How to create and play Kahoot!

Congratulations on passing the Bronze course of Kahoot! Certified for schools, and joining us in the next step! Silver, here we come!

After you complete this course, you'll achieve the following learning objectives:

1. **Create** a high-quality kahoot from scratch

2. **Add multimedia** to enhance your kahoot

3. Understand game options to **tailor your kahoot experience** and host like a pro

After you review the course material, you'll be ready to take the assignment via our app as the next step to getting your diploma and a **Silver** badge. With your diploma, you'll have proof of passing this course, and you could be eligible to claim the course as a **Professional Development** credit. You'll

then be able to proceed to the next course in the Kahoot! Certified for schools program!

In order to complete the course assignment, you'll need to download the Kahoot! app to your iOS or Android device. You can find it in the **App Store** or on **Google Play**.

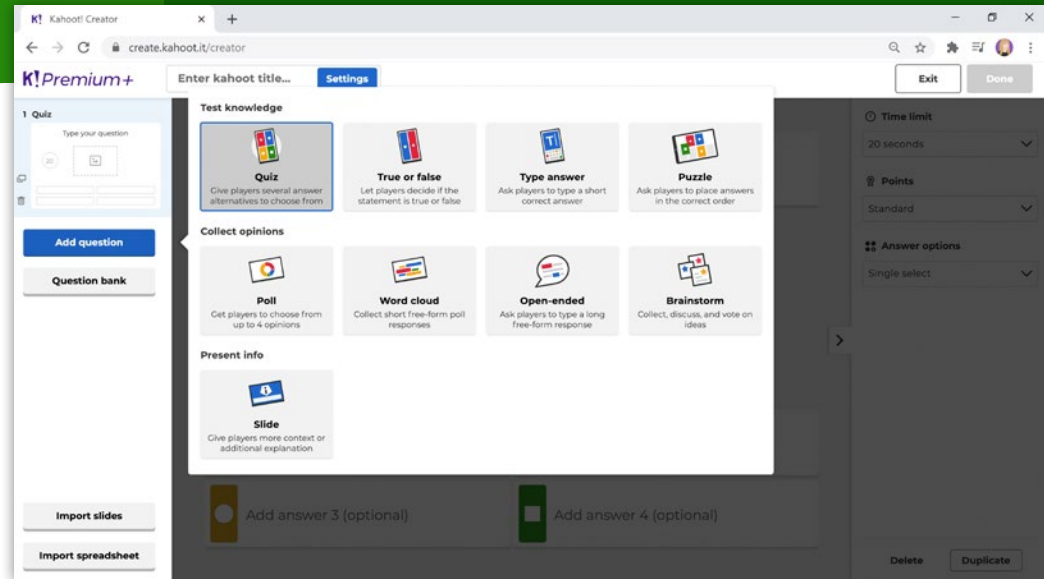**Here's a reminder of how to open a Kahoot! challenge with the assignment:**

1. After downloading the Kahoot! app to your mobile device, **log in** to your Kahoot! account – we need this info to be able to send you your diploma and badge!

2. When prompted to open the assignment challenge, **click the URL** to open the challenge in-app, or enter the PIN manually

3. You'll then be able to **accept the challenge** and play the assignment, which is structured as a multiple-choice kahoot. You can do the assignment in short rounds, taking breaks in between, or all at once.

How to create a kahoot

Creating your very first kahoot is lots of fun, but you don't need to jump in right away! Before you create, take a bit of time to make notes about the kahoot , how it will be played, and about the learners themselves.

Aside from researching the questions and answers, here are some things you might want to think about:

- ▸ Why are you making the kahoot?
- ▸ What do the learners already know?
- ▸ How do they learn best?
- ▸ How might you make it accessible to all types of learners?
- ▸ Will you play it live in class, live via video conference to connect with students during distance learning, or will you assign it as a student-paced challenge?

- ▸ Do you need to build in breathing space of discussion, debate, or creative activities between questions?
- ▸ Are you intending to open it up to the public or keep it private? If public, how would you make sure it is found and enjoyed by the people who need it most?

