

# How to use Kahoot to support your class room management.

*By : Santi Kookrasang*

## 1. What is Kahoot ?

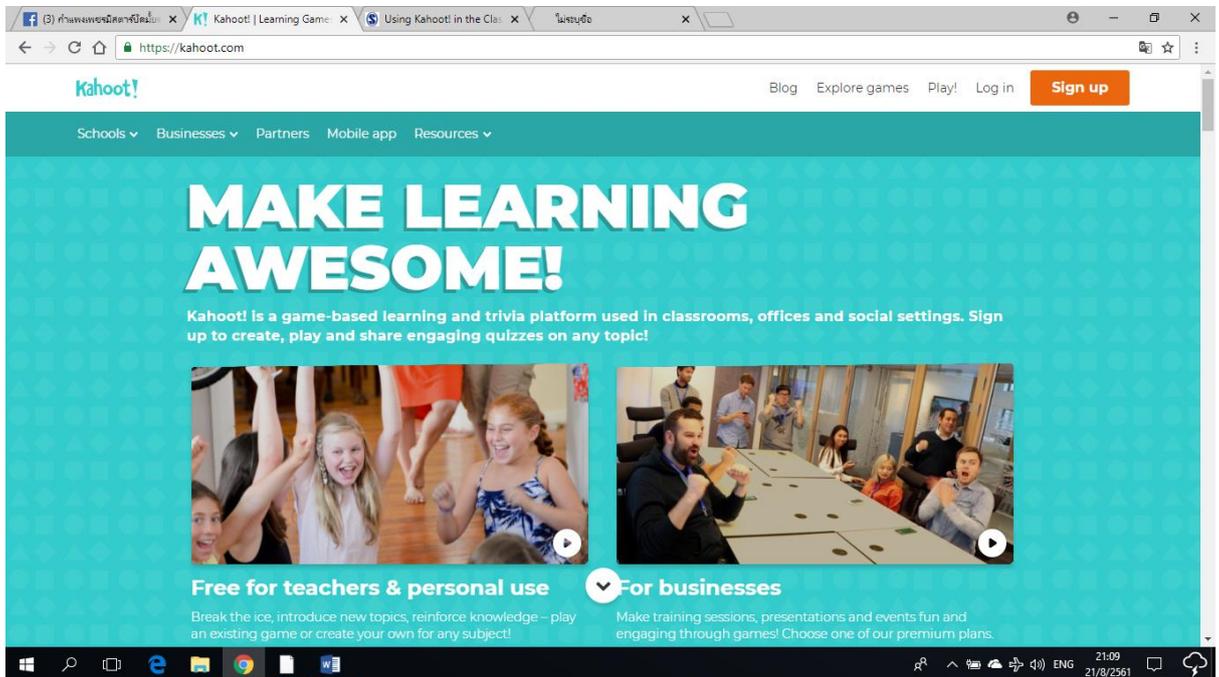
Kahoot is a game-based student response system being a result of the Lecture Quiz research project initiated in 2006 at the Norwegian University of Science and Technology (NTNU). Kahoot provides a tool for creating quizzes including adding pictures and YouTube videos to the questions. It also makes it possible to publish and share your own quizzes, and edit quizzes made by others. When playing Kahoot in the classroom, the teacher has to launch kahoot in a web browser on the laptop which must be connected to a large screen. It is important that all the students are able to clearly see what is being displayed from the teacher's laptop. On the launch screen the students are asked to open the URL [www.kahoot.it](http://www.kahoot.it) in a web-browser on their own devices. The students are not required to have an account to play. To enter the game, they must enter a game pin and a nickname. While playing the quiz, the question along with the answers are shown on the large screen, and the students click or press the same color and symbol as the answer they believe is the correct one. On the screen, a timer will count down to zero as well as the number of students that have answered is shown. During the quiz, kahoot uses a playful graphical user interface as well as music and sounds to give it a playful and competitive atmosphere similar to a game show on TV. Between every question, a distribution of how the students answered is shown before a scoreboard of the five best players. The students get individual feedback on their questions in terms of correctness, the number of points, the ranking, how far the student is behind the student ranked above, and the correct answer if wrong answer is given. At the end of a kahoot session, the Winner's nickname and points will be shown on the large screen (Yanawut C. and Ranchana N,2017).

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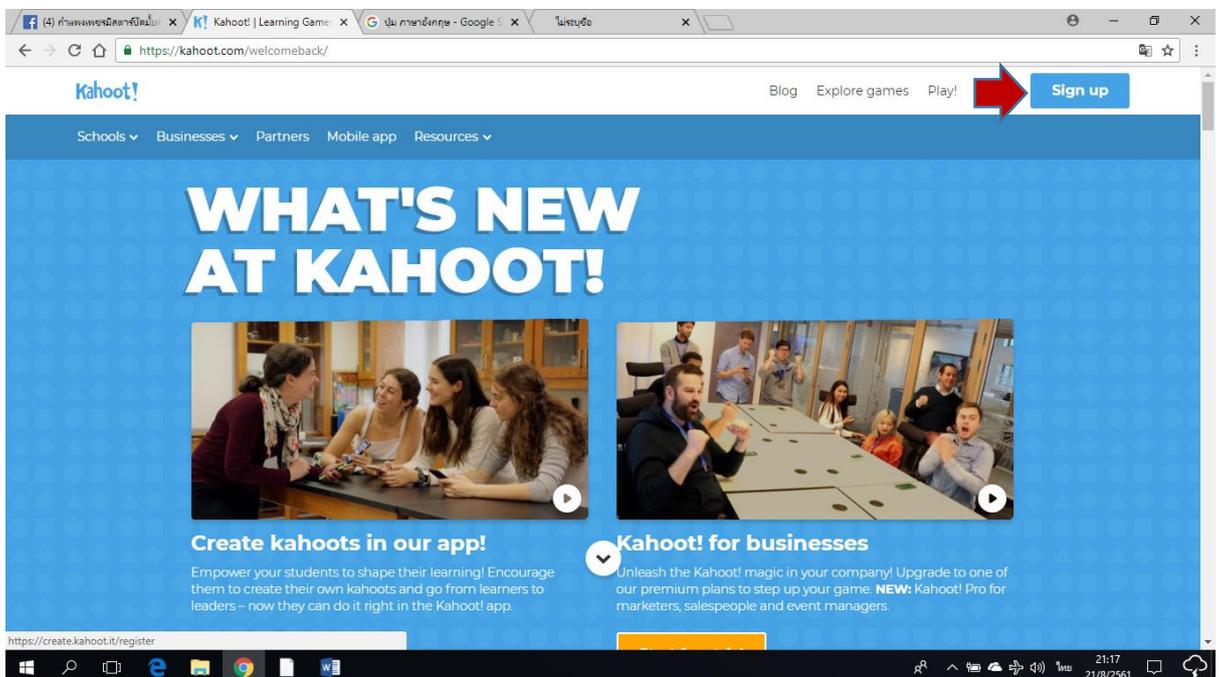
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## 2. How to create Kahoot quiz ?

1<sup>st</sup> Step : Search this URL address ( <https://kahoot.com> or [www.kahoot.it](http://www.kahoot.it) )



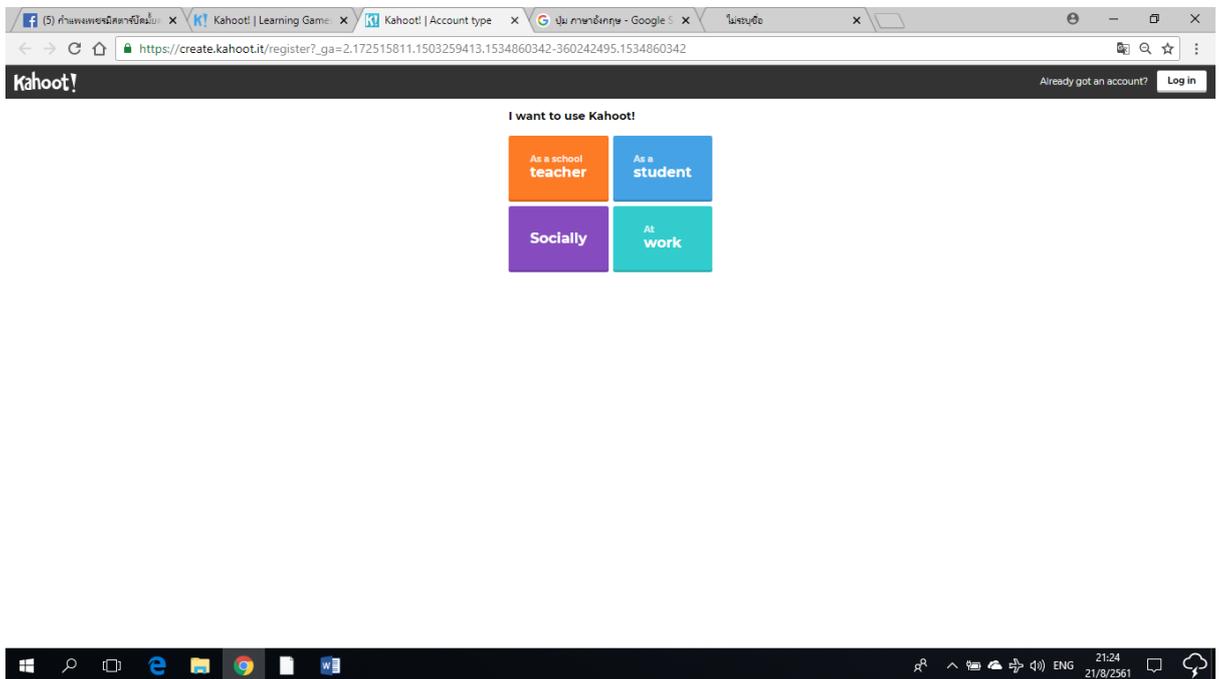
2<sup>nd</sup> Step : Click sign up button.



