Inquiry-based learning with a game-like environment Kahoot is a great platform to involve students in lessons by questioning, discussing and surveying in a game-like environment.

**“How does it work:**

Go to GetKahoot.com and create an account by entering few details namely, username, email and password. Once you’re done with registration, log in to your account.

**Launch:**

Engage the room and focus attention by projecting the quiz onto the screen at the front. Without needing an account, everyone in the room quickly joins through their personal device, and sees their name appear on the screen. Kahoot supports all the devices with Web browsers.

**Play:**

It enables users to answer questions in real-time through an easy-to-use interface, they play against each other aiming to top the on-screen leaderboard, whilst you facilitate and discuss the content. It helps educators assess students’ performance and help each individual learn better. It also allows students to ask questions back.

**Supports Any Device:**

It’s not an iPad or Android app. It’s an online platform that supports any device with a Web browser.

**Game-Based Learning & Academic Research:**

Gaming mechanics provides additional engagement, motivation and rewards through learners’ participation, with a game-based pedagogy which is proven by academic research.

**Social:**

Kahoot improves subject knowledge as well as social skills as it is a platform for sharing, browsing, making it favorite or playing with content created by educators and learners globally.

**Understand, Assess and Adapt with Data:**

Kahoot provides educators with a ‘snapshot’ of each learner’s current understanding and long-term tracking of progress through which they can make formative assessments for adaptive teaching.

Kahoot pedagogy applies to educators and learners of all ages (school, university and business). To get updates on tutorials, tricks and tips about Kahoot visit their [blog](http://blog.getkahoot.com/) or follow them on [Facebook](https://www.facebook.com/getkahoot), Twitter, Pinterest, [Tumblr](http://blog.getkahoot.com/) and [Instagram](http://instagram.com/getkahoot). We hope this information is useful for you to know about a great student response system that helps educators engage students with a game-based blended learning environment. We’d like to know about more tools like these. If you know a few, please feel free to share with us in the Comment Box. Also share with us your personal views and your ways of using student response systems in your classroom.”

WHAT’S IT really LIKE?

Kahoot! Is a free student online system for creating and administering unique, game-like quizzes?  I have started using Kahoot for lesson reinforcement at the end of classes.  Questions, along with answer choices, are projected onto a classroom screen while students submit responses using their computer, phone or tablet.  The game is very discrete in its broadcast of scores.  Only the top 5 scores show up on the main screen, the rest is hidden.  Students can however see their own score on their device and it drives them to do better to catch up.

Playing a game of Kahoot! Doesn’t involve an account, just a game PIN from the main screen and a name.  A teacher can create their own game or draw from thousands of pre made shared games.

My students go from engaged to enraged when they do a quiz.  The format of the site makes for a very competitive situation.  I am finding my students are paying more attention during class so they will have a better chance to winning the game.  Small candy prizes are all that is offered, but it is more than enough.

1. Is site easy to load? yes
2. Can it be used in my area of study. yes
3. Is the site free or have a free component? yes
4. Insert sounds, music, or photos located on the device into the creation? yes
5. Export, email, upload, or network-share the final creation? yes
6. Utilize a Web-based version of the tool in addition to the iPad/iPhone app? yes
7. Access written instructions or tutorials (at the correct reading level) within the site yes
8. Provide various modalities of instructions, such as written, video, and audio? yes
9. Visit a supporting Web page which provides additional information? yes

After reading my information about Kahoot can you answer the following questions?

1. What is the difference between the Discussion, Survey and Quiz modes?
2. If meaningful repetitions of vocabulary terms help students to remember them, will you be able to incorporate this into your lessons.
3. See if you can search the public kahoots. Are there pre made kahoots available in your subject area for you to use. Can you edit one and add to it?
4. One of the many uses of Kahoot is to allow students to create their own quizzes. Lessons are presented to the students. The educator then asks their learners to create their own quizzes on specific topics Learners research, build up knowledge and gather relevant content They then create their quizzes based on this content. Can you see a role for this in your current situation?