5 steps to making a great kahoot
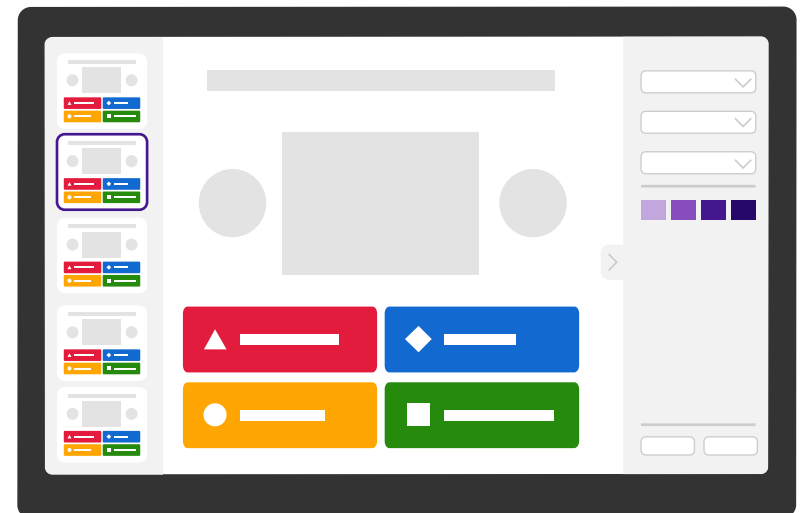
Now you've done some research, it's time to think about the specific questions and answers. There's tremendous value not in just asking questions, but in asking the right questions. Remember these 5 steps when making a great kahoot.

1. **Define key knowledge –** what do you want to achieve with the kahoot? Are there any gaps in your learners' knowledge you need to focus on? Do they lack confidence in a specific subject or area? And what key knowledge should the students get from playing?

2. **Package chunks of knowledge in simple, easy-to-understand questions –** try not to overcomplicate things and remember to mix up the question types to boost student engagement.

3. **Define relevant answer options –** it's very important to come up with plausible wrong answers to challenge your learners, foster critical thinking, and dispel myths and misconceptions.

4. **Get creative with imagery or video to enhance your questions –** they will let you hide clues, inject humor, or simply make your kahoot more engaging.

5. **Structure the kahoot to give it a progression –** the best kahoots have a narrative or "flow." Use the questions as building blocks to introduce a new subject with the kahoot. Weave back and forth between questions with multiple correct answers, quick-fire "easy" questions, challenging problem-solving questions, and game-show-style bursts of fun or humor.

Now you've got your game designer's hat on, let's get creative!

Step 1: Log in and click Create

Log in to your Kahoot! account, click **Create** to start creating your kahoot.

Step 2: Create a kahoot by adding questions, answers, and imagery

Choose whether to use a template or not. Then, follow the instructions on-screen to add questions (max. 120 characters), answers, images, and video clips to your kahoot. You can choose from six different question types.

Quiz
The classic question type. Write up to four answer alternatives for players to choose from. Use the multi-select feature for questions with several correct answers and use images as answers to help visual learners. Available with Kahoot! Basic.

True/false
Assess initial understanding and check how well students are paying attention. Available with Kahoot! Basic.

Puzzle
Increase focus by getting students to drag and drop answers into the correct order. Available with Kahoot! Pro.

Poll
Collect students' opinions and gather instant feedback with polls. Available with Kahoot! Pro.

Slide
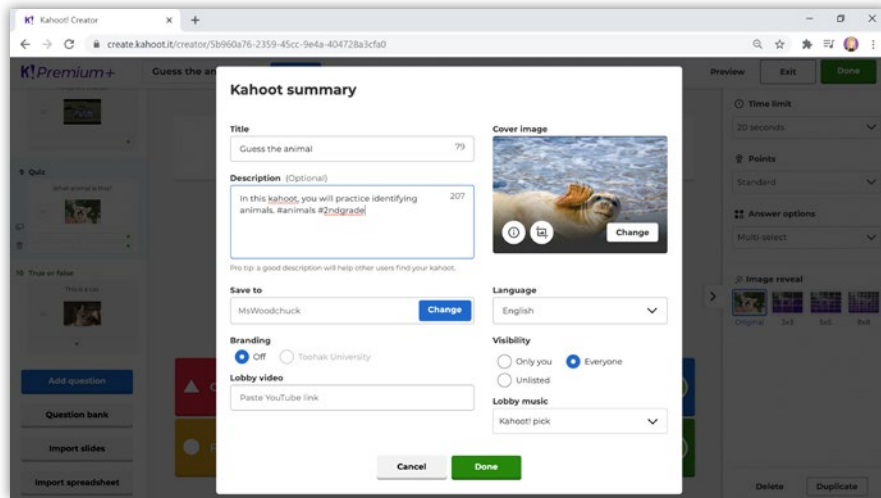Give students more context by adding slides of information between questions. Available with Kahoot! Pro.

