

## Kahoot!

### DESCRIPTION

Kahoot! is a learning game platform which consists of multiple choice questions in any topic, language, or ability. It is displayed in front of the classroom and played by the whole class in real-time using their own personal devices.

### DURATION


Kahoot! can be played in the class for 30 minutes depending on the given questions and time limit.




### CREATION OF ACCOUNT

- Simply visit <https://getkahoot.com/> and click on 'SIGN UP FOR FREE'.
- Fill in the following:
  - What's Your Role?** Select 'I'm a teacher' from the list.
  - School or University:** Type the name of your institution.
  - Your Account Details:** Type a username memorable to both you and other users.  
Type the email address you wish to use.  
Type a password that's personal to you.
- Click on 'CREATE ACCOUNT' and you are now ready to create your own quiz.

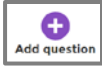
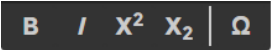
### CREATION OF CONTENT

- There are four (4) types of Kahoot! that you can create.


	<p><b>QUIZ</b> (<i>Introduce, Review, Reward</i>) Unique to the quiz are features like assigning right/wrong answers and toggling points on/off.</p>
---	--

	<p>When a quiz is played, there will be a scoreboard between questions to show the current top-scoring players. Use quizzes to introduce new topics, review recently learned material, and ultimately add fun to the learning experience.</p>
	<p><b>SURVEY</b> (<i>Gather opinion and insight</i>) Surveys can be used to find out what participants already know (or just learned) without competition. Unlike a quiz, surveys don't have right/wrong answers and there is no points system or scoreboards. You will still see a bar graph between questions showing how many chose each answer.</p>
	<p><b>DISCUSSION</b> (<i>Initiate and facilitate debate</i>) If you're in the middle of a lecture/presentation and want to quickly ask a spur-of-the-moment question (and record responses for later analysis), consider creating a discussion. This is identical to a survey, but with a limit of only one (1) question.</p>
	<p><b>JUMBLE</b> (<i>Introduce, Review, Reward</i>) A Jumble offers the same competitive-play as a Quiz. But Jumble questions come with a twist by challenging players to place answers in the correct order rather than selecting one (1) correct answer.</p>

- To create a **QUIZ**, press on the quiz icon, and then name your quiz.
- In the "Title" text field, give your quiz a descriptive and catchy name to motivate your audience.
- A short description, an image, and/or an introduction video may be added as a cover of your quiz.
- Select visible to "Only Me" to control who can find, play, duplicate, or share your Kahoot.
- Select "School" as the required audience. Afterwards, press on 'Ok Go!'

7. To start adding questions, press  .
8. Enter the first question in the text field at the top. Please note that there is a 95 character limit so make your question focused and sharp. You may add Bold, Italics, Superscript, Subscript, and Special Characters through this editing toolbox:  .
9. Choose a time limit between 5-120 seconds. When setting a time limit for each question, consider both the complexity of the content compared to the student's ability and how you intend to play it. You might choose quick-fire 10-second questions for a memory test, or longer 120-second questions for an assessment where students may need to calculate answers.
10. There is an **"Award points"** toggle that you can click to turn points on/off.
11. When adding answer options to your questions, give similar potential answers that will make your students think carefully on what is correct and why. You can reduce the options to 2 or 3, and you can also give more than one (1) correct answer per question. Select the correct one by pressing the check button beside the text field. The check button will turn into green.
12. You may embed an image into the question by dragging an image from your desktop, or by pressing **'Add image'**. If you are using a tablet, one (1) straight shot may be used from the camera.
13. You may also embed a YouTube video by pressing **'Add Video'**. Just provide the link of the video and press **'Add'**.




**Add image**

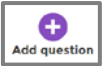


**YouTube video** ✕

YouTube link

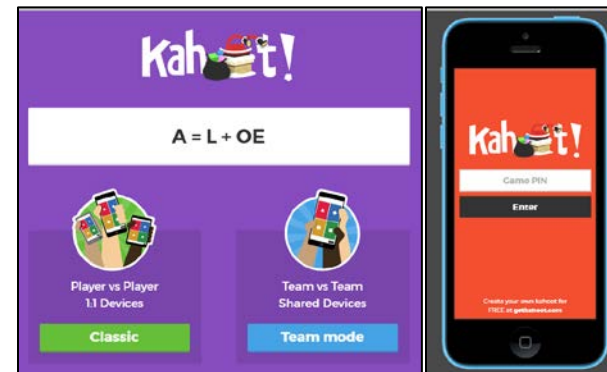
Start at (secs)  End at (secs)

14. Press **'Next'** to move on to the next question. Questions can be edited before saving by pressing the orange pencil icon  . You can also copy a question using the blue-green copy button  , and erase it using the gray trash can button  .
15. If using a tablet or laptop, the order of the questions can be changed by dragging the question in the desired order.

16. Add more questions by pressing  .
17. Once all the questions have been added, press **'SAVE'**.
18. There are several things that can be done once the save button is pressed.



- a. Press **'Edit it'** to modify the encoded questions.
- b. Press **'Preview it'** to see how the quiz looks like by mimicking the student setup.



