

# A Quick Guide to... Kahoot!

## What is it?

Kahoot is an online quiz game where you write the questions and answers, and Kahoot takes care of the rest! The timing, score, leaderboard, and the display are all part of the Kahoot tool. Students log in to your Kahoot on their individual devices and answer questions directly from their own phone, tablet or laptop.

## How is it used in class?

- Review and check for understanding
- Pre-test for prior knowledge
- Support comprehension with student-created Kahoots
- Spark discussions

## Membership Structure:

<b>FREE</b>	\$0	<ul style="list-style-type: none"><li>• Create &amp; host Kahoots</li><li>• Assign Kahoot as homework</li></ul>
<b>BASIC</b>	\$9.99/mo.	<ul style="list-style-type: none"><li>• Co-create/edit with others</li><li>• Access to templates</li><li>• Organize in folders</li><li>• All features listed above</li></ul>
<b>PRO</b>	\$24.99/mo.	<ul style="list-style-type: none"><li>• Access to 1 million+ images</li><li>• All features listed above</li></ul>

[www.kahoot.com](http://www.kahoot.com)

## The Basics

Works On:



Tablets



Laptops



Smart Phones

Learning Curve:



<1 hr.

2-3 hrs.

>5 hrs.

## How is this beneficial to students & instructors?

Kahoot supports students in moving content from short-term to long-term memory by practicing retrieval of information. Using Kahoot in a classroom setting has also been shown to increase engagement using the principles of gamification which makes otherwise tedious tasks like studying into a competitive game. And, when students create their own Kahoots, they are being asked to evaluate and synthesize information, thus highlighting key features and big ideas.



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