

## App: Kahoot

**Use:**

- 1.
- 2.
- 3.

4. IESO “MANUEL DE GUZMÁN” SPAIN - To work mental calculation. Through this game you can revise different strategies related to mental calculation in additions and subtractions with primary students.

**Useful for following subjects: ALL SUBJECTS**

**link:** <https://kahoot.com>

[4.https://play.kahoot.it/#/?quizId=a2843a69-f4e6-4494-aa76-7d6716e6b3fe](https://play.kahoot.it/#/?quizId=a2843a69-f4e6-4494-aa76-7d6716e6b3fe) (Spain)

Please contribute to the analysis by adding the conclusions reached as a result of the observation of the impact of the lesson(s) in which students used Kahoot.

Internal	Strengths (What makes it an advantage over other apps or other resources)	<p>It is it is fast paced, dynamic and visual.</p> <p>Pupils show more interest in learning the contents as they take the quiz as a game to be won..</p> <p>It makes it easier to engage pupils in assessment activities.</p> <p>It provides immediate feedback to the learner.</p> <p>It is easy to use you don't need to be an ICT expert.</p> <p>It can be used for any school subject.</p> <p>Pupils can create their own surveys and quizzes to show understanding of the subject matter and apply it to the class.</p> <p>It makes the lesson more attractive.</p> <ul style="list-style-type: none"> <li>- it can motivate and involve also weaker students as it is easy and straightforward</li> <li>-Possibility to customize quizzes according to the needs of your users (changing the span of time between one question and the following)</li> <li>-Teambuilding</li> <li>-Pupils see the lesson as as game.             <ul style="list-style-type: none"> <li>- It's easy to motivate students.</li> <li>- It can be used for every subject.</li> <li>- Students can work together (enhances cooperative learning).</li> <li>- It can be used for self-assessment of contents learnt.</li> <li>- You need internet connection.</li> <li>- Students need a code to enter the game.</li> </ul> </li> </ul>
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	Weaknesses (What makes it a disadvantage relative to others)	<p>You have to be connected to the Internet to play Kahoot It takes some time to create a lesson using Kahoot. Some students perceive it as too competitive.</p> <ul style="list-style-type: none"> <li>- It can take some time to get the connection</li> <li>- It takes time to create your own quiz</li> <li>- Some students can be disappointed if they get bad results</li> </ul>
External	Opportunities (elements from the context/ environment that can be exploited to its advantage)	<p>In Portugal (which countries is it possible) pupils are allowed to use mobile phones in the Classroom for pedagogical activities - in Poland is the same (if the teachers allows, students can use mobile phones during the lesson).</p> <p>Pupils can use their own mobile devices School director supports the integration of mobile technology in teaching practice Teachers can use ready-made kahoot quizzes that are public to test different contents in different subjects Possibility to create quizzes including multiple subjects, to quickly revise topics before a test/exam</p> <ul style="list-style-type: none"> <li>- Public quizzes can be used and modified according to your needs</li> <li>- Teachers can experience a different kind of teaching method</li> <li>- Pupils learn by doing/ playing <ul style="list-style-type: none"> <li>- Students can use their own mobile phones or tablets.</li> <li>- Teachers can find lots of kahoot games already created.</li> <li>- Opportunity to learn English in a fun and natural way.</li> </ul> </li> </ul>
	Threats (elements from the context/ environment that can create obstacles and difficulties to the use of that app)	<p>Prohibition to use mobile phones in the classroom Slow Internet connection. Students may not have sufficient Internet package in their monthly mobile plans.</p> <ul style="list-style-type: none"> <li>-At school we do not have enough tablets to use in case students didn't want to use their mobiles and PCs (which could be an alternative) are old and do not have updated OS</li> <li>- Serious lack of electronic resources at school.</li> </ul>

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