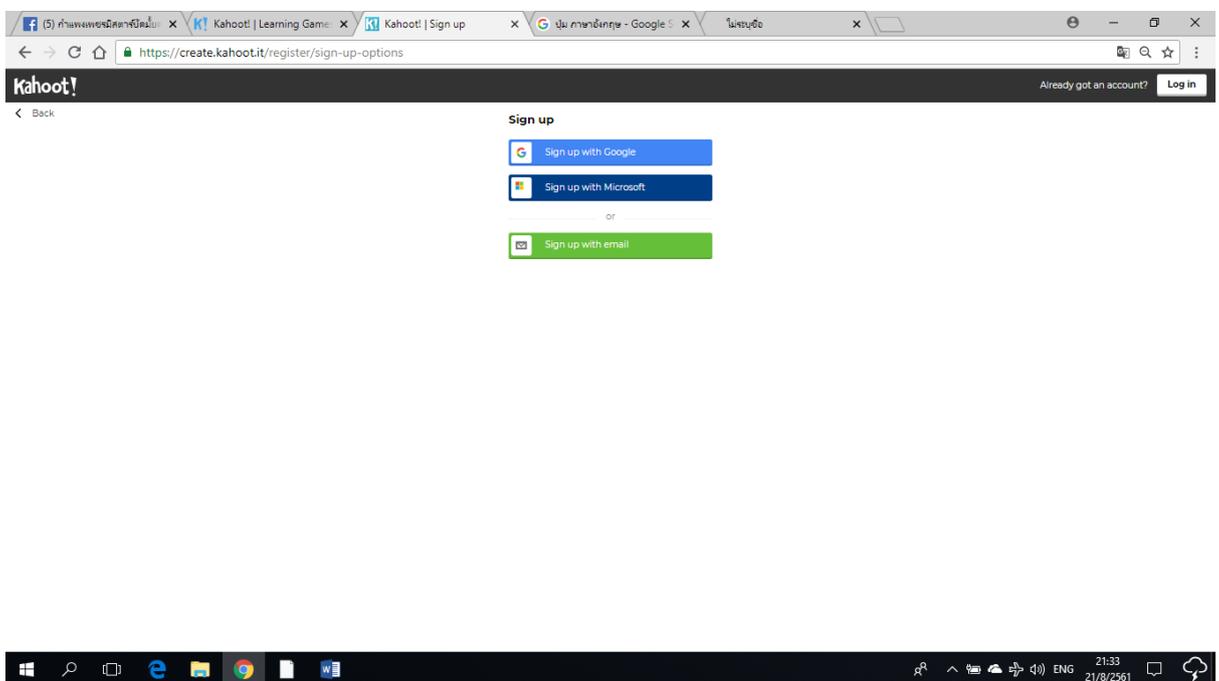
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3<sup>rd</sup> Step : Select your Kahoot using status. Click As school teacher button if you are teacher.



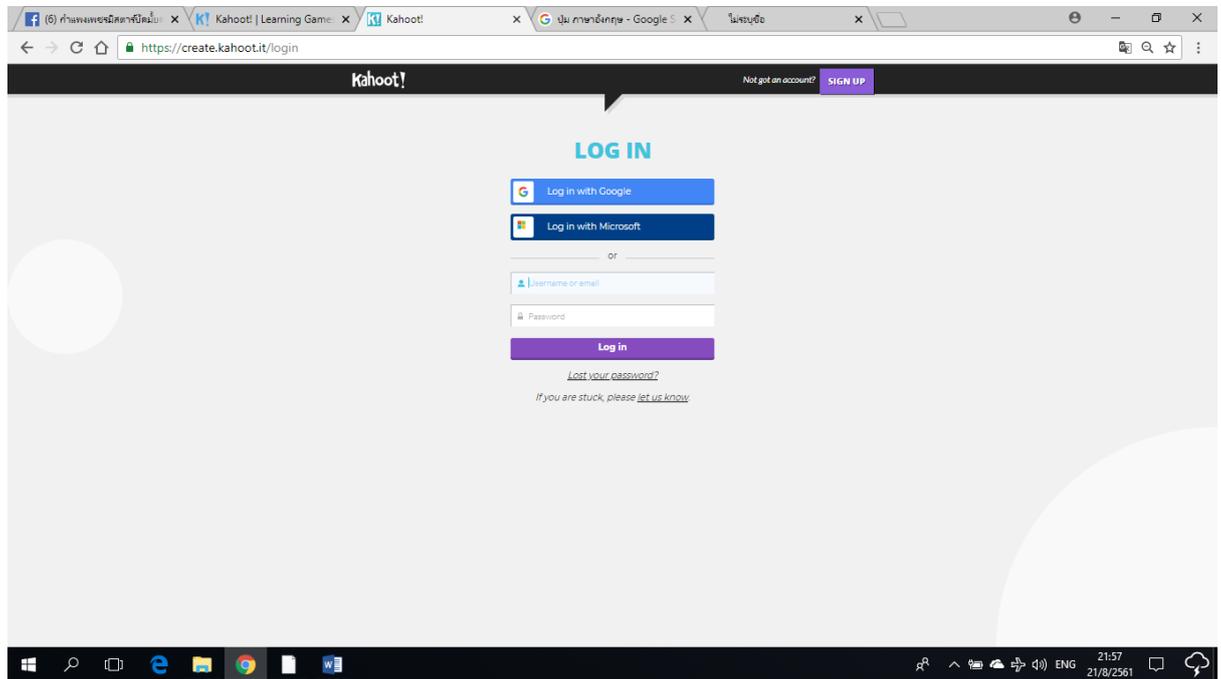
4<sup>th</sup> Step : Select your sign up method.



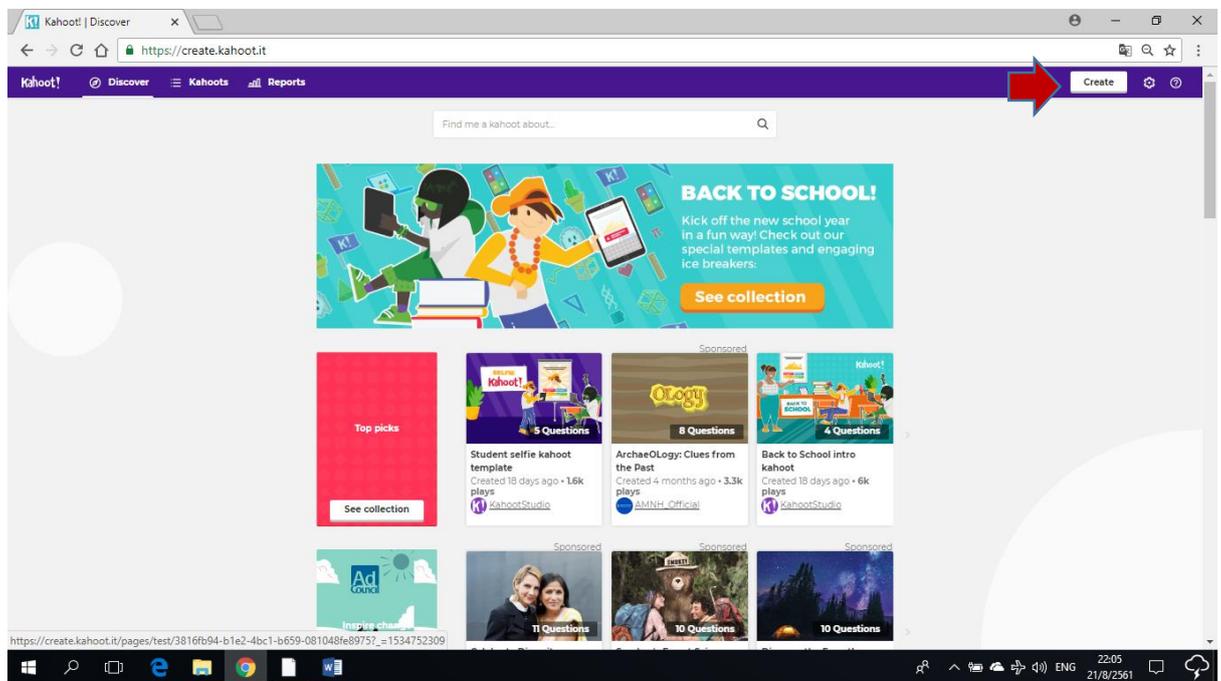
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5<sup>th</sup> Step : Log in if you already completed your sign up.



