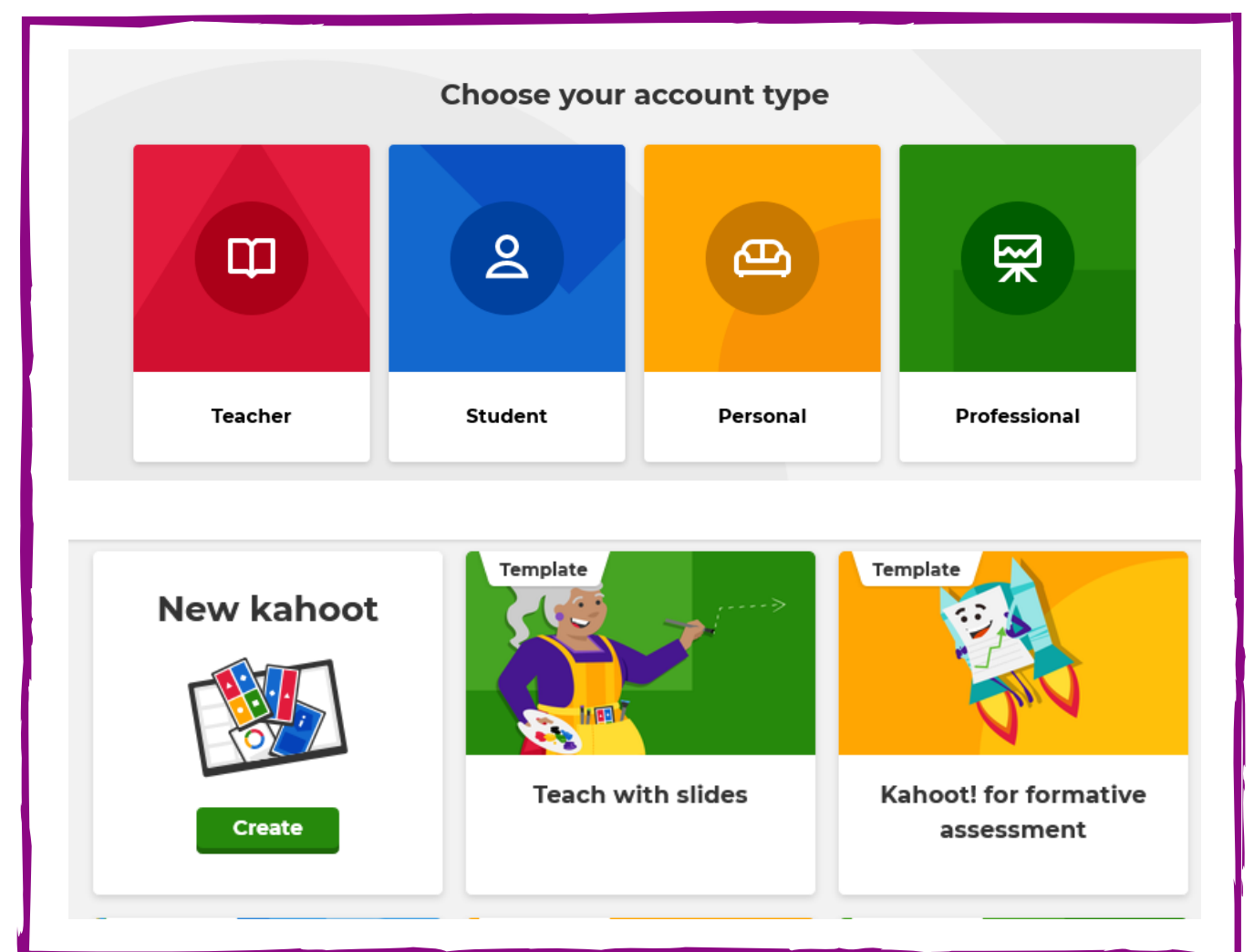
## Step 1.

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.