Type answer
Test knowledge retention by asking students to type short answers without cues. Available with Kahoot! Premium.

You can also fine-tune the kahoot by using different timer and points settings. Once you're happy with your question, select **Add question** or **Question bank** to add more questions. No need to worry - everything will be automatically saved as you go!
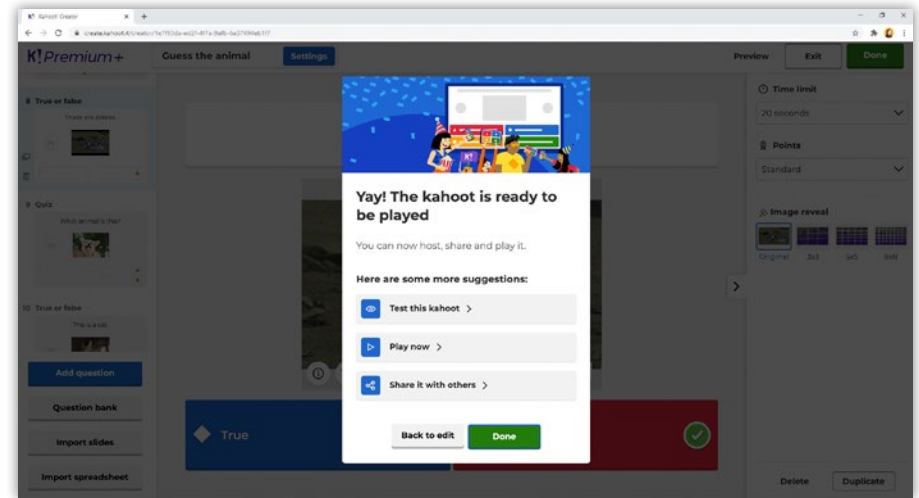
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Step 3: Add a description, tags, cover image, and audience

Select **Settings** from the top bar and add a title and description that defines learning objectives for the kahoot. Be sure to keep it focused! You can choose to make your kahoot private (select **Only you**) or public (select **Everyone**). If you select **Everyone** in the visibility section, use descriptive hashtags – such as #math or #grade6 – so other users can find it easily. On this screen, you can also add a cover image that helps the kahoot stand out and attract more players. You can also change the lobby music and add a lobby video to engage students before you even start playing!

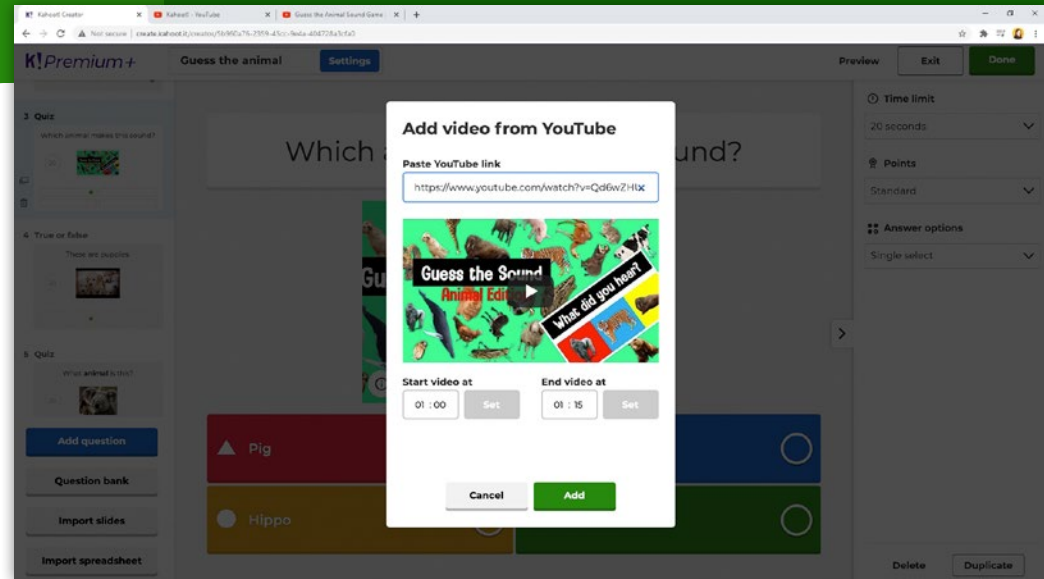## Step 4: Click Done, and you're ready to play!

