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ACTIVITY-4	Kahoot
Purpose	Learn how to use Kahoot and being able to teach by using ICT with this interactive method
Audience	Everyone
Instructions	<p>As first we will introduce Kahoot with a short speech about it and making everyone play a short Kahoot so they can see how it works. (5 minutes)</p> <ol style="list-style-type: none"> 1- We create an account in Kahoot all together. (5 minutes) 2- We show everyone how to connect in the same Kahoot. (5 minutes) 3- We will create a new template of Kahoot and slow by slow we will show all the different options that you can use in Kahoot like images, video, music etc. (20-25 minutes) 4- Once everything is explained we will ask them to create a Kahoot of 4 questions and we will check some of them. (10-15 minutes) 5- As last part of the workshop we will make all play our Kahoot about this workshop to check what they have learned and to get their feedback. (15-20 minutes) 6- At the end of the workshop, we will use the feedback of the participants to evaluate the workshop.
Logistics	<p>Big room to take on the activity.</p> <p>1 computer or 1 Smartphone per participant.</p> <p>1 Projector to introduce the tool.</p> <p>https://kahoot.com/</p>
Require time	1 hour
Advantages	<p>No previous software, knowledge or operation is required.</p> <p>The questions can be asked in a short time and with little technical complexity.</p> <p>It allows the answers to be given by all the students in each group, as there is no limit to the number of remote controls.</p> <p>It encourages social learning and deepens the pedagogical impact.</p> <p>It helps to integrate the game into the teaching-learning process by encouraging student autonomy and cooperation.</p>

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