Please note that this button may only appear on devices that give more screen space. Some do not have the features necessary to support the platform. In general, the browser used on the device determines compatibility.

c. Press **'Play it'** to play instantly.



d. Finally, press **'Share it'** to share your quiz with other Kahoot! users by entering their Kahoot! username on the text field, or through various social media profiles and email. *This option is available only if you've chosen to set its visibility to "Everyone".*



19. Afterwards, click **'I'm done'**.

20. The profile page of the Kahoot! created can be viewed, including all the questions, images, and answers. You may share the quiz you have done after you have played it inside the class.



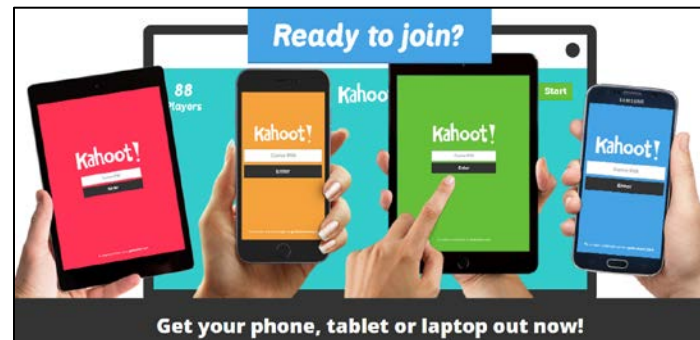
### APPLICATION IN THE CLASSROOM

1. Find all the saved quizzes under the **'My Kahoots'** tab. All quizzes that you have created are under the section **'Created by me'**. Kahoots that you have tagged as your favorite and shared by other users are under **'My Favorites'** and **'Shared with me'**.

2. To give the quiz to your students, press the **Play > 0** button next to the Kahoot! quiz you have created. The quiz will open up in a new tab. Choose between **'Classic'** or **'Team Mode'**.

**NOTE:** The type of mode to be used will depend on the availability of the devices during the activity. Kahoot! has a maximum limit of 4,000 players joining the same game PIN. However, Kahoots of this magnitude require excellent bandwidth, Wi-Fi, and/or cellular reception.

3. At this point, the instructor's device (whether it is a tablet or laptop) should be connected to the projector or screen in front of the classroom for the students to see. Ask students to bring out their devices.



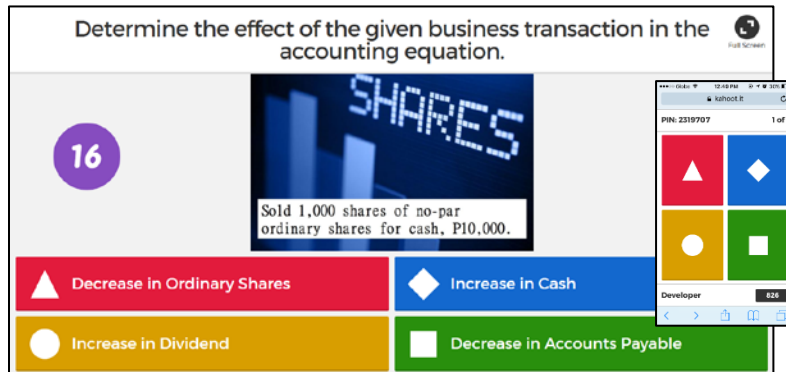
4. The screen will display a randomly generated game-pin for the students, alongside instructions on how to join. The game-pin is unique to a specific session only.

5. Ask students to go to <https://kahoot.it>. They will be prompted to enter the displayed game-pin followed by a nickname. They are in once they see their nickname on the screen.

- There is a counter that displays the number of students who have joined.

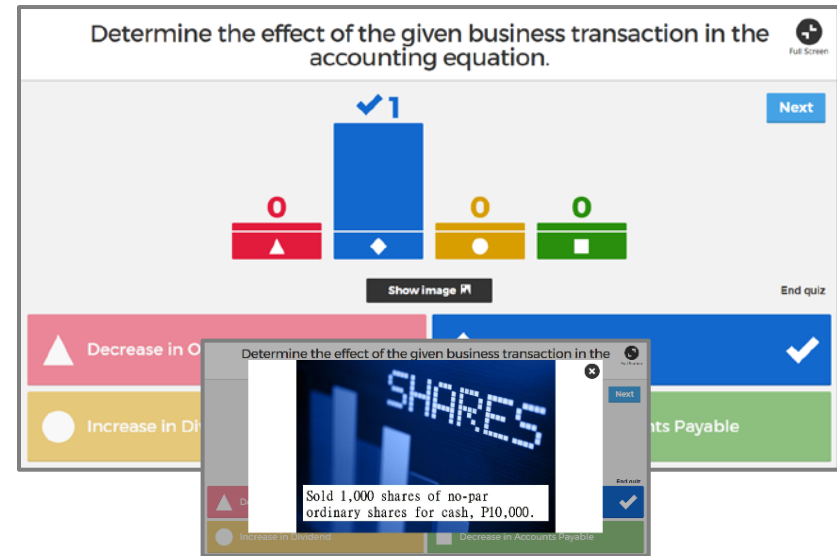


- Once everyone has joined, press the 'Start' button on your device.
- The first question will then be projected.

