

Tutorial Pixton for Students and Parents



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What is Kahoot

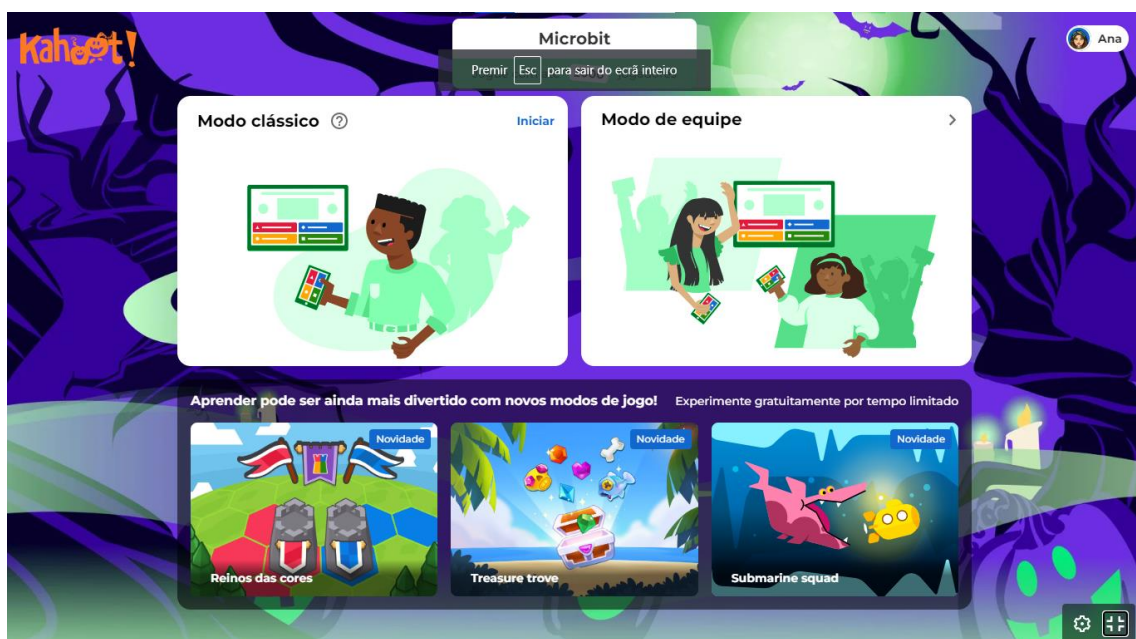
[Kahoot](https://kahoot.it) it is a learning platform that aims to ask questions and give feedback to students as a way to consolidate skills.

Kahoot! is a game-based learning platform, used as educational technology in schools and other educational institutions. Its learning games, "kahoots", are user-generated multiple-choice quizzes that can be accessed via a web browser or the Kahoot!

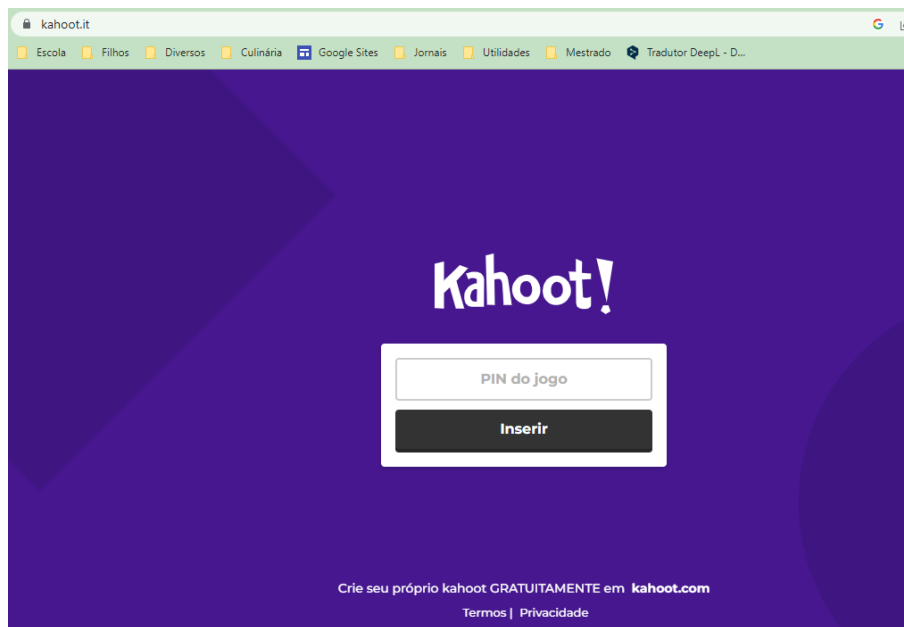
In Kahoot the teacher starts by sharing a code that the students access through the link <http://kahoot.it/>



