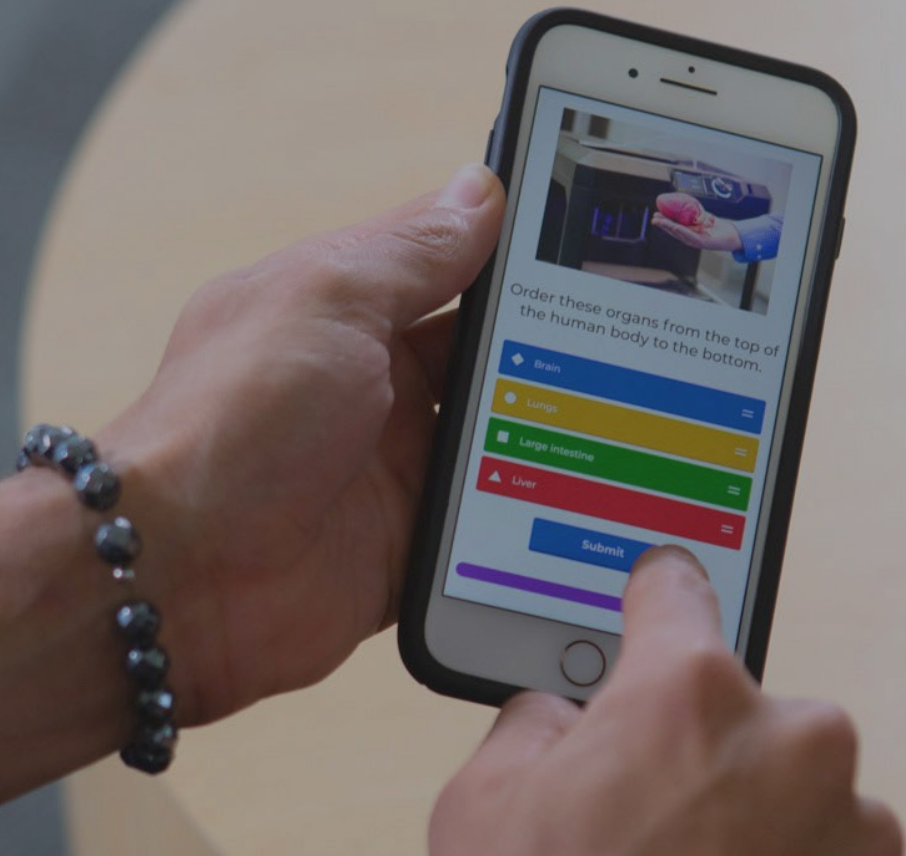


Kahoot!

# Starter guide to distance learning with Kahoot!



**We believe that there should be no limits to when and where you can learn.**

Learn how Kahoot! can help you facilitate distance learning and connect with students even when they aren't in class.

You'll learn how to assign student-paced games, host Kahoot! live via video conferencing, improve instruction with advanced question types, and use reports for formative assessment. Dive in!

