

Inspiring Teaching practice example

Use of Kahoot in Physics

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Title	Use of the online game-based learning platform 'Kahoot', used as educational technology in classrooms Use of the online tool Kahoot! in Physics: https://create.kahoot.it/l/#user/e1a662ad-ebfa-4e71-94ca-ebc2afe8f776/kahoots/created Use Learning Designer
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 the previous lesson(s), getting students more engaged and motivated in learning in Physics
Type or name of ICT used	Kahoot! Moodle
What you do that meet this level	I usually use the Kahoot platform at the end of my Physics chapter on a specific topic. The students use their mobile phone and log in into the game typing a pin number, then they have to answer multiple choice questions in a given time. There is a rank at the end of each question and at the end of the whole test, so the students can check their results and are pushed to do better and outdo the other classmates. I generally give explanation about the wrong answers. I use Moodle courses with lessons and quizzes.
Image or link to the example	https://create.kahoot.it/l/#user/2cd26b56-239f-4e7e-84ce-1a07e60949c3/kahoots/created game PIN-2193929
Draft actions to move to the next level	Completing some MOOCs on the topic: "Collaborative Teaching and Learning" (European Schoolnet Academy) "Competences for 21st Century Schools", "Future Classroom Scenarios" (Teacher Academy / School Education Gateway) -Programs, Assessment (https://www.edutopia.org/assessment)