

BLENDING LEARNING BEST PRACTICES

Template

The use of Kahoot in education	
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Element	Guiding questions
Type of document	Information sheet
Publisher	Fønix AS
Target audience	<p>Low skilled employees in the Norwegian SkillsPlus program.</p> <p>The SkillsPlus program is the major Norwegian program designed to improve basic skills in the adult population in the areas of literacy, numeracy, oral communication, and ICT</p> <p>SkillsPlus assumes a collaboration between companies and training providers in Norway. The target group is employees in companies that are at risk of falling out of the labor market.</p> <p>The program offers a combination of different skill areas that are tailored to the companies' needs. Specific competence - or linked to formal competence in the form of a trade certificate (VET).</p> <p>The program is basically based on traditional classroom teaching - but in recent years has to some extent opened for elements of digital education</p>
Field	Basic skills training and vocational training in companies. Language training for migrant and employees with non-Norwegian language.
Objective	<p>Kahoot is a digital quiz platform suitable for use in education and learning, from kindergartens and up to university level.</p> <p>It's a great way to combine learning and entertainment, often referred to as infotainment.</p>

Location /geographical coverage	Kahoot been used as a supplementary to digital education and classroom education in all kind of courses and training in Fønix in 2021.
Introduction	<p>Kahoot is a free online tool and only the teacher must register into an account.</p> <p>As a participant, you can answer from your own mobile phone (smartphone). You do not need to install any app to participate.</p> <p>Participants only need to get assigned a code and create their own nickname / nickname when participating.</p>
Stakeholders and Partners	<p>Students: Adults (over 18) outside or inside the labour market. Jobseekers with need of basic skills training, vocational training and / or language training.</p> <p>Institution: Fønix provide “Work Preparatory Training” for people who need to establish necessary basic job skills, lifelong career guidance, language training and work-related integration for migrants.</p>
Financing Body	Fønix AS through regional authority; The municipality of Sandefjord, Norway. Special funding from the Ministry of Norway through SkillsNorway.
Context	<p>Kahoot is device-neutral, as it works on any internet-enabled device, including: PC, laptop, tablet, smartphone.</p> <p>This means it can work easily in any educational setting which is making use of a mixture of devices.</p> <p>Another important thing point is that no software or apps need to be downloaded or installed, so it can be used immediately by anyone with internet access.</p> <p>This is a very cost-efficient methodology</p>
The main objectives	Our teachers and trainers are educated in the use of Kahooth and use on frequent base to spread motivation and a better learning outcome in classes.
The description of the practice	<p>Kahoot can also be used as a quick survey, if you are standing in front of an assembly and want to air and discuss what the students think about the topic.</p> <p>A Kahoot has a leader that uses a large screen to show the questions.</p> <p>Participants answer their mobile phones. What they give in response is only visible on own device.</p> <p>When everyone has given an answer, the correct answer is displayed on the big screen and an overview over the 5 best participants so far in the competition.</p>

	<p>Because nicknames are used it will be possible "to hide your identity" if you do not want to make yourself known to everyone else on the big screen. We buy ZOOM licenses for each teacher. Notice that you need a professional license or else the number of students that will be able to attach to the educational sessions will be limited.</p> <p>Train the teachers in using ZOOM as a digital tool, and – if possible -built up special teaching rooms «green rooms» for the teachers. Students must follow this information to advance in the game.</p>
Outcomes of the practice	Easy to use, more individual contact with teacher and students, flexible and fun.
Success Factors	<p>It is important that you have access to a big screen in the classroom to share the results from the Kahoot online and directly live on the screen.</p> <p>If you are doing digital education, you can easily share it on the computer screen.</p>
Constraints	None
Lessons learned	<p>Positively surprised at how well (simple) the technology works.</p> <p>The use of Kahoot in education with adults is motivating and always creates a good learning atmosphere in class.</p> <p>When we use Kahoot in a physical classroom, we show the live results from the Kahoot through the projector onto the whiteboard. At Zoom, we just share the screen with the Kahoot with the class. It works the same way.</p>
Sustainability	<p>All students must have access to a tablet, PC or smartphone.</p> <p>Especially the possibility to use Kahoot via smartphones makes it very easy to use.</p>
Development of the practice	<p>Føenix uses Kahoot in many situations in our practice with adult students.</p> <p>Both in basic skills training, vocational training and in language training for migrants.</p>
Conclusion	<p>The learning outcome is improved.</p> <p>More enthusiasm and motivation among the students.</p>
Related resources that have been developed	<p>Kahoot! in special education Gamification tips</p> <p>how to use kahoot in education - Bing video</p> <p>12 Ways to Use Kahoot! in Your Classroom - WeAreTeachers</p>
Language(s)	English

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