For the meeting in Romania I created a quiz for biology using the Kahoot! App. **Kahoot!** is a game-based learning platform, used as educational technology in classrooms and other learning institutions. "Kahoots", are multiple-choice quizzes that allow user generation and can be accessed via web browser.

Kahoot was designed for social learning, with learners gathered around a common screen such as an interactive whiteboard, projector or a computer monitor. The game design is such that the players are required to frequently look up from their devices.

The quiz contained 20 biology questions, vegetal, animal and human biology. Every participant of the workshop could take part using one of the computers in the classroom or even their own mobile device.

The Kahoot! platform can be accessed using the kahoot.com site to create a quiz or kahoot.it to play a quiz using a game PIN. You can also use the Kahoot! App available on Apple App Store or Google Play.