INCORPORATING TECHNOLOGY IN THE CLASSROOM: USES OF POLL EVERYWHERE AND KAHOOT

Anna Strati, Sara Knigge, Austin Pickup, Jack Barshinger
Generally, widespread growth since 1990s

Concerns remain about effective use for learning experiences of students (Kirkwood & Price, 2014)

Advancements in mobile technologies part of everyday life of student

Use of these devices remain largely absent from classrooms (Kukulska-Hulme, 2012)

Need for new approach utilizing technology (especially those within students’ everyday life) to enhance learning experience
TECHNOLOGICAL PEDAGOGICAL CONTENT KNOWLEDGE (TCPK)

- Updated version of Shulman’s (1987) parent construct PCK, involving intersection of content knowledge and instructional approaches.

- New framework for describing knowledge to design and implement instruction which guides student thinking with digital technologies (Mishra & Koehler, 2006).

- “Interconnection and intersection of content, pedagogy, and technology” (Niess, 2011, p. 301).
■ Important lens through which to understand excellence in higher education teaching
■ Few empirical studies for higher education
■ Benson and Ward (2013) emphasize relationship between technology use and pedagogy:
  ▪ High technology competence insufficient
  ▪ TPCK more likely with high pedagogical knowledge
This presentation looks at two digital technologies that have been used to enhance learning in the classroom:

- Poll Everywhere
- Kahoot

Each require both technological competence and contextual pedagogical considerations.
WHY POLL EVERYWHERE?

- Free and Interactive classroom response system that utilizes SMS text or web messaging to collect & track responses
- Free account allows you to create as many surveys or as many questions as you want
- You can have up to 32 students respond to each survey (>40 need to pay)
- Results update live in your PowerPoint presentation
A tool that integrates Technology, Pedagogy, and Content

- Check for understanding after a difficult lesson
- Review material before moving on
- Check for prior knowledge before introducing a new topic
- Assign as a homework assignment (answer poll by midnight)
- Keep track of student progress
- Use as a formative evaluation tool for your course
- Use as a springboard for ideas (brainstorming)
- Spark Enthusiasm
- Active and Meaningful Student Engagement
HOW TO SET IT UP

- Short Clip
PARTICIPATING WITH POLL EVERYWHERE
HOW TO VOTE VIA THE WEB OR TEXT MESSAGING

From any browser

Pollev.com/(yourname)
Enter your response
Submit response

From a text message

To: 37606

(Strati) <your response>

Send
Your poll will show here

1. Install the app from pollev.com/app
2. Make sure you are in Slide Show mode

Still not working? Get help at pollev.com/app/help
or
Open poll in your web browser
Your poll will show here

1. Install the app from pollev.com/app
2. Make sure you are in Slide Show mode

Still not working? Get help at pollev.com/app/help
or
Open poll in your web browser
“I really enjoyed the assessment technique and check on learning—loved the technology component and the engagement level spiked toward the positive within our learning environment! Great work!”

“This was a fun and effective way to review the content. It was a great break from typical instructional methods. Please utilize it again”.

“Technique of text responses was great. Immediate feedback.”

“Poll Everywhere was cool. Good interaction & discussion. Great feedback for instructor on targets.”

“I enjoyed it. Would like to use this with my staff.”

“Enjoyed the review section of the class. Interactive and sparked good discussion.”

“Yes, the technique was effective. We were able to answer questions in a non-threatening manner. This format allowed for discussion on those topics that were debated. I would highly recommend that this be done again.”
Free game-based response system (quiz, discussion, survey)

Provides quick formative feedback

Requires computer and individual mobile devices (students do not need account)

Able to download results to Excel

Can provide a competitive atmosphere

Public kahoots to peruse
PEDAGOGICAL CONSIDERATIONS

- Formative assessment of content knowledge
- “Trivia Team” approach to review material
- Track individual student knowledge gaps
- Students can generate kahoots
- Increase student motivation and engagement?
The Discussion, Quiz and Survey are intended for slightly different pedagogical application.

- The Quiz includes timed responses and points.
- The survey is similar but does not use points.
- A Discussion is a single question, without the competitive elements. This can be used to ignite discussion, at the beginning of a session.
GET STARTED

https://getkahoot.com/
Create multiple choice/true false questions.

You are able to customize question (time limit and points).

Add another question to create a multiple question quiz. (TROUBLESHOOTING TIP: Do not “save and continue” until you are done creating quiz.)

Questions can consist of 95 characters.
- Answers can consist of 60 characters. Word count available for your convenience.

- Can add images to questions. (“Look at this table. What do you think it is representing.”)

- Your kahoot is assigned a game pin which students will use in class to access your kahoot.
PSYCH CHAPTER 10 VOCABULARY

Play now ▶

Preview Edit

View Kahoot page or make another one

SHARE YOUR KAHOOT NOW

Share with other users ➔
- **kahoot.it**
- Students enter game pin on their devices and enter a nickname.
- Students have 30 seconds to answer question on their devices (default timer).
- Music plays, you can set it for mute in the beginning.
- Once students enter their answers and a) timer is done or b) all students have answered questions, students are given correct answer. Their total points and how many points they are behind the person in front of them is displayed on their mobile devices.
On the main board visible to all, top 5 students are shown with total points (after each question).

At the end of the quiz student reactions are elicited regarding learning and enjoyment.

Teacher is able to download results into excel, each question is listed and which students answered correctly or incorrectly.

Final score at the end of quiz and a winner is announced.
“My students have been going crazy over being quizzed on Chapter content with Kahoot!”
-----AU Graduate Instructor

“I use Kahoot all the time in my Spanish class. I shared it with many of my colleagues and everyone loves it!”
-----High School Teacher
HERE IS A LINK WITH TUTORIALS:

https://getkahoot.com/tutorials/Kahoot_Tutorials.pdf
CONCLUSION

- Improving technological competence necessary
- However, cannot be isolated from pedagogy
- According to Mishra and Koehler (2006), “thoughtful pedagogical uses of technology require the development of a complex, situated form of knowledge” (p. 1017)

Questions:

- How might we integrate technology and pedagogy?
- What contextual factors do we face where technology might aid our pedagogy?


