Kahoot!

Creating and playing awesome learning games in no time

Kahoot! is a game-based learning platform used by millions of people around the world every day to discover, create, play and share learning games. It makes learning fun and engaging for students and teachers, businesses, families and friends.

At school, Kahoot! can be used for any subject, any age, and with any device - students don't even need to register for an account. You can use Kahoot! both when teaching in class, for distance learning and in a blended learning format.

Millions of teachers use Kahoot! to…

▶ Introduce new topics or review content at class and home

▶ Engage students via distance learning or run formative assessment

▶ Teach interactive lessons or break the ice and reward the class

▶ Collect student opinions or foster creativity and teamwork

How to create a Kahoot! account

To get started with Kahoot! as a teacher, you need to register for an account.

Note that students don't need accounts in order to play kahoots

1. Go to https://kahoot.com/ and click Sign up.

2. Choose Teacher as your account type.

3. Specify whether you work in a school, a higher

education institution, or in school administration.

4. You can sign up with an email or your existing

Google, Microsoft or Apple accounts.

5. Choose a plan: you can use Kahoot! for free, or upgrade
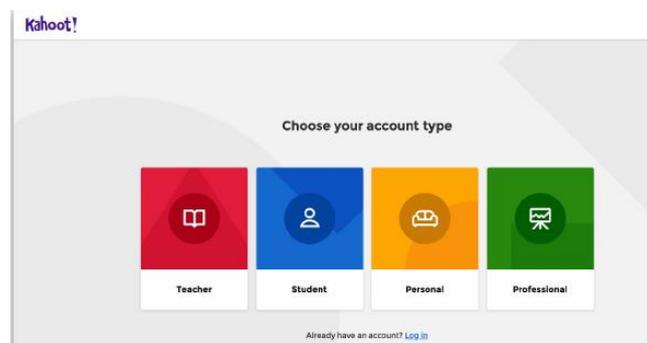
How to create your first kahoot

1. Log in to your Kahoot! account.

2. Click "Create" and choose New kahoot.

2. Start typing your first quiz question. Add answer alternatives, mark the correct answer(s).

3. Tune the timer and points depending on the complexity of the question.

4. Add an image by uploading it from your computer or choosing one from our image library.
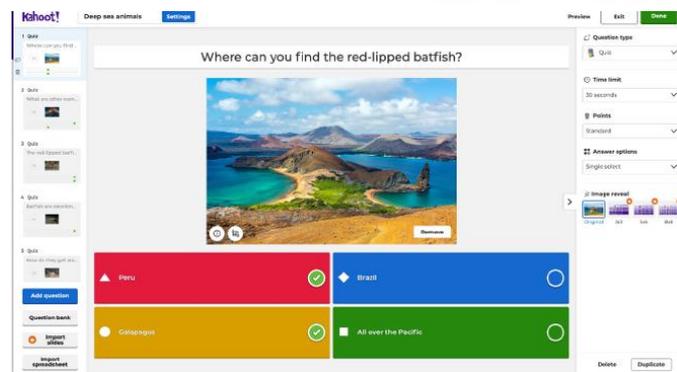
How to host a kahoot live in class

When playing live in class, kahoots are displayed on a shared screen everyone in the classroom can see. Students join in and answer using their own device with an internet connection - for example, a tablet or computer.

1. Open a kahoot you'd like to host for your students, click Play and choose Teach.

2. Adjust game options - for example, randomize the order of questions, or enable our friendly nickname generator. Choose whether students play individually (Classic mode) or in Team mode.

3. By default, questions are displayed on a shared screen, while students tap answer tiles on their devices.

4. A unique Game PIN will be displayed at the top of the screen. Students enter this PIN to join the live kahoot in the Kahoot! app or in their browser.

5. Click Start once you can see all the players' nicknames in the "lobby". During playing you can use the spacebar or your mouse to go to the next question.
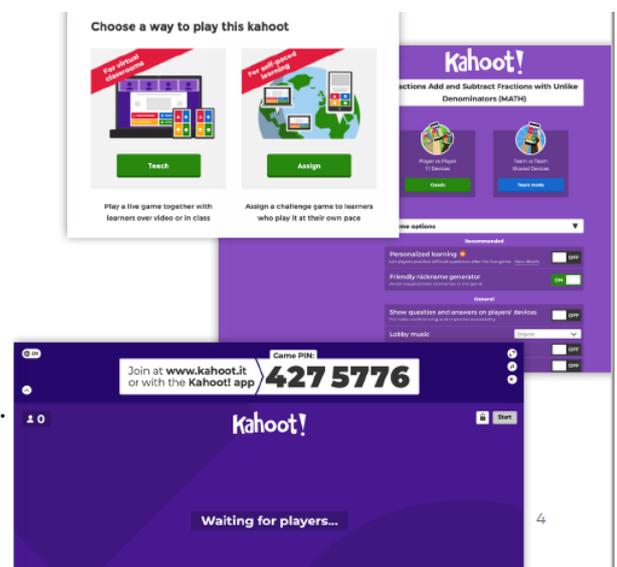
How to host a kahoot via video for distance learning

When hosting a kahoot for distance learning, you'll need to use a video conferencing tool and share your screen. Then follow the steps which were described in the section before.

