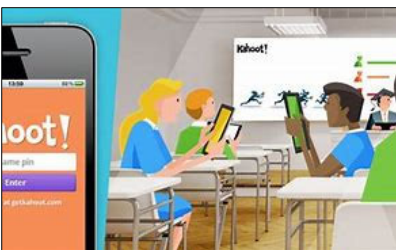


Kahoot, A Game Based Learning Platform

Kahoot is a unique and innovative online learning platform designed to invigorate classrooms and boost student engagement. Its standout feature is the ability for instructors to create and distribute personalized, interactive quizzes, which enhance motivation and add a fun element to learning through activities, surveys, and discussions.



By leveraging the power of gamification, Kahoot transforms learning into an immersive and enjoyable experience for students. Its game-like features foster active learning environments that not only encourage student participation but also add an element of fun and excitement to the classroom. The integration of gaming elements into educational content not only sparks interest but also deepens comprehension.



One of Kahoot's key strengths is its ability to create a competitive atmosphere. Real-time leaderboards showcase participants' progress, while instant feedback reinforces learning outcomes.

The combination of competition and feedback in Kahoot is a powerful motivator for students, instilling a sense of achievement and driving them toward continuous improvement. Real-time leaderboards showcasing participants' progress and instant feedback reinforcing learning outcomes are key elements in this process.

Furthermore, Kahoot facilitates progress tracking, enabling students to monitor their development within each session and across multiple engagements with the same quiz. This feature promotes accountability and empowers learners to take ownership of their learning journey.

Kahoot empowers educators, offering them the flexibility to tailor their teaching approach and effectively meet their students' diverse needs.



In summary, Kahoot helps instructors revolutionize their traditional teaching approach by infusing gamified elements that enhance interactivity, competitiveness, and enjoyment.

Using Kahoot in the classroom, regardless of the teaching modality, instructors can create a more dynamic and engaging experience that inspires students to achieve academic excellence.

Although the College does not institutionally support Kahoot, instructors can purchase individual plans or request departmental approval.

Price:

- [Choose plan - Upgrade - Kahoot! for Schools](#)

Resources:

- [Teacher's Starter Guide to Kahoot](#)
- [Gamification, What It Is, How It Works, Examples - Educational Technology](#)



If you have any questions or require further information, please do not hesitate to send an email to gloria.barron@montgomerycollege.edu