DRinVET

How to …

Best Practice in Presential Teaching/Learning

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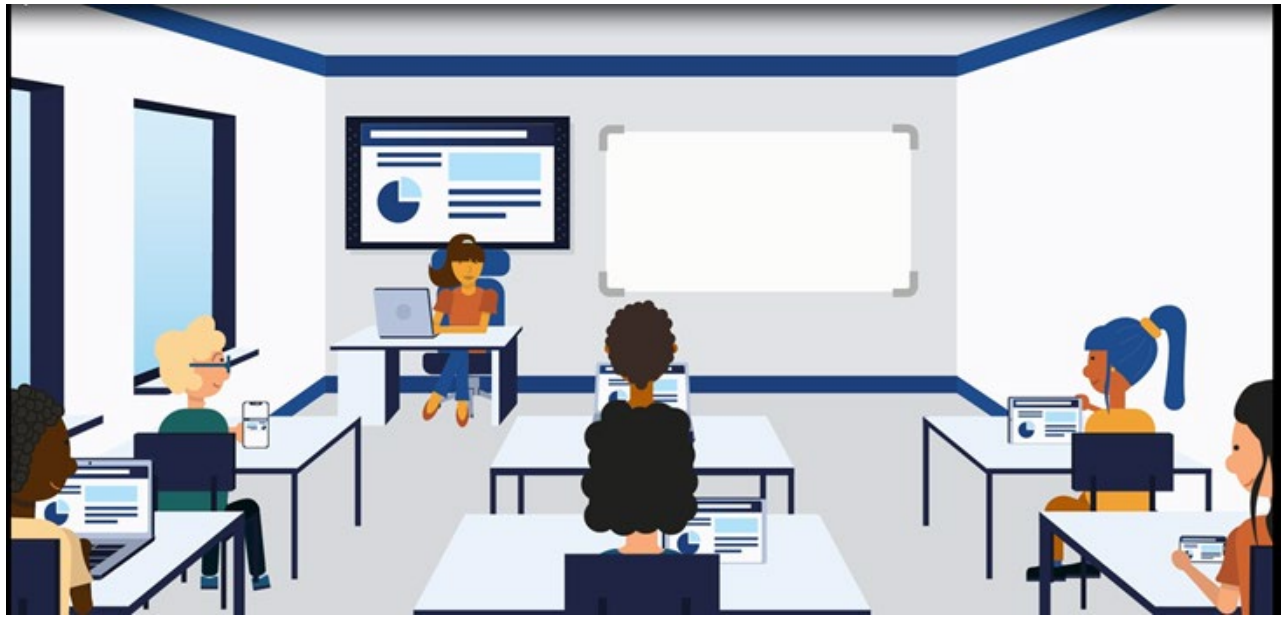
Presential classroom teaching using Kahoot

To use Kahoot, a game-based learning platform, both the students/trainees and teachers/trainers need to be connected online, so having access to computers (or other devices) with internet connection is needed.



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Presential classroom teaching using Kahoot

A PowerPoint lecture is required to be prepared prior to the class/training, so it can be presented by the teacher/trainer to the students/trainees, enclosing the subject(s) of the lecture.

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Presential classroom learning using Kahoot

The lecture must include at least five specific questions, for each portion of the given subject, prepared by the teacher/trainer on the platform Kahoot.

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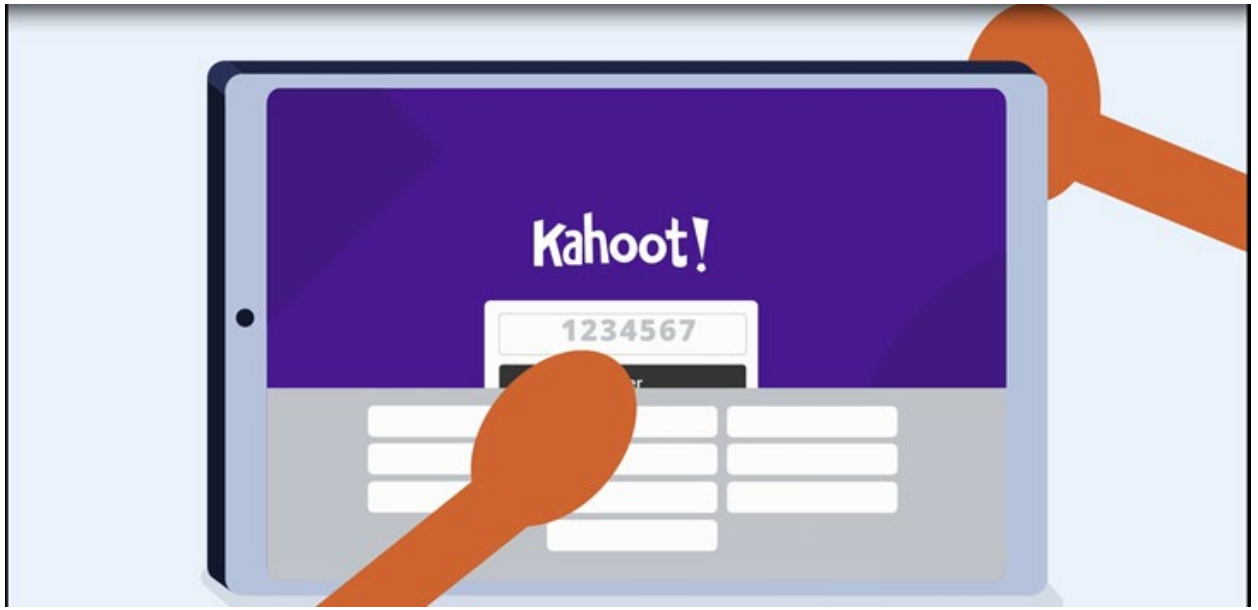
Presential classroom learning using Kahoot

