



# TEACHING TIPS OF THE MONTH FROM THE MC COMMUNITY

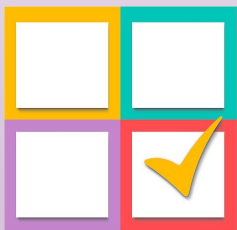


Brought to you by TIDES and PALS February 2018

The Faculty Program for Active Learning in STEM (GTSTEP/PALS+) ([www.montgomerycollege.edu/gtstep](http://www.montgomerycollege.edu/gtstep)), the Teaching to Increase Diversity and Equity in STEM (TIDES - <http://cms.montgomerycollege.edu/TIDES/>) grant project, and ELITE (<http://cms.montgomerycollege.edu/elite/>) are happy to bring you the "Teaching Tips of the Month." Both PALS+ (a fellowship to support active-learning in the classroom for part-time instructors) and TIDES (with its focus on active learning and culturally sensitive pedagogy) seek to incorporate highly engaging learning activities for diverse student populations into STEM courses. However, as you will see, many of these activities are not STEM-specific and can be applied to any course. We also welcome your general feedback about this publication, which you can send to [tides@montgomerycollege.edu](mailto:tides@montgomerycollege.edu).

## Online Learning Games: Kahoot!

**Description:** Kahoot! is an easy to use online game/quiz platform ([www.kahoot.it](http://www.kahoot.it)). If you have a child in MCPS, she or he has probably already played it in class already. It is great fun to use in the college setting as well. You, the instructor, first create an account, then start creating learning games, mainly multiple choice quizzes (up to four answers).



In class, you project your game or quiz on the screen through the Kahoot! site. Your students, who access the site on their cell phones, type in a game "pin number" generated by Kahoot! after you launch the game or quiz from your screen. Your students then give themselves a nickname to identify who they are

during the game and start answering your questions. Your questions appear one by one on the classroom screen and your students tap their answers on their cell phones. Each answer is represented by a specific color and shape. They have either 5, 10, 20, etc. seconds to answer depending on what you have preprogrammed when you first created each question. They are assigned points based on accuracy and speed.

Kahoot! keeps score and shows the top 3-5 scorers after each question. Catchy "game show music" is played during the competition.

**Advantages:** Kahoot! ...

- is an engaging and fun way to change pace during class, diversify your lesson plan and learn important content at the same time.
- is a great way to review for quizzes and tests and reinforce key vocabulary, terminology, and/or concepts.
- helps to foster classroom community.
- can be played by your students as individuals or in teams.



**Disadvantages:**

- A few students may not have cell phones (but they can still play along without their score being tallied).
- Technical glitches with cell phones, such as "screen freezes", will inevitably occur.

For more information on using Kahoot! contact [ray.gonzales@montgomerycollege.edu](mailto:ray.gonzales@montgomerycollege.edu)