



Kahoot!



Kahoot is an online game-based learning platform. It has learning games, which are user-generated multiple-choice quizzes.

Target Audience

- Youth workers: educators, trainers, non-formal education facilitators.
- Youth: Youth with SLD, Youth from disadvantaged or minority backgrounds, Youth with low digital competences, Youth with lower mental health resilience.



Benefits of this tool

- Promote active participation and motivation:** Kahoot! Uses gamification to create a fun and interactive learning environment. It encourages all youth, including those who are more shy or less confident, to take part equally.
- Supports inclusive and accessible learning:** Kahoot! uses visuals, timed and team-based format that helps youth to engage with different learning styles or with SLD.

Additional Considerations

- Multilingual support:** Available in 17 languages (English, Dutch, French, German, Indonesian, Italian, Japanese, Malay, Norwegian, Polish, Portuguese, Spanish, Swedish, Turkish, Ukrainian, Arabic, Chinese)
- Cost considerations:** Freemium tool → with the **Basic** plan, you can join or play Kahoots for free as a participant and the host can use the free plan to create basic Kahoots or assign challenges. → With the **Access Pass**, you can use ready-made Kahoots, courses, and collections. Higher player limits and more question types.
- Technical requirements:** Account registration required. You can access with computer via a web browser, and smartphone and Tablet via the Kahoot! App
- Adaptations for SLD users:** Kahoot! Supports SLD users through its visual and game-based format, which helps sustain engagement through simple question design.



How to Use with Youth

- 1 **Creating a quiz is quite user-friendly. Create a new quiz:**
 - Choose a quiz type
 - Add questions with multiple-choice answers
 - Use images/videos to make it engaging and accessible
- 2 **Prepare your session:** “Live” (for group sessions) or “Assign” (for self-paced play). Adjust time limits and question difficulty to suit your group.
- 3 **Invite youth to join:** share the game PIN on screen. Youth can join the quiz via their smartphones, tablets, or computers. They will type their name/nickname.
- 4 **Start the quiz:** Everyone can answer the quiz by selecting the right icon/colour-coded answer.
- 5 **End of the quiz:** Kahoots are typically “competition” style quizzes in which points can be awarded for correct answers. A running leaderboard is displayed after each question and at the end of the quiz.

Kahoot! can also be used for icebreakers, feedback or well-being check-ins.

