Blended learning on the horizon in the upcoming school year: Kahoot! EDU Survey

Kahoot!’s latest research for educators, based on a survey of 1,200+ educators globally, highlights trends and insights in education as schools worldwide work to meet students’ needs amidst a global pandemic.

Kahoot! Highlights

- 1.3B participating players in the last year
- 210M games hosted on the platform
- 50% U.S. K-12 teachers using Kahoot during a school year
- 6M teachers globally hosted a Kahoot game in the last year

Blended learning is on the horizon for most schools in the upcoming year

- Based on this year’s events, which do you see as the main trends for classrooms over the next few years?
  - Distance learning: 69%
  - In-classroom learning, like before: 16%
  - A mix of distance and in-classroom learning: 8%
  - Other: 7%

Lack of student interaction among teachers’ top challenges

- My students have been able to take away something positive from virtual teaching: 39%
  - Strongly agree: 39%
  - Agree: 46%
  - Neither agree nor disagree: 7%
  - Disagree: 18%

Teacher see benefits in virtual learning

- Methodology
  - The report is based on a global survey of 1,200+ educators registered for the Kahoot! EDU Summit in June 2020.

I have been able to take away something positive from virtual teaching

- Strongly agree: 39%
  - Agree: 46%
  - Neither agree nor disagree: 7%
  - Disagree: 18%

How frequently do you expect to use technology in your classroom going forward?

- The same as before: 85%
  - More often: 13%
  - Less often: 1%
  - Don’t know: 1%

How safe do you feel returning to the classroom in the upcoming school year?

- By country; Very safe or somewhat safe to return
  - Europe: 54%
  - Asia: 52%
  - Other: 49%
  - U.S.: 58%

The report is based on a global survey of 1,200+ educators registered for the Kahoot! EDU Summit in June 2020. Registrants of the Kahoot! EDU Summit were sent a post-event survey, via email.