eTools: Using Kahoot! in the Classroom

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Introduction

Students will often state that they like instructors who employ active learning strategies to get students engaged with the class topic. Sometimes, though--particularly in large lecture classes--it is difficult to get some students to participate in classroom activities and discussions and assess whether they truly are learning and retaining the course material. Kahoot is the perfect solution to create a fun and interactive way for all students to learn and comprehend the information.

What is Kahoot?

Kahoot! is a tool that delivers and presents questions to students. It is set up as a game that students can play either individually or in groups. Instructors provide students with multiple-choice questions, which are projected on a classroom screen. Each question has a limit of 95 characters, is displayed anywhere from 5 seconds to 2 minutes, and is restricted to four response options. Students, who will need to create a unique username that can be used throughout a semester, answer these questions with their own personal electronic devices (e.g., laptop, smartphone, or tablet) and receive points for both response accuracy and promptness. After each question is answered, the correct answer will be displayed as well as a scoreboard of the highest point earners. At any time, instructor can track student progress and scores. Kahoot! also can be

incorporated into online classrooms.

How can I get Kahoot for the Classroom?

Kahoot!'s current service allows free access for all educators. Go to

https://getkahoot.com and click on the tab that says "GET MY FREE ACCOUNT." Provide

your role (i.e., instructor) and your institution, create a username, supply your e-mail

address, and select a password. To use Kahoot! each time, you will need to decide if you

would like to create a new one or duplicate a prior one. If you decide to create a new

Kahoot!, you must specify whether it is a discussion question, a survey, or a quiz; if you

choose to duplicate a Kahoot!, you can edit any of the prior questions as needed. You

also can decide if you would like your game to remain private (for only your personal

classroom use) or be available for public use (for other instructors to also use it in their

classrooms).

How can I use Kahoot! in the classroom?

Kahoot! provides students with a fun and interactive way to learn classroom

material. More specifically, Kahoot! can be used to:

1. *present a new topic by assessing what students already know about the topic

and what areas they should know*. Kahoot! can survey students prior to a course lecture

to determine whether students have an understanding of the topic. It also can guide

instructors in selecting their lecture content and identifying the key points to emphasize.

2. *help with vocabulary terms, terminology, and definitions.* Because Kahoot!

focuses on fast-paced questions, it can assist students with learning course-related vocabulary, terminology, and definitions.

3. *poll students about their opinions*. Kahoot! allows instructors to present opposing sides or viewpoints of an argument or dilemma. This presentation is ideal for courses using case studies as there might be different solutions to the problem. Taking poll also saves valuable class time that can be used for student discussion.

4. *review for an examination or test*. Students like the ability to review class material in a game format. Kahoot! helps them retain the material because it is presented in a fun and entertaining manner. Because each game can be played more than once, instructors can repeat the game as a way to enable students to understand why their previous answers were incorrect.

5. *learn information in sequential order*. Kahoot! recently launched a Jumble mode, which allows students to put things into consecutive order. This allows instructors to ask questions about chronological or progressive order.

Conclusion

Game formats are always a fun way to create student excitement toward learning. Kahoot! is a tool that motivates and activates students' learning because it can test their knowledge, reiterate important concepts, and help them retain information. It also provides instructors with the ability to further create class discussion and student-to-student interaction.