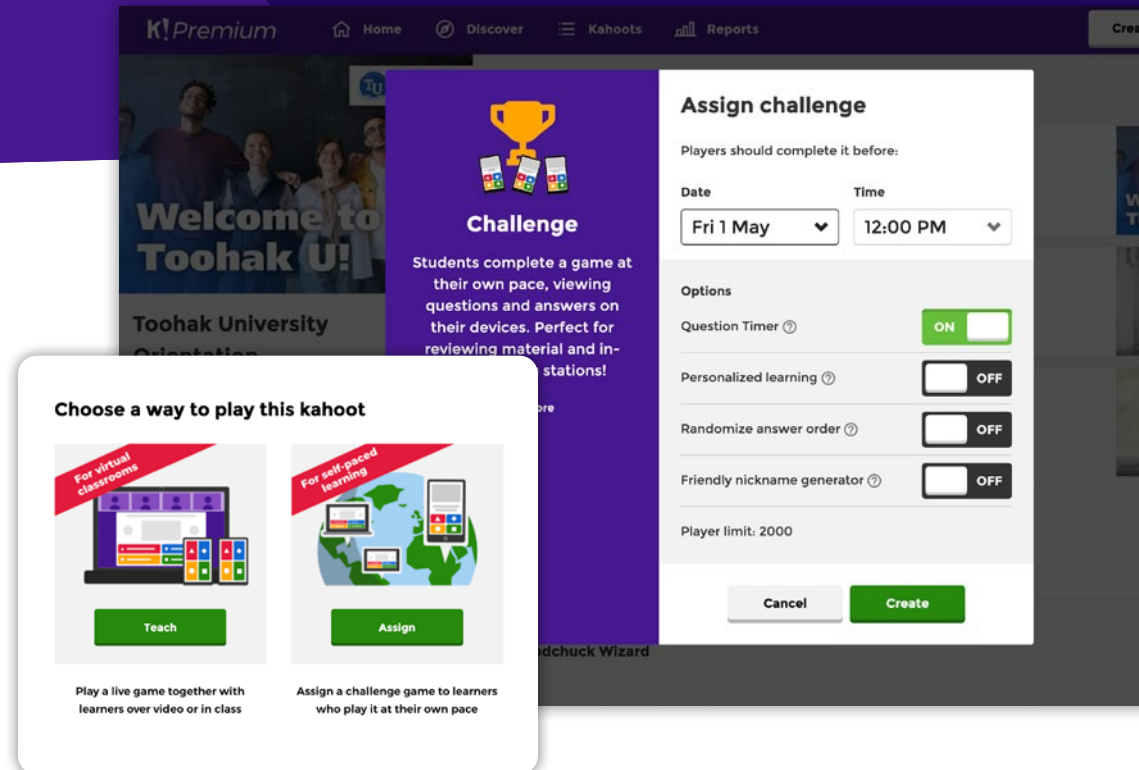
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# Challenge mode

## How to assign student-paced games in challenge mode

This way to play Kahoot! extends learning beyond live games and classroom walls and encourages accuracy over speed. Students play at their own pace with questions and answers on their screens, while a teacher sees their progress in real time. The feature is available for free for teachers and students.

1. Log in to your account and open a kahoot you'd like to use.
2. Click **Play** and choose **Assign** in the dialog.
3. Follow the instructions and set a deadline when you'd like the game to be completed.
4. Turn off the question timer to make the game all about accuracy and not speed! Toggle our friendly nickname generator on to avoid inappropriate nicknames.
5. Copy the link and share it with your students – via email, via your LMS, or other messengers. Alternatively, you can share the PIN of the game.
6. By joining your game via a link or PIN, students play it at their own pace on a computer or mobile device.



## Pro tips

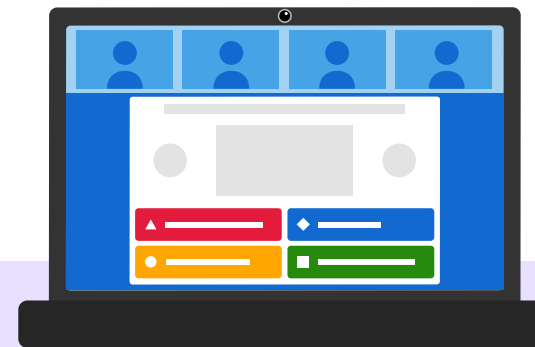
- ▶ Turning the timer off in a student-paced game will decrease guesswork, prioritize accuracy, and improve students' focus.
- ▶ Many teachers find student-paced games especially helpful for content review, exam prep, and homework assignments.
- ▶ You can check results and game completion rate in real time by clicking **Reports** or **View challenge info** from the detail page of the kahoot you assigned as a challenge.

# Hosting via video

## How to host a kahoot live via video conferencing

We call this way of playing “connected Kahoot!’ing.” In essence, it means playing a live game of Kahoot!, but with students or whole classes in another location – home, different campus, even a different country. Participants use Kahoot! with an online video conferencing tool (with screen sharing capability) to facilitate this.

1. Log in to your Kahoot! account and find your kahoot to host.
2. Connect to your video conferencing tool of choice - for example, Google Hangouts Meet, Skype, or Zoom - make sure your webcam, microphone, and speaker are turned on.
3. Click **Play** and **Teach** to launch the kahoot, so the lobby is showing with the game PIN.
4. Share your screen, so students joining can all see the game PIN. They will need a screen to see questions and a second device to join the game.
5. Host the kahoot as usual, taking care to not speak over the music that plays during the timer countdown - you can either:
  - ▶ Wait until the final answer responses are shown to talk
  - ▶ Mute your speaker to talk over the game music



## Pro tips

- ▶ This way of playing Kahoot! works best for smaller classes and students of higher school grades or in higher education.
- ▶ Do a dry run before you host your game, to get to know the setup and test the sound.
- ▶ Don't have more than one microphone or speaker on in the room at the same time to reduce feedback.

