

## HOW TO PLAY KAHOOT

In this edition, we're going to explain an app that can **help you to connect with your students on the topic of transforming playtime.**

*If this is the first time you are using the app, we suggest you read this guide.*

## WHAT IS KAHOOT?

Kahoot is a free, educational tool that can be used to do interactive activities using two, very current methods/resources: gamification and technology.

- Kahoot is an app for organising interactive debates and motivating students by allowing them to see the opinions of the entire class or group.
- Students can take part as individuals or in teams.
- Students' answers are anonymous, which means they are free to be completely sincere.
- Students select answers to questions.
- The game has to be played in the classroom, because it requires **two types of device: the teacher's computer** (the teacher manages the game) with the questions to debate and **students' computers, tablets or smartphones** (the players), with the possible answers.

1.



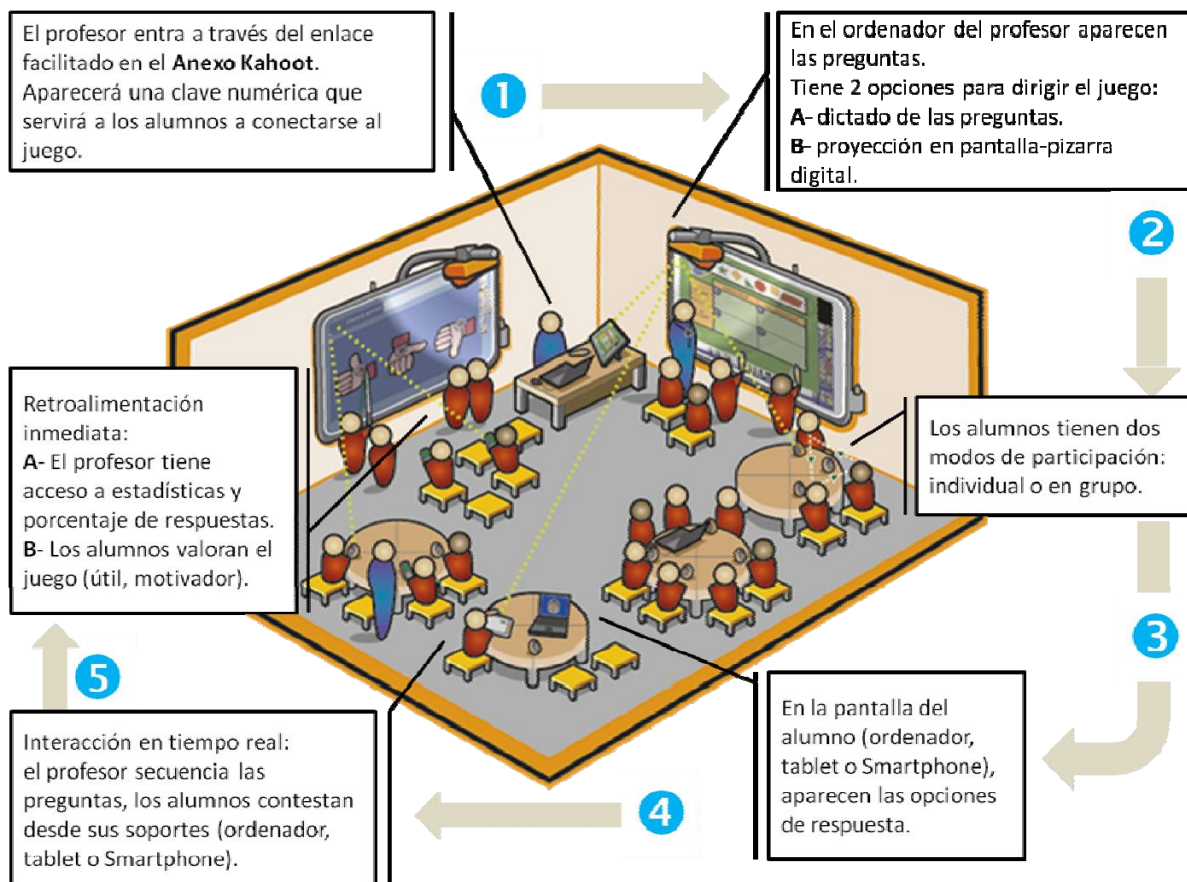
## HOW MANY DEBATES ARE THERE?

You'll find links to the debates in the Kahoot Annex.

- **Category A, B and E. Primary and Special Education:** a debate for transforming playtime. It consists of ten questions.
- **Category C. Secondary and Basic Vocational Training:** a debate for transforming playtime. It consists of nine questions.
- **Category D. Baccalaureate and Educational Cycles:** a debate for transforming playtime. It consists of eight questions.

