

## 2016 Technology Workshop Lesson Plan

Title: Introduction to Kahoot!

Grade Levels- 9<sup>th</sup>-12<sup>th</sup> Grade

Curriculum Areas: All

This one hour Kahoot workshop will explore how gamifying the classroom can increase student engagement, assess student knowledge, and scaffold instruction. Participants will learn how to make a quiz that not only reviews information but also informs students of new information.

ISTE NETS-T Addressed in this lesson:

### **1. Facilitate and inspire student learning and creativity**

Teachers use their knowledge of subject matter, teaching and learning, and technology to facilitate experiences that advance student learning, creativity, and innovation in both face-to-face and virtual environments.

### **2. Design and develop digital-age learning experiences and assessments**

Teachers design, develop, and evaluate authentic learning experiences and assessments incorporating contemporary tools and resources to maximize content learning in context and to develop the knowledge, skills, and attitudes identified in the NETS-S.

- a. Design or adapt relevant learning experiences that incorporate digital tools and resources to promote student learning and creativity
- b. Develop technology-enriched learning environments that enable all students to pursue their individual curiosities and become active participants in setting their own educational goals, managing their own learning, and assessing their own progress
- d. Provide students with multiple and varied formative and summative assessments aligned with content and technology standards, and use resulting data to inform learning and teaching

### **5. Engage in professional growth and leadership**

Teachers continuously improve their professional practice, model lifelong learning, and exhibit leadership in their school and professional community by promoting and demonstrating the effective use of digital tools and resources.

- c. Evaluate and reflect on current research and professional practice on a regular basis to make effective use of existing and emerging digital tools and resources in support of student learning

### **Learning Outcomes:**

1. Participants will become familiar with the ISTE technology standards for teachers and students.
2. Participants will create a Kahoot account and have basic knowledge on how to develop a quiz.
3. Participants will create a quiz using Kahoot that includes images, texts, and a video.
4. Participants will understand how using Blind Kahoots can help check for understanding during a lesson.

5. Participants will be able to identify how gamifying their classroom can improve student engagement.
6. Participants will be able to apply what they know about Kahoot to their classroom.

**Materials:**

- Individual Computers with Internet Access/ Desktop Computers provided in lab
- Agenda
- Handout 1: How to Make a Kahoot!
- Handout 2: How to Make a Blind Kahoot!
- Handout 3: Blind Kahoot! Example
- Blind Kahoot! Template Online

**Procedures:**

- As participants walk in, they will collect the three handouts.
- Introduce the workshop and learning outcomes- explain how Kahoot! was determined as the tool and how it lines up with our school's goals for increase student engagement, provide formative assessment for teachers, and track student's learning.
- Go over the agenda to give an overview of the technology tools workshop
- Take Kahoot! Pre-workshop survey- Using Kahoot! Survey feature
- Take a brief show of hands survey of teachers who have a Kahoot! account/make Kahoot! Quizzes
- Depending on the above, either help them create an account and walk through how to create Kahoot! Quizzes, or start introducing the Blind Kahoot!
- Have teachers watch the Blind Kahoot! introduction video to learn how this will look in their classroom.
- Visit the Blind Kahoot! template online.
- Walk through the different steps and show them how to scaffold their questions.
- We will then talk about other ways that teachers can use Kahoot! in their classroom.
- To close, the participants will watch a success story video from teachers who use Blind Kahoot! in their classroom.
- Before the participants leave, they will take a post-workshop survey and I will explain how I will follow up with them by sharing the Blind Kahoot! template to their Kahoot! accounts, sending an email out asking if anyone had questions, and by checking in with the participants after the workshop.

**Assessment:**

- Informal instructor observations, post-workshop survey, and follow-up email.