Kahoot

Version 23

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Kahoot is a competitive game-based learning platform. Participants are ranked as they engage, and top scores are displayed.

"Games" are created with multiple-choice options. Multiple choice is the only option for question types.

Kahoot website

Licence

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       * - Items with a college-wide license have an asterisk
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Seneca **does not** have a licence for this tool. However, Seneca does have a license for a similar tool: Mentimeter*.

Tips for using the tool

One drawback to Kahoot is that participants have to match the shape on their phone to the answer on the game screen, creating a visual memory challenge for some users. Increasing the time can help overcome that, but may slow down the pace too much for others.

Check out already-created Kahoots for your content.

There are a few templates but most are with a paid subscription.

You can download a report at the end of the session and save to your computer, to Google Docs or access it through "My reports".

Keeping Student Information Safe When Using Online Tools

The Quick guide to secure handling of confidential student information for faculty using online learning tools (.PDF) (developed by the Teaching & Learning Centre and ITS) helps faculty choose secure online tools for teaching. The guide provides guidelines and examples to help faculty consider the information students might be giving up when using a new tool. It is intended for quick use of free or low-cost online tools and not for larger, more costly tools that require more rigorous data privacy vetting.

Related tools

- Poll Everywhere
- Nearpod
- Mentimeter

Additional resources

Comparison to similar tools

Learn more

 Kahoot Help & Support Center

tags : assess, assessment, educational-technology, educational-technology-advisory-committee, educational-technology-tool-finder, educational-technology-tools, educational-tools, engage, engagement, etac, kahoot, teaching-and-learning, teaching-and-learning-centre