Once you select **Done**, you can come back and edit your kahoot at any time (it's saved under **My kahoots**). For instance, you could write the questions first and come back to add imagery or video later. Remember, all your edits are automatically saved. All the incomplete kahoots are saved as drafts, and you can continue working on them later. Everything gets stored under **My drafts** on the left side of the kahoots section.

Awesome - you've made your first kahoot. Let's move on to how you can maximize the engagement in your learning games with multimedia!

How to add multimedia to a kahoot

You can supercharge your kahoot – and make it even more engaging – with great images, videos and/or GIFs. Let's go!

▸ Engage your students with the topic before the kahoot even begins by adding a video to the lobby screen. Head to the **Settings** of the kahoot and paste a YouTube URL in the **Lobby video** section.

▸ Upload **images** for your kahoot's questions and cover image, and be sure to adhere to the size limits. If you're lacking a little inspiration, you can always choose from our built-in image library powered by Getty Images!

▸ Moving images, or **GIFs**, are extremely popular with students. You can upload one just as easily as a static image, as long as the file size is within limits.

▸ You can also help visual learners by using images as answers. When adding answer alternatives, click the image icon in the colored rectangle to add the image of your choice.

▸ Add a **YouTube video** by clicking **YouTube link** in the question creator page and pasting the relevant link. You don't have to play the whole video – set start and end times to play a clip.
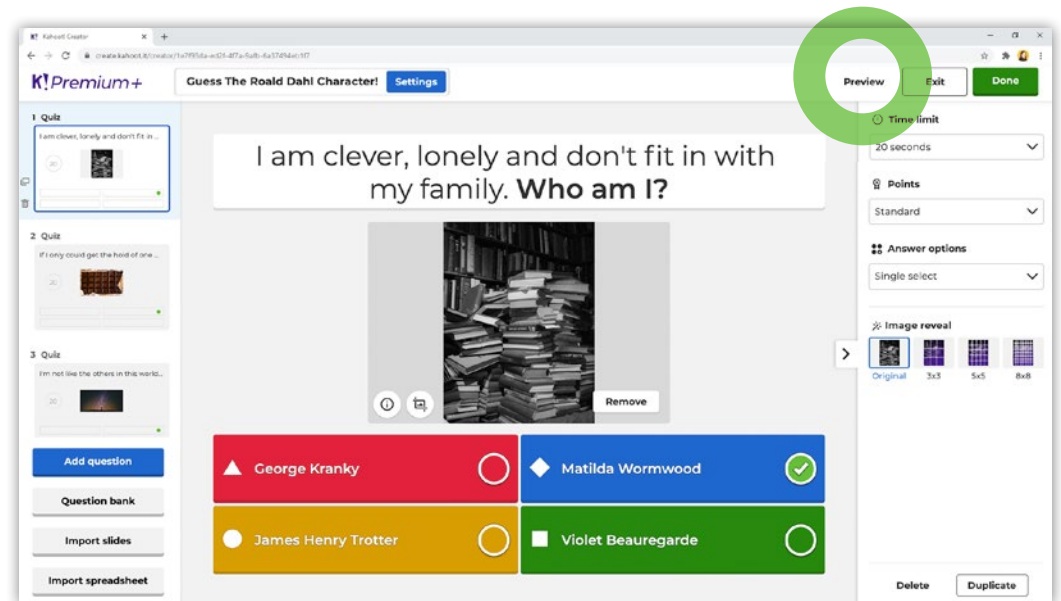
Top tips for adding multimedia

▶ When choosing visual content, imagine how your kahoot will look when played on a large screen, an interactive whiteboard, or via video conference – use high-resolution images whenever possible

▶ Maximize learning opportunities by adding instructional images, diagrams, charts, or YouTube videos

▶ Experiment with using multiple images instead of just one - you can easily create a mini slideshow-style animated gif using Giphy, or a collage in PicMonkey or PIXLR Express

▶ Challenge students to create videos, animations, images, or even their own artwork for the kahoot

▶ Inject a little humor and surprise learners with your own take on a popular meme

▶ Hide clues for this question or a later question in the image - or, on the contrary, images can help you create trick questions and test learners' attention!

