HOW TO PLAY A KAHOOT
Step-by-step guide
Launching your Kahoot to your class takes no time at all. You can find all the Kahoots you make under the ‘Me’ tab, where there is a section called ‘Created by me’. Here you will also find Kahoots you ‘favourite’ and those shared with you by other users (more on that later in this document).

Press the purple ‘Play’ button next to the Kahoot you want your students to play, and it will open up the orange ‘launch’ screen in a new tab (step 2).

Project your screen to students! At this point you should have your device (whether it’s a tablet or laptop) connected to the projector or screen at the front of your classroom for your students to see. Ask them each to get their devices ready! (Note: they can use any device with a web browser: phone, tablet or laptop).

There are a number of options you can turn ‘on’ or ‘off’ on this screen: randomise the answer orders, play ‘lobby’ music, display the game-pin throughout or “minimise” the joining instructions (for advanced users).

There are also some ‘advanced options’ which include the ability to auto-run it (rather than teacher paced).

Once you’ve selected your options (it will remember them for next time), press the purple ‘Launch’ button. Your device will project instructions to your students on how to join (step 3).

Students don’t need an account to join! Your screen will display a randomly generated game-pin to your students, alongside instructions on how to join. The game-pin is unique to this session only.

Your students visit kahoot.it. They’ll be prompted to enter the displayed game-pin followed by a nickname, which will appear on the screen at the front as they join - no student accounts needed.

There is a counter displaying the number of students who have joined.

Once everyone has joined, press the purple ‘Start now’ button on your device, which will then display your students the cover image and name of your Kahoot telling them to “Get ready!”. The first question will then be projected (step 4).
The faster students answer correctly, the more points they get!

Initially, only the question is projected to students for 5 seconds to encourage them to start thinking about the answer. Then the picture or video, and answer options appear as the music begins and the timer starts ticking.

On the student’s device, they see 4 answer buttons which correspond to the 4 displayed answer options at the front, each option differentiated by a colour/shape.

Once they press on the button on their device which corresponds with the answer they think is correct, they are prompted to wait until everyone has answered.

The question finishes when everyone has answered or the time has run out. Then, the correct answer and results are automatically displayed at the front.

Get an instant "snapshot" of the overall understanding

The correct answer(s) is highlighted with a "tick" (or "check"), as the other answer options fade out.

A bar chart also appears, indicating how many students answered each option, giving you an instant overview of your students’ understanding, acting as a discussion point. There is also a button to ‘Re-show image’ which displays the question’s embedded image again so you can discuss the concepts along with the correct answer(s).

Your students receive personal feedback on their personal device, informing them if they got it correct or not, how many points they received, their total points and which position they’re in. They’re also told how far they’re behind the next person, and who that person is.

Press the purple ‘Next’ button to see the leaderboard (step 6).

The top 5 players in the game are displayed at the front

The leaderboard is displayed at the front in-between every question, showing the top 5 performing students - without “showing up” those who are under performing.

Each question is worth a maximum 1,000 points. As the timer starts counting down during a question, so does the available points. So students get more points for answering correctly, quicker - the leaderboard is an accumulation of points each student has received in the game to that point.

Press the purple ‘Next’ button to advance to the next question.

If it’s the final question, press the purple ‘End’ button to display the winner (step 7).
And the winner is...

The winner’s nickname is displayed in large lettering on the screen at the front of the classroom, giving them the kudos they deserve.

This also displays how many questions they got correct or incorrect in the game.

At this point, the rest of the students don’t have their final feedback - this comes after they’ve rated their experience.

Press the purple ‘Feedback & results’ button to get ratings from your students on the experience they’ve just had.

Get your own instant feedback from your students

We feel it’s important for educators to get input from their students as to how they found the experience, from a number of perspectives:

- ‘How fun was it?’ Students answer 1 to 5
- ‘Did you learn something?’ Students answer yes or no
- ‘Do you recommend it?’ Students answer yes or no
- ‘Tell us how you feel’ Students select happy, normal or sad

Students answer on their personal device, with everyone’s accumulative feedback displayed at the front in real-time, providing more discussion points.

Press the purple ‘Final results’ button to see the final leaderboard (step 3). You can go back to ratings from there.

