

# Kahoot! FUN & GAMES

**ONLINE** quizzing software  
gives reviewing an added **TWIST**  
of friendly competition

Kahoot! is educational while being competitive. In the spirit of friendly competition, the game calculates points and shows a top five scoreboard.

"Its very competitive and it's a fun way to compete with friends," sophomore Erik Hernandez said. "I really like it, but sometimes people get way too into it. Some people take it very light and some people take it too seriously."

Teachers like Green like to use Kahoot! because of its fun learning experience, however there are some who dislike it and don't use it in their classrooms.

"I don't like it much because it's totally technology reliant," World History teacher Jason Rich said. "If there



**THE TIMER TICKS** as each student rushes to press their answer. Is it the blue hexagon, red triangle, green square or yellow oval? The piano music plays faster and faster as time runs out, and the alarm buzzes. Physics teacher Wade Green pulls up the scoreboard and shows the results. Students begin to shout and get excited as the timer shows again for the next question.

"By playing this game, we see how well students are doing," Green said. "If they get a question wrong, I know what they need help in, and I can review the material with them."

Kahoot! is a game based classroom response system.

aren't playing this game, we have a problem because when students get on their phones they slack off and nobody gets any work done."

The game also has a tendency to lag, and the Kahoot! website updates itself every so often, so there are crashes. During crashes, the game completely shuts down and the students are logged out.

"There are many problems," Wade said. "Getting enough computers, website crashes, internet lag, but the students like it. They prefer to learn that way, with modern day technology rather than paper work"

Kahoot! has brought positive outcomes for some students. Students who use Kahoot! to review and study

Teachers can put their review questions on the website and create a game. Each teacher gets a code and the students must type in the code to play.

"We plan ahead by designing the game and its questions," Green said. "By doing this, we are prepared ahead of time, and we have something planned for the students."

In order to use Kahoot!, students have to log on to a computer or play on their phone. Once they sign in with the code and user name, they're a part of the game.

"It's an easy way to access a study guide," junior Esme Galvez said. "I don't have to wait for a computer to load or a paper review to be printed."

for exams say they end up doing better on their tests.

Taking advantage of the game's benefits, teachers, like Spanish teacher Ashley Ruhl, use the game as test preparation.

"I use it as a vocabulary review game," Ruhl said. "I usually do it a day before the test, depending on when we can get to it. The students seem to like it a lot."

Sophomore Sergio Gonzalez is one of those students.

"It's a fun way to review," Gonzalez said. "Everyone tries to actually learn because some of the stuff is really hard to understand. Using Kahoot! makes it easier. When I play Kahoot!, I never get distracted because everyone's so into the game." *story by Syeda Gilani*