



In “Kahoots” with Student Engagement in the Classroom

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K!m Nehls, PhD College of Education

The practice and the need it addresses

What Kahoot?

Kahoot! is a **free** online game-based learning platform. Kahoot can be used for any subject, any age, with any device to play multiple choice quizzes online.

Why Kahoot?

One of the things that makes Kahoot so unique is that only the instructor needs an account and everyone else plays without logging in or registering. Additionally, you can either choose one of the 9 million public games and adapt it for your own learners, or create something of your very own from scratch. I typically create my own Kahoots based upon classroom goals and material.

How Kahoot?

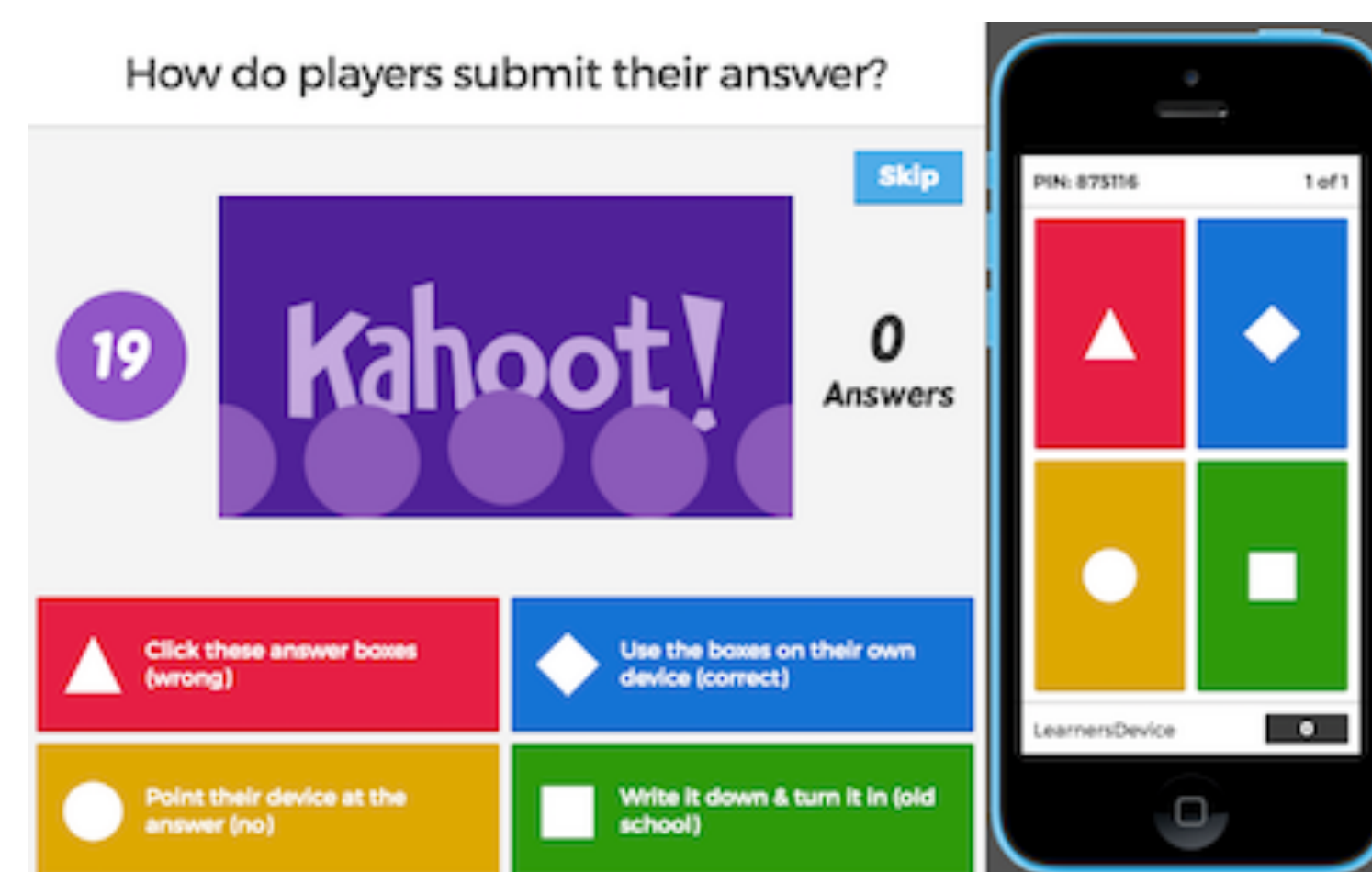
- Create an account at getkahoot.com.
- Go to create.kahoot.it to design your first quiz. Click the ? and the system walks you through the steps. You can add images or videos to questions.
- After all the questions are added, click “done” and your quiz is immediately available for use. Click “play” or “launch” to get a pin.
- Your students will go to kahoot.it with the designated pin to play.
- 1000+ students can engage at once!