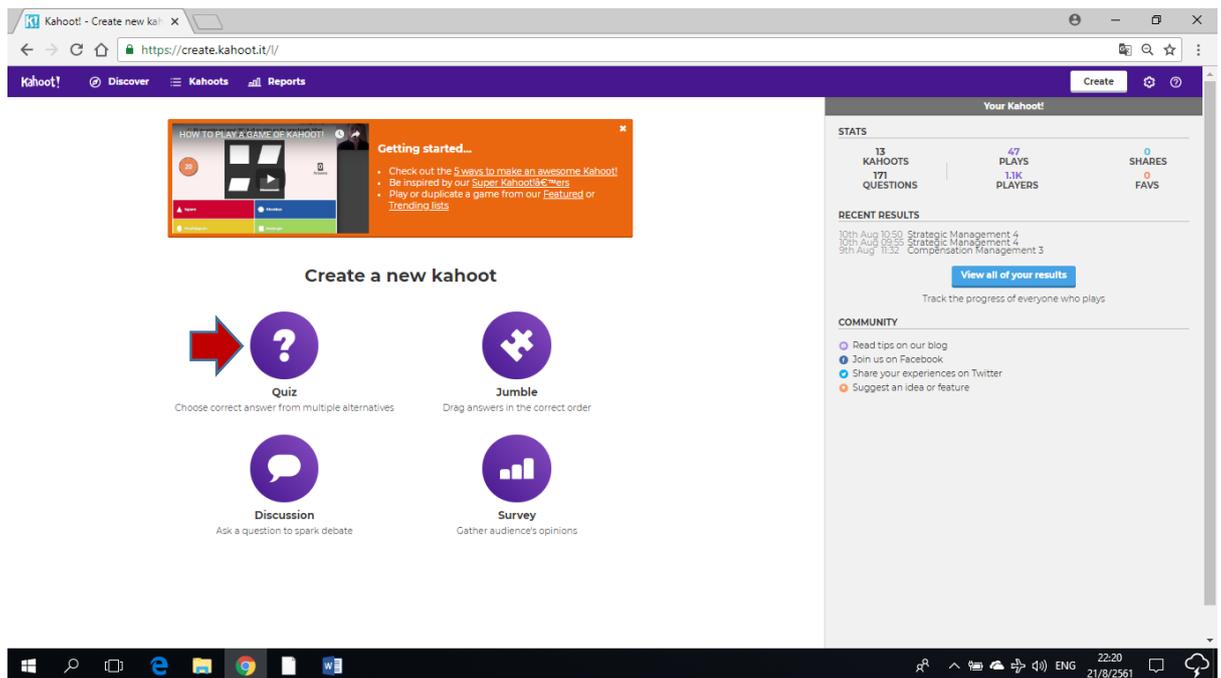
6<sup>th</sup> Step : Click Create button.



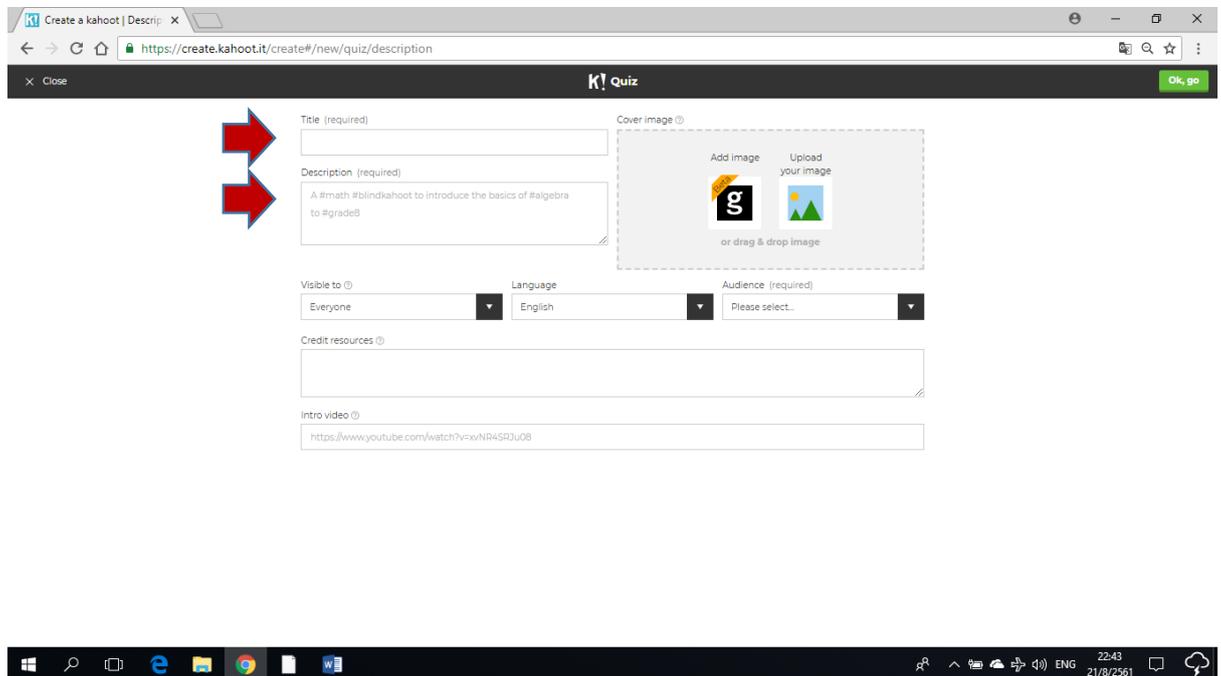
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7<sup>th</sup> Step : Select the ways to create your lesson. Basically, click Quiz button.



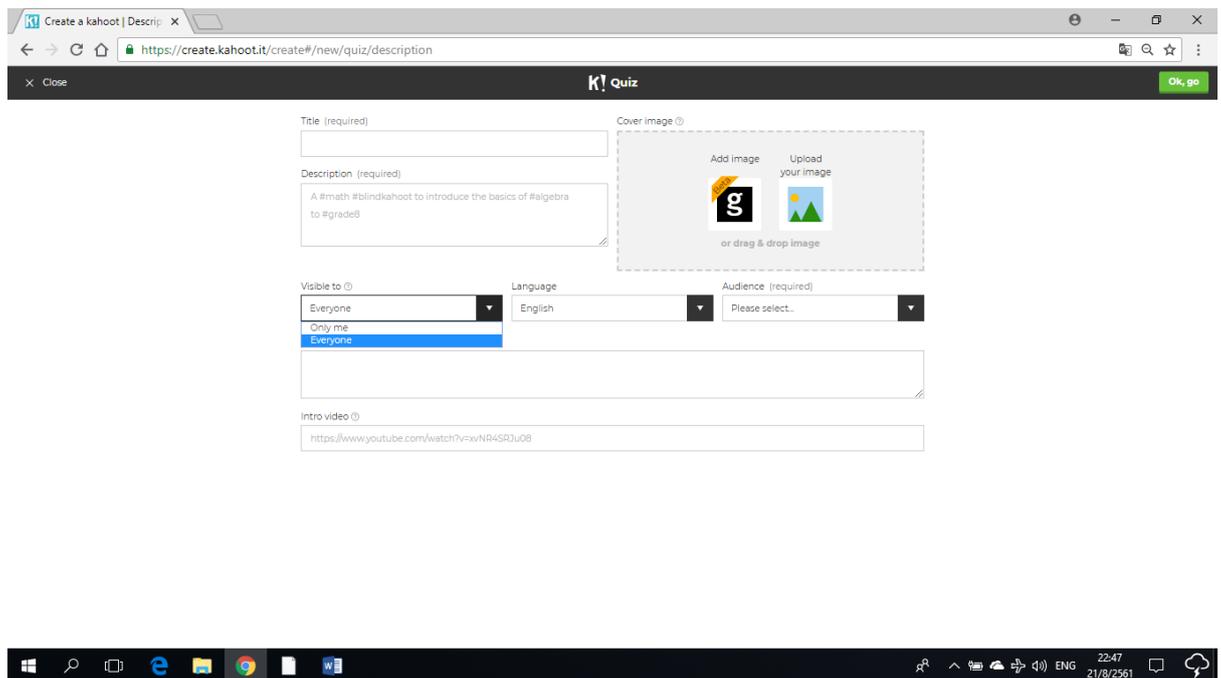
8<sup>th</sup> Step : Put your subject name and discription.



