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Kahoot Trivia Games

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Kahoot Trivia Games

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Abstract. Extension professionals implement various educational curriculum and programming for youth. Lessons and information sharing must be innovative to keep up with technology changes and youth interests. A web-based gaming platform called Kahoot helps establish engaging assessment through face-to-face or virtual settings. Kahoot allows Extension professionals to create online trivia games that participants can access in a competition with peers or open access for individualized play.

INTRODUCTION

Distance education is not new to Extension. Over the past several years, online professional development has been regularly implemented—and shown to be effective—with Extension professionals and volunteers (Culp et al., 2016; Hino & Kahn, 2016; Young et al., 2014). Furthermore, during the COVID-19 pandemic, 4-H Youth Development Program Extension professionals have utilized online opportunities and resources to support youth programming (Morefield & Fabregas Janeiro, 2021; Sneed et al., 2021).

Games, defined as “a group activity or exercise in which players cooperate or compete toward a given end within the boundaries of explicit rules” can test knowledge gain among participants (Grieshop, 1987, para. 3). Kahoot is an online gaming platform used in formal and nonformal education settings to advance knowledge and entertain youth (Kittitas County, n.d.; Oklahoma Agriculture in the Classroom, n.d.). This interactive platform is promising for Extension 4-H Youth Development Professionals developing youth programming. Additionally, Kahoot can also be utilized to help meet the growing need to measure impact throughout Extension (Franz & Townson, 2008; Rowntree et al., 2013; Stup, 2003). This online platform is especially helpful as education shifts into virtual learning spaces.

ONLINE GAMING PLATFORMS

Kahoot is an easily accessible, free or low-cost online platform that promotes youth learning using trivia games. TriviaMaker is a similar online platform to Kahoot but operates as a paid service. Because of the pandemic, Trivia Maker recently started offering a free basic account option with extremely limited player options. This was launched in the past month and will only be available for a few more weeks. Additional online testing platforms do exist and have taken hold in educational spaces, including:

- Quizlet, an online platform for flash cards and quizzes.
- Protobowl, a real-time multi-player quiz bowl.
- EdPuzzle, an interactive software that allows hosts to input multiple-choice and short-ended questions into videos.

SETTING UP KAHOOT

Kahoot hosts, like Extension 4-H Youth Development Professionals, can create an online account with any active email address. Hosts create online trivia games that can include:

- Mix and match questions with four answer choices per question. After being introduced to the question, four different answer choices (blue diamond, green square, yellow circle, red triangle) appear. Participants click one of the four boxes that represents their answer selection.
- True/false questions implemented the same way as mix and match questions.
- Puzzle answers that require participants to rearrange objects in a specific order. A question appears on the screen of the participant, along with four different color and shape answer choices (same as mix and match). Participants rearrange the answer choices to answer the questions.
- Type-to-answer questions for short-answer responses.

Once a trivia game has been created and launched by a Kahoot host, participants use specific codes to view materials. Kahoot participants do not need accounts to access materials. Participants input the code, enter a name, and join the game. If the Kahoot host is leading the game, participants must wait for the host to begin. If the game can be accessed without a host, the game begins automatically.

BENEFITS OF KAHOOT IN 4-H

The free model of Kahoot contains many resources that benefit Extension 4-H Youth Development Professionals:

- Creating online learning games allows hosts to develop online trivia games and surveys. Kahoot promotes collaboration through development, implementation, and evaluation.
- Searching through various subjects allows hosts to search through the public trivia game and survey database. Since hosts can share trivia games or surveys, Extension professionals are able to collaborate with others across their district, their state, or the nation.
- Assigning challenges to participants allows hosts to assign trivia games directly to an individual participant or groups of participants. Participants can complete trivia games on their own time or in groups.
- Tracking results allows hosts to access data based on the trivia game administered. Hosts can extract nicknames and answer choices or examine some basic statistics about the games. The raw data can be compiled for further analysis. This allows hosts to share materials for studying or collect data during and after a program, activity, or event occurs.

Kahoot games are often administered with:

- Groups of participants in a face-to-face setting who try to race the clock and their peers to answer correctly and rapidly. The more quickly a participant answers correctly, the more points they receive. Participants can also gain more points for answering multiple questions correctly.
- Individual participants through challenges to be completed virtually at a scheduled time. This encourages active participation by requiring youth to be present for the trivia game. Participants also race the clock and their peers to answer questions for points.
- Open access availability that allows participants to log into the game at any time and from anywhere. Points may be administered, but participants may not be competing against someone else, since others may not be logged on at the same time.

Extension 4-H Youth Development Professionals and Educators in Georgia used Kahoot for quiz bowl practices since social distancing measures during COVID-19 did not allow large groups of people in public spaces. Washington State University 4-H has several Kahoot trivia games listed on their website as “web games for club activities and learning,” such as “4-H 101” (Kittitas County, n.d.). Oklahoma Agriculture in the Classroom (n.d.) provides open-access Kahoot resources and trivia games for individual play, including challenges related to beef, pigs, chickens, wheat, soybeans, dairy, and cotton.

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CONCLUSION

Extension 4-H Youth Development Professionals can benefit from the use of Kahoot as a distance learning tool. They can create and share trivia games related to project areas or programming efforts. Youth can prepare for local, state, or national 4-H Livestock Skillathons with help from Kahoot trivia games based on livestock breeds, hay, or wool curricula. Similarly, trivia games focused on swine, sheep, beef, goat, and rabbit resources can help prepare youth for 4-H Livestock Quiz Bowl or judging competitions.

LIMITATIONS

For implementation to occur in a face-to-face setting, hosts will need access to a presentation screen such as an overhead projector to launch the trivia game. Hosts and participants will need access to a personal communication device—like a cell phone, tablet, or laptop—with wi-fi access. For implementation to occur remotely, participants will need access to a personal communication device, such as a cell phone, tablet, or laptop, that is compatible with the Kahoot app or website.

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