USERNAME: mysterytwinning
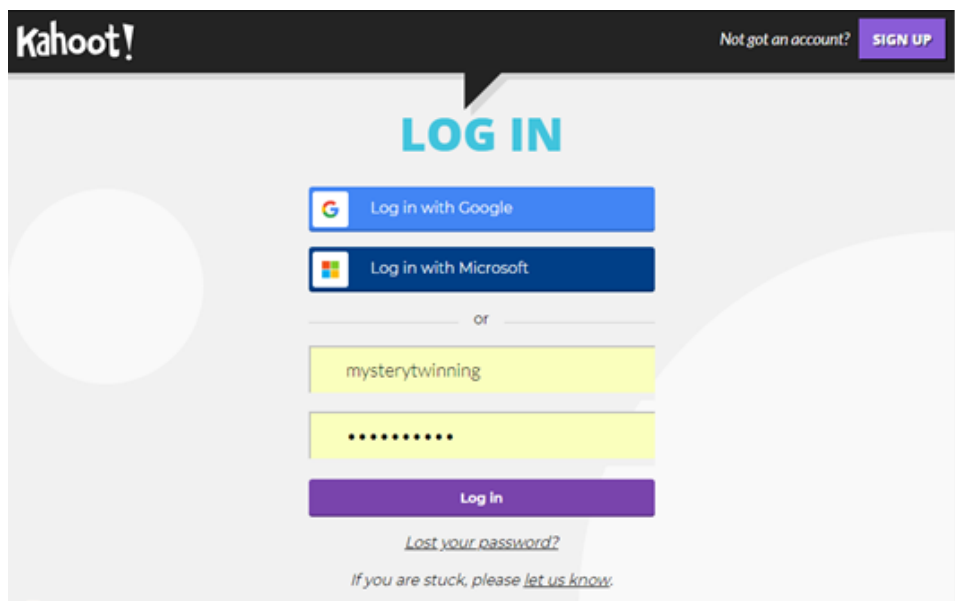
Email address: mysterytwinning18@gmail.com

PW: ?Mystery18
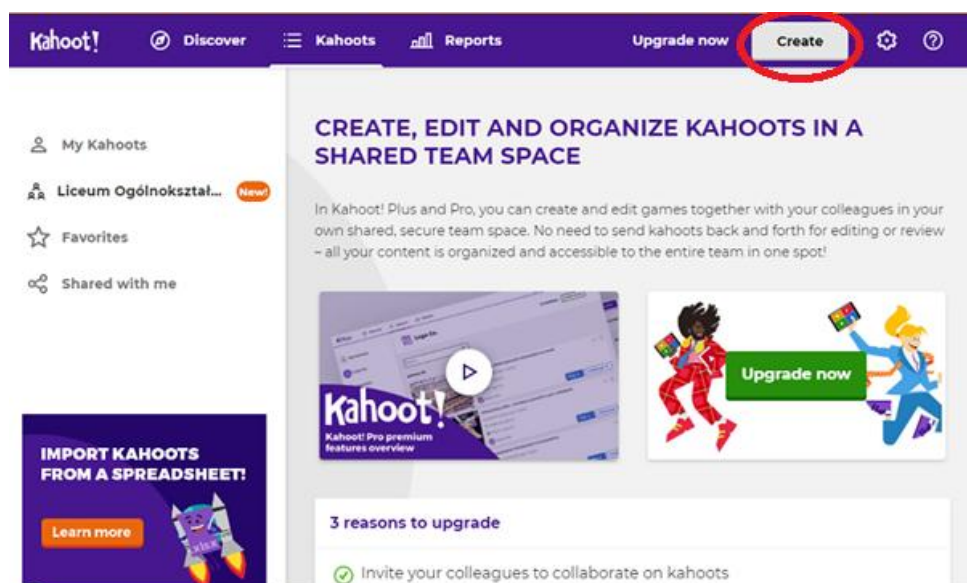
HOW THE TEACHER CREATES THE QUIZ
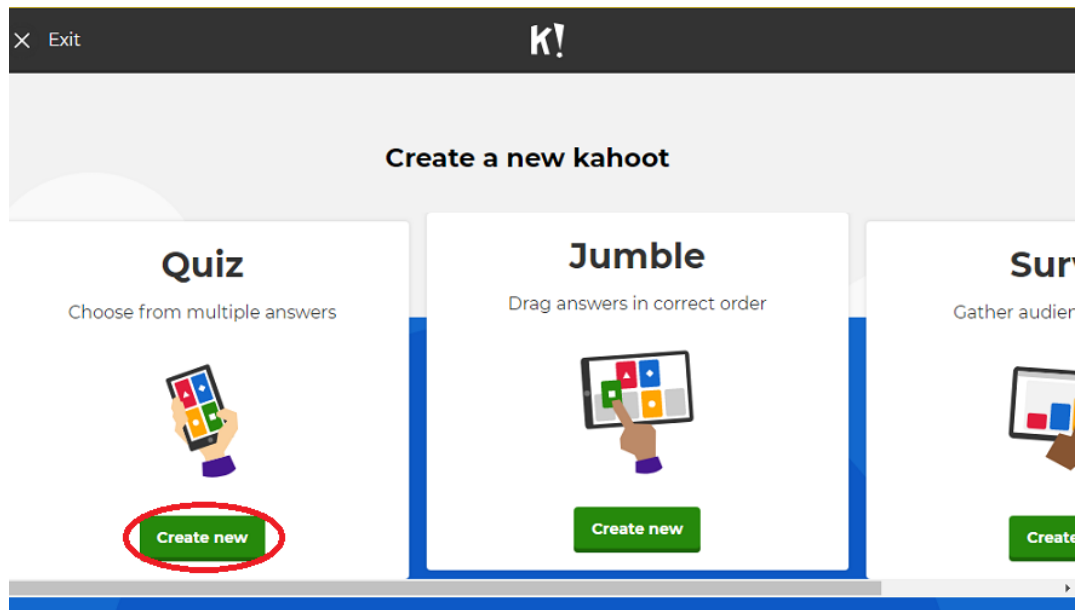
https://create.kahoot.it/login