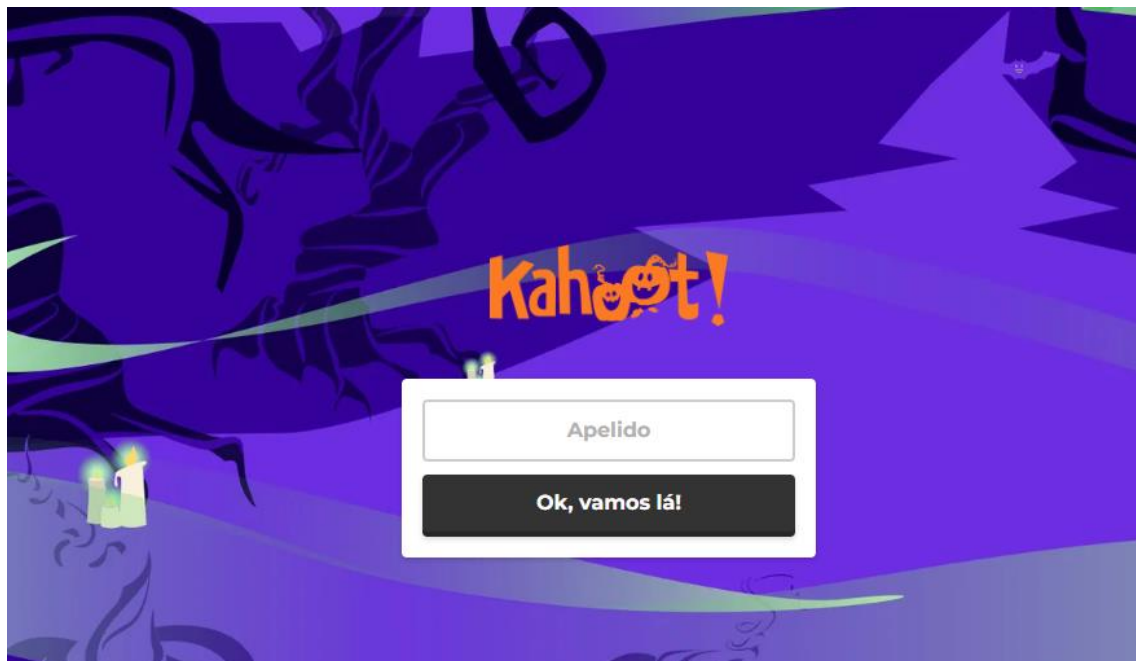
The students either play in the classic mode where each one answers the questions, or there is the possibility of playing in teams, these options are defined by the teacher.



