Monica C. Crane

Professional Conference Proposal

March 16, 2014

As educators, we have a "moral and ethical obligation to … model use of digital media in a socially responsible way, and maintain a participatory and inclusive attitude in pedagogy and in learning environment design" (Alam   McLoughlin, 2010).

As we all know, the children in classrooms today are digital natives and we would be naïve to think that technology is not one of the things they love most! Therefore, educators would be remiss to not integrate and scaffold the use of technology into their already existing curriculum. There has been much written and researched about the use of devices in the educational environment … From preschool age all the way through higher level education. According to research done by the EDC – Center for Children and Technology, "it may not be the tool itself that defines Web 2.0, but how it is used to support teaching and learning, both in individual classrooms and as part of a school's or district's larger vision." It is important for all of us to remember this as we research and choose the tools that we introduce to our students.

The tool that I will be introducing is Kahoot!. It is a Web 2.0 tools that is a free, easy, and safe website that allows students to get involved in a computer based assessment. It offers blended learning, allows students to be active and interact with other students and also allows them to use a variety of devices.

What do educators say about Kahoot? "One way we're using Kahoot! is at the end of each Key Stage 3 project to help embed new musical terms which have been learnt during the project. We have standard quizzes which we all do as a department every 4-6 weeks with the students, using Kahoot!" Katy Wood, Head of music, Ratton School (and a Kahoot! user)

"Thanks for such a great product. The kids not only played the game once, but when they were done insisted on trying again. After the second time, I had a tough time getting on to the next part of the lesson…they loved it that much!" Joelle Dulaney, Richards ISD Educator, Texas, USA (& a Kahoot! user)

Kahoot! lets teachers easily create games for their classrooms. It's simple to incorporate pictures and even video clips. What they end up with is a classroom experience that looks a lot like a TV game show. Linda Breneman, http://www.pixelkin.org/

The resources I will need are:

Presentation - https://www.smore.com/5zhp-kahoot

Assessment - http://goo.gl/2o3Ee4

Handouts – See Below

Projector

Outline:

- Discuss the idea of students completing assessments online – Review, determining prior knowledge, survey questions, etc.

- Allow participants to actually take a fun quiz on Kahoot!

- Using the S'more presentation, go through what Kahoot! is, how teachers and students use it, benefits, ways it can be used, etc.

- Pass out the handouts and walk participants through the process of creating a Kahoot! and how their students would complete the Kahoot!

How to Use Kahoot

Begin by creating an account in the upper left hand corner or sign in if you already have an account.