# How to assess learning progress with reports

Kahoot! goes beyond being a fun motivation for students to study or reward - with it, you can capture useful instructional insights for formative assessment. Learn how to use Kahoot! reports to assess learning progress and better target your further instruction - which is especially important for distance learning when you're interacting with students remotely.

After you've hosted a game live or assigned a student-paced challenge, go to the **Reports** section and find the report you need.

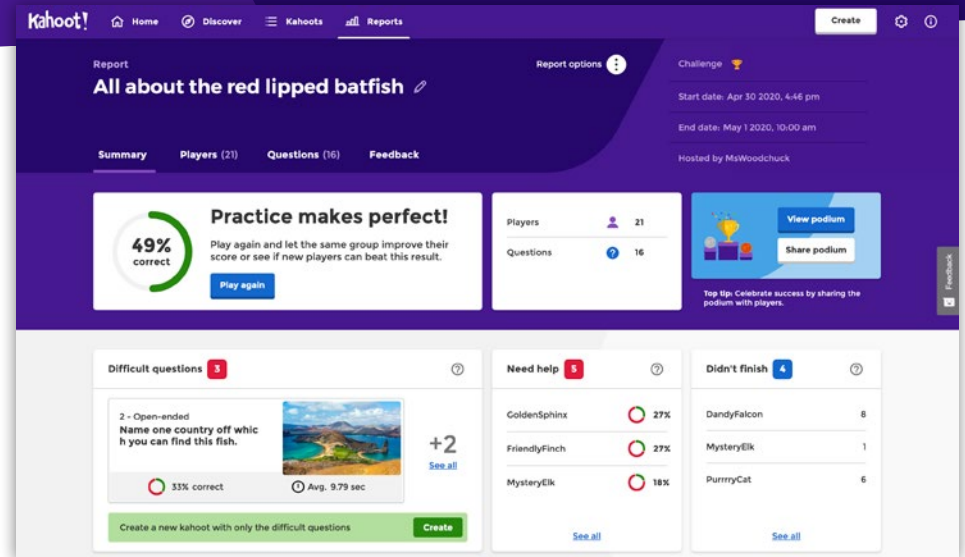
## Actionable insights from live games and challenges

The **Summary** section presents various actionable insights in a neat, visual way:

- ▶ All the key stats - how many students played, how many questions there were, etc
- ▶ Which questions were the most difficult and might need reteaching
- ▶ Which players need help based on their game results

If the total correct percentage is **less than 80%**, there is room for improvement, so dig into the report further.

In the Question view you can identify where exactly key challenges occur. Be sure to look at:

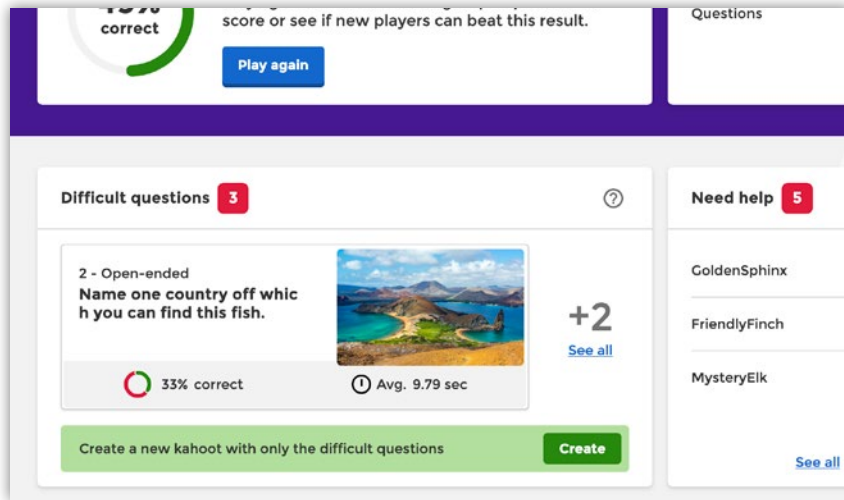


- ▶ The correct overall percentage of the question
- ▶ How long it took (in seconds) for students to answer

When you come across a question that was answered more incorrectly, immediately check to see if multiple students were picking the same wrong answer. If they didn't, it could be that the wording of the answer options was confusing, or the students had a lapse in concentration. If they did pick the same wrong answer, dig in further.