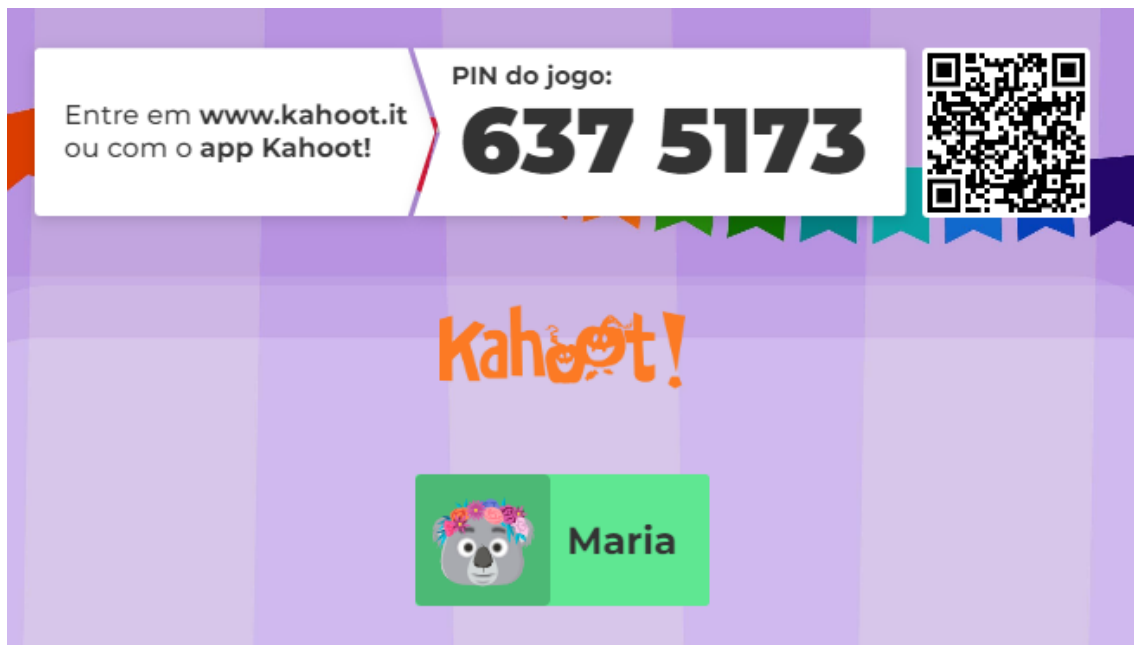
The student receives on his cell phone/tablet or PC the prompt to enter the pin



Students should enter their name and not a nickname, so that it is easy for the teacher to identify when grading. The teacher always has the possibility to eliminate a less correct name that is entered into the game.



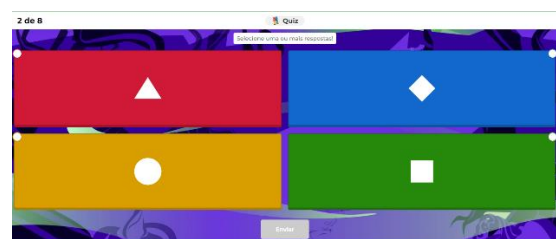
After entering the student's name, it appears on the teacher's display



When all the students are ok, the teacher starts the game. The questions appear on the teacher's PC and the symbols corresponding to the answers appear on the student's device.



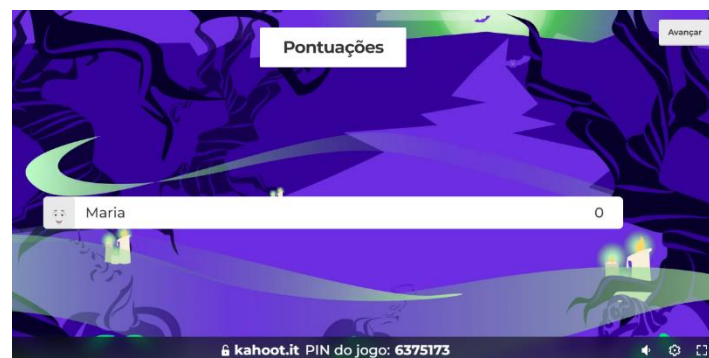
Teacher device



Student Device

Students click on the matching for the correct answer.