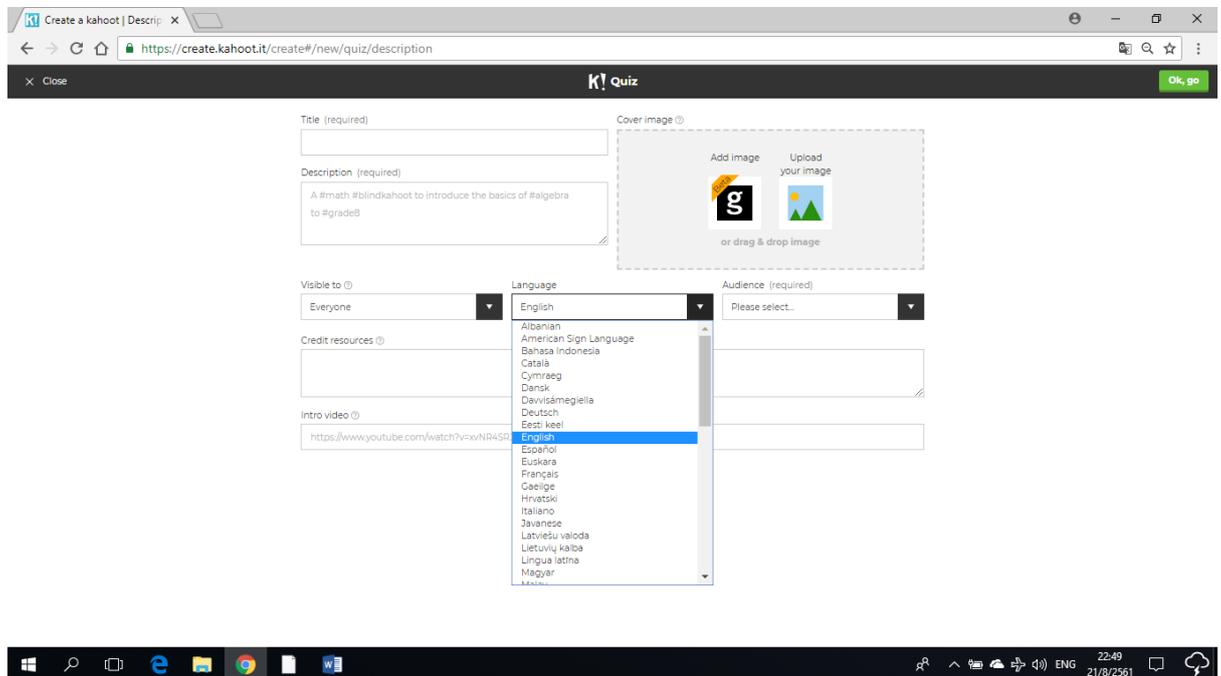
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9<sup>th</sup> Step : Select visible options.



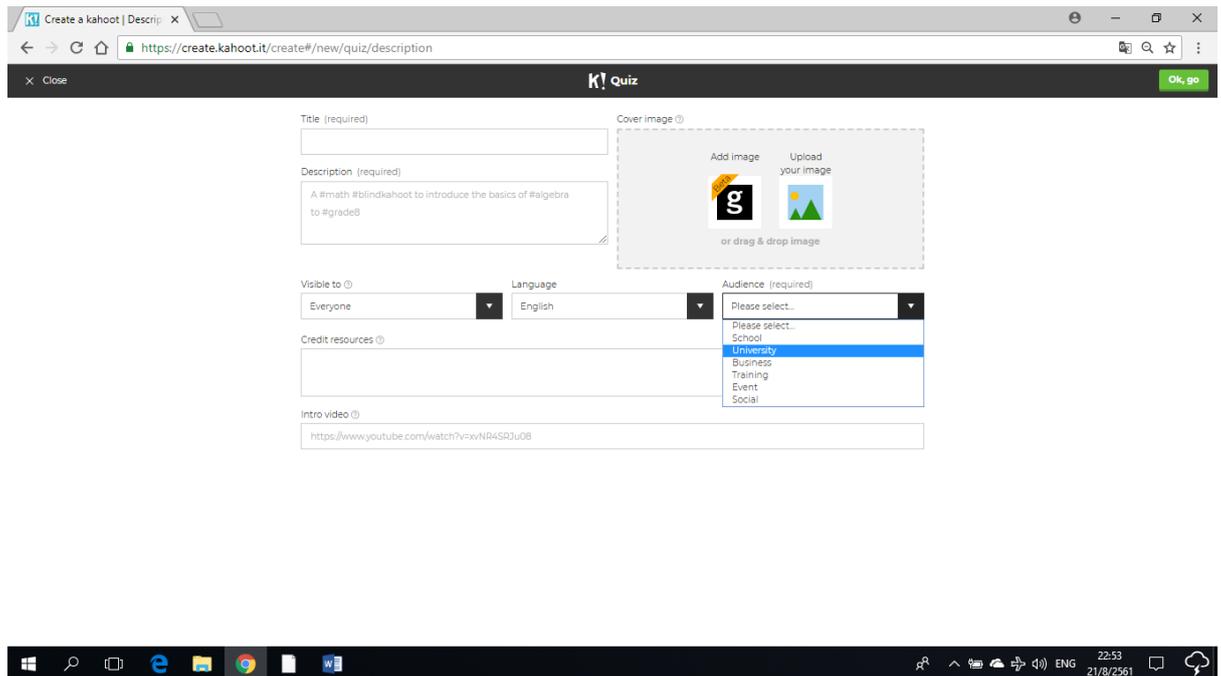
10<sup>th</sup> Step : Select language options.



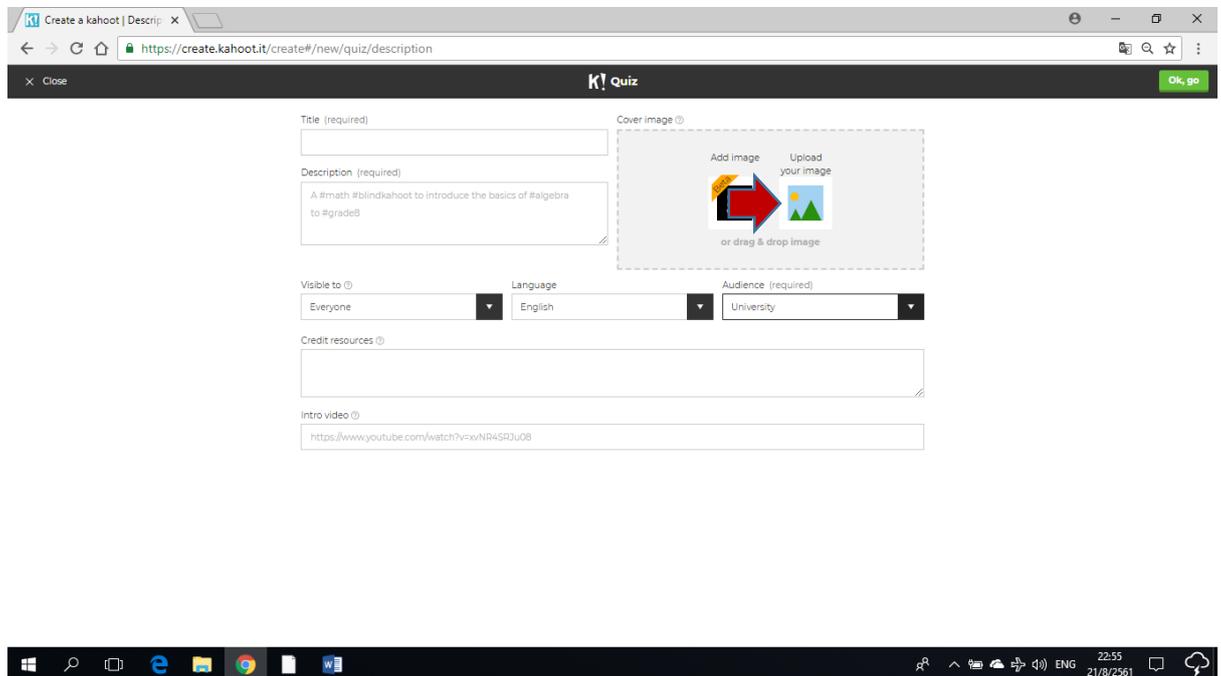
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## 11<sup>th</sup> Step : Select audience options.



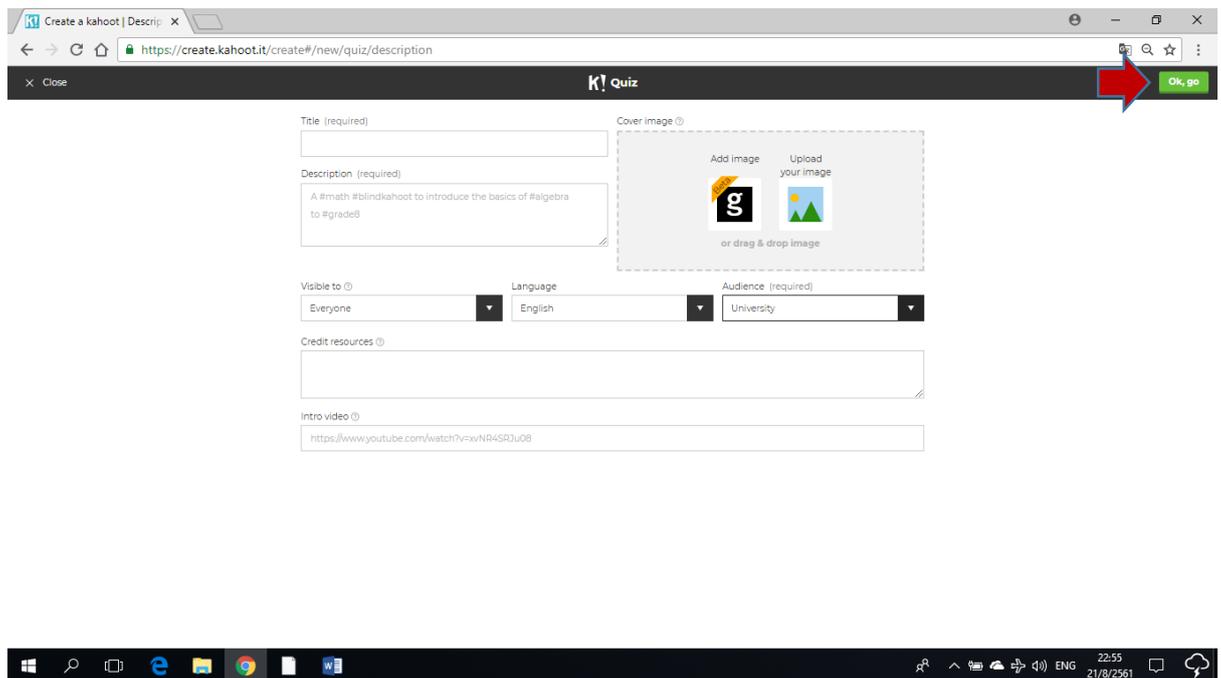
## 12<sup>th</sup> Step : Upload images if you want.



