

FUN ACTIVITIES IN TEACHING ENGLISH BY USING *KAHOOT!*

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ABSTRACT

In this digital era, the proses of teaching and learning is closely related with the use of technology. The term “technology” refers to an advancements in the methods and tools that are used to solve problems or achieve goals. In the classroom, technology can encompass all kinds of tools from low-tech like pencil, paper, and chalkboard to the high-tech such digital learning tools, gadgets, and laptops with their various features and applications. The use of technology in teaching can make the students have a fun learning. Technology also has the power to transform teaching by ushering a new model of connected teaching. This model links teachers to their students and to professional content, resources, and systems to help them improve their own instruction in the classroom. The use of technology also increases students’ engagement and motivation and accelerates learning. However, Mostly students get bored with the traditional tools and ways of teaching. In this case, teachers’ creativity in modifying teaching and technology is needed since students nowadays are engaged with their digital tools. Therefore, there is one solution to overcome this case which called Kahoot. A Kahoot is a free game-based learning platform that can be created by teachers, students, and social users. It is used in real-time, to an unlimited number of “players”. Kahoot can be used to monitor each student’s knowledge and to identify areas where the students would benefit from more one-to-one teaching, but it is more generally used as a break from traditional classroom activities.

Key words: technology in teaching, *Kahoot!*

INTRODUCTION

Nowadays, teaching and learning activities need technology. Teaching with technology is able to extend students’ learning by supporting instructional objectives. However, it can be challenging to select the best tech tools for students’ learning. There is no doubt that finding the time for integrative technology is an overwhelming task for anyone.

Throughout the course of a day, teachers find themselves pulled in many directions. However, technology is already integrated in nearly everything we do and nearly every job our students will encounter. So how do educators find an ideal balance for learning

about and eventually integrating technology? It begins with a focus followed by choosing the proper tool. The tool that is going to be introduced in this paper called *Kahoot!*.

TECHNOLOGY IN TEACHING

The term “technology” refers to advancements in the methods and tools that used to solve problems or achieve a goal (Martinez: 2011). In the classroom, technology can encompass all kinds of tools from low-tech pencil, paper, and chalkboard, to the use of presentation software, or high-tech tablets, online collaboration and conferencing tools, and many more. The newest technologies

allow us to try things in physical and virtual classrooms that were not possible before. What to use depends fundamentally on what teachers are trying to accomplish.

Technology is a major part of students' lives, and their academic training requires an introduction to the uses of technology (Prensky: 2001). It's also part of the classroom focus on using technology to reach educational goals more effectively and efficiently.

Digital technologies are everywhere and they're bringing many exciting opportunities for our schools, impacting what, where and how education is delivered (Garret: 1991). Integrating technology doesn't have to consume your life as an educator. In fact, if a little time is spent on it, teachers can eventually save time and paper, while collaborating more effectively with students.

Lately, most of schools and universities have access to the technology that is available to provide high quality, high capacity, and ultrafast internet access for teaching and learning. Connected classrooms offer today's students and teachers easier, affordable, and faster access to information, teaching and learning resources, peers, experts and the wider community. This condition makes a possibility to use *Kahoot!* in teaching and learning process.

KAHOOT!

1. Nature of Kahoot!



Kahoot! is a tool for using technology to administer quizzes, discussions or surveys (Play: 2014). It is a game based classroom response system played by the whole class in real time. Multiple-choice questions are projected on the screen. Students answer the questions with their smartphone, tablet or computer.

Kahoot! is a collection of questions on specific topics. Created by teachers, students, business-people and social users, they are asked in real-time, to an unlimited number of "players", creating a social, fun and game-like learning environment.

Kahoot! is also a free game-based learning platform that makes it fun to learn – any subject, in any language, on any device, for all ages (Edtech:2015). *Kahoot!*'s quick pace, suspenseful music, and instant scoreboards keep competition lively and learners engaged. Students will definitely be asking to play again and again, and many will love the challenge of creating their own *Kahoots*. Fast, right-or-wrong feedback is provided on students' devices and the class screen. The multiple-choice quizzes may tend to favor memorization, but having kids create *Kahoots* allows for higher-order learning. There are 3 features of *Kahoot!* (Play: 2014):.