Once you sign in or create your account, you can decide if you want to make a quiz, make discussion questions or create a survey at the bottom of your homepage. At the bottom of the page, click on one of the three symbols to start creating your assignment.
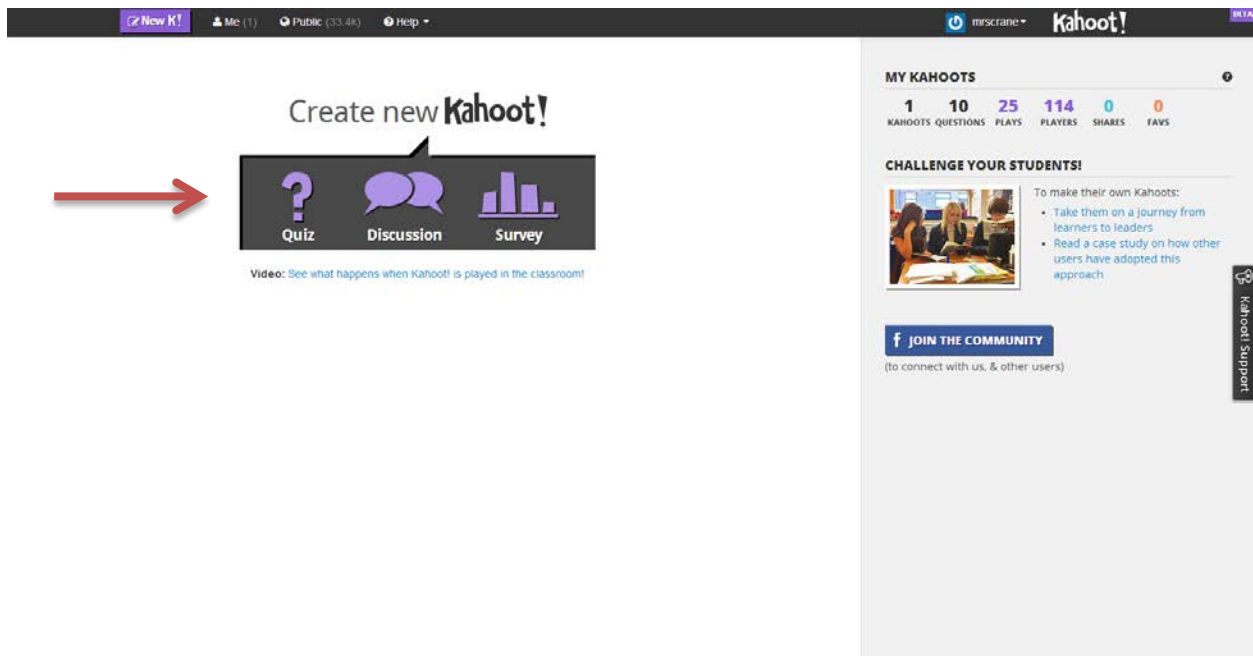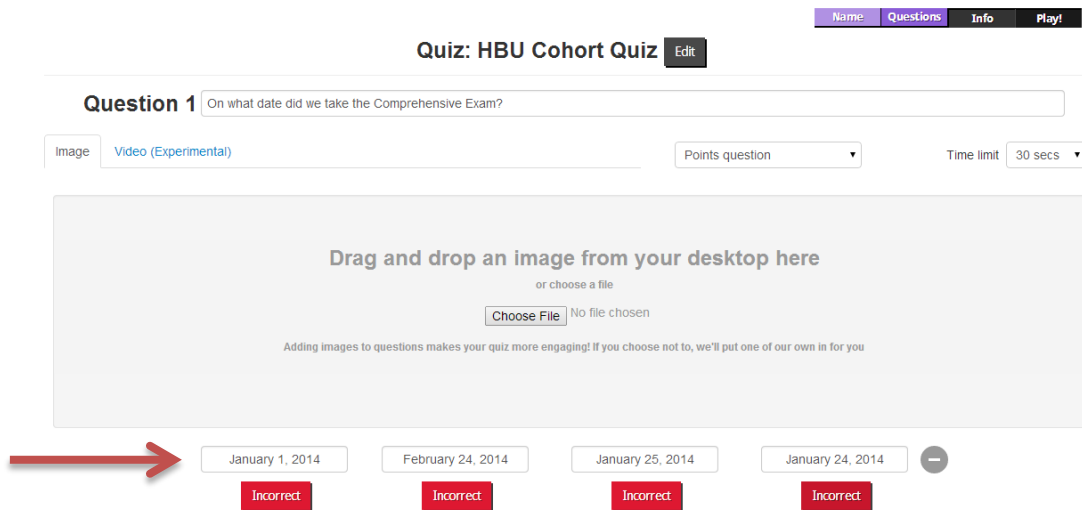
Now it's time to make a name for your quiz, discussion question, or survey. I decided to create a quiz. Type in the title you would like to use and click on "Go" …
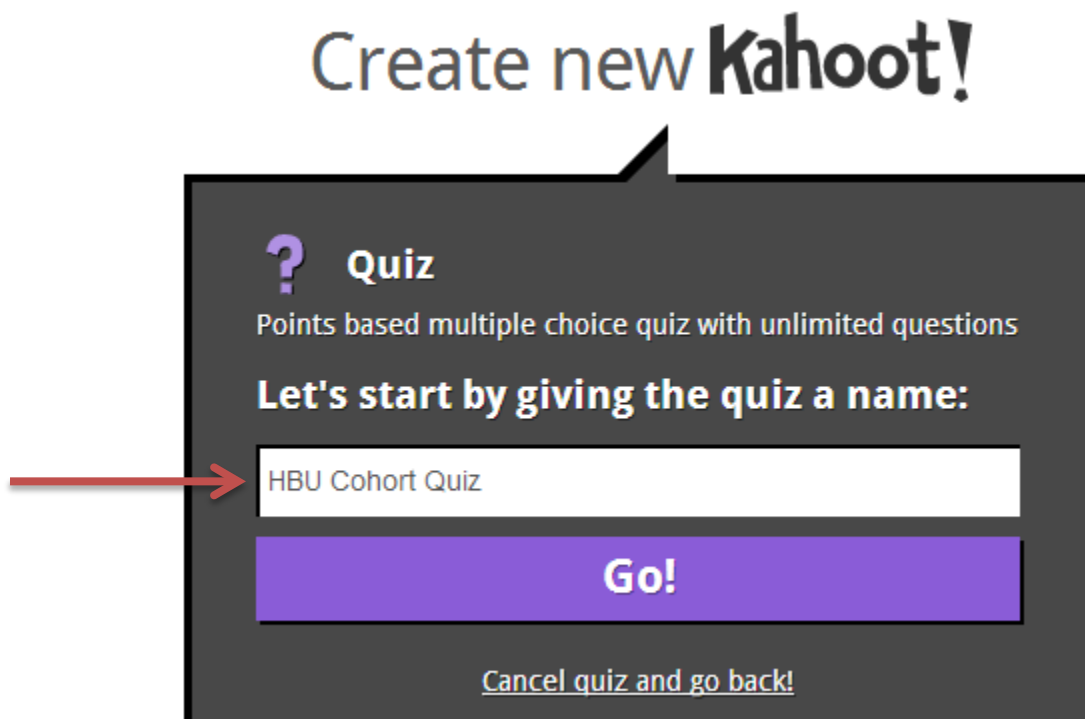

Since I made a quiz, I am prompted to type the 1st question in the upper left hand corner where it says Question 1. Then you can type the answers for the students to choose from at the bottom of the page.

