The teaching practice and the need it addresses:

Kahoot! is a free online game-based learning platform. Kahoot can be used for any subject, any age, with any device, and players do not need to register for an account. You can either choose one of the 13 million public games and adapt it for your own learners, or create something of your very own from scratch. It is a great way to get your entire class engaged in learning.

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

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.

Resources and where to find them:

2. 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.
3. After all the questions are added, click “done” and your quiz is immediately available for use. Click “play” or “launch” to get a pin.
4. Your students will go to kahoot.it with the designated pin to play.
5. 1000+ students can engage at once!

How other UNLV instructors might adopt this practice

Kahoot is an exciting and fun way to utilize the cell phones and tablets already in play in the classroom. There are other benefits as well:

✓ 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.