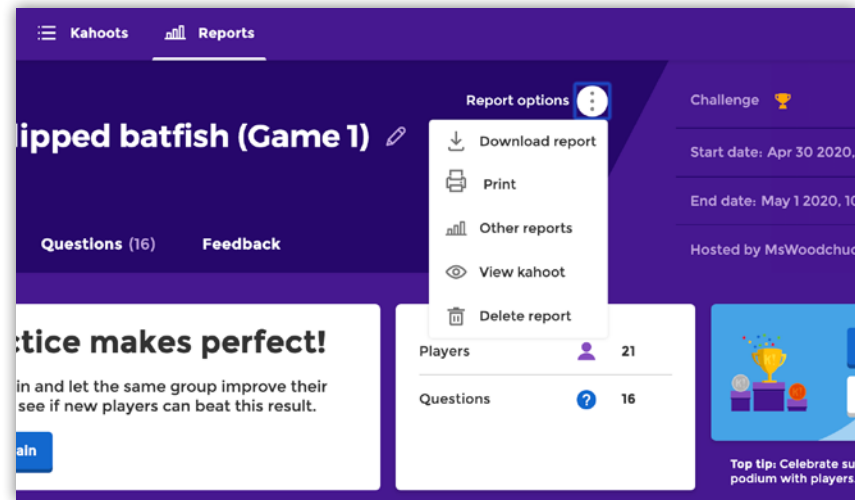
Look at the **Player view** to check which student (via their nickname) is answering incorrectly. How long are they taking to answer? If they are answering faster than their peers and making errors, you may need to focus on their lack of attention.

# How to assess learning progress with reports



## Reinforce learning

If there were 3 or more **difficult questions** in a game, you can generate a new kahoot with them to reinforce learning, power up content review and prep for exams. A question is labelled as difficult if less than 35% of students answered it correctly.



## Additional options

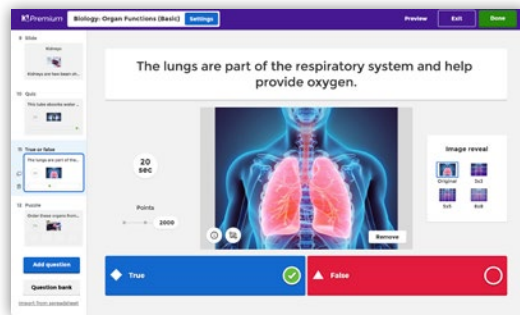
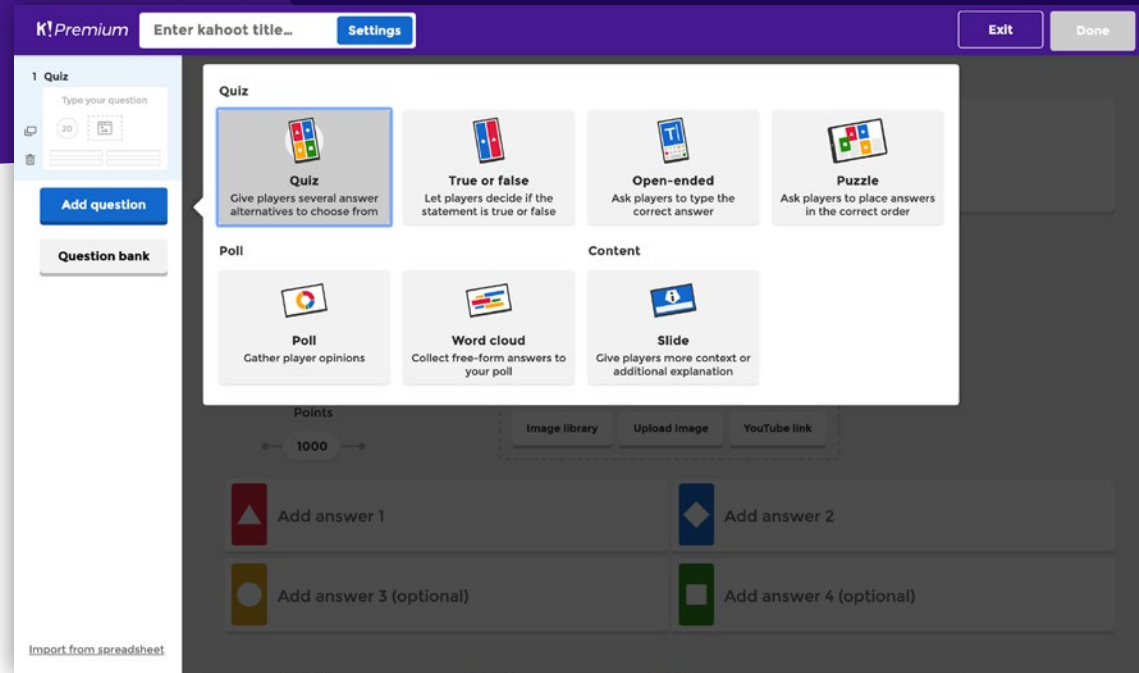
By clicking the pencil icon next to the report name, you can rename it. This will allow you to organize reports in a more convenient way and make it easier to find the right one if you used the same kahoot in several classes. Click the three dots to access additional options. There, you can download a report in a spreadsheet, access reports of the same kahoot, or delete this report.

