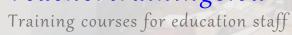


# Kahoot: a free game-based learning platform

Francesco Tarantino — IFOM Director

Teachertrainings.eu





## A "Playstation For Education"

- Kahoot! is a game-based classroom response system and educational platform
- A Kahoot is a learning game which consists of multiple choice questions - as a quiz, discussion or survey
- It's projected at the front of the classroom, & played by the whole class together in real-time (answering on their own personal device)



# Let's try it

Go to kahoot.it



# **Activity**

- Go to <a href="http://create.kahoot.it">http://create.kahoot.it</a>
  (ifom.coop@gmail.com / suppOrting)
- Create a Kahoot! quiz about the ICT tools you learned in these days:
- Add a cover image (or an intro video)
- Create 5 questions
- Share the kahoot with office@ifom.info



### How to use it in the classroom



### How to use it in the classroom

- To introduce a new subject
- To revise
- To assess (through quizzing, collaboration and presentation of content)
- To initiate peer-led discussions
- To challenge the students to create their own kahoot