1. Log in.

2. Click on 'Create'.

3. Choose 'QUIZ" and click on 'Create new'.

4. Create a description of your QUIZ by adding a title (1), key topics preceded by a hushtag (2), and the other features (3-5). I suggest choosing the 'only me' option for number 3 – 'Visible to'. Otherwise the quiz will be public and accessible for all Kahoot users. The cover image (6) is not required. When ready, click on 'OK, go'.

5. On the next slide, having entered 'Game creator', click on 'Add question'.

6. Design the first question along with the time limit and answer options. Remember to tick the answer which is correct (after you click on it, it will turn green). A cover image and an entry video are optional. Then click on 'Next' and repeat the procedure for your next questions (2-6).

7. Remember that you can save the quiz whenever you want, add a question or edit and make changes to the description. It is also possible to edit and change or even delete the previous questions.

8. When the quiz is ready, remember to save it.
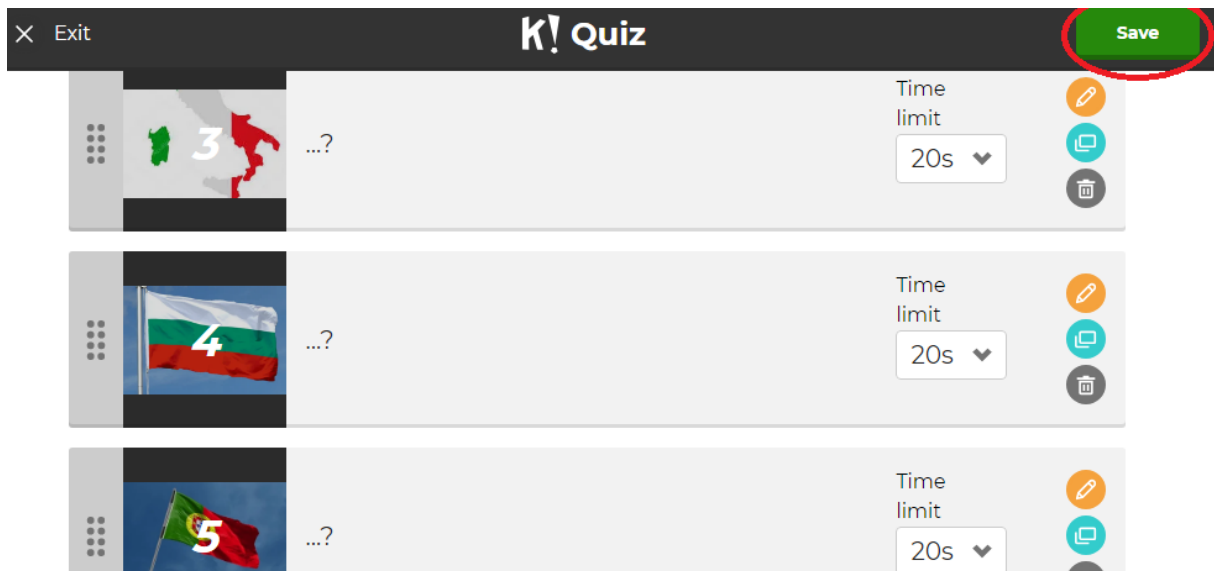
9. Then decide if you want to play it with your students straightaway, or perhaps share it with someone. If you click on 'I'm done', the quiz will be closed, and you can come back to it any time by choosing it from the list of 'My Kahoots'.