Once you input the answers the students will choose from, click on the red button under each question that says incorrect. Click on the answer that is correct, and it will go from an incorrect red button to a correct green button. This way, Kahoot knows which answer is correct. In the upper right hand corner there is a drop down box that says time limit. You are able to pick how much time students have to answer the question. You can also choose whether you want Kahoot to give points for each correct answer and add an image. Now, go to the bottom right hand corner, and click add question.
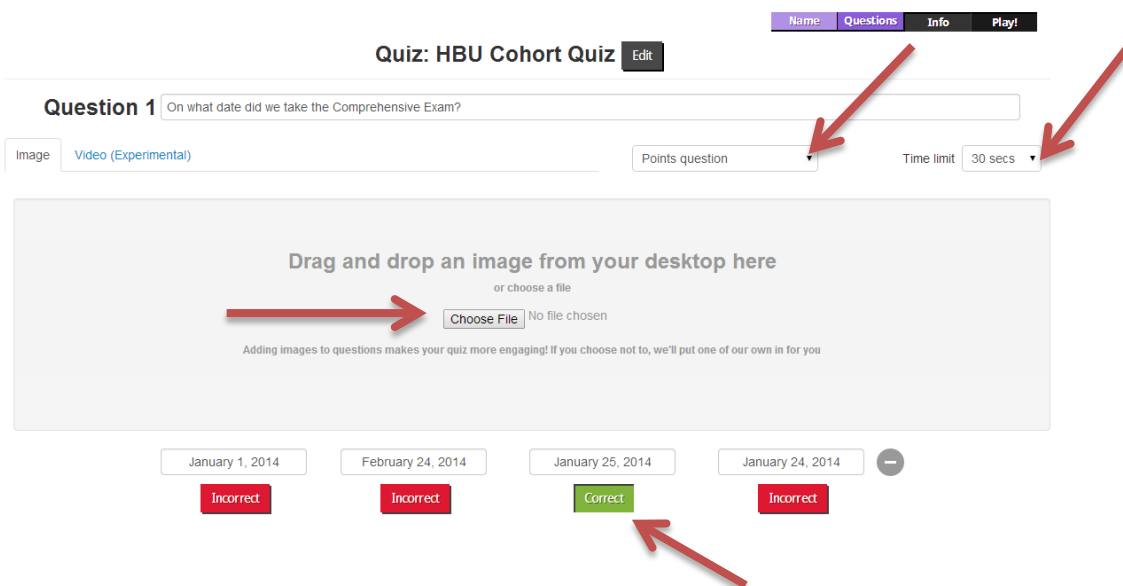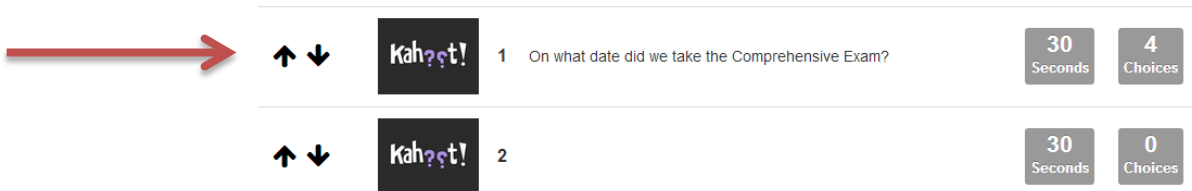

You will repeat the same steps explained above for as many questions you would like. Once you are done creating your questions, go to the bottom right of the page, and click Next: Reorder questions.
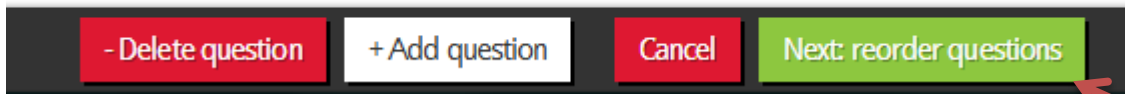
You can now use the arrows to change the order of your questions, or, if you are pleased with the order of your quiz questions, then go to the bottom right hand corner and click Next: Settings.

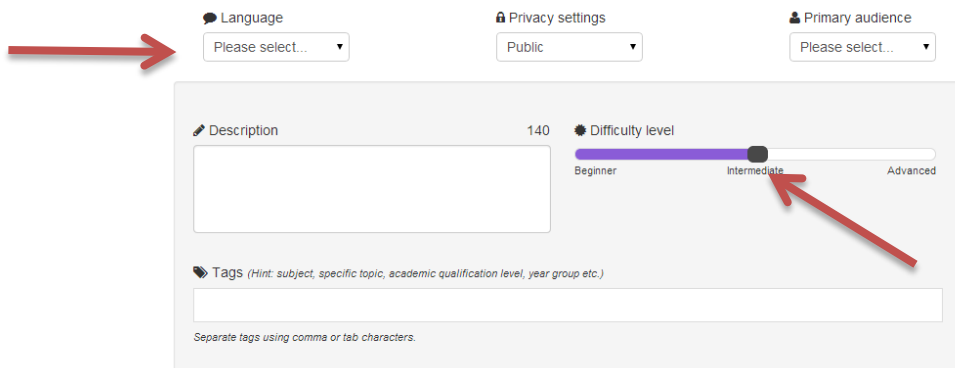**Quiz: HBU Cohort Quiz** Edit

Re-order questions by using the arrows.

