

Ensure Students Are Learning: Faculty Descriptions of Innovative Teaching Practices

Learning Reinforcement With Kahoot!

Innovative Teaching Practice Description:

Kahoot! is a game-based learning platform that presents students multiple choice questions that they answer using their phones, laptops, or any other smart device. The game accomplishes two things: 1) It lets students use their cell phones for a learning purpose and 2) It works as a personal response system, allowing the instructor an opportunity to see how students respond to questions presented in the game and inquire about why they selected particular answers.

The instructor uses Kahoot! in class at the end of a course chapter or section to reinforce previously covered material. The instructor enters 10–20 questions on the Kahoot! website for each Kahoot! game. While the instructor typically creates the items, the Kahoot! website can be searched by keyword to find questions that other people have created in the game.

Students answer the Kahoot! questions individually on their devices but can collaborate with each other during the game. The instructor noted that collaboration tends to work better in smaller classes—those with around 10 students or fewer.

The instructor can tell if each student in the class has answered a question because Kahoot! displays the frequency of responses; however, the instructor is unable to tell which specific students did not answer as the responses are anonymous.

Students who do not have a phone can sign in on a laptop or another smart device. If all students do not have access to technology, the instructor moves the class to a different classroom that has computers for each student.