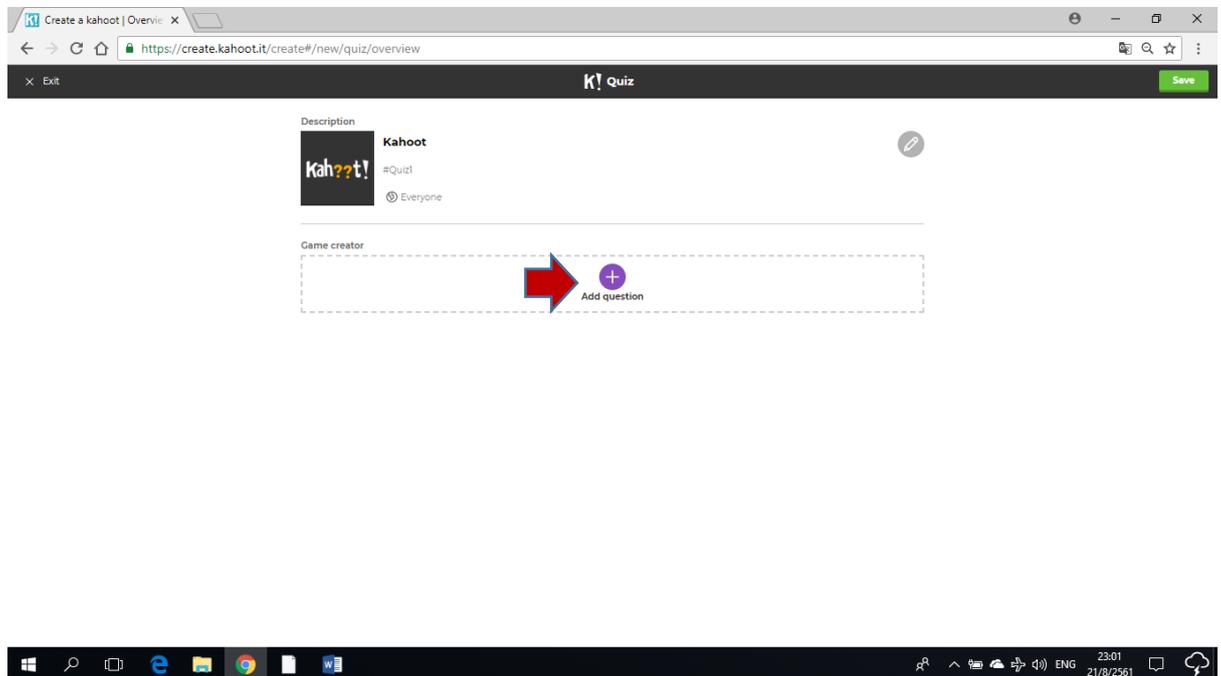
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13<sup>th</sup> Step : Click Ok,go button.



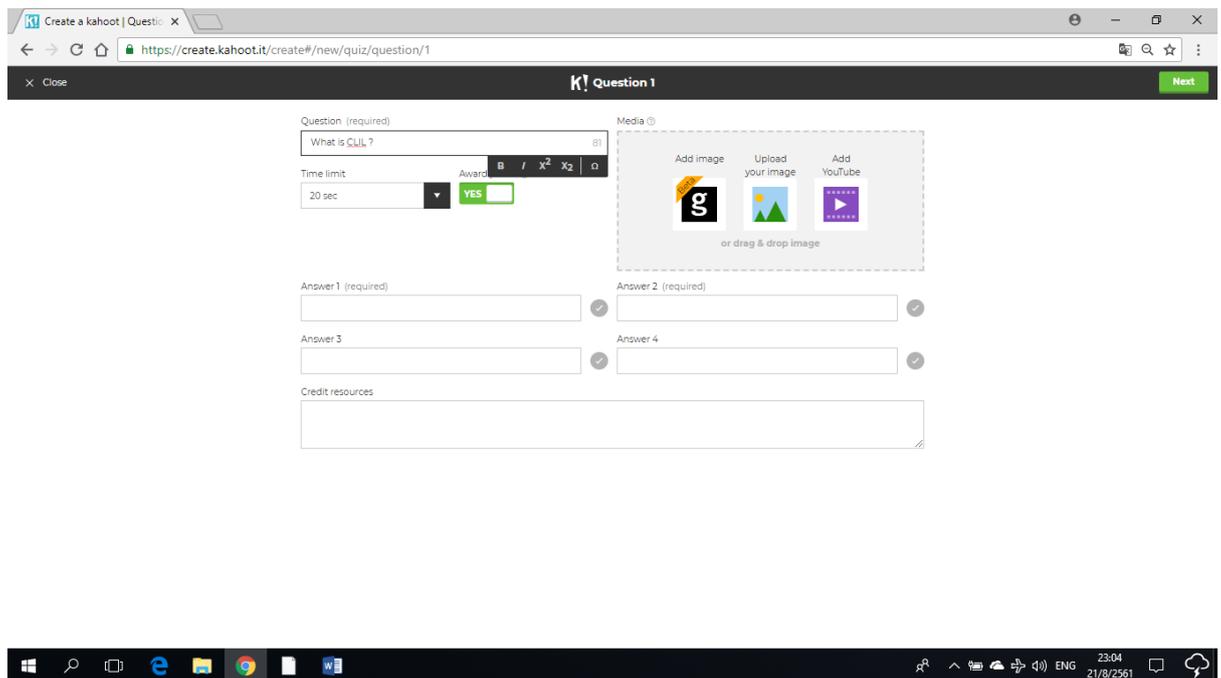
14<sup>th</sup> Step : Click Add question button.



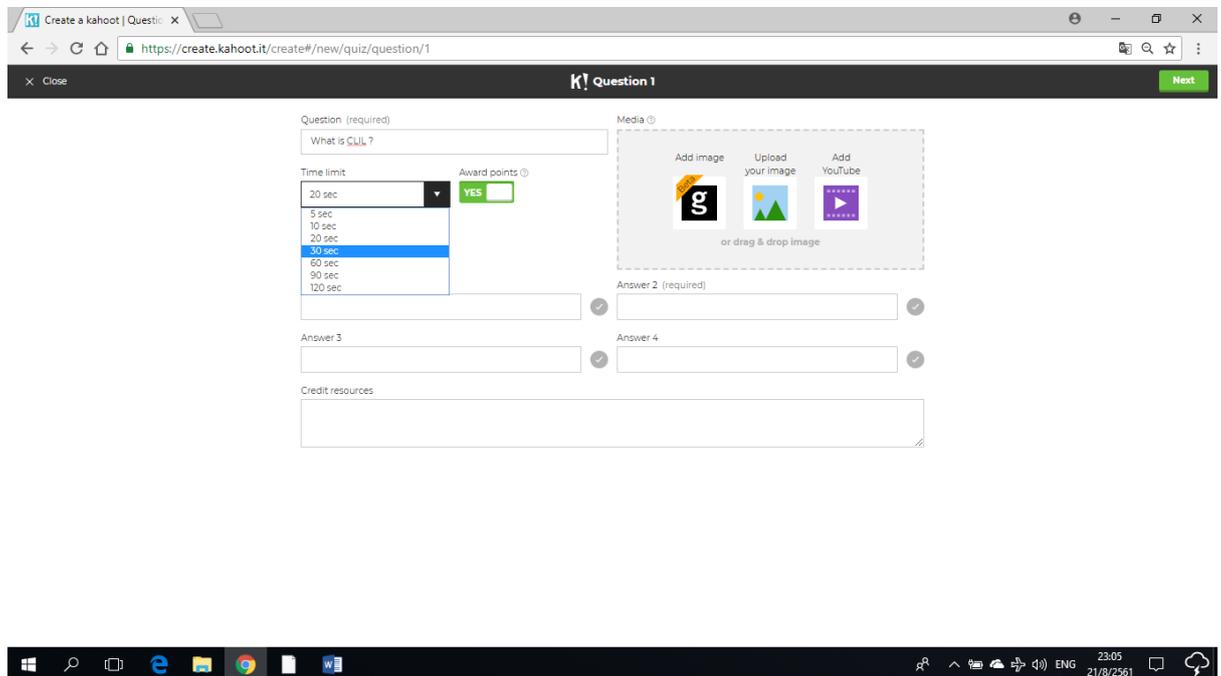
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15<sup>th</sup> Step : Write down your question.