| | Kah??t! | 1 | On what date did we take the Comprehensive Exam? | 30 Seconds | 4 Choices |
| | Kah??t! | 2 | | 30 Seconds | 0 Choices |

Now decide what language you would like to use, privacy settings and primary audience. Also, you can decide the difficulty level in the middle of the page. In the bottom right hand corner, click on the green box that says Next: Cover Image.
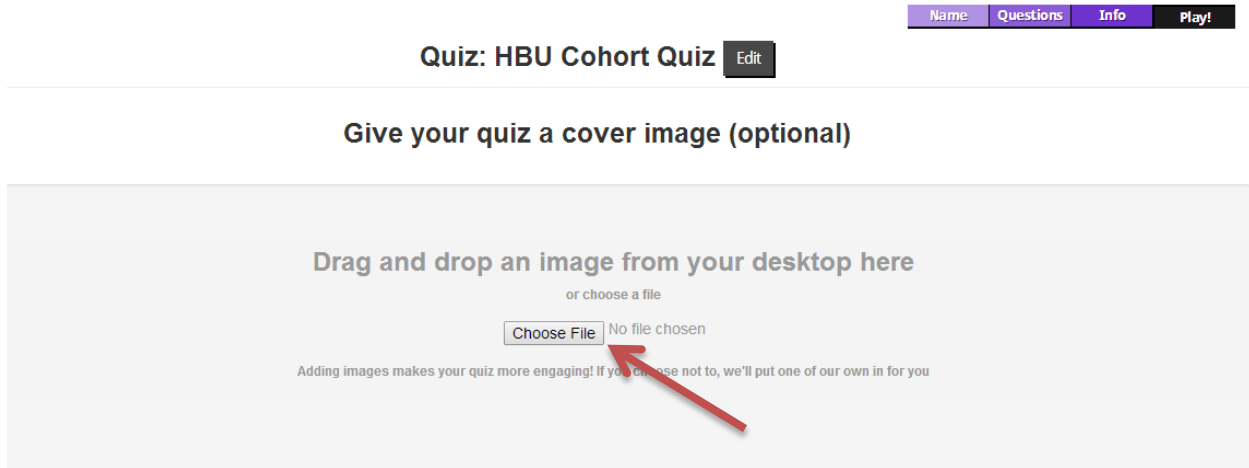
Name Questions Info Play!

Quiz: HBU Cohort Quiz Edit

Before you finish... tell us a bit more about your quiz

Language   Privacy settings   Primary audience
Please select...   Public   Please select...

Description   140   Difficulty level
                                Beginner   Intermediate   Advanced

Tags (Hint: subject, specific topic, academic qualification level, year group etc.)

Separate tags using comma or tab characters.

Cancel   Next: cover image

It is optional to insert a cover image. Once you have decided to use a cover image or not, go to the bottom right hand corner and click done.

| Name | Questions | Info | Play! |

Quiz: HBU Cohort Quiz Edit

Give your quiz a cover image (optional)

Drag and drop an image from your desktop here
or choose a file

Choose File   No file chosen

Adding images makes your quiz more engaging! If you choose not to, we'll put one of our own in for you

Cancel   Done

Now that the quiz has been created, it's time for the students to get involved.

When you are ready for the students to take the quiz, log in to your account and click on "Me" in the top left corner. This will bring up the

New K!   Me (2)   Public (35k)   Help ▾

Create new Kahoot!

? Quiz   Discussion   Survey

Video: See what happens when Kahoot! is played in the classroom!