How to assign a student-paced challenge

In this mode, students will play asynchronously at their own pace while questions and answers will be displayed on their own screen, which means they can play anywhere, anytime!

1. Open a kahoot you'd like to host for your students, click Play and choose Assign.

2. Follow the instructions and set a deadline when you'd like the kahoot challenge to be completed. Adjust additional options turning off question timer, randonizing…)

3. Hit Create and copy the challenge link. Share it with your students – for example, via email or directly to Google Classroom, Remind or Microsoft Teams. Alternatively, you can share the PIN of the challenge.

4. By joining your challenge via a link or PIN, students play it at their own pace on a computer or mobile device.
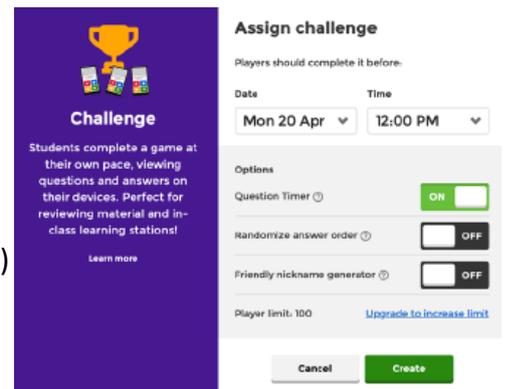
> **Tips & tricks**
>
> Turning the timer off in a student-paced challenge will decrease guesswork, prioritize accuracy, and improve students' focus. That's why many teachers find challenges especially helpful for content review, exam prep, and homework assignments.

How to assess learning results with Kahoot! Reports

With Kahoot! reports, you can capture useful instructional insights for formative assessment. Learn how to use reports to assess learning and better target your further instruction - which is especially important for distance learning when you're interacting with students remotely.

How to find reports

After you've hosted a game live or assigned a student-paced challenge, go to the Reports section in the top navigation bar and find the report you need.

High-level summary of kahoot results

The Summary section presents various actionable insights in a neat, visual way:

▶ All the key stats - how many students played, how many questions there were, etc

▶ Which questions were the most difficult and might need reteaching

▶ Which players need help based on their game results
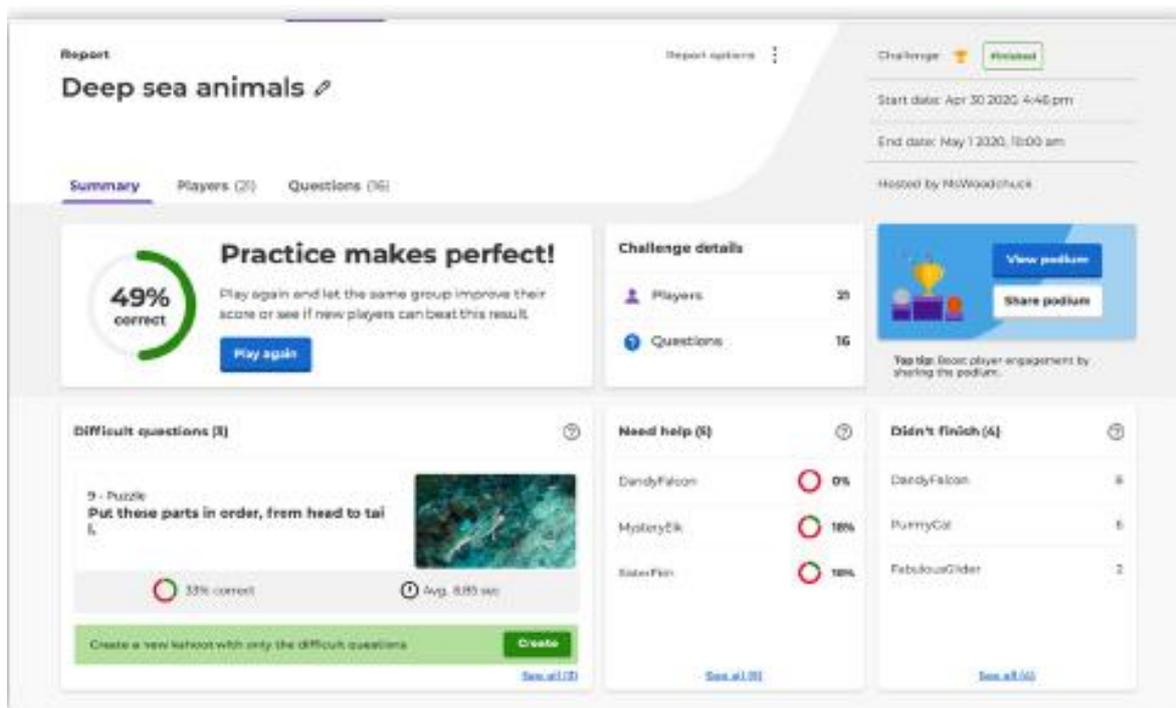
Tips & tricks

If there were 3 or more difficult questions in a game, you can generate a new kahoot with them to reinforce learning, power up content review and prep for exams. A question is labelled as difficult if less than 35% of students answered it correctly.

Adapted and shortened from: https://kahoot.com/library/getting-started-guide/

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