Want to test out your kahoot? Click the **Preview** button at any time in the creator. Here, you'll be able to see how the kahoot will look from both the host and player's viewpoints!

Play and host Kahoot! like a pro

Ready, set, Kahoot! There are many ways to enrich your playing experience, to fit various learning contexts, age groups, subjects, and backgrounds.

Live kahoot options

After clicking **Play** and selecting **Teach**, you'll first be taken to a page where you'll be asked to choose from two live kahoot game modes, **Classic** or **Team Mode**. You can play live kahoots in class with groups of students or via video conference to ensure distance learning stays on track during distance learning. If you check below, there is a whole section entitled **Game options**, which offers a wealth of ways to amplify and adapt your Kahoot! experience, easily toggled on or off for each unique play. Here's a rundown of what the top game options mean. Just remember that the settings are saved for your next game!

Friendly nickname generator

Ideal for younger or special ed players who struggle to type in their nicknames manually, this feature generates a fun and friendly nickname for each player to get them in the kahoot quickly! Each player has up to three spins to choose an adjective and animal combination.

Randomize order of questions/answers

Playing the same kahoot more than once? By randomizing the questions or answers of your kahoot, your players will be continually challenged, as the game won't get predictable! Just be aware that randomizing the order of questions isn't best for games that have a strong narrative or progression.
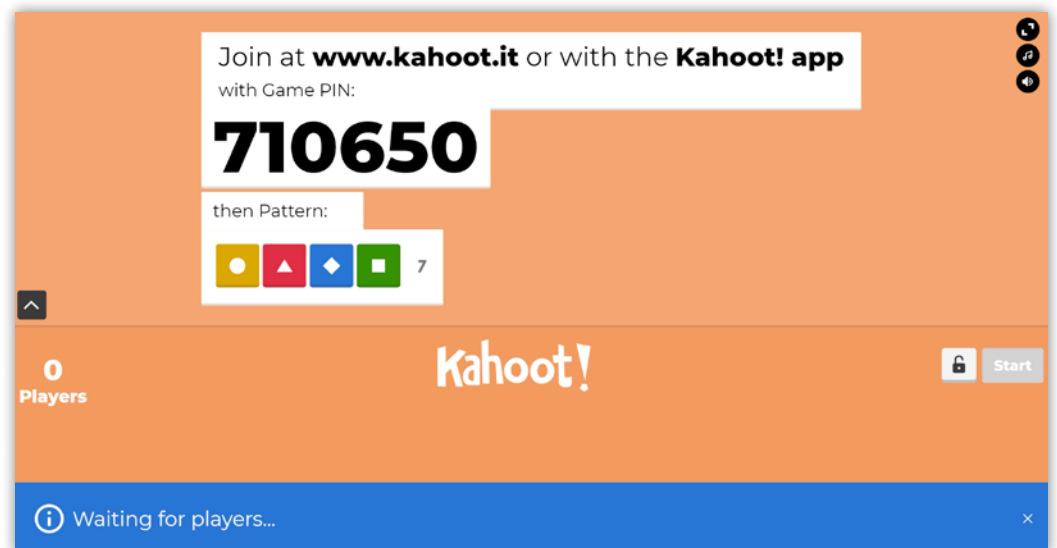
Enable 2-Step Join

This feature ensures only those in the room can join your kahoot, by adding an extra layer of security. As well as entering the game PIN, players also have to enter the pattern generated, which changes every seven seconds.

Automatically move through questions

This feature automatically progresses through each question, without the need to click through.