Kahoots that you have created. Click on "Play" on the Kahoot that you want the students to play.
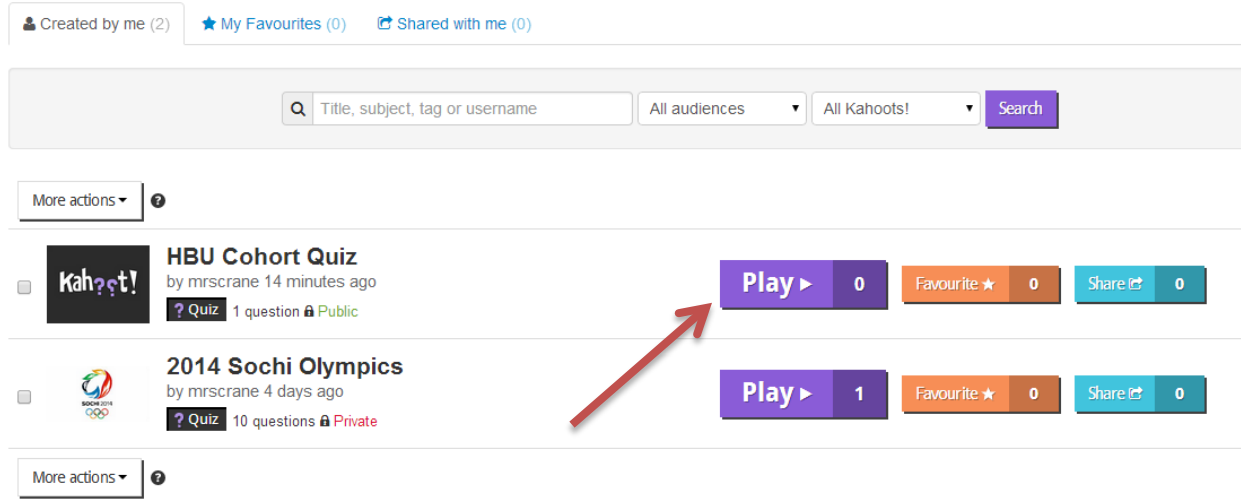
A new window will open and you will be able to make some choices about how the Kahoot will be displayed while the students play. I usually leave all of these off but you can experiment with them if you want to. Once you have made your choices, click on "Launch".
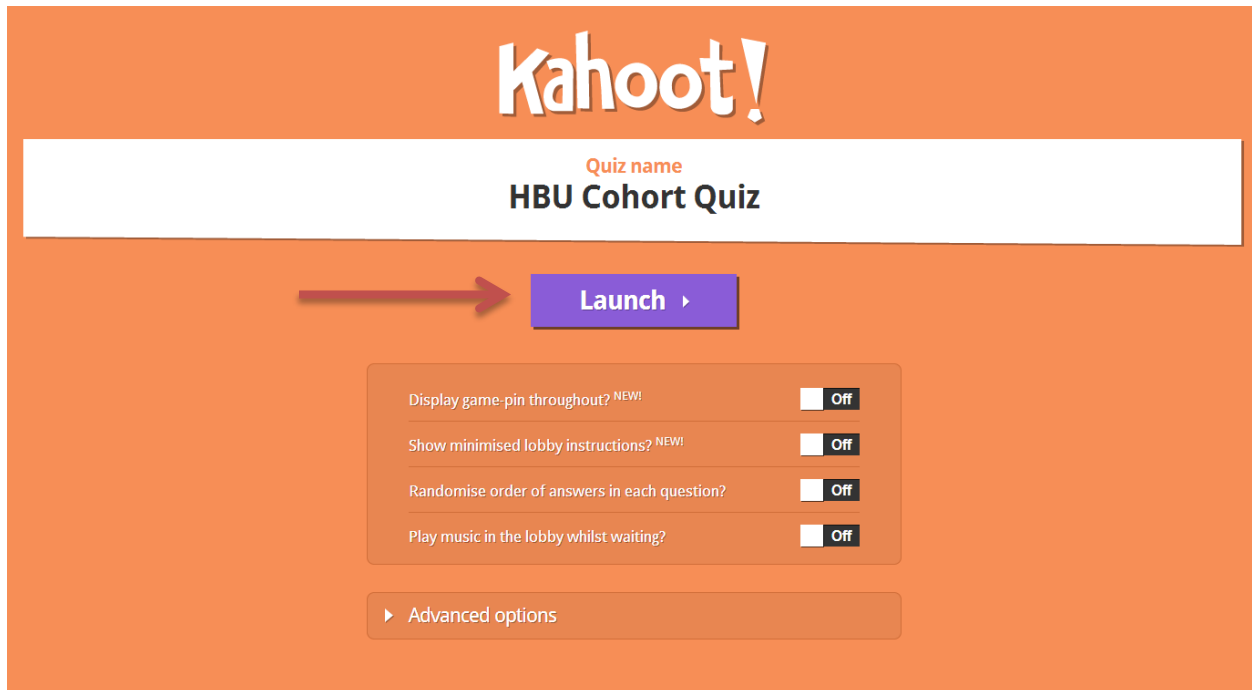
The following screen will load and a game-pin will be provided … NOTE: This is the screen that you will want to display on your screen at the front of the classroom.
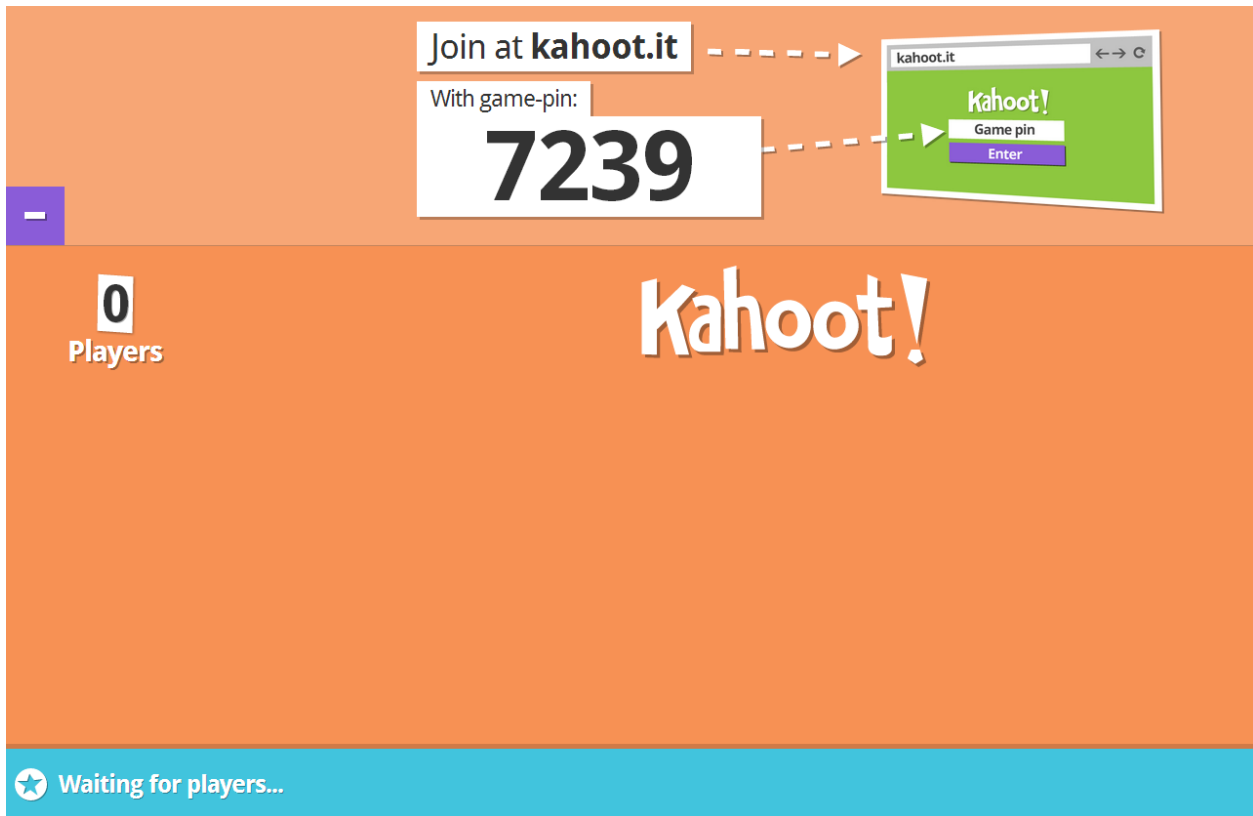
Kahoot can be assessed on iPhone's, iPad's, laptops or PCs. Students will go to https://kahoot.it