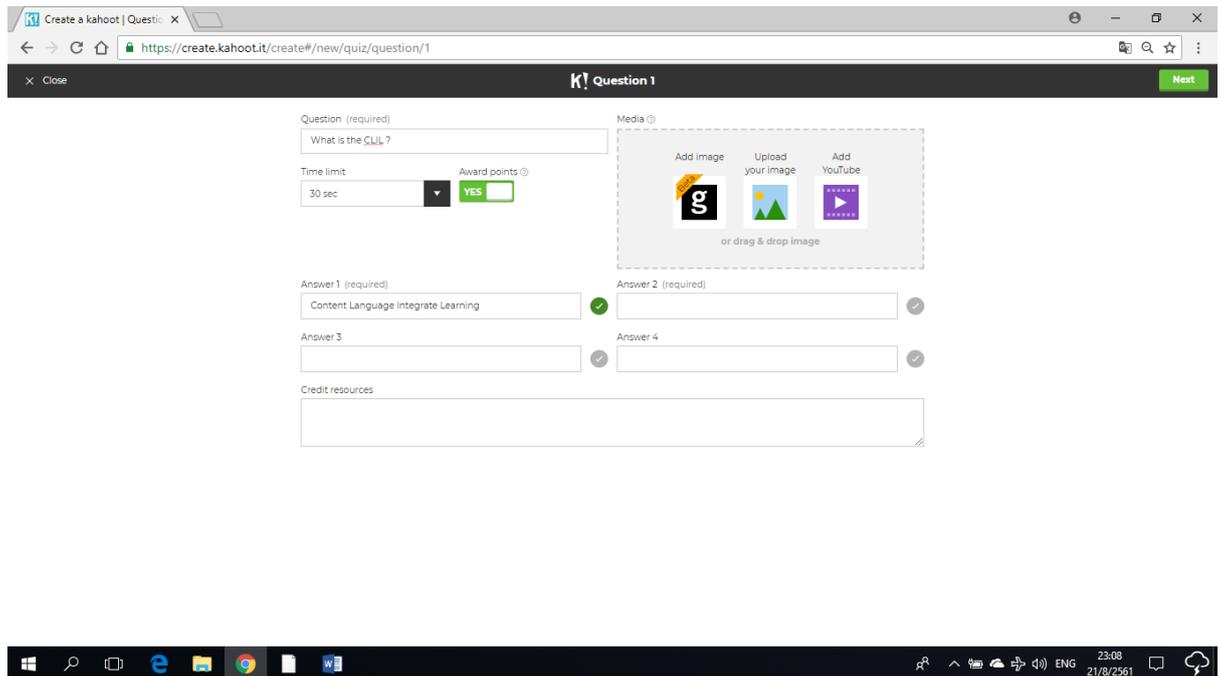
16<sup>th</sup> Step : Select time limit of your question.



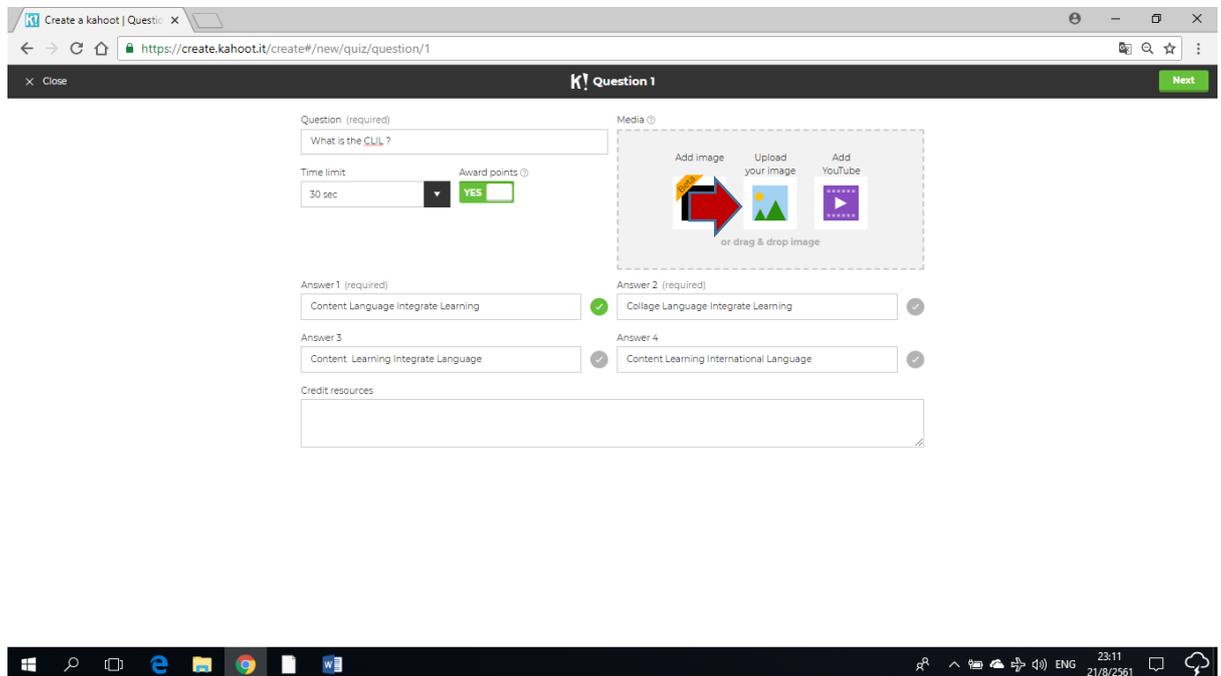
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17<sup>th</sup> Step : Put your choices and mark the correct answer.



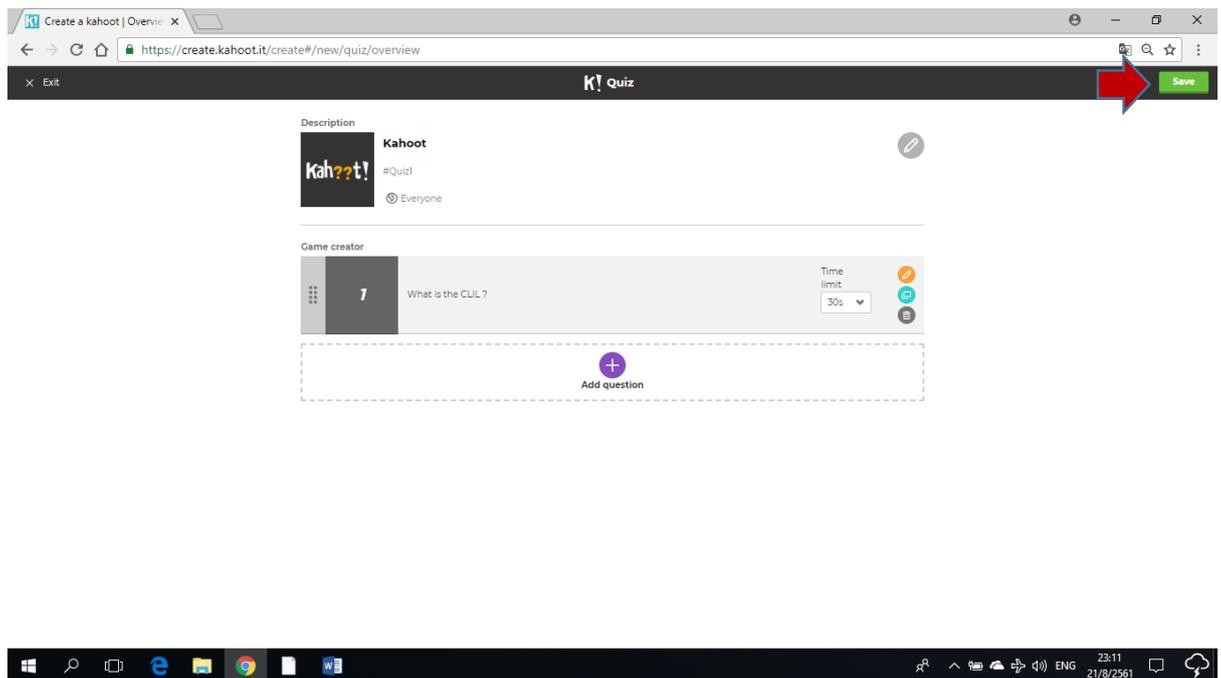
18<sup>th</sup> Step : Add image or video clip if you want.



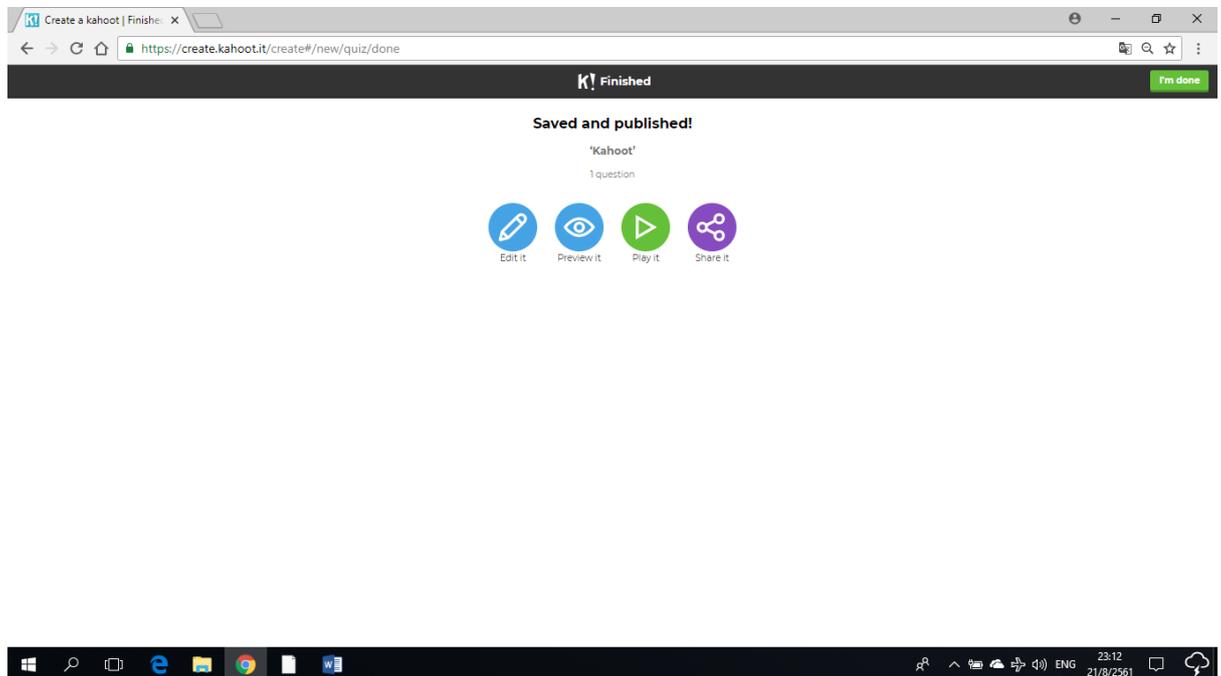
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19<sup>th</sup> Step : Click Save button when you complete.



