

Kahoot



Quizzes are an engaging way of activating prior knowledge and revising content. Kahoot is a quiz based classroom response system. It displays the quiz in a fun and exciting way that appeals to students.

It gives teachers the opportunity to ask thought provoking questions, find out previous knowledge or revise a topic in a fun way.

- **Before class** the teacher logs in to **www.kahoot.it**
- There are 3 options: Quiz, Discussion or Survey. For the purposes of this strategy click on Quiz.
- Give the quiz a name.
- Then add questions on the topic. For each question you add the correct answer and 3 meaningful wrong answers. It is possible to add images if desired.
- Once all questions are added click Save & Continue. Kahoot offers other options e.g. cover image but they are not necessary. Continue to click on Save & Continue until you have reached 'Play now'. You may then log out, Kahoot will have saved your quiz in your Kahoot account.
- **In class** the teacher logs in to their prepared Kahoot account and using a data projector displays it on the screen for the whole class.
- Then click Launch and you are given a 'game pin'. This should be given to students to login from their device.
- The students then log in to **www.kahoot.it**
- Using the game pin and their name/team name they join the Kahoot.
- The teacher then clicks start and the game begins.
- The students are given instant feedback on whether their questions are correct or not and they are also given information on where they are scoring in relation to the rest of the class.

Tips

- Depending on level of difficulty of the questions time to answer the question can be lengthened.
- Students can work on their own or in small groups.
- Students, once familiar with the structure and layout of the quiz could be asked to develop questions that would contribute to a quiz at the end of a topic.
- Pseudo names or letters could be used so students names are not identified, which might be off putting for weaker members of the class.
- Teaching could be adjusted as a result of analysing the students' responses to the quiz questions.



Further Information

Further reading and support on implementing this strategy is available on www.jct.ie



Key Skills

- ▶ Managing information and thinking
- ▶ Communicating
- ▶ Being literate
- ▶ Being numerate

Resources

- ▶ IT Room
- ▶ PC/Smart Phone/Tablet

Room Layout

If using groups, arrange students in groups of 2

Assessment

- ▶ Assess for understanding by observing student responses using these for forward planning. Feedback from responses can inform future planning.
- ▶ Students are given instant feedback to their answers.

Supporting Homework

Kahoot can be used to check homework. Students could be asked to develop a number of questions with right answer along with 3 meaningful wrong answers. These could then be used by the teacher for class a Kahoot.