# Advanced question types

## How to use advanced question types when teaching remotely

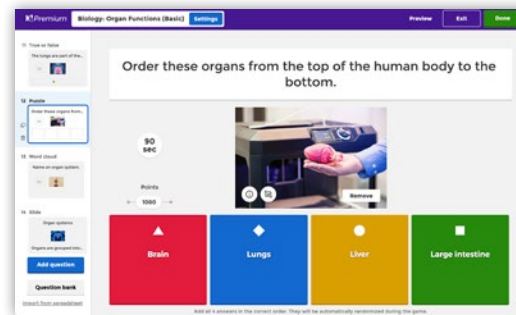
Did you know that you can combine several question types in one kahoot? This will help you tailor dynamics to distance learning, activate different ways of thinking, as well as collect feedback.

Here's a recap on different question types available in Kahoot! in addition to multiple-choice quiz questions:



### True or false: test attention

This question type gives you a quick and easy way to assess initial understanding or check how well students are paying attention. With the answer options pre-populated, it only takes seconds to add a question.



### Puzzle (available in Pro and Premium): test deeper understanding

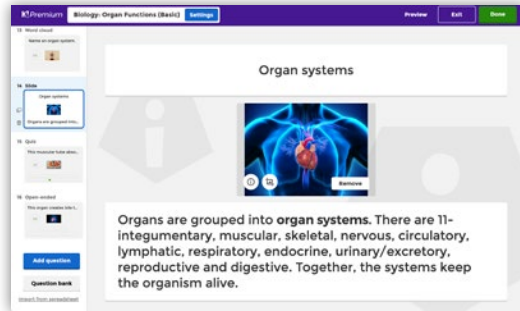
Students need to place answer alternatives in the right order. It's a great way to test deeper understanding, as precision matters more than ever! You can use this question type to build math equations, arrange letters into a word or words into a sentence, sort dates by chronological order, and more.



# Advanced question types

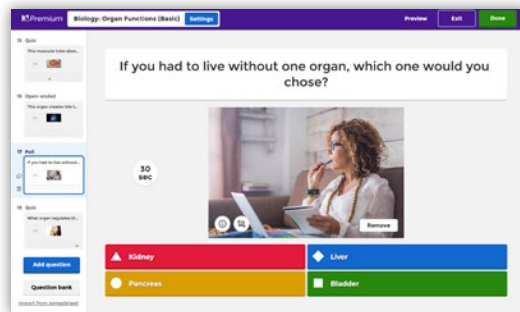
## Question types

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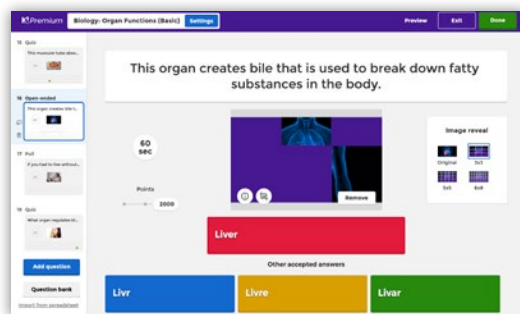
### Slide (available in Pro and Premium): explain and give more context

Using slides, you can add text, an image, or a video between questions to provide additional explanation and give more context to a question, introduce a new topic, or present info needed to answer the next question.



### Poll (available in Pro and Premium): do a pulse-check and collect feedback

At any point in your kahoot, you can run a quick poll to collect feedback, check how students feel about the game and how well they understood the content. These insights will be particularly helpful in distance learning when you're interacting with students across distance.



