



Purpose: Kahoot.it is an engaging technology tool that can be used with all ages. Teachers can choose from a quiz, discussion, jumble, or survey on the program. Then, the teacher enters the content in the template selected. You will need a device and projector for this technology tool. Students will need devices to work either in small groups or independently.

To get started:

1. Go to create.kahoot.it
2. Select quiz. Add a description, tag, and cover image. Hint: Add a video for when students are logging in to the game. Students who log in quickly can view the brief video as others are getting logged into the game.
3. Enter your questions and answer choices. Remember to mark the correct response.
4. Save the game.

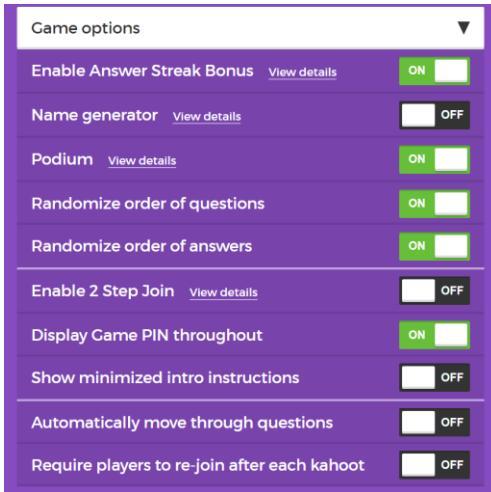
Note: Before playing the game, you can change the settings to where the solutions are not presented in the same order for the next game.

Teacher screen with list of teacher-created questions (you can change the time limit, as needed):

A screenshot of the Kahoot! Game Creator interface. At the top, there's a dark header bar with an 'Exit' button on the left, the 'K! Quiz' title in the center, and a 'Save' button on the right. Below the header, the 'Description' section shows a colorful 3D cube icon and the title 'Volume of Rectangular Prisms'. It includes a short description of the quiz being created by fifth grade students in Mrs. Wooten's class at Hunter GT/AIG Magnet Elementary in Raleigh, NC, with hashtags #volume and #rectangularprism. The 'Game Creator' section contains three questions numbered 1, 2, and 3. Question 1 asks about the volume of a cake. Question 2 asks about the height of a Rice Krispy treat. Question 3 asks about the width of a table. Each question has a 'Time limit' dropdown set to '60s' and three circular icons for edit, delete, and a lock symbol.

To play:

1. Go to **create.kahoot.it** and log into your free account. Go to “My Kahoots” and select the game you want to play. Click the “Play” button. You will select team mode (students sharing devices) and classic model (1:1 devices). You can also modify game options when you click on play:



2. Students will go to kahoot.it on their devices.
3. Students will enter the code provided. Then, they will be prompted to enter a screen name for the game. Kahoot will let students know if they selected screen name is deemed inappropriate.
4. Then, students will begin the game. They will respond to the questions. Remind students that accuracy of responses is more important than speed since many students may be highly competitive.

The left hand-side shows the question screen students see projected on the screen in the classroom. They select the correct response and click on the corresponding solution. The right-hand side photo shows the screen the students will see on their devices. For example, if the answer is located on the red triangle, they will press the red triangle icon on their device.