HOW TO PLAY A KAHOOT GAME

1. The teacher needs a big screen or an interactive whiteboard to display the quiz. The students play in teams, each team logging onto https://kahoot.it/ on their own shared device (smart phone, tablet, laptop, etc.). The optimal number of teams is 2 or 3. The number of players in each team is probably unlimited, but to make the communication effective, the team cannot be too big (the optimum is 3-5).
The teacher chooses 'Team mode'. Then the game uploads, and the game PIN number appears on the screen.
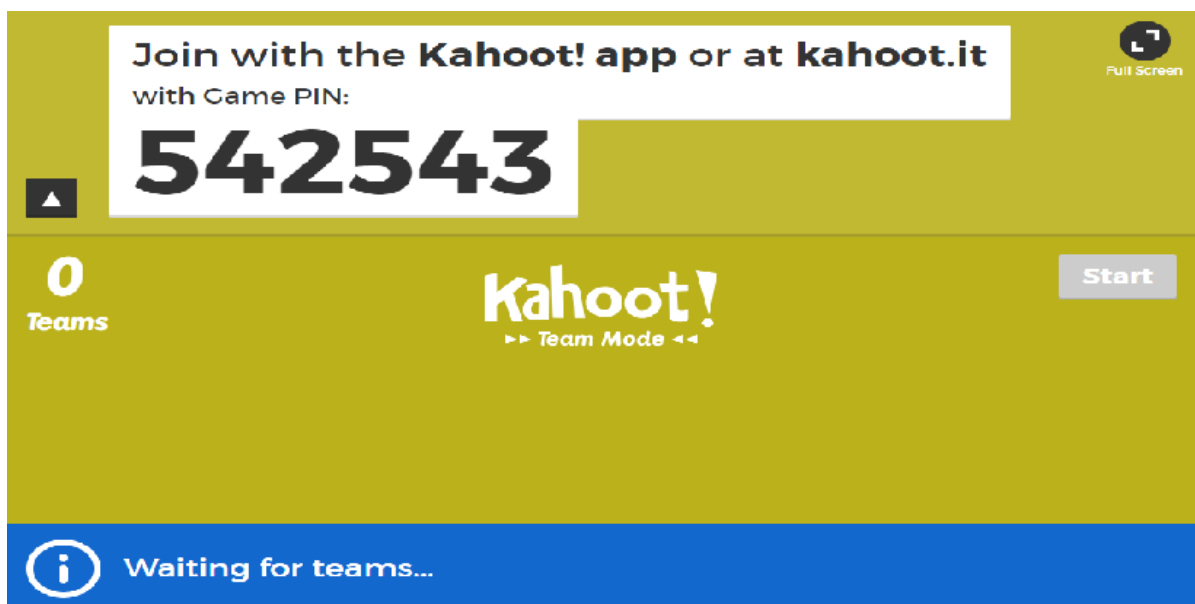
2. Then it's time for the students to enter the PIN number on their device.
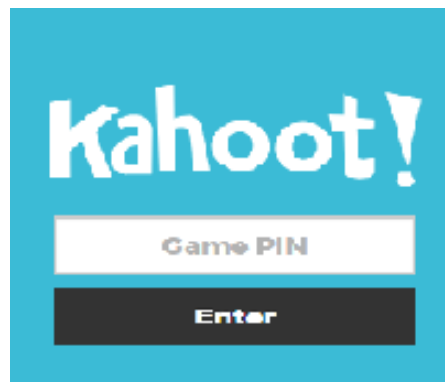
3. They are also supposed to enter their team name, and the nickname of each teammate.
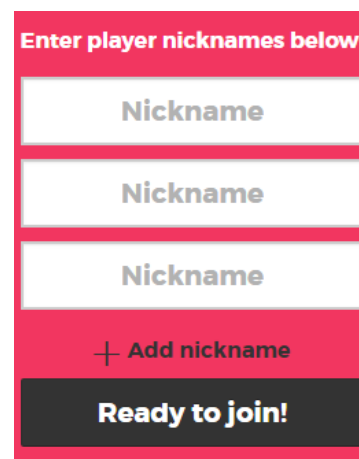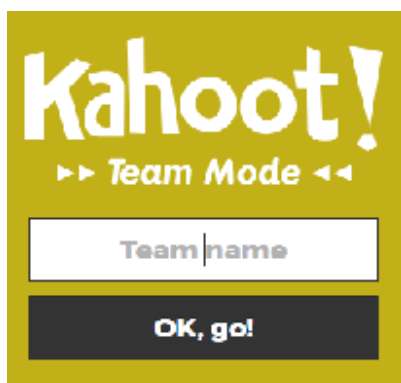
4. When all the teams are ready, their names appear on the screen (However, only 3 names can be seen at a time). It's time for the teacher to start the game.

