Using *Kahoots!* in your language classroom

What are *Kahoots!*?

Kahoots! are engaging online quiz games that can be accessed on computers, tablets and smartphones. They can be used in online or face to face lessons as self-study practice or as individual or team challenges.

What can *Kahoots!* do for your class?

Kahoots! are designed to bring an engaging learning environment to the language classroom. They can be used as warmers, fillers, extensions or cool down activities in your class to test students' knowledge or revise what they already know. They aren't formal tests though, *Kahoots!* are supposed to be fun. *Kahoots!* can lower student anxiety. They enable shy students to get involved and energise classroom dynamics. With the teacher acting as a 'game show host' and the students in teams, *Kahoots!* improve Teacher/Student and Student/Student interaction by creating motivation to get answers right, interrogate why some answers are wrong and increase class participation in general.

What ready-made *Kahoots!* can you use?

The Macmillan Education 'Back To School *Kahoots!*' are free to use and cover the most frequent language items in vocabulary and grammar from our Student's books at A1, A2, B1, B2 and C1 levels on the CEFR. You can use them via an internet browser without logging in to *Kahoot!* or having access to a Premium account.

What problems might teachers have with *Kahoots!*?

Some students can experience fear of getting the answers wrong in a whole class environment and *Kahoots!* can amplify that feeling. In this case, select the *Team* option so that individual performance is less visible. *Team* mode also encourages interaction in negotiation of the target language. Confident, independent students can be encouraged to play in *Classic* mode.

Another problem is random answers. In order to maximise their score students need to correctly answer *Kahoots!* as fast as possible. This can lead to them wildly guessing answers without reading the prompt or understanding the question context. In this case, disable the timing feature and extend the amount of time you give students to complete each *Kahoot!* but not too much otherwise any fun element in the game might be lost.

How to access the *Kahoots!*?

Just visit this link and watch the video, remember to search for **Macmillan Education** to find our range of 'Back To School *Kahoots!'* https://youtu.be/FqEqjasf-5g

Inspired to create your own *Kahoot!*?

Visit this link and see how: https://youtu.be/AiB3gmSTPog

How do I assign *Kahoots!* as homework with challenges?

Just watch this short guide: https://youtu.be/bVgBeC26pS0