When they enter Kahoot (no sign in required for students) they will enter the game-pin that you have provided to them and press Enter.

They will need to enter their "Nickname" (could be Student ID #, First Name and Last Name Initial, etc,) and press "Join game".
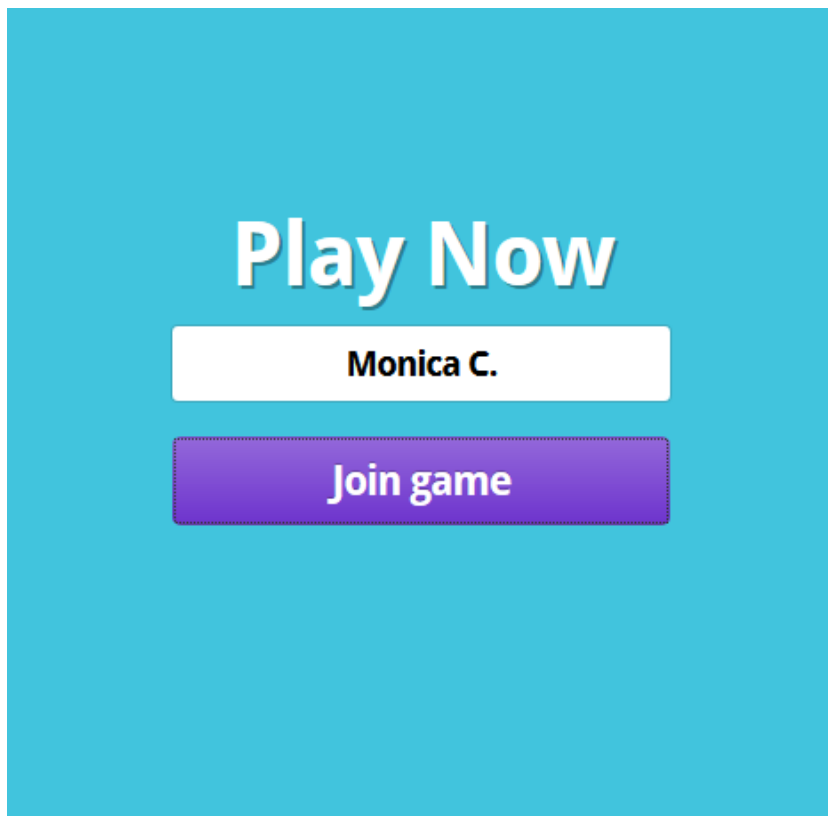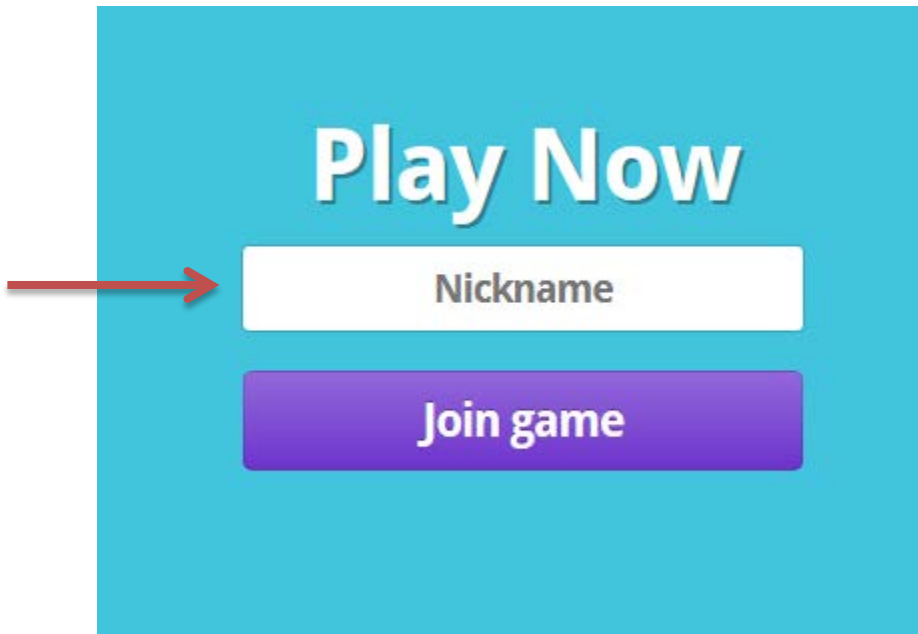
Once they have joined the game, they will get the following message and you should see their name on the screen at the front of the room.
