

Kahoot to support students to engage with learning in the physically distanced classroom and to engage with learning from home



Quizzes are an engaging way of activating prior knowledge and revising content. Kahoot is an online quiz-based classroom response system which lends itself to be used in a physically distanced classroom or even from home.

Kahoot in the physically distanced classroom

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 to click on Save & Continue until you have reached 'Play now'.
- 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 log in 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.

Kahoot while engaging with learning from home

If you are hosting a quiz session with students who are not all in the same place, it is possible to host your kahoot with a video conferencing tool.

- Log in to your Kahoot account and find your kahoot to host.
- Connect to your video conferencing tool of choice - for example, Zoom, Teams, or Google classroom - make sure your webcam, microphone and speaker are turned on.
- Click Play to launch the kahoot so the lobby is showing with the game PIN.
- Share your screen, so those joining can all see the game PIN.
- Host the kahoot as usual, taking care not to speak over the music that plays during the timer countdown - you can either: wait until the final answer responses are shown to talk, or mute your speaker to talk over the game music.

Or

- Send a kahoot as a challenge, to be played remotely and at the learner's own pace. In a web browser, click Play and choose Create Challenge on the next step. By joining your game via a link or PIN, learners play it at their own pace on a computer or mobile device.

*Kahoot can be used to support Teaching, Learning and Assessment in *all* subjects as well as the Level 1 Learning Programmes (L1LPs) and the Level 2 Learning Programmes (L2LPs)

Key Skills

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

Assessment

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

Inclusion of all Learners

- Accessible entry points - visuals/colour/text/video/aural
- Can focus on key learning or be used as extension activities for pre or post lesson.
- Multi-lingual
- Mindful of student identity
- Control of error - teacher designed Q and A
- Timer - more/less
- Students can design their own kahoot for self or peer assessment

Resources

- One to one digital devices with internet connection
- Kahoot teacher account



Further Information

https://jct.ie/wholeschool/classroom_strategies

[L1LPs/L2LPs](#)

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