Don't forget: each time you toggle on a feature, it'll remain the same for the next kahoot launched, so make sure you check **Game options** each time you play.
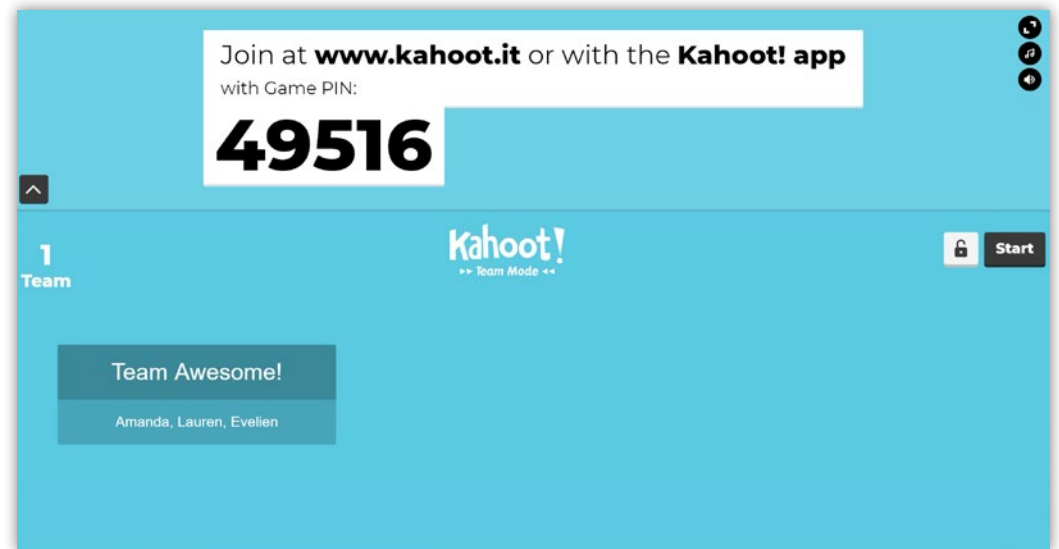

Join at **www.kahoot.it** or with the **Kahoot! app**
with Game PIN:

710650

then Pattern:

0 Players

Kahoot!

Start

ⓘ Waiting for players...

Classic vs. Team Mode

What's the difference between these two ways to play?

Classic is the basic way to play Kahoot!, with one device per player, entering the kahoot as an individual.

Team Mode was designed to boost collaboration and is a way to play with shared devices – players enter a team name when they join the game, and then each individual name in the team. There is also a **Team talk** countdown of five seconds before each question is able to be answered, which fosters discussion and collaboration.

How to play Kahoot! as a student-paced challenge

Now we've discovered how to host live kahoots, let's explore student-paced challenges.
In this section, we'll explain exactly what a student-paced challenge is, where this game mode is most helpful, and how to create and assign one.

What is a student-paced challenge?

While live kahoots are teacher-paced, a challenge is student-paced and can be played anywhere, at any time. Students don't need a second screen to play student-paced kahoots as the questions and answers appear on one device. They can play the student-paced challenge on a computer, Chromebook, smartphone, tablet, mobile browser, or the Kahoot! app - the choice is theirs!

With student-paced challenges, you can turn the question timer off to improve accuracy. This is great if you want to not only eliminate guesswork but also to prioritize accuracy over speed.
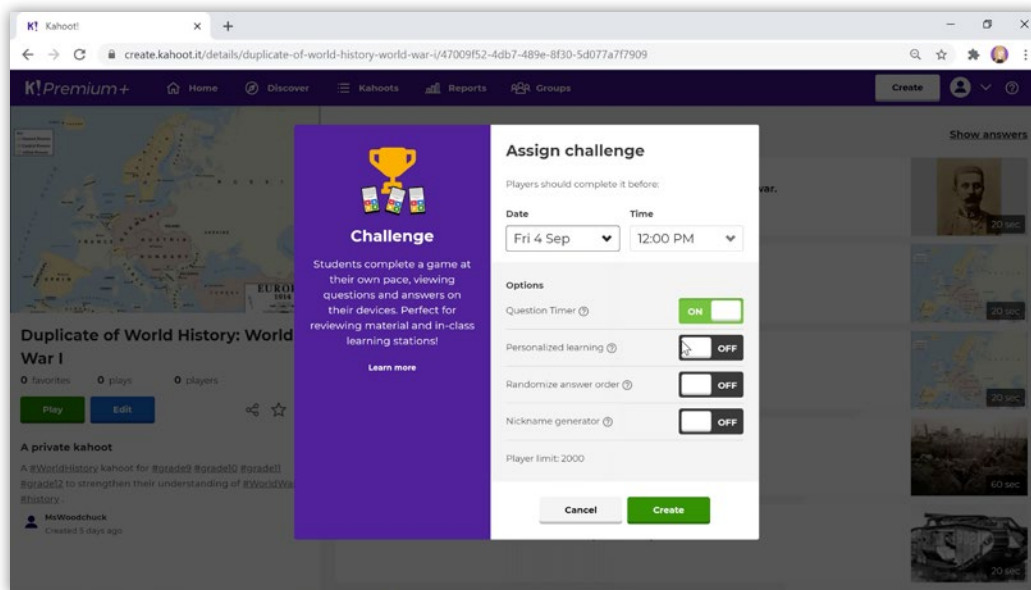
New ways for your students to learn in class and at home