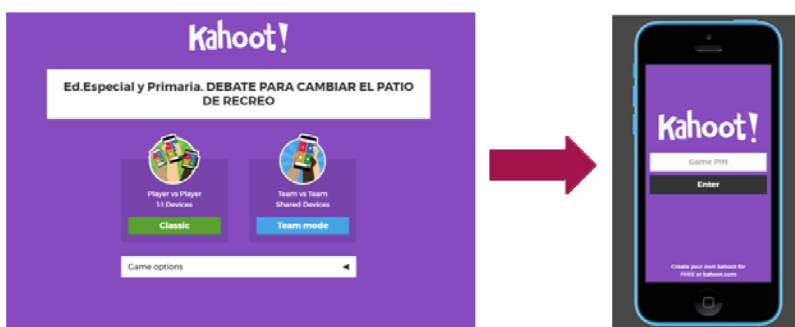
## HOW TO PLAY

Follow the step-by-step guide.



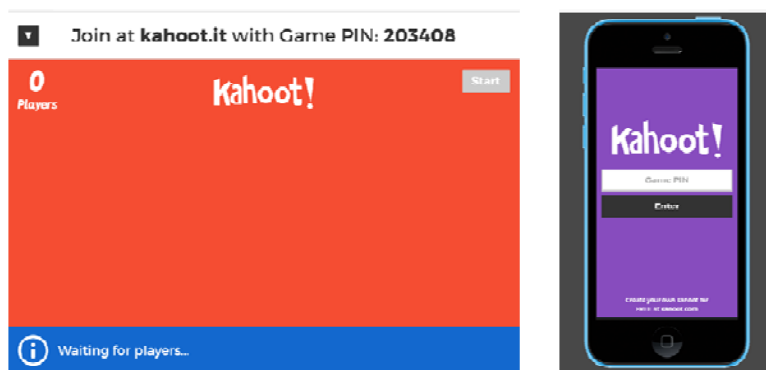
1 Start up and moderate the game, accessing the questionnaire using the link in the **Kahoot Annex**.

2 Remember that **you can choose to play as a class, individually** (Classic) or in **groups** (Team Mode).



CLASSROOM SCREEN (TEACHER) STUDENT SCREEN

3 When you access and activate a questionnaire, a **numerical code** appears on the screen for you to share with your students.

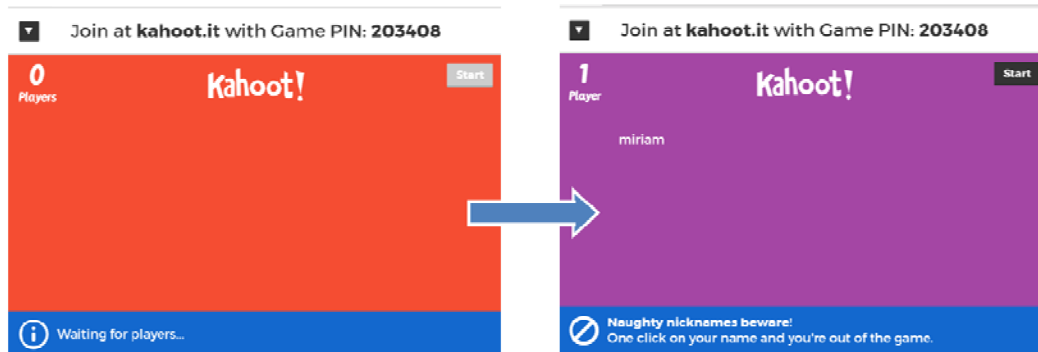


CLASSROOM SCREEN STUDENT SCREEN

4 Students use the numerical code to enter the game easily and simply with their computers, tablets or smartphones. They also have to enter a **(nickname)** and click on **(OK, go!)**.



Once they have logged in, the students' nicknames appear on the teacher's screen as they connect.



CLASSROOM SCREEN AS STUDENTS CONNECT, THEIR NAMES APPEAR



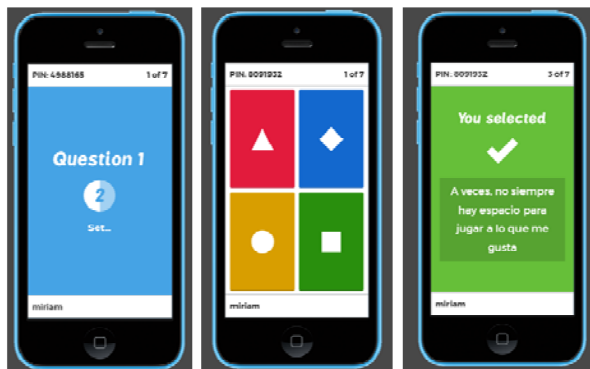
EACH STUDENT ENTERS A  
(NICKNAME) AND CONNECTS (OK, go!)  
TO THE GAME (YOU'RE IN)

5 Now you're ready to start playing! (**Start**).

Remember! You are in charge of the game and you set the times and the sets of questions.



VIEW OF THE CLASSROOM SCREEN



SEQUENTIAL VIEW:  
 The question appears with  
 four icons representing four  
 answers.  
 STUDENT SCREEN

⑥ When you finish a question, the results appear, showing how the students answered in order of preference:

1. The opinions of all the students in the classroom.
2. The answers given by the students participating in the debate.
3. What steps should be taken for a more inclusive playtime.