## Step 2.

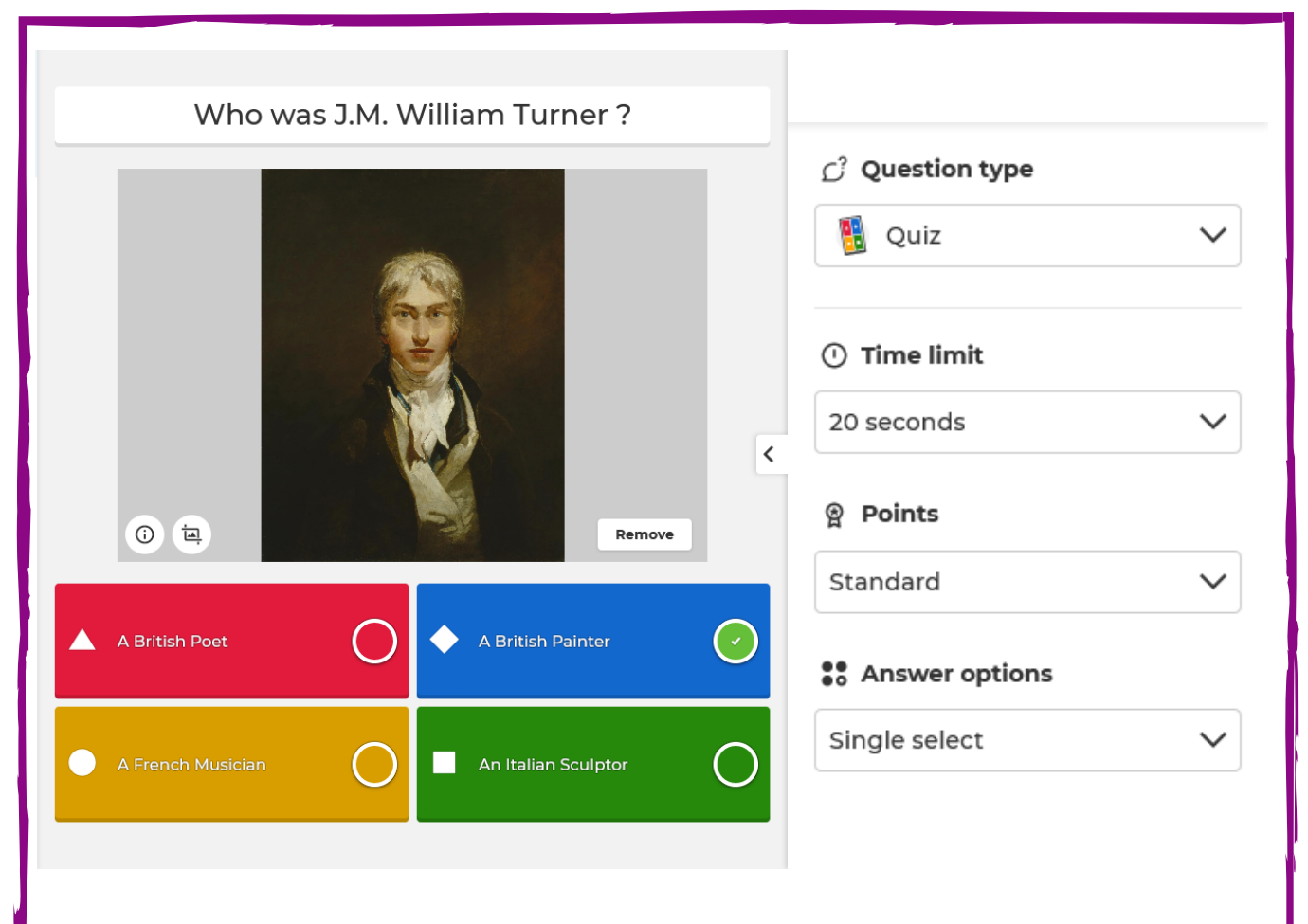
Select your parameters:

- 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.