20<sup>th</sup> Step : Click I'm done button.

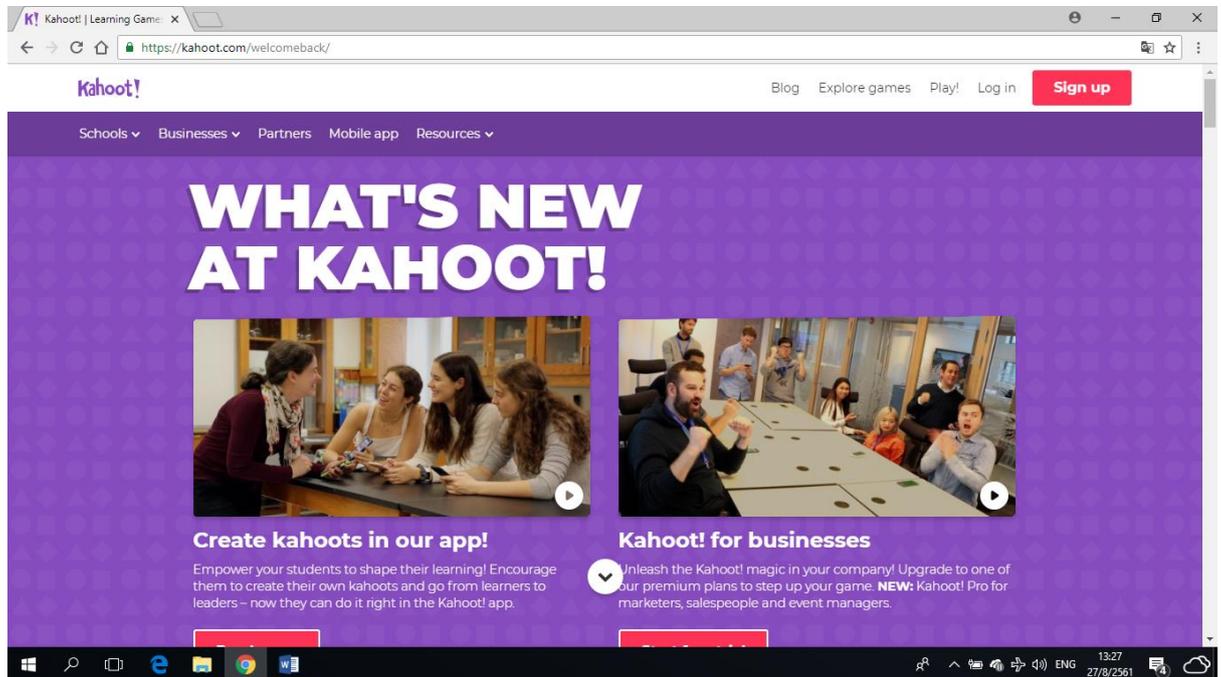


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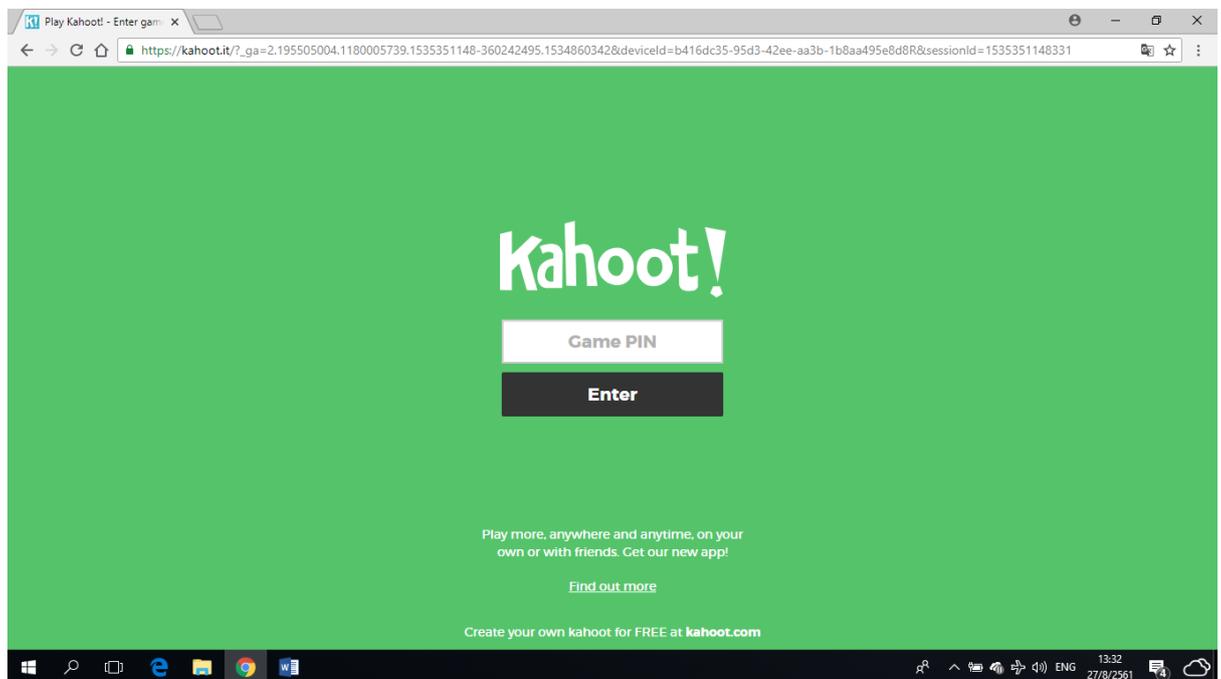
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# How to play Kahoot quiz as a student ?

1<sup>st</sup> Step : Go to [WWW.kahoot.com](https://www.kahoot.com) or open kahoot application on students devices.



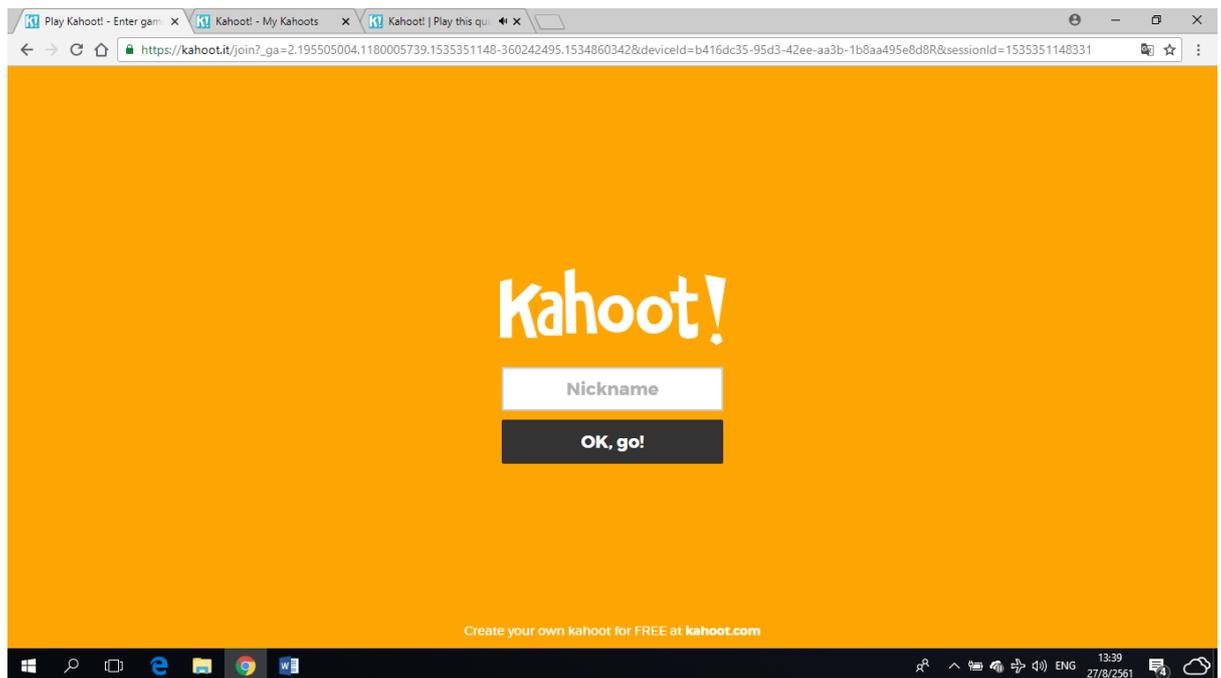
2<sup>nd</sup> Step : Request game PIN from your teacher then put in game PIN box and click enter.



