

Kahoot!

Pedagogy

FROM LEARNERS TO LEADERS



The Kahoot! pedagogy is based on creating a trusted learning space, encouraging a loop to go from a learner to a leader. Beginning as a consumer of knowledge - primarily listening in the classroom - the student transforms into a researcher, game designer, and finally, a presenter of knowledge.

This document will help you understand the **behavior, gaming and teaching models** our pedagogy is devised from, which creates a cycle encouraging both independent or collaborative research and creation, whilst also empowering learners to present and share their new-found knowledge to their peers, in a playful and social manner.

In Kahoot! terms, a teacher typically begins the learning loop by hosting a kahoot in class on a specific topic or learning unit, to present new knowledge. Next, students are tasked with creating their own kahoots on a topic, in class or as homework.

Having researched content individually or in teams, the learners create their games. The more creative learners are encouraged to be with their content, the **deeper they will understand the concepts.**

As part of the next step, where learners host their own games in class, they power up their presentation and communication skills. The learning loop continues with the teacher assessing knowledge and providing students feedback on their kahoots. Another big step towards **content mastery!**

K!



1

BEHAVIOR MODEL

2

LEARNING MODEL

3

GAMING MODEL

4

KAHOOT! MODEL

BEHAVIOR MODEL

1
Trigger

2
Action

3
Variable
Reward

4
Commitment

K!



LEARNING MODEL

1

LISTENER

Audio

2

RESPONDER

Audio, visual,
kinesthetic

3

ENQUIRER

Plan, question,
interact

4

CREATOR

Adapt,
implement, solve

5

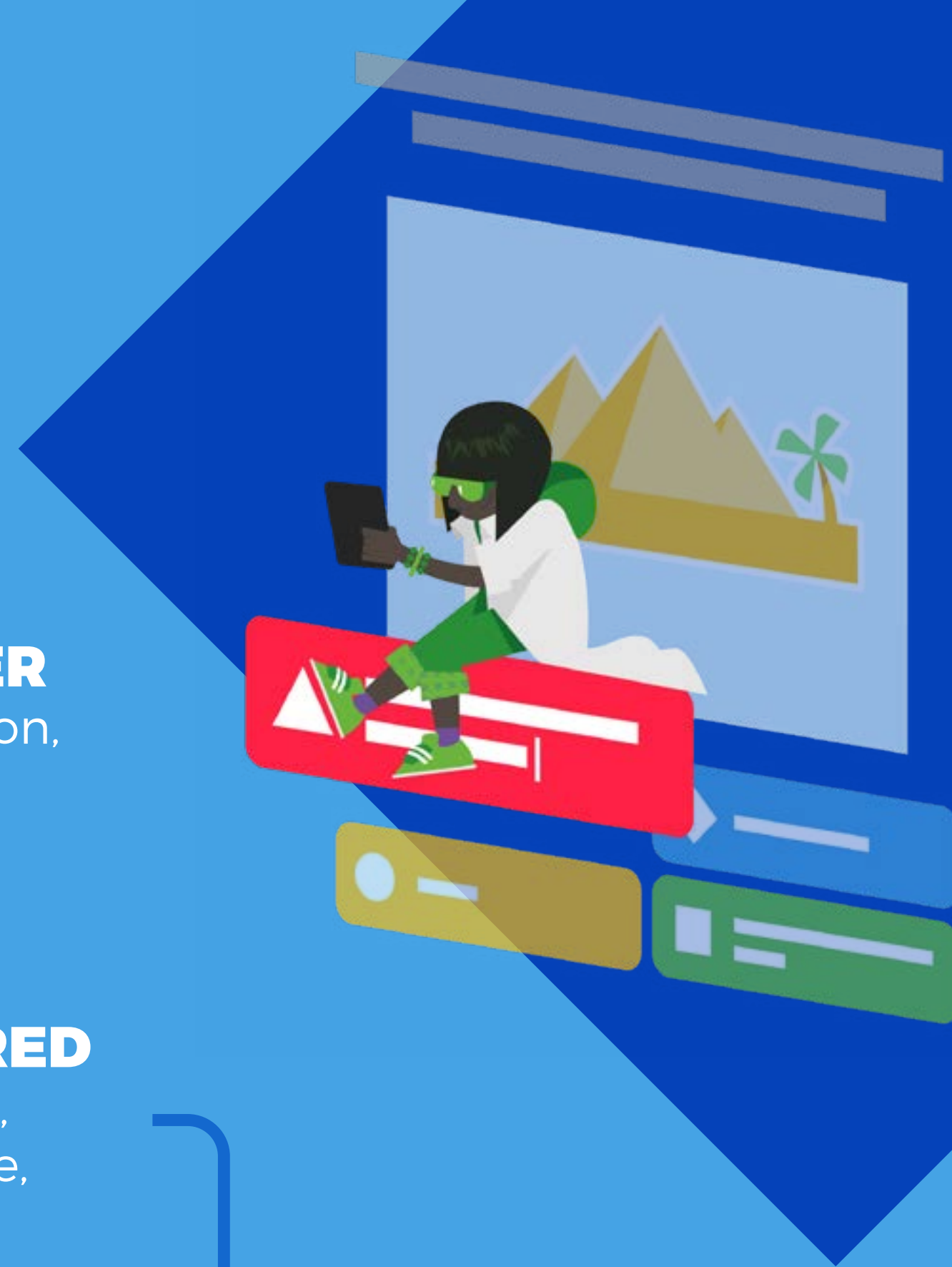
FACILITATOR

Manage,
discuss, lead

6

EMPOWERED

Reflective,
responsible,
educated



K!

GAMING MODEL

INTRODUCE

Story, context,
entry



STRUCTURE

Tasks, rewards,
penalites



PLAY

Explore, discover,
improve

EDIT

Control, invent,
challenge



HOST

Master, inspire,
command



EXPERT

Followed,
respected, revered



K!

KAHOOT! MODEL



Player



Learner



Researcher



Leader



Creator



Teacher

K!