Each student/trainee must connect to the platform, using the code given by the teacher/trainer.



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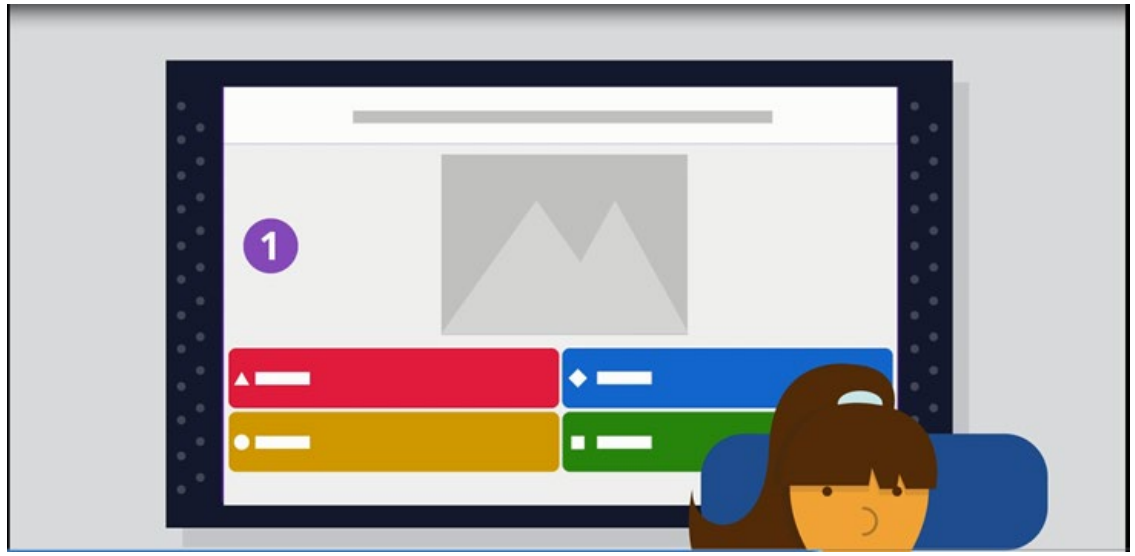
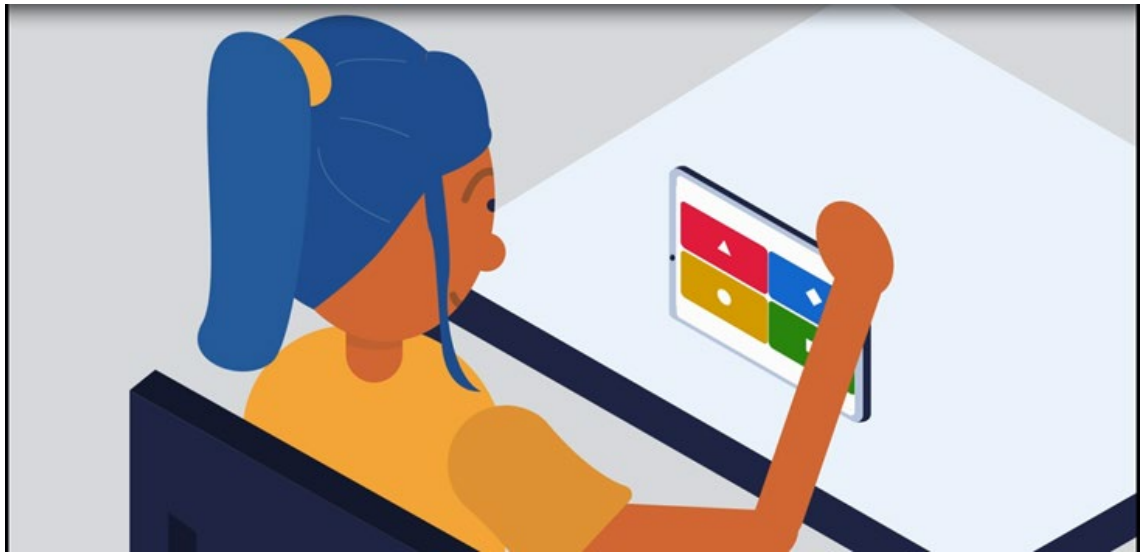
Presential classroom self-assessment using Kahoot

The students/trainees must answer the questions individually, to self-assess the knowledge acquired and identify which areas need more study.





Any Questions?

Thank you.

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