## Step 3.

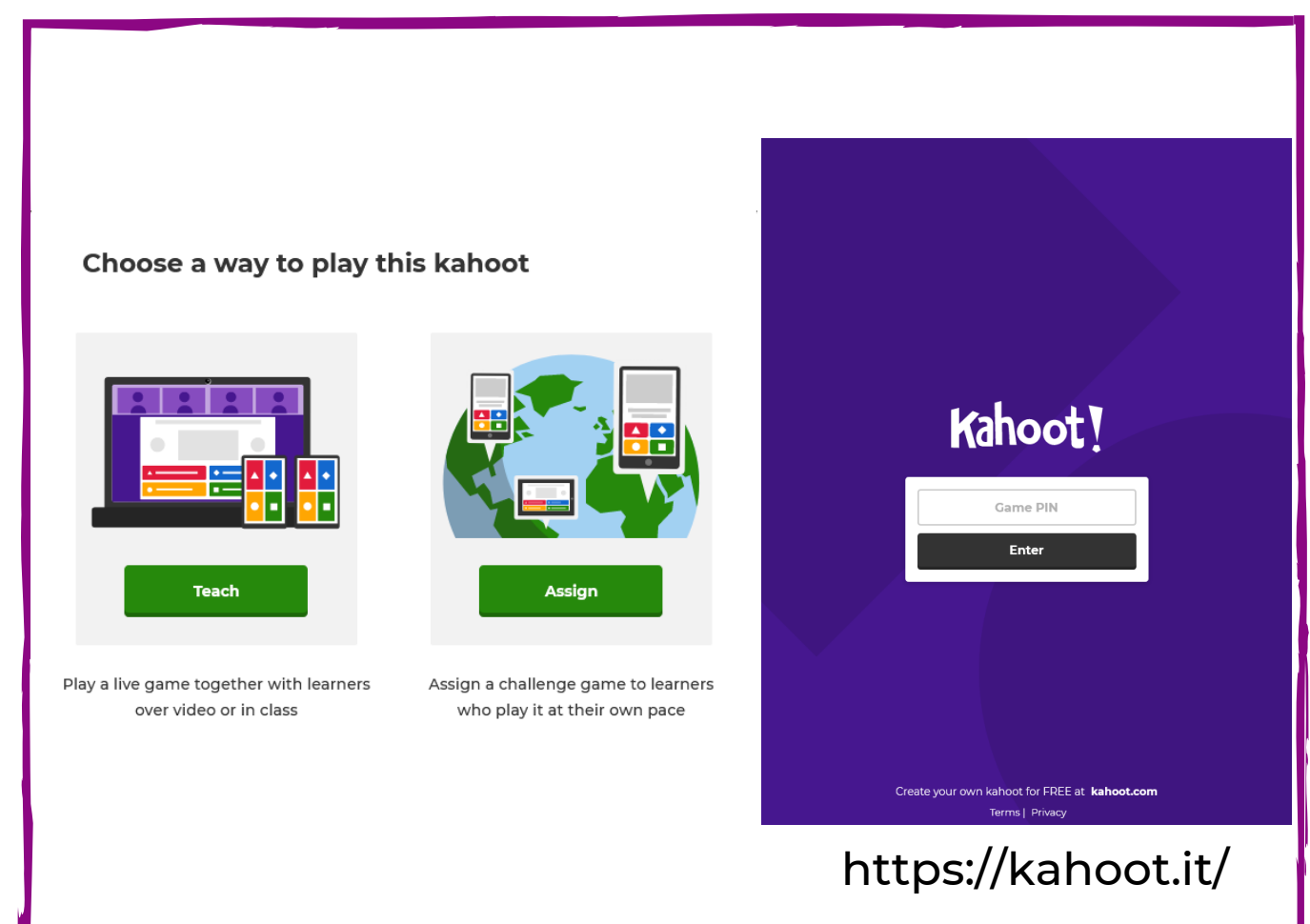
Finish your creation by clicking on: Save.

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/>



<https://create.kahoot.it/>