5. The students in each team read the question and decide on one of the four answer options. As quickly as possible, they choose the right shape/colour (representing the answer they have decided on) on their device. The answer must be delivered before the time is up (20 seconds or other, depending on the settings) or the team will not be awarded points. Also, the quicker the answer, the higher the score (providing it is correct, of course).

...?

Full Screen

Skip

1
Team Talk

0
Answers

▲ A

◆ B

● C

■ D

6. After each question the right answer appears on the screen, and then the teams' scores are shown on the scoreboard.

...?

Full Screen

Next

✔1

0   0   0

▲   ◆   ●   ■

Show media ▶

End Game

▲ A   ✔   ◆ B

● C   ■ D
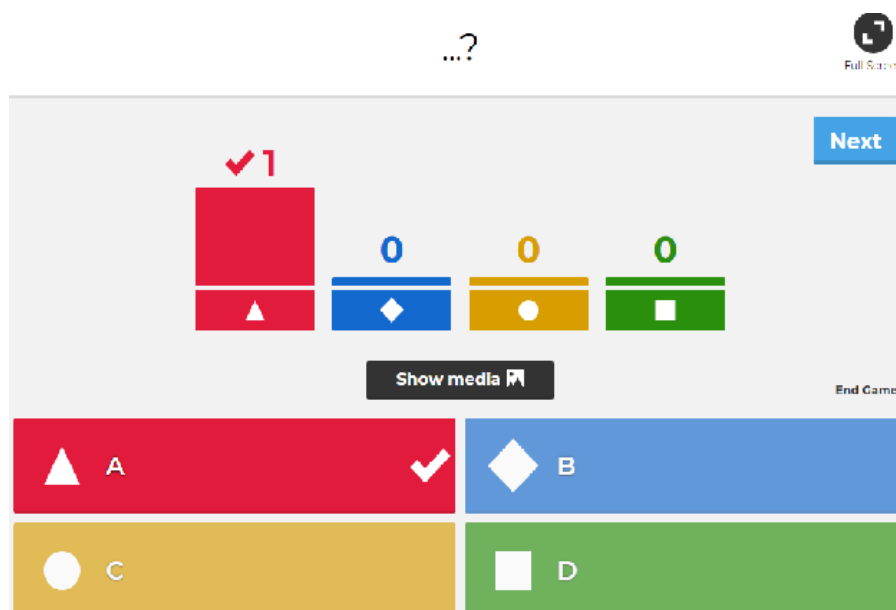
7. The team to score most points is the winner.

**Having played it once, our students are going to fall in love with Kahoot☺
Even more so if they play internationally☺**