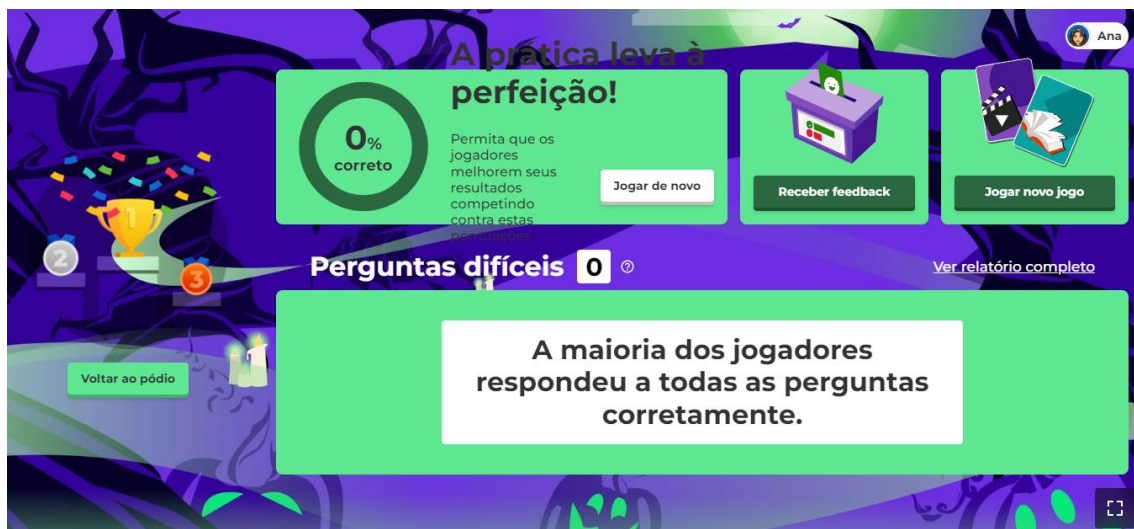
Once the questions have been answered, the teacher projects the winners' ranking, encouraging competition and concentration in the students; the student who answers the questions the fastest will win.



All questions answered, the winners' podium appears



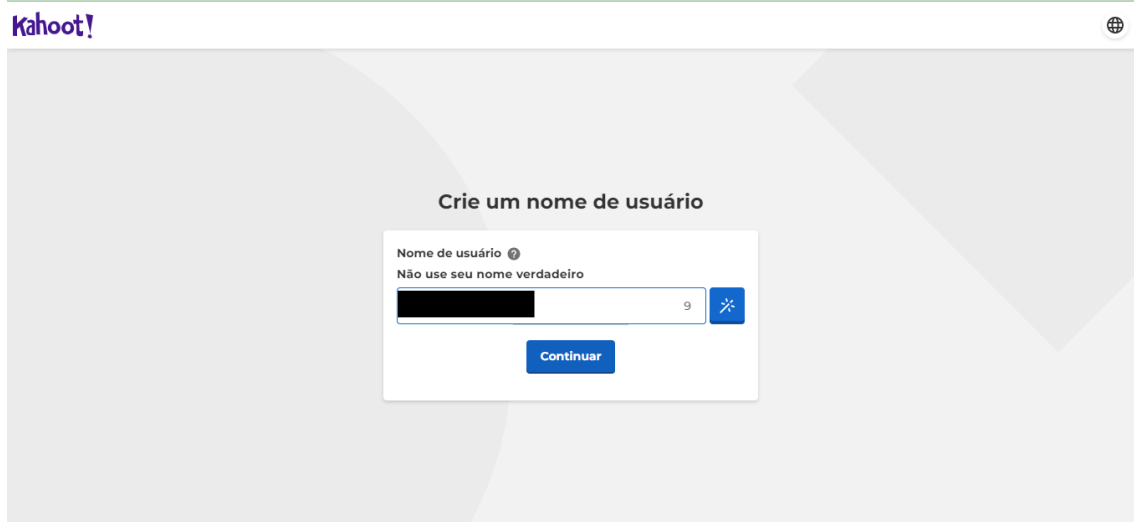
At the end of the game, the teacher can see which questions have been answered correctly and which topics he has to work on again (incorrect answers). Teacher can assess whether a topic can be finished or has to be re-examined.



Note:

The teacher can also make a game available so that students can play remotely, so the student can test his knowledge at his own rhythm.

Students can also register at <https://kahoot.com/> with a nickname and their institutional account, thereby accessing a massive repository of quizzes that allow them to study in a fun way and even create their own kahoots.



This tool enhances various digital skills and fosters learning to learn, a key requirement of 21st century students.

