Kahoot!

KAHOOT!

https://kahoot.com/

CATEGORY: Tools to develop games to boost discussion and teamwork.

GRADE AND SUBJECT: Kahoot! can be used for any subject and age at school.

SHORT DESCRIPTION: Kahoot! is a tool for teachers and trainers to create quizzes, facilitate discussions, and collect survey data. It is a real-time, game-based classroom response system. Questions can be projected on a shared screen while players answer questions with their smartphones, tablets, or computers, creating a social, fun, and game-like environment.

READING TIME: 3 minutes

LEARNING GOALS: The aim of Kahoot! is to increase engagement, motivation, fun and concentration to improve learning performance and classroom dynamics. Kahoot! can help create a trusted learning space which generates discussion, collaboration, and motivation around educational content. In addition, the game is designed to bring emotion into the learning experience - through game mechanics, music, and visual design, creating memorable moments that help learners unlock their potential.

MOMENTS OF NEED OF THE TOOL: Plan & act upon what they have learned.

LEVEL OF DIFFICULTY (RATING) AND AGE LEVEL: Easy, 6+

WHY USE THIS TOOL: Kahoot! is a tool that encourages students learning because it can challenge their knowledge, reiterate essential concepts, and help them retain information. It also allows teachers to create classroom discussions and student interactions. In addition, it is an amazing way to keep students engaged because it focuses on social learning and makes it fun. It is also easy to use because it works on any device and players do not have to create an account. Finally, it is free tool for teachers and students.

TOOL DESCRIPTION: The current Kahoot! service offers free access to all educators. To use it, go to https://getkahoot.com and click on the 'Get my free account' tab. Indicate your role (e.g. instructor) and your institution, create a user name, provide your e-mail address and select a password. To use Kahoot! each time, you must decide whether to make a new or duplicate a previous one. If you choose to create a new Kahoot!, you must specify whether it is a discussion question, a poll or a quiz; if you choose to duplicate a Kahoot! you may edit any previous questions if necessary. You can also decide if you want your game to remain private (only for your personal use in the classroom) or be available for public use (for other teachers to use in their classrooms).

PREPARATION AND HOW TO USE THE TOOL: Instead of a worksheet at the end of a lesson for evaluation, consider using Kahoot! It is an effective way to measure which concepts students fully understand and which need reinforcement. If you want to end the lesson on an exciting note, Kahoot! is a great way to have fun while using the concepts in the class. Use Kahoot! as a wake-up call or to start the lesson to engage students at the beginning of the lesson. Teachers can also use Kahoot! before introducing a new concept as a form of pre-assessment and see how much the students know about the new content. Then, it can be used throughout the lesson to measure student engagement and understanding. For example, you can introduce the content and then use Kahoot! to see what the students have understood and ask them to explain why the answer is correct.

RESOURCES NEEDED: Laptop - Tablet - Smartphones

ADDITIONAL REFERENCES:
- Kahoot!, How to create a kahoot – tutorial https://www.youtube.com/watch?v=KJgZZQcsSPk

PROS AND CONS OF USING THE TOOL:
PROS Kahoot! offers excellent student engagement. In addition, students enjoy it because it is a unique and visualized quiz. Since the students' interest level is high, teachers can quickly assess their level of understanding through quizzes and surveys. It has been very successful in reducing monotony and boredom. It can be used as an assessment tool for teachers. Kahoot! has succeeded in creating a positive environment among students and motivating them. It has increased student performance through increased attendance. It has reduced students' frustration levels and stress due to fear of formative assessments in the traditional method.
CONS Monitoring the students' progress is a complex process. Due to the connection of multiple players to the same platform, there needs to be a strong WiFi connection. Otherwise, it is possible it won't work. Sometimes, background music can be distracting, which leads the student to become distracted from the objective. As more players are connected, the level of competition can increase, leading to stress and anger among the students.

TEACHERS' RECOMMENDATION RATE (SCORE): 4.8/5