2. Quiz

This is the most common type of *Kahoot!*, epitomizing our game-based approach to blended learning. There is no limit to the number of questions in a quiz. Each question can have an associated picture or video, and 2 - 4 multiple choice answers. There must be at least one correct answer (but more can be chosen), and the time-limit for each question can be individually set from 5 seconds to 2 minutes.

Aside from being a great way to engage and focus a whole room of people, quizzes can be used to formatively assess the knowledge of each individual in the room, and adapt their learning accordingly. They can be used to track progress of individuals over time, and inspire learners to enquire further by creating their own quizzes.

Players answer questions displayed at the front of the room on their personal device, motivated to answer correctly and score the most points. The faster someone answers a question correctly, the more points they get. The top 5 highest points scorers are displayed on the leaderboard at the front in-between each question, and the ultimate winner is shown at the end. Results, including who answered what for each question, can be downloaded afterwards.

3. Discussion (previously ‘Quick poll’)

Discussions are designed to do exactly what they say - facilitate a conversation. They are simply one quick question with no right or wrong answer, which can have an associated picture or video and 2 - 4 alternative answers. They should be used to gather opinions on current affairs, divisive topics, or even ask “what shall we do today?” Once again, players answer the question on their personal device. There is still a time-limit to answer within, however no points are involved. The collective results of the question are displayed at the front, acting as the basis for the discussion.

SURVEY

There are no limits to the number of questions in a survey. Each question can have an associated picture or video, and 2 - 4 multiple choice answers - however there are no right or wrong answers. They are just like traditional surveys except questions are asked in real-time to those present who answer on their personal devices. The results of each question can be debated there-and-then, and all survey results can be downloaded at the end.

1. How can teachers use Kahoot!

Kahoot can quickly become a go-to for teachers looking for an engaging way to run checks for understanding or exit tickets. You could even have students take over the review process or class discussion by rotating responsibility for making the weekly quiz. Go beyond memorization of facts and allow *Kahoot* to introduce scenario

questions/prompts with multiple decisions; stimulate conversation from the results. *Kahoot* extends the discussion to classrooms across the state or country. Acclimate students with the site so they may increase their scores after class has ended or perhaps test their skill with *Kahoot!*. Don't forget professional development; use the Team mode to pose pedagogical questions and promote for thought discussions among teacher peers. Use *Kahoot* to break the ice at the beginning of the school year or bond with learning-community members.

Kahoot, a free student-response tool for all platforms, allows teachers to run game-like multiple-choice answer quizzes in real time. Teachers (as well as students) can either create their own quizzes or find, use, and/or remix public quizzes. Questions, along with answer choices, are projected onto a classroom screen while students submit responses using a personal (likely mobile) device. Questions and polls can contain images and video to help further appeal to all learners. Students' devices display color and symbol choices only; the actual answers must be viewed on the classroom screen. The energized, game-like atmosphere comes from the use of bright colors and suspenseful music. Liveliness in the game or quiz escalates as updated ranks appear on the class scoreboard after each question; personal point's data is sent to each device. The Team Mode mixes things up and allows groups of students to cooperate with each other and compete against other teams.

Playing a game of *Kahoot* doesn't involve an account, only a game PIN from the main screen and a name. However, students can create accounts, and there are some serious privacy concerns

2. Is it good for learning English?

With *Kahoot*, teachers and students can create multiple-choice quizzes as well as polls and surveys that populate on-the-spot data (although this data isn't saved over time). Other than their own scores, students only see the top achievers, so low-performing students won't feel put on display. Quiz questions and polls stimulate quick instructional decisions as

well as whole-class discussion, but an open-ended response feature and/or the ability to string together a quiz and a poll in one game would be welcome to aid learning. Tech savvy-students can connect with students from across the globe to play or connect to their peers after-hours to compete for new scores.

Data can be downloaded by teachers (or student creators) and viewed in Excel. These reports can be helpful, but data can't be compared over time for classes or individual students since accounts are not required for students (even though they can, if they choose, create them). For teachers, this means it can be time-intensive to analyze students' growth patterns or individual problem areas using *Kahoot* quizzes.

