

Online educational games in the classroom? Let's play Kahoot!

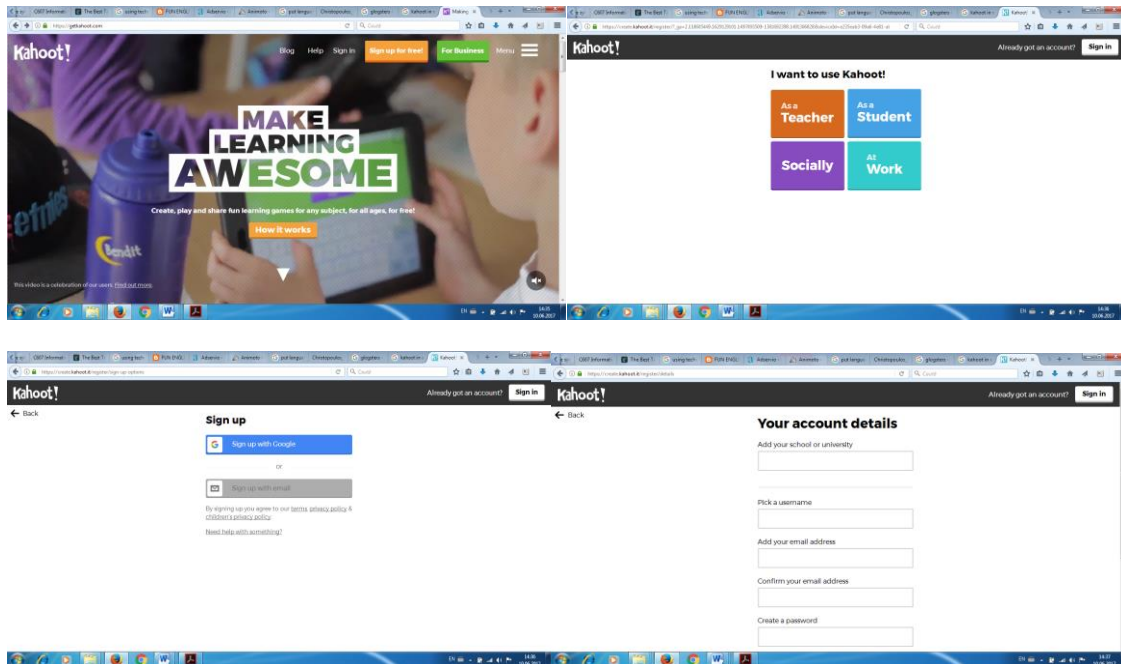
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Why online educational games in the classroom? Games are powerful educational tools as they are interactive and teach students rules, interaction and problem solving as well as engage them into learning the new content. As part of the Erasmus+ KA2 project "School Media Center: Taming the Fourth Power" activity, I discovered the benefits of using game-based platforms in the classroom. I would like to speak about Kahoot as it is free, very simple to use and once my students played it, they asked for more. But what is Kahoot?

Kahoot is a free web-based evaluation and quiz tool, game-like platform that enables teachers to use quizzes in the classroom and it is also very helpful in activating and engaging students in class discussions. In the classroom activities, Kahoot is suitable for evaluating students' understanding of the new content being taught. As an example, the teacher makes a test based on questions and gets students answer it individually using their tablets or smart phones. Students get instant feedback on their answers while the teacher can see who answered correctly to each question. It is fun and manages to engage students in taking evaluation tests as often as it is necessary. As regards the formative evaluation, Kahoot allows teachers to assess the teaching process in terms of students reaching the lesson objectives. Another possibility is to use Kahoot for promoting classroom discussions. How can we do that? It may be done in various ways, but the most accessible way is to launch thought provoking questions on Kahoot and have all students answer it. Once all students write their answer, the teacher can display with the help of a video-projector all students' replies and have them as the offset for a whole-class discussion session. The advantage would be that the starting point of the discussion involves all students expressing their points of view, which is better than have students raise hands and name some of them to express a view on the topic. As a result, all students activate their previous knowledge and put it into practice, formulate a point of view and offer supporting ideas. Furthermore, since advantages have been discussed, the next question may be how Kahoot is used. For every activity initiated, the teacher gets a unique number and students have to use that number to enter the activity on their own devices (tablets or mobile phones). One limitation might be that questions along with their answers as well as polls must displayed on a screen because students devices display only choices. But the Kahoot can be made more fun by inserting images and videos in the questions displayed. Updated scoreboard appears after each question and personal score is sent to each device, which makes students even more engaging. Students may also work in teams to cooperate together and compete against the other teams. The platform may also be very useful in getting feedback in real time. Last but not least, Kahoot may be a source of inspiration as it is easy to share personal teaching activities with other teachers.

How do we use Kahoot? Making a Kahoot account is very simple, one just need to fill in some information. What is more, it is free of charge for both teachers and students. There are several steps that need to be followed:

1. Visit <https://getkahoot.com/>
2. Sign up for free
3. Select role and give the name of the school you teach/learn.
4. Introduce username, email, password
5. Click on “Join Kahoot”



Kahoot can be used on any device such smart phones, tablets or iPads. It is not only used for creating and answering questionnaires, but also to challenge students to ask and answer questions. With Kahoot, my students have conducted research themselves and also encouraged them to create their own quizzes. I personally consider it very useful for reports on students' progress and for making learning more fun.