### Open-ended question (available in Premium)

Students type a short answer to this question. This will help you see how well your class recalls content without any cues.

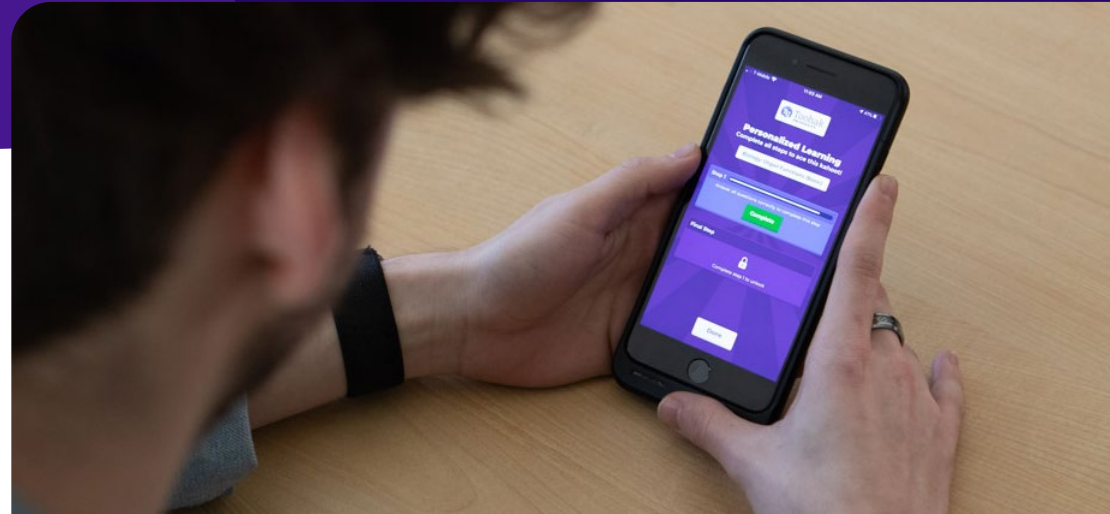
# Personalized learning

## How to personalize learning with Kahoot! Premium for schools

The personalized learning feature in Kahoot! Premium for schools will help you customize learning to each student's pace and level of understanding of a topic for better knowledge retention. They can continue studying in their own time, which makes this feature particularly helpful in distance learning.

Our personalized learning feature, included in Kahoot! Premium for schools, is based on spacing and testing, psychology-backed learning methods that improve knowledge retention.

**Spacing effect** means that we remember information more easily and retain it for a longer time when we learn it in multiple, spread-out sessions. **Testing effect**, in its turn, shows that using tests for practice after knowledge is obtained helps us retain it for a longer time.



Here's how personalized learning works:

1. Upgrade to Kahoot! Premium for schools.
2. Open a kahoot you'd like to play. Toggle **Personalized learning** on when you're launching it.
3. Students need to play the kahoot live in the free Kahoot! app on iOS or Android devices. As they go, the app remembers which questions that were most difficult for each student.
4. After the live game, the app prompts students to replay difficult questions. They play **at their own pace** in the app until they've mastered all questions, with repetition rounds spaced out over 7 days.
5. Follow students' learning progress in a report and see who might need follow up.



# Get inspired!

## Teacher shares an activity to engage students when school is out

High school teacher Glenn Cake came up with this activity based on student-paced games to engage learners in content review and exam prep when school is out.



This activity would let them study at their own pace during the upcoming spring break and Easter holidays. This solution can also be relevant for schools that have to switch to distance learning these days.



1. **Choose games** that would help students review the course content.
2. If you decide to create a new, longer kahoot for the activity, you can save time creating it by combining several existing kahoots. Select two or more kahoots by clicking the checkmark and click **Combine** in the bar below.
3. Incorporate different question types in addition to multiple-choice quiz. According to Glenn, adding true or false questions, puzzles, open-ended questions, and info slides\* provides diversity in the activity, keeps the self-paced game engaging, and activates different ways of thinking.
4. Turn off the timer if accuracy is the top priority.
5. Create a challenge (or several challenges) as described in one of previous sections and share the PIN with students.
6. Announce winners of the challenge when your class reconnects.

*\*Puzzle and slides are part of Kahoot! Pro for schools. Open-ended questions are part of Kahoot! Premium subscription.*