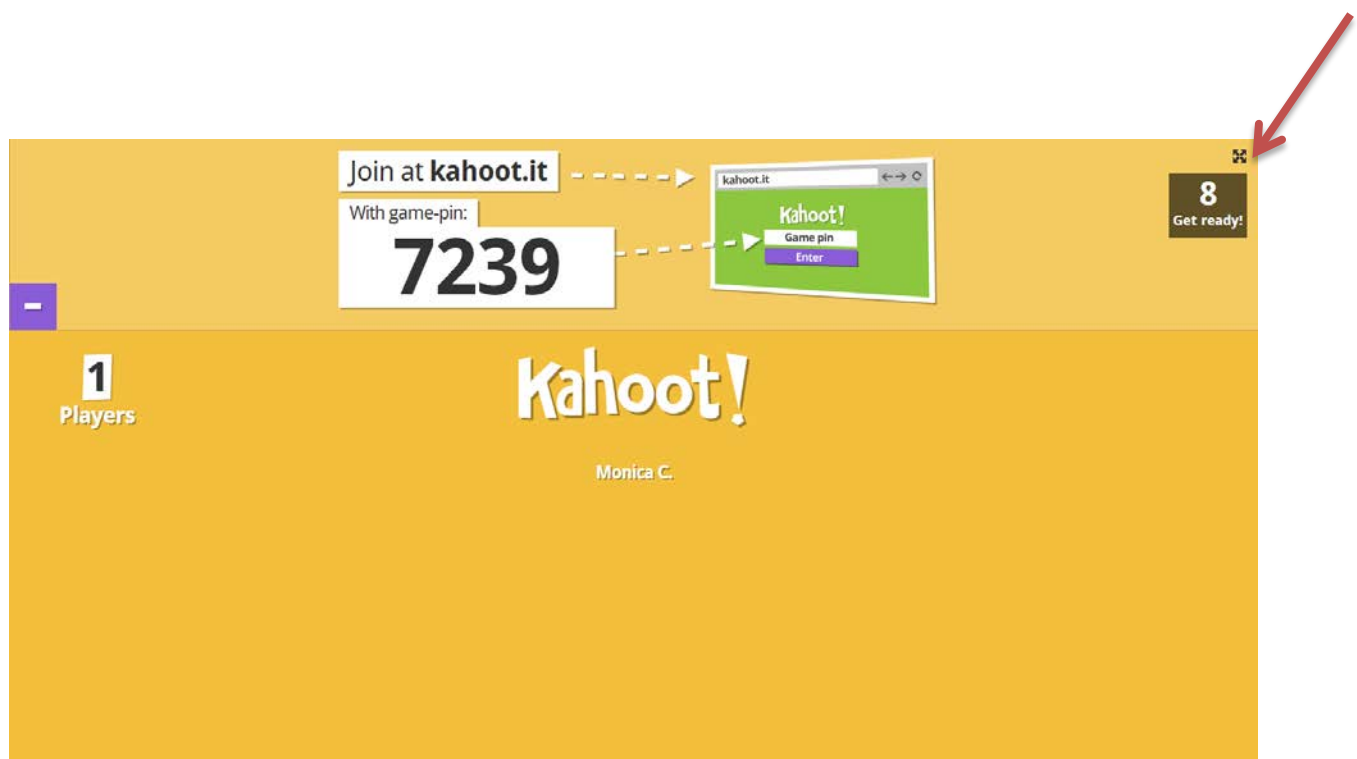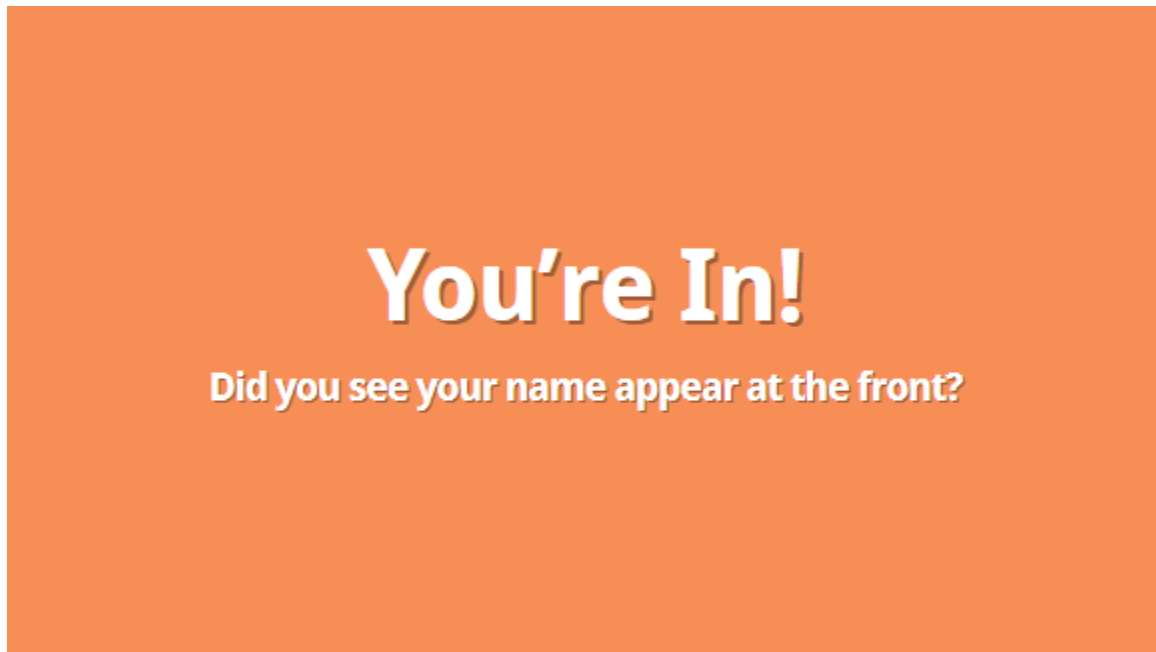
Once all students have entered the game (NOTE: The clock in the right hand corner starts at 15 seconds and resets each time a student enters their information) … Once 15 seconds goes by with no one entering, the students will get the following screens letting them know the quiz is about to begin.

