

# **Welcome**

## **Kahoot:**

**A Cognitive Learning Tool**



Since earning his Ph.D. at Syracuse University, Professor Reeves has developed and evaluated numerous interactive learning programs for education and training. His research interests include: evaluation of instructional technology, mental models and interactive multimedia, authentic learning environments, and instructional technology in developing countries

Reeves points out that “media and technology have been introduced into schools because it is believed that they can have positive effects on teaching and learning” (1998, p.1).

# What is Kahoot?

- It is a free game-based learning platform that makes it fun to learn – any subject, in any language, on any device, for all ages.
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- A **Kahoot** is a collection of questions on specific topics. Created by teachers, students, business-people and social users, they are asked in real-time, to an unlimited number of “players”, creating a social, fun and game-like learning environment.

# Our Objective

The objective of this presentation is to show you the many benefits this integrated and interactive platform offers to benefit the learning of your students and to facilitate your teaching. We hope you enjoy our presentation.

# Advantages

- ***Kahoot*** can be used as a quick review of material that has already been learned.
- To do an anticipatory set to see how much background knowledge the students have in connection with the theme presented in class.
- This game is a simple multiple choice assessment and can be used to adapt the learning accordingly.
- Can be enhanced with distractive choices to know how much your students know.

# Advantages

- *Kahoot* offers immediate feedback for students and instructors.
- It utilizes technology: computers, tablets, and/or cell phones.
- *Kahoot* is a competitive and engaging.
- Its is an interactive game that increases student participation and adds novelty to teacher lesson planning.
- As an instructor you determine the type of *Kahoot* to create for your students.

# Cognitive Advantages

According to Jeng-Chung Woo in his research about *Digital Games-Based Learning Supports Student Motivation, Cognitive Success and Performance Outcomes (DGBL)* establishes that :

1. The theory of motivation, volition (the faculty or power of using one's will), and performance (MVP) theory indicates that cognitive load in learning motivation simultaneously influence performance.
2. This has proved that motivation and cognitive load exhibited a significant canonical correlation with performance.

<http://www.jstor.org/stable/jeductechsoci.17.3.291>

# Lets Play a Kahoot!

Q1 What is Kahoot! ?



Next >

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Answers



A game-based blended learning platform



A classroom engagement tool



A place to ask thought provoking questions



An audience response system

# How do I Create a Kahoot?

First thing first:

- Log on to: <https://kahoot.it/>
- Create your own ***Kahoot*** for free at Getkahoot.com
- **Sign up for free**
- Get your free account:
  - a) What's your role
  - b) Your account details
- After filling up your information click **“Create Account”**
- **You are now ready to create and play a *Kahoot!***

# How do I Create a Kahoot?

Let the game begin:

- Sign in with **your email and the password** you provided when establishing your account.
- Once you are in:
  - a) On the bottom of the page you will see a sign that reads: New ***Kahoot!***
  - b) Click on that icon
- That icon will take you to: Create a new ***Kahoot.*** In this page you are giving three choices:  
**?**      **Discussion**      **Survey**

# Create a Quiz

Today you will create a Quiz that you can use with your students to review, assess or introduce a new topic in your class.

Log in:

Click the question mark icon “?”

1. Give your ***Kahoot*** a name
2. Click go

# Create a Quiz

3. Create your first question:

a) You can adjust the time to 5, 10, and 20 seconds per question. I recommend 10 seconds so the game becomes interesting and competitive for your students.

b) Each question can have one or multiple correct answers.

4. Kahoot's music is always the same, however it changes according to holidays such as : Halloween and Christmas, etc.

# Questions?

If you have any questions please feel free to email us at:

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Thank you for your time and attention.