



Erasmus+

USE OF DIGITAL DEVICES IN TEACHING AND LEARNING

PADLET & KAHOOT



WAYS OF USING PADLET IN THE CLASSROOM

- **BOOK REVIEWS**
- **TOPIC SUMMARY**
- **“THANK YOU” WALL**
- **GREETING CARDS**
- **OPINION/ FORUM**

It's a piece of paper, but on the web!

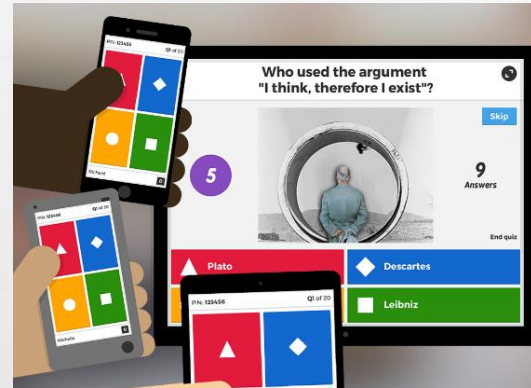
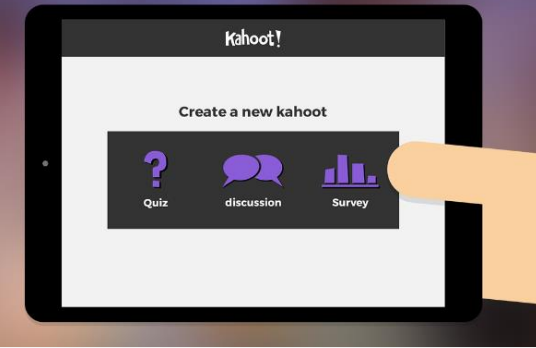


KAHOOT



Create

Create a fun learning game in minutes (we call these 'kahoots'), made from a series of multiple choice questions. Add videos, images and diagrams to your questions to amplify engagement!



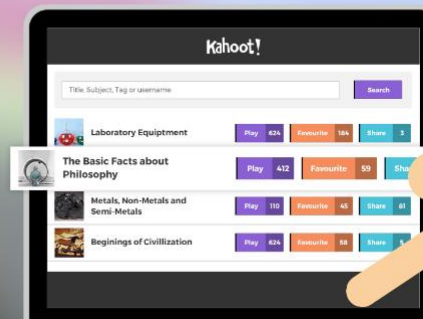
Play

Kahoots are best played in a group setting, like a classroom. Players answer on their own devices, while games are displayed on a shared screen to unite the lesson - creating a 'campfire moment' - encouraging players to look up.

3

Share

Social learning promotes discussion and pedagogical impact... whether players are in the same room or on the other side of the globe! After a game, encourage players to create and share their own kahoots to deepen understanding, mastery and purpose.



Join at **kahoot.it**

With game-pin:
8888

30
Players

Kahoot!

Start now ▶

Kahoot!
Game pin
Enter

Kahoot!
Game pin
Enter

Kahoot!
Game pin
Enter

Kahoot!
Game pin
Enter

STUDENTS JOIN WITH A GAME-PIN - NO ACCOUNTS!

Join the game at **Kahoot.it**