The fun aspect of Kahoot, is that the questions and text/shape/color answers are ONLY projected at the front of the room. On the student device, they only see the color and shape. So, they must read the question up front (or the teacher can read out loud) and then choose the color/shape of their answer choice.
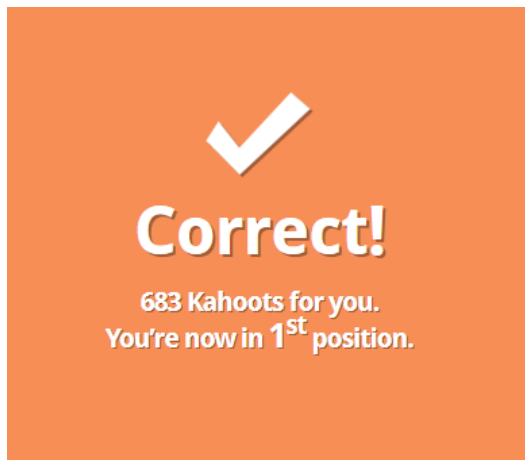
TEACHER/FRONT OF CLASSROOM VIEW:

STUDENT DEVICE VIEW:

Once the student answers, they will get a message that shows whether they were correct or incorrect. If they were correct, they are assigned a points value based on how quickly the answered. If they are incorrect, Kahoot will give them correct answer.
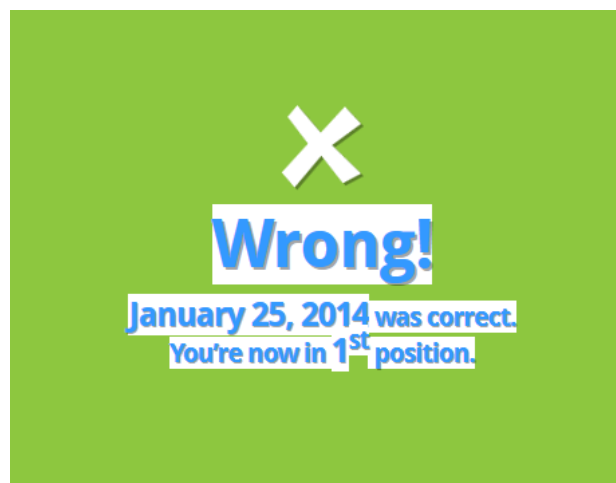
After all the questions have been completed, the final scores of all students are displayed.

On the screen in front of the classroom, a bar chart is displayed showing the number of students that answered each question.