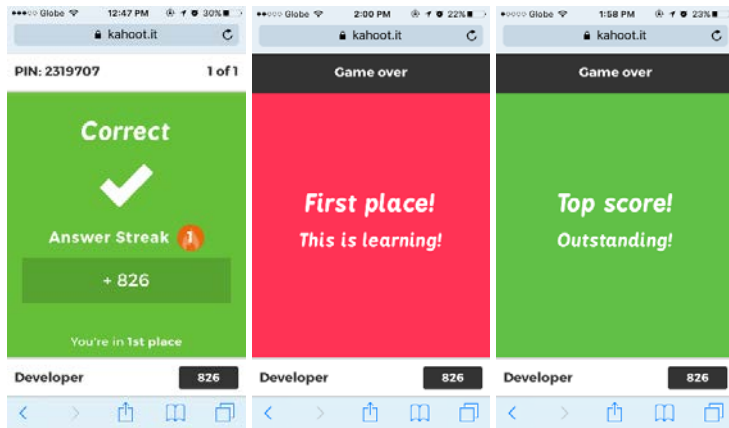


- Initially, only the question is projected to the students to encourage them to start thinking about the answer. After five (5) seconds, the embedded picture or video and answer options appear on the screen as the music begins and the timer starts ticking.
- On the students' device, they see the four (4) answer buttons which correspond to the displayed answer options in front. Each option is represented by a color/shape.

- Once the students press the button on their device which corresponds to the answer they have chosen, they will be prompted to wait until everyone has answered. The question is finished when everyone has answered or the time has run out. Afterwards, the correct answer and the results are automatically displayed in front. It is either highlighted with a "tick" or "check", as the other options fade out.
- A **bar chart** also appears, indicating how many students answered each option - giving an instant overview of students' understanding of the question. Press '**Re-show image**' to display again the question's embedded image as reference for discussion of concept(s) and correct answer(s).

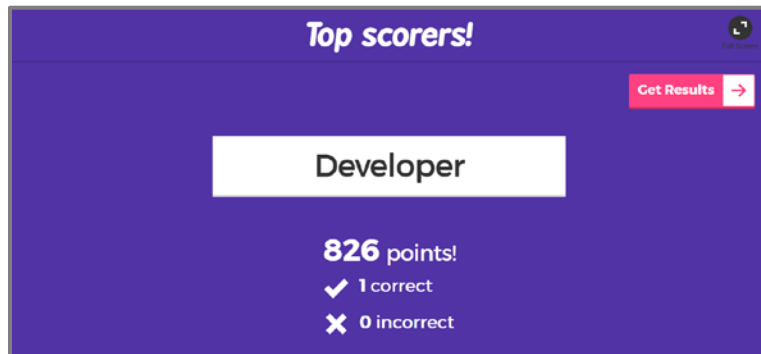


- The students will receive a personal feedback on their device, informing them if they got it correctly or not. They will also be informed of the points they received (*if Award points is on*), and which position they are at.



### GENERATION OF REPORTS/ANALYTICS

1. Press the **'Get Results'** button to see the scoreboard. The leaderboard is displayed in front after each question. It shows the top 5 performing students.



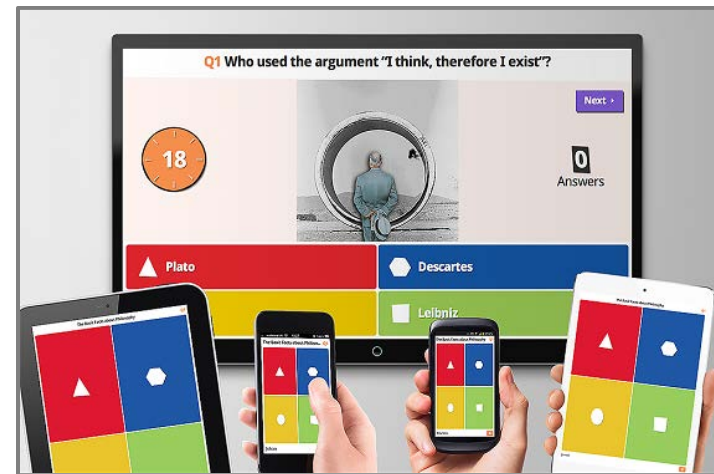
2. When the final leaderboard is displayed, each student gets a personal feedback on their device, their total points (*if Reward points is ON*), number of correct/incorrect answers, and the position in the class they finished in.



3. On the instructor's device, there is an option to download the results of the quiz. Press **'Save results'**, then click **'Download'**. A spreadsheet that contains the results of the quiz will be downloaded.

### GADGETS REQUIRED

Any Android or iOS device with a web browser



### Reference:

Kahoot. (2016). *Kahoot*. Retrieved from Kahoot: [https://getkahoot.com/tutorials/Kahoot\\_Tutorials.pdf](https://getkahoot.com/tutorials/Kahoot_Tutorials.pdf)