

# Kahoot

**Does Kahoot support  
classroom learning?**

# What is Kahoot?

- ❑ Game based learning platform
- ❑ Interactive game for students
- ❑ Assessment tool for teachers
- ❑ Evaluates the classrooms understandings as a whole.

**Kahoot!**

# Relationship To Teaching

- ❑ Introduction to new content
- ❑ Reinforce what you've taught
- ❑ Affordable and accessible technology
- ❑ Usage based on student needs



# Relationship to Learning

- ❑ Game based learning can be more engaging/relatable
- ❑ Learn while retaining knowledge
- ❑ Pay more attention to game vs a typical quiz
- ❑ Positive attention and focus in the classroom
- ❑ Motivated to pay attention more and to want to improve



# Kahoot!

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Enter

# PROS

- ❑ Great way to recap learning
- ❑ Make connections
- ❑ Shows what students may or not be understanding yet, based off the classes answers
- ❑ Can be motivational for some students due to competition
- ❑ Motivated to practice/do homework on their own time so they can improve during class Kahoots!
- ❑ Gives students a break in the lecture, meanwhile still learning the material in a fun and engaging way
- ❑ Can be anonymous
- ❑ Interaction between students

# Cons/Risks

- ❑ Can cause anxiety for some students
- ❑ Introducing competition into the classroom may bring out negative behaviours
- ❑ Competition may get in the way of actual learning
- ❑ Gamification elements/ Technology
- ❑ Higher level grades (reading levels)

# Strategies and Tips

- ❑ Kahoot can be used as a break activity, a previous knowledge activity, a closing activity.
- ❑ During lectures, telling students to really listen to the next part of the lesson as it may be a question on the Kahoot
- ❑ Could make a 'class goal' for all total points of all students so all students receive a reward and work together
- ❑ Let students create their own and explore Kahoots as it could be a good study method

# Kahoot Strategies for in the classroom

- ❑ Read out questions/choice of answers while playing the game so students who cannot read as fast are not behind
- ❑ Give students more time to select an answer
- ❑ Including “I don’t know” as a possible answer
- ❑ Put students into teams so that there is less of a ‘winner’
- ❑ Using Kahoot as a break activity during long lectures/lessons

# Kahoot Time! (kahoot.it)

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Join code will appear on the screen momentarily

Kahoot!

# Resources:

[Find games of Kahoot! | Free learning games | Kahoot!](#)

[kahoot-logo-2.jpg \(600×600\) \(teslontario.org\)](#)

[How to launch a game of kahoot in Team Mode - YouTube](#)

[Collaboration in classroom with Kahoot! | Math teacher tips](#)

[\(PDF\) Students' perception of Kahoot!'s influence on teaching and learning \(researchgate.net\)](#)

[How Motivation Affects Learning - The Inspired Classroom](#)

[\(PDF\) Students' perception of Kahoot!'s influence on teaching and learning \(researchgate.net\)](#)

[Kahoot quiz example from instructor and student point of view - YouTube](#)

['kahoot' in L'eVeille | Scoop.it](#)