Playing Kahoot! as a student-paced challenge opens up new ways for students to learn both in class and at home, both for homework and during distance learning. For example, you can use student-paced challenges to:

- Review content and prepare for tests
- Replay live kahoots to reinforce knowledge
- Work in study groups and send peer-to-peer challenges
- Play at in-class work stations or during remote lessons
- Assign engaging homework tasks

How to create a student-paced challenge

First, find the kahoot you want your students to play. Then, click **Play**, followed by **Assign**. You will then be able to set the end date (which can be modified after you've created the kahoot) and decide if you want the question timer, randomize answer order, and nickname generator turned on or off. Then, press **Create**.
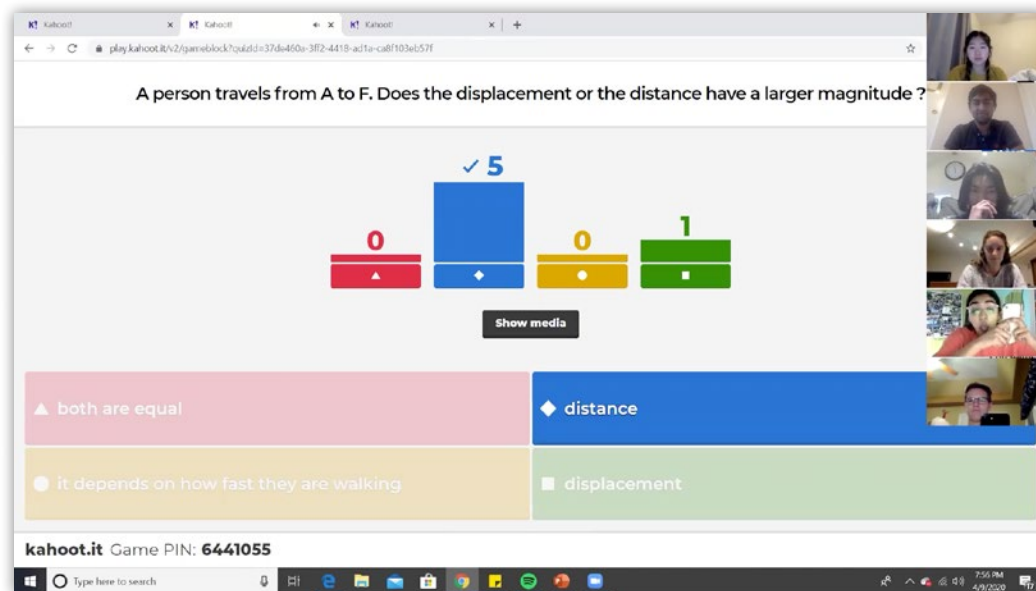
After clicking **Create**, you'll be redirected to the report of the student-paced challenge. From here, you can share the challenge with students by copying and sharing the game PIN or URL. Alternatively, you can share the challenge with your students on Google Classroom, Microsoft Teams, or Remind - and these are such great integrations that you can use right away! Once assigned, a student can work their way through the kahoot at their own pace.

Distance learning: hosting live kahoots via video conference

We believe that there should be no limit to when and where students can learn, and with Kahoot!, you can keep learning on track during times of blended, virtual, and distance learning.

