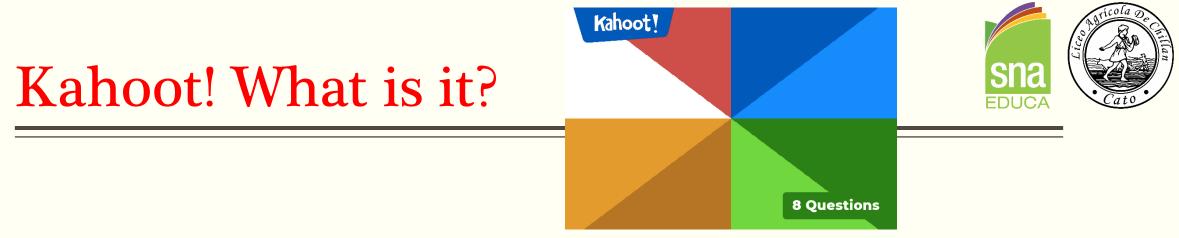




### KAHOOT APP!

CAMP¥

TEACHER MANUEL MOLINA O.



•Kahoot! is a tool for using technology to administer quizzes, discussions or surveys. It is a game based classroom response system played by the whole class in real time. Multiple-choice questions are projected on the screen. Students answer the questions with their smartphone, tablet or computer.



 How do I get it? Go to *getkahoot.com.* Press on the large purple "GET MY FREE ACCOUNT" button. Fill in your role (student), your school or university, create a username, supply your email and select a password.







#### Create kahoots in our app!

Empower your students to shape their learning! Encourage them to create their own kahoots and go from learners to leaders – now they can do it right in the Kahoot! app.

#### Kahoot! for businesses

Unleash the Kahoot! magic in your company our premium plans to step up your game. Ni marketers, salespeople and event managers.

Kahoot!

8 Questions





Students get points for correctness and speed. The correct question and a scoreboard display after each question.



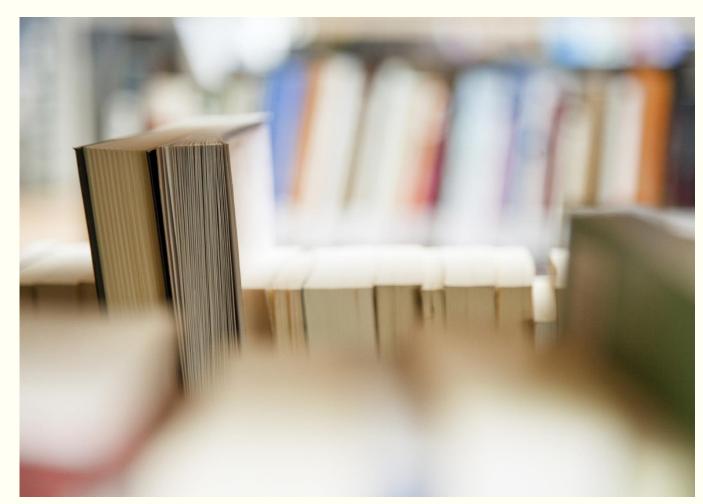
You can see the results of your quizzes in the My Kahoot section. Click on the purple cloud next to the game plays. If you allowed students to select a user name, you will want them to share that name with you so you can track the results.

## LET'S PLAY!!!





LINK:





# ADVANTAGES





How can you use Kahoot in classroom instruction?

- 1. Create a quiz to reinforce learning outcomes.
- You can create a game to introduce a topic. It can help you discover what the students already know and where you should focus your instruction.
- It works best with short, quick response questions. It is a great tool for learning terminology.



5. Survey the students about something you are discussing in your unit of study.

6. Create a quiz to use as a study session for an upcoming exam.





The games bring a lot of interaction to the classroom. You are in control of advancing the questions allowing you the opportunity to build discussion time between questions. The majority of students enjoy the competitive nature of the game and comment that it helps them retain concepts

Conclusion