Get complete overview of how each of your students did

When the final leaderboard is displayed, every student gets their personal feedback on their device; total points, number of correct/incorrect questions and the position in the class they finished in.

On your device, you can choose to download the results of the quiz. This provides a spreadsheet listing each of your students, what they answered for each question and how long it took them. Correct answers are highlighted in green, incorrect in red.

Press the purple ‘Play again’ button to instantly play the same Kahoot again - your student’s devices will automatically reset to the start of the game. Or press the purple ‘Play a different Kahoot’ button to choose a different game to play.
QUICK TIPS TO IMPROVE THE EXPERIENCE WHEN PLAYING YOUR KAHOOTS!

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 1. DOWNLOAD RESULTS
 If you forget to download your results, don’t fear, as you can access them at any time - under ‘My results’, which can be accessed by pressing on your username in the top right corner, and then ‘My results’. You can also access the latest 3 game results from the right hand panel of the landing page at https://create.kahoot.it/.

 2. NICKNAMES
 We recommend setting rules for your students when selecting nicknames. If they join with an inappropriate nickname, you can “kick” them – here’s how.

 3. DISCUSSION
 Playing Kahoot! completely engages your students. They’ll be louder than normal, but this is a good thing - they’ll be talking about the content you’re teaching - encourage it! They’re focused on the front of the class - this is why we don’t display the questions/answers on the students’ devices.

 4. STUDENT TABLETS
 If they want to win, students certainly won’t be using their tablets for anything else. However, we recommend reminding students not to allow their tablets to sleep - if a new questions starts they’ll miss out. If this happens, tell them to wait patiently as Kahoot! will automatically allow them to jump back in on the next one.

 5. NETWORK & WIFI
 Kahoot! requires a stable wifi network to run. Here’s how your network needs to be configured, and the bandwidth needed for different numbers of students playing. Please pass these onto your network administrators! If your students temporarily drop out of a game due to a slow network, tell them to wait patiently as Kahoot! will automatically try to get them back in on the next question.

 6. SOUND
 We definitely recommend turning the sound on in the ‘lobby’ and turning your volume up for questions - it adds to the engagement! You’ll notice that each length question has a different soundtrack.

Another great video guide from Kahoot! user Deb Norton on how to play a Kahoot (6 other tutorials)
Add extra dynamism when teaching new content

Make your presentations multi-way interactions between you & your completely engaged class, by playing a Kahoot to teach a new topic. Spend time explaining concepts, embed diagrams or descriptive imagery and use the game results as a benchmark to check learning progress when assessing students later.

- Embed a video of yourself "setting the scene" in the lobby whilst students join
- Use "No points questions" to warm up the class or get opinions
- Embed old Presentation slides as images
- Re-use the same Kahoot next time you teach topic

"Kahoot! completely engages every single student, without exception, even those who are always reluctant to do whatever I tell them to do."
Ariana Blazic in [Let them take control](https://www.journalofscreen.com/?p=102105) (article)

Motivate students by "gamifying" your reviews

Get an immediate "snapshot" of every student’s current understanding & knowledge levels of the topics you’re teaching. After each question see how many answered each option, & download all results at the end to get the complete picture of what & how fast they answered - saving time on grading!

- Randomise answers when re-playing same Kahoots
- "Quick assess" by asking students to hold their device up after each question - see who’s green (correct) or orange (incorrect)
- Run in "auto" mode for time-boxed assessment
- Use the same quiz at a later date as a "re-inforcer"

“I can really gauge the understanding of 32 of my students at once!”
Kevin Schuttinger in [Minnetonka Schools iPads: Formative Assessments](https://www.journalofscreen.com/?p=102105) (video)

Watch your students instigate classroom conversation

Play a quiz & watch how the game elements spark students into discussing why the answer is correct. Or, launch a discussion or survey to stimulate debate. Students give opinions on challenging topics - use instant on-screen results to encourage them to share their reasons.

- Use the “Re-show” image button to bring the embedded picture back on the screen to explain the concept and/or correct misconceptions
- [More about how to use discussions & surveys](https://www.journalofscreen.com/?p=102105)
- Use for checking student’s deep understanding before exams, by discussing their understandings

“I sat back in amazement as previously unengaged students started to explain concepts to the class in peer led discussions”
Mariana Garcia (Kahoot! blog)