The Kahoot! pedagogy is based on creating a trusted learning space, encouraging a loop to go from a learner to a leader. Beginning as a consumer of knowledge - primarily listening in the classroom - the student transforms into a researcher, game designer, and finally, a presenter of knowledge.

This document will help you understand the behavior, gaming and teaching models our pedagogy is devised from, which creates a cycle encouraging both independent or collaborative research and creation, whilst also empowering learners to present and share their new-found knowledge to their peers, in a playful and social manner.

In Kahoot! terms, a teacher typically begins the learning loop by hosting a kahoot in class on a specific topic or learning unit, to present new knowledge. Next, students are tasked with creating their own kahoots on a topic, in class or as homework.

Having researched content individually or in teams, the learners create their games. The more creative learners are encouraged to be with their content, the deeper they will understand the concepts.

As part of the next step, where learners host their own games in class, they power up their presentation and communication skills. The learning loop continues with the teacher assessing knowledge and providing students feedback on their kahoots. Another big step towards content mastery!
LEARNING MODEL
GAMING MODEL
BEHAVIOR MODEL
LEARNING MODEL
GAMING MODEL
KAHoot! MODEL
LEARNING MODEL

1. LISTENER
   Audio

2. RESPONDER
   Audio, visual, kinesthetic

3. ENQUIRER
   Plan, question, interact

4. CREATOR
   Adapt, implement, solve

5. FACILITATOR
   Manage, discuss, lead

6. EMPOWERED
   Reflective, responsible, educated
GAMING MODEL

INTRODUCE
Story, context, entry

STRUCTURE
Tasks, rewards, penalties

PLAY
Explore, discover, improve

EDIT
Control, invent, challenge

HOST
Master, inspire, command

EXPERT
Followed, respected, revered