

2. Kahoot – Legal Provisions

How to Play:

The trainer logs into www.kahoot.com and logs into their account. Trainer then goes to “my kahoots” and selects the relevant game and click’s “Play”.

Trainer then selects Classic or Team Mode.

Note: If game will be player vs player (all players against each other and have their own device), Select Classic or if Team vs Team (this is when players are sharing devices amongst a number of players), Select Team Mode.

All players then go to www.kahoot.it and enter the relevant game pin.

The trainer can now go through the assessment questions and players answer the questions.

This game is based on multiple choice questions, of which the answers are colour and symbol coded, both on screen (trainer) and learner devices.

Learners are awarded points based on correctness of answers and speed in which they answered the questions. It should be noted that as learners answer the questions, they are automatically told if their answers were correct or incorrect. The trainer is also able to see how many correct or incorrect answers were given. This allows the trainer the opportunity to have a group discussion about the various answers given and reiterate the correct answer. Once the trainer clicks “next”, a leader board is displayed, before going to the next question.

The game ends when all the questions have been answered and a winner is declared.

If the game end in a tie, the trainer can ask single questions until an ultimate winner is found.

Assessing the learning objective:

The aim of this game is to assess, that learners have clearly understood the learning materials covered within the classroom and other learning platforms. It also allows for the tutor to repeat critical information about topics.