Kahoot is suitable for teaching English the three features (quiz, survey and discussion) could be used as assessment, ice breaker and tool to stimulate students' discussion in any specific subjects in English. Teachers are free to select the mode of *kahoot* that they desire to use in the classroom. For instance in teaching speaking, discussion and survey can be used. Quiz can be used in teaching theoretical subjects such as: linguistics, grammar, reading, and so on.

How can you use *Kahoot* in classroom instruction?

- a) Create a quiz to reinforce learning outcomes.
- b) Create a game to introduce a topic. It can help you discover what the students already know and where you should focus your instruction.
- c) It works best with short, quick response questions. It is a great tool for learning terminology.
- d) The frequently asked questions section does address using the game in online instruction. Online students would need to load *Kahoot* on their machines and use a different device to play the game.
- e) Survey the students about something you are discussing in your unit of study. For

example, teacher could display choices a controller is facing that may or may not be ethical. The students would select whether or not they believe the controller made an ethical business decision. We would then discuss the results.

- f) Create a quiz to use as a study session for an upcoming exam.
- g) You can play the game a second time using a "ghost". The game plays the same as previously but now the students are playing against their first responses and hoping to improve their score.

DATA ANALYSIS AND DISCUSSION

The data were taken in small group of students. There were 10 of them involved. At the beginning of the class, they were asked to open or download *Kahoot* application in their hand phone or laptop. Then researcher gave PIN of *Kahoot!* So that they could join the Quiz. Right after they signed up, the *Kahoot* quiz began. There were asked to answer 5 questions related to topic of grammar lesson that day (simple present tense). Each of the students competed to answer the question as fast as possible. Their speed and accuracy in answering the question is needed. After all the questions delivered. *Kahoot* shown the winner of that quick Quiz. This result helps the teacher to see students' ability. This activity can be used as brainstorming to start the class. Educator can use this at the beginning of the class to gain students' attention.

Furthermore educator also can use this quiz features as assessment by playing it at the end of the lesson. They can do individual or group assessment with this. Of course, it's simpler, faster and fun. Students do the quiz that is modern look as the quiz on TV.

Students enjoyed the quiz. They did not feel anxiety on doing the quiz because they found it interesting. They said that that was just a fun quiz not an assessment.

In the next day, researcher used *Kahoot* again. This time, researcher used discussion features. A questions were shown in the screen (do you agree if a female Muslim has eye contact when she is communicating with male foreigner?) in the option the researcher gave two answers (agree and disagree). The students were asked to select one answer. After that, *Kahoot* will show the number of students who say agree and disagree. In this *Kahoot* features no wrong or right answer. This activity is used to stimulate the discussion in the classroom. For instance approximately 45% agree and 55 disagree with that statement. Then researcher called out some students who say agree to explain their reason. Furthermore, researcher also asked students who selected disagree. This activity made the class alive with discussion. Students can argue each other. This activity can be done in speaking and cross cultural understanding subject.

This discussion gave interesting ways to stimulate students to speak up. They gave their point of views based on result that is shown on the screen. The result seemed to be attractive with the clear figure.

Next, researcher applied survey. In general, discussion and survey have the same function. Both stimulate students to speak up or to invite students to get involve with the topic being asked. Survey in *Kahoot* is quick way to get the data on students' perception on certain thing. Researcher asked students "living in the city is better than living in the country". The options were "Yes, and no". After the students choose one option, then *Kahoot* shown the result in percentage. If the teachers want to know students reason in answering "yes/ no", teacher can ask certain student to give their opinion.

This activity made the students' eye open widely during the class. No sleepy heads were found. It shown that *Kahoot* could break the monotonous in the class with playing system. At glance, they seem just playing,

however, they study through playing quiz. In short researcher found it very benefit and fun for teaching English.

CONCLUSION

The games bring a lot of interaction to the classroom. Teachers are in control of advancing the questions that allowing them the opportunity to build discussion time between questions. The majority of students enjoy the competitive nature of the game and comment that it helps them retain concepts and enjoy the quiz.

Kahoot! can be used to monitor each student's knowledge and to identify areas where the students would benefit from more one-to-one teaching, but it is more generally used as a break from traditional classroom activities.

Kahoot was admitted as an enjoyable, free, flexible, easy and fun way to learn English. It brought new color to the class with game based learning. A 21st century teachers/educators should try *Kahoot* in their teaching in order to make their class more fun and attractive.

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