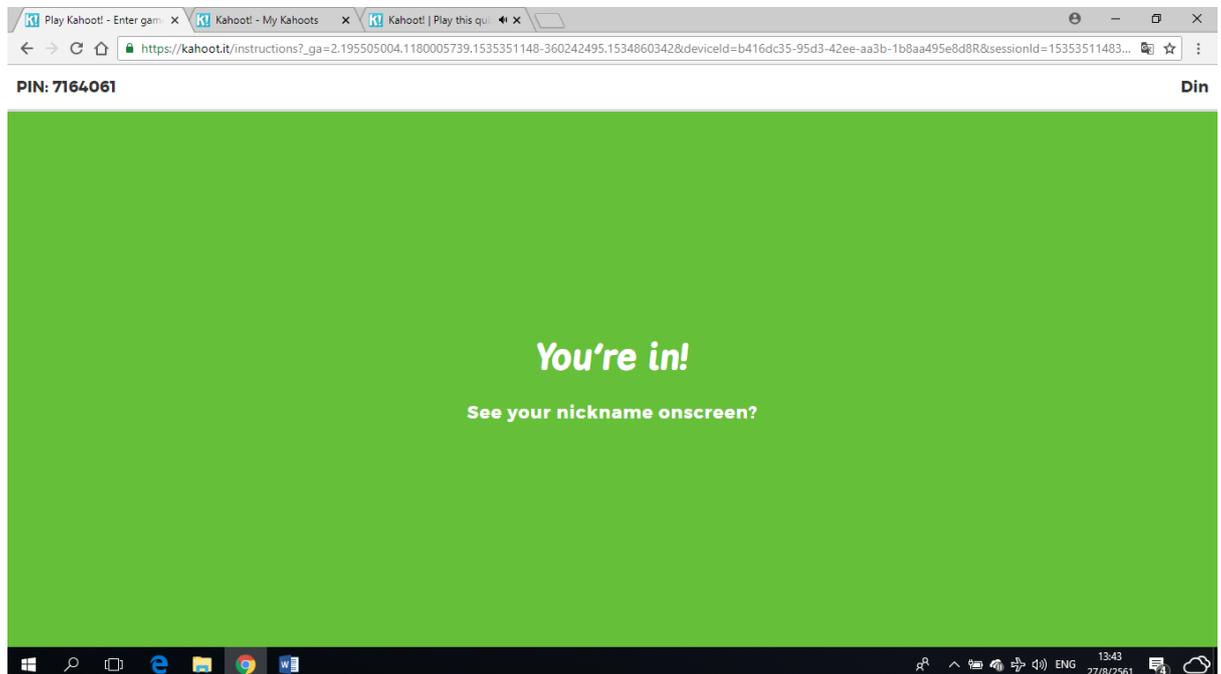
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3<sup>rd</sup> Step : Add your nickname then click OK, go! button



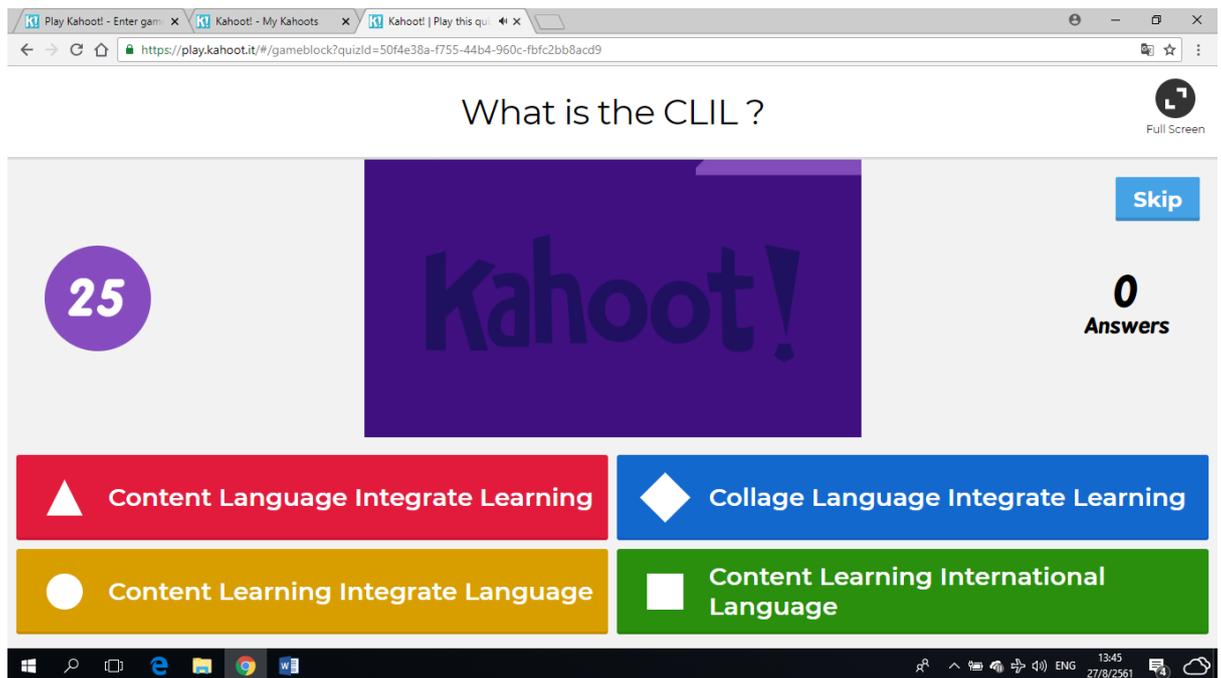
4<sup>th</sup> Step : Look at the main screen.



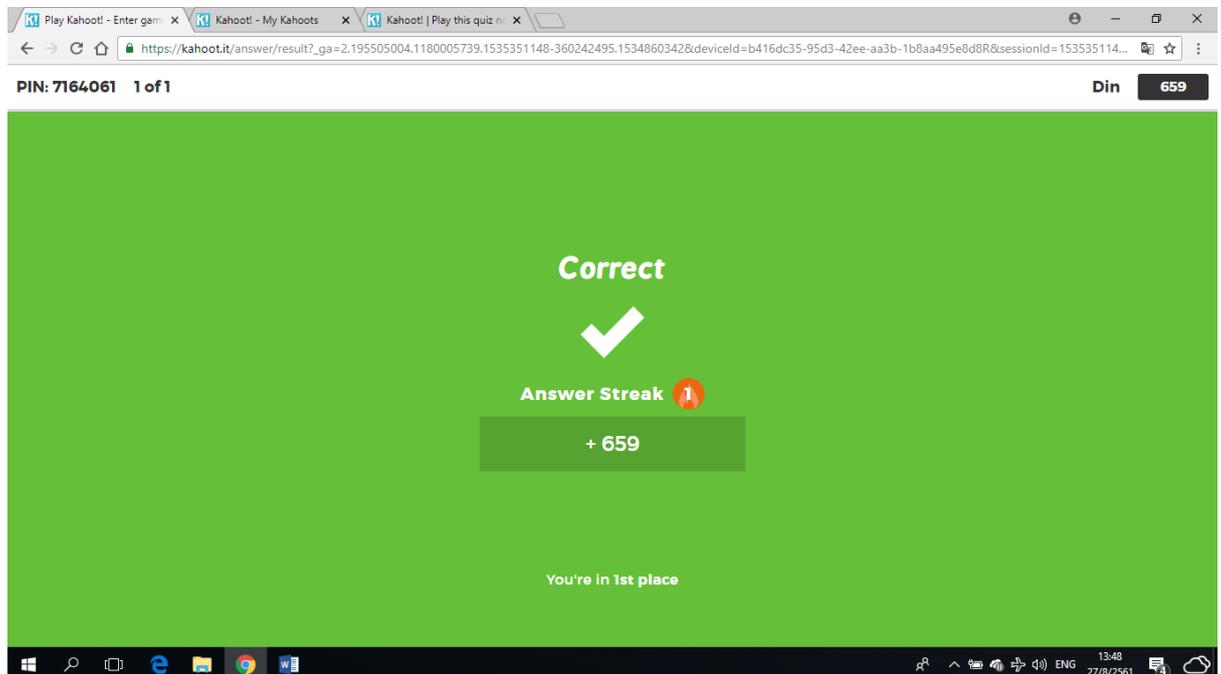
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5<sup>th</sup> Step : Enjoy with game.



6<sup>th</sup> Step : The score will be shown after finishing each question.



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**References :**

- Chaiyo, Y., & Nokham, R. (2017, March). The effect of Kahoot, Quizizz and Google Forms on the student's perception in the classrooms response system. In *Digital Arts, Media and Technology (ICDAMT), International Conference on* (pp. 178-182). IEEE.
- Kahoot, (2018). Kahoot.com, <https://kahoot.com/welcomeback/>

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