

Inspiring Teaching practice example

Kahoot and Quizziz

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Title	Use of the online game based learning platform as Kahoot or Quizziz
TET-SAT Area	Digital Pedagogy
Number and name of the illustrated competence	Question 10. Teachers' competence to use and adapt ICT-based assessment tools to support different types of assessment (formative, summative)
Estimated level for this competence	Capable
Learning outcome(s) associated with it	Checking in a quick way what students learned during one lesson, getting students more interested in learning computer science theory
Type or name of ICT used	Kahoot or Quizziz
What you do that meet this level	<p>I use the Kahoot or Quizziz app sometimes at the end of my computer science lesson. They can use their mobile phone, tablet or PC to reply to the questions. We use Kahoot to answer the questions in team with the Team mode. I use Quizziz as an individual test.</p> <p>Via the app, I get the number of students that selected the correct answer. Based on the results, I decide how much time I need to take in the next lesson for revision. I start my next lesson with discussing the quiz answers with my students</p>
Image or link to the example	<p>https://play.kahoot.it/#/?quizId=af5ca99a-1760-429e-a434-5b45e42f5ed5</p> <p>https://quizziz.com/admin/quiz/59d4c4f28dc66412007320b0</p>
Draft actions to move to the next level	Let students do their own quiz. Compare the results of the same test to be aware of the learning path. Do the test as homework.