

## AUTHOR

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## COUNTRY

Cyprus

## FIELD OF HUMANITIES

Languages and literature

## REQUIREMENTS FOR THIS ACTIVITY

### 1. Digital technology:

Access over internet, basic computer skills, subscription to Thesaurus Linguae Graecae – TLG and Kahoot.

### 2. Pre-existing knowledge and skills:

Good computer skills.

# GAME-BASED LEARNING WITH KAHOOT!

Online and virtual lessons during Covid-19. Kahoot! is a game-based learning platform, used as educational technology in schools and other educational institutions. Its learning games, are user-generated multiple-choice quizzes that can be accessed via a web browser or the Kahoot app.

## GOALS

Using Kahoot! as a game-based learning platform and to review students' knowledge. It can be also used for formative assessment, or as a break from the traditional classroom activities, as it also includes trivial quizzes.

## KEY OUTCOMES

It makes the lesson much more attractive for students and they enjoy the competitive elements inside the classroom. Furthermore the crosswords can be uploaded to Moodle and the students can complete them from there and receive some auto-generated feedback from the educator.

*Fig. 1. Kahoot can be used for different activities and in this way break from traditional teaching and learning*



## ADDITIONAL INFORMATION

<https://kahoot.com/>

<http://stephanus.tlg.uci.edu/>