There are two ways you can use Kahoot! to engage students while not physically in the classroom: You can host a live kahoot via a video conference tool or assign a student-paced challenge. As we detailed student-paced challenges in the previous section, we'll explain how to host a live kahoot via video conference.

How to host a live kahoot via video conference

It's easy to host a live kahoot via a video conferencing tool. Just share your screen, and all the players on the call can join the kahoot! It's a great way to connect during times of distance learning.

Kahoot! Certified for schools
Distance learning: how to play live kahoots via video conference

Step 1

Log in to your Kahoot! account and find a kahoot to host.

Step 2

Connect to your video conferencing tool of choice, such as Google Meet, Skype, Microsoft Teams, Zoom, or Cisco Webex. Make sure your webcam, microphone, and speaker are turned on.
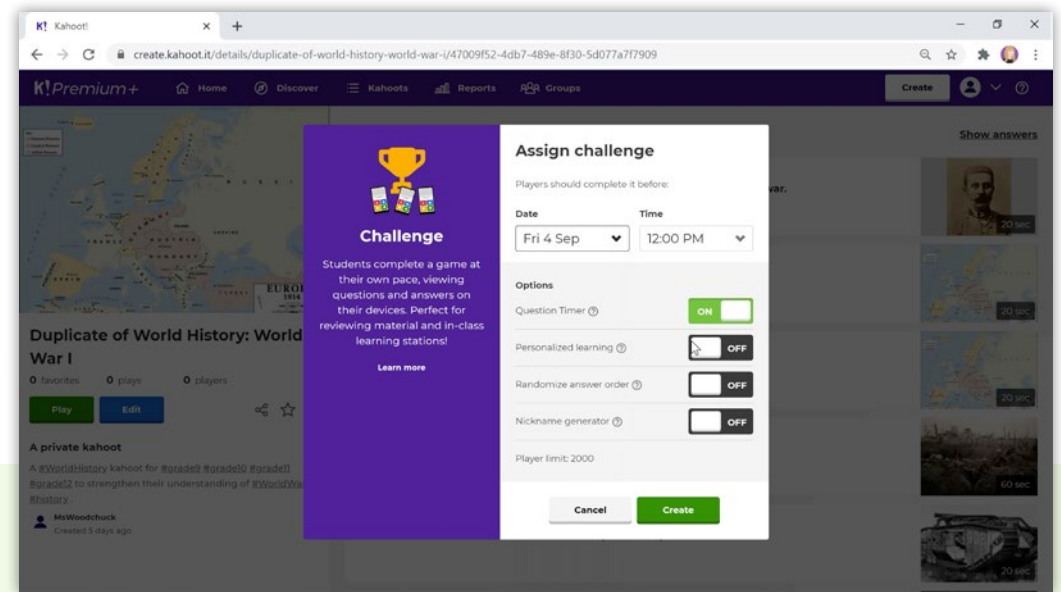
Step 3

Click **Play** followed by **Teach** to launch the kahoot. The lobby will now be shown with the game PIN.

Step 4

Share your screen, so students on the call can see the game PIN. Students will need one screen to see questions and another screen to select their answers. A student can use a second device, like a cell phone, to join the kahoot. Alternatively, they can also open another window on their computer and split the screens between two windows.

Step 5

Host the kahoot as usual, making sure not to speak over the music that plays during the timer countdown. You can adjust the kahoot music with the volume slider. Be sure to pause and take advantage of teachable moments and encourage discussions between questions.

Top tips!

▶ This way of playing Kahoot! works best for smaller classes and older students or in higher education.

▶ We also recommend conducting a dry run before you host your kahoot. This lets you test the setup with your computer and video conferencing tool. Ask a colleague or family member to play a kahoot to help you practice!

▶ When you play the kahoot live, make sure that other microphones or speakers in the room are switched off to reduce feedback.

▶ What's more, ensure all other tabs and windows are closed to reduce pressure on your web browser loading speed.

Here ends the second course!

Here ends the second course in the Kahoot! Certified for schools program. Once you're ready to take the assignment, you can find the challenge link on the Kahoot! certified for schools page, and follow the instructions. We hope you'll continue to progress through Kahoot! Certified for schools!

In order to complete the course assignment, you'll need to download the Kahoot! app to your iOS or Android device. You can find it in the **App Store** or on **Google Play**.

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