Evidence this practice benefits UNLV Students

Ways That I Have Used Kahoot in the UNLV Classroom:

- To determine if students have done the assigned reading
- To hold a review session on material before a quiz or test
- To take a “pulse” of current content
- To check-in with students midway through a semester
- To learn more about students’ aptitude prior to new material



Ways That Kahoot Benefits Students in the UNLV Classroom:

In a recent classroom survey, 95 percent of my students recommended **additional use** of Kahoot. One student remarked that he was more likely to complete the reading in advance and participate in class if he was going to be part of a friendly competition. Kahoot is an exciting and fun way to utilize the cell phones and tablets already in play in the classroom.

Resources and where to find them

How Does Kahoot Work?

Kahoots are best played in a **group setting**, like a classroom or a conference room. Games are displayed on a shared screen – for example a smart TV or an interactive white-board – and the students use their smart phones, tablets, or laptops to interact with the online game.

In UNLV classrooms, I log into Kahoot from a computer and project the image on the board. I can use Skype or Google Hangouts to include players from other classes or other parts of the world. Players (my students) join in using their own device with a browser and good internet connection.

The types of answers are limited: Instructors must create multiple-choice quizzes in advance of using the system. Each Kahoot can have one question or several. I typically include 15-20 questions, and still students are asking for more.

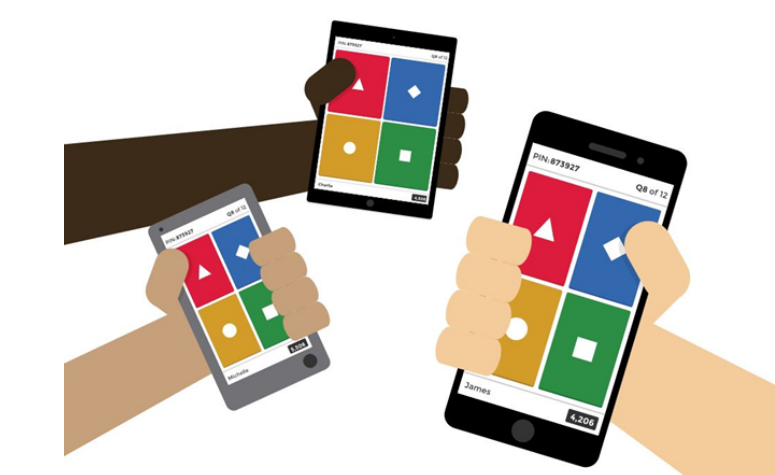
Participants are rewarded with points for speed and accuracy. The individual at the end of the quiz with the most points is the winner. Kahoots are perfect for a bit of friendly competition in a classroom setting either face-to-face or online; however, individuals must participate in Kahoot in real time.



How other UNLV teachers might adopt this practice

Can You Kahoot in all Disciplines?

Absolutely! I have used it in an accounting class in the business discipline and with masters and doc students in education discipline. I have also used Kahoot at staff meetings and in conference presentations.



How Can Kahoot Make a Difference?

- Motivates students to look up and participate
- Offers individual and group feedback
- Fosters discussion and social learning
- Encourages success in the classroom, even among students who are quiet and reserved.

Don't wait! Visit getkahoot.com today.

