How to use a Washington Poison Center Kahoot! Lesson

Thank you for incorporating a Washington Poison Center Kahoot! game into your educational programming! This guide covers how to access, use, and share our Kahoot! lessons. Contact mryuk@wapc.org with any additional questions on using the lessons.

"Kahoot!"?
From their website: "Kahoot! is a game-based learning platform that makes it easy to create, share, and play learning games or trivia quizzes in minutes." This platform can be used in classrooms, workplaces, and at home—the only requirement is a device that can access the internet.

Kahoot! lessons include discussion slides, quiz questions in a various formats (e.g., single choice, true or false, select all that apply), and activity-based questions (e.g., word clouds, polls, puzzles). Participants are scored based on their speed *and* accuracy.

Accessing Kahoot!
Although Kahoot apps are available for download for a computer or mobile device, they are not necessary—leading *and* participating in a lesson can take place in the web browser on a laptop/computer, tablet, or smartphone. To access or host a lesson, you will need to register for a Basic (free) or paid Kahoot! account. Participants in a Kahoot! do **not** need an account.

To use the Kahoot! lesson in a group setting (i.e., playing with multiple participants):
- Click on the Kahoot! link, which will open up an overview page for the lesson.
- Click "Host Live"
- Click "Start" on "Classic Mode"
- Check your settings by clicking on the settings button on the bottom right of your screen.
  - Turn "Show question and answers on players' devices" ON
  - Choose your Lobby Music
  - Turn "Randomize order of answers" OFF
  - Turn "Nickname generator" ON
- If you are hosting the game in an online meeting platform (e.g., Zoom, Webex, GoToMeeting, Microsoft Teams, etc.), share your screen.
- Using a computer or mobile device, instruct participants to open their Kahoot! app or enter https://kahoot.it/ (*not* kahoot.com) in their web browser.
  - If you are hosting the game in an online meeting platform, it works best for participants to have 2 devices (for example, a laptop/tablet and a smartphone). Only one device is necessary to play, however. Participants with one device may not be able to see all visuals (like the game scores), but will still be able to fully participate in answering questions and listening to you as you read through the script.
- In either the browser or the Kahoot! app, instruct participants to enter the game PIN displayed on your screen.
- Have participants select a generated nickname.
- Remind participants that they need to click "submit" after selecting an answer to quiz questions. If they do not click submit, their answer will not be recording, and they will not receive points.
- Once all participants are in the game, click "Start" to begin the first question/slide.
  - Note: Participants can join late, or rejoin if their connection fails, but their score will start at 0.

To assign a Kahoot! lesson (i.e., to play as a single participant):

Use this option if you want to assign the Kahoot! lesson as a take-home activity. In this mode, there is no live "hosting" of the lesson, and the participant does not compete against anyone else—the participant progresses through the slides and questions at their own pace. Because there is no live host of the lesson, this option works best when an additional individual reads through the script with the participant. For example, teachers may assign a Kahoot! lesson for a student to go through with their parent/caregiver. The parent/caregiver reads the script while the student plays the Kahoot!.

- Click on the Kahoot! link, which will open up an overview page for the lesson.
- Click "Assign."
- Set a deadline to complete the Kahoot! and adjust settings as you prefer. Click "Create."
- Share the QR code or URL.
- To play the Kahoot!, the participant will click "Start" and select a generated nickname. When they click "Ok, Go!," the lesson will begin.

Resources:

Kahoot! Help & Support Center: https://support.kahoot.com/hc/en-us