



INTSTITUTE OF VOCATIONAL STUDIES

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- **NAME OF PROGRAMME: B. ED. 1 ST YEAR**
- **NAME OF COURSE: VALUE ADDED COURSE**
- **ENROLLMENT NO: 12223000181**
- **SUBMITTED TO: MS PRIYANKA GUPTA**

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INTRODUCTION

Kahoot! is a game-based learning platform that allows users to create, share, and play quizzes and interactive learning games. It was launched in 2013 and quickly became popular in educational settings such as schools and universities. However, it is also widely used in businesses and for entertainment purposes.

The platform enables teachers, students, and other users to create multiple-choice quizzes, polls, and surveys. These quizzes can be played live in a group setting or assigned as homework for players to complete on their own. Kahoot! is known for its engaging and interactive format, where players use their own devices (such as smartphones or tablets) to answer questions while a host presents the quiz on a shared screen.

Kahoot! fosters a competitive and fun environment, making learning more enjoyable and engaging. It can be used to test knowledge, review materials, and facilitate group discussions, making it a versatile tool for both educators and learners.





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Kahoot! is a game-based learning platform that makes it easy to create, share and play learning games or trivia quizzes in minutes. Unleash the fun in classrooms, offices and living rooms!



Create

'kahoots'. The format and number of questions is up to you. Add videos, images and diagrams to your questions to amplify engagement.

These are class 6th question paper prepare by me on the topic Harappa civilization.

☰ **Kahoot!**



Questions (10)

Show answers

1 - Quiz

The Indus valley site of Lothal is located in the present sta...



Uttar pradesh



Punjab



Gujrat



2 - Quiz

The higher part of the Indus valley cities were called...



Great bath



Citadel



Play

Kahoots are best played in a group setting. To join a game, you need a unique PIN. If you're the game host, you need a big screen. Players answer on their own devices, while questions are displayed on a shared screen. In addition to live games, you can also send kahoot challenges that players complete at their own pace – for example, for homework or remote training.



ShareAfter a game, encourage players to create and share their own kahoots! With one of our premium plans for schools or business, you can co-create games with your colleagues and save time on finding relevant kahoots for your class or training session.

☰ **Kahoot!**



Harappa civilisations 6 class ✎ ⋮

Assigned kahoot 🏆 **Ends in 3 days**

Start date: Apr 9, 2024 at 3:23 PM

End date: Apr 12, 2024 at 12:00 PM

Hosted by ruhizaidi

Summary

Players

Questions



Invite players by sharing the URL



GURU GOBIND SINGH INDRAPRASTHA
UNIVERSITY



INSTITUTE OF VOCATIONAL STUDIES



PROGRAMME - BECHELOR OF EDUCATION
(B.ED)

COURSE TITLE - VALUE ADDED

COURSE CODE -

SUBMITTED BY - KIRAN RAJPUT

ENROLLMENT NUMBER - 122230000986

ASSIGNMENT SUBMITTED TO - MISS.

PRIYANKA GUPTA

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• WHAT IS KAHOOT ?

Kahoot is an interactive learning platform that allows educators to create engaging quizzes, surveys, and discussions for students. It's designed to make learning fun and interactive by turning traditional classroom activities into games. Here's how it works

1 Creation : Educators can create their own Kahoots by designing quizzes, surveys, or discussions on any topic. They can include multiple-choice questions, true/false questions, or open-ended questions.

2 Engagement : Once a Kahoot is created, students can join the game using a unique game PIN provided by the educator. They can participate using their smartphones, tablets, or computers, making it accessible and easy to use.

3 Gameplay : During gameplay, questions are displayed on a shared screen, and students select their answers on their devices within a specified time limit. Points are awarded based on accuracy and speed.

4 Feedback : After each question, the correct answer is revealed, providing immediate feedback to students. This helps reinforce learning and allows educators to address any misconceptions.

5 Competition : Kahoots often include a leaderboard that displays the top scorers, adding a competitive element to the game. This motivates students to stay engaged and strive for high scores.

6 Variety : Kahoot offers a variety of question types, including quizzes, surveys, and discussions, allowing educators to tailor activities to their specific learning objectives and student needs.

7 Analytics : Educators can access detailed reports and analytics after the game to track student performance, identify areas of improvement, and assess learning outcomes.

Overall, Kahoot is a versatile and engaging tool that promotes active learning, collaboration, and feedback in the classroom or any learning environment. It has gained popularity worldwide for its ability to make learning enjoyable and effective.

• USSES OF KAHOOT !

Kahoot has several uses across different settings, primarily in education but also in corporate training and social settings. Here are some common uses

1 Education :

- Formative Assessment: Teachers use Kahoot to assess students' understanding of lesson material in real-time.

• Review Sessions : Kahoot can be used to review concepts before exams or quizzes in an engaging way.

• Homework : Teachers assign Kahoot quizzes as homework assignments to reinforce learning outside of the classroom.

• Icebreakers : Educators use Kahoot as an icebreaker activity at the beginning of the school year or semester to introduce students to each other and the course content.

Corporate Training

• Employee Training : Companies utilize Kahoot to create interactive training sessions for employees on various topics such as compliance, product knowledge, and customer service.

• Team Building : Kahoot can be used as a team-building activity during company retreats or workshops to foster collaboration and engagement among employees.

• Knowledge Checks : Employers use Kahoot quizzes to gauge employees' understanding of company policies, procedures, and best practices.

Social Gatherings :

• Parties and Events : People use Kahoot to create trivia games for parties and gatherings to entertain guests and create a fun atmosphere.

• Family Gatherings : Families use Kahoot to create personalized quizzes about family history, traditions, and interests to share and celebrate together.

4 Language Learning :

• Vocabulary Building : Language teachers create Kahoot quizzes to help students learn and reinforce vocabulary in an interactive way.

• Grammar Practice : Kahoot can be used to practice grammar rules and sentence structure through interactive quizzes and activities.

5 Professional Development

• Workshops and Seminars: Facilitators use Kahoot to engage participants during workshops and seminars by incorporating interactive quizzes and discussions.

Overall, Kahoot is a versatile platform that can be adapted to various learning and training needs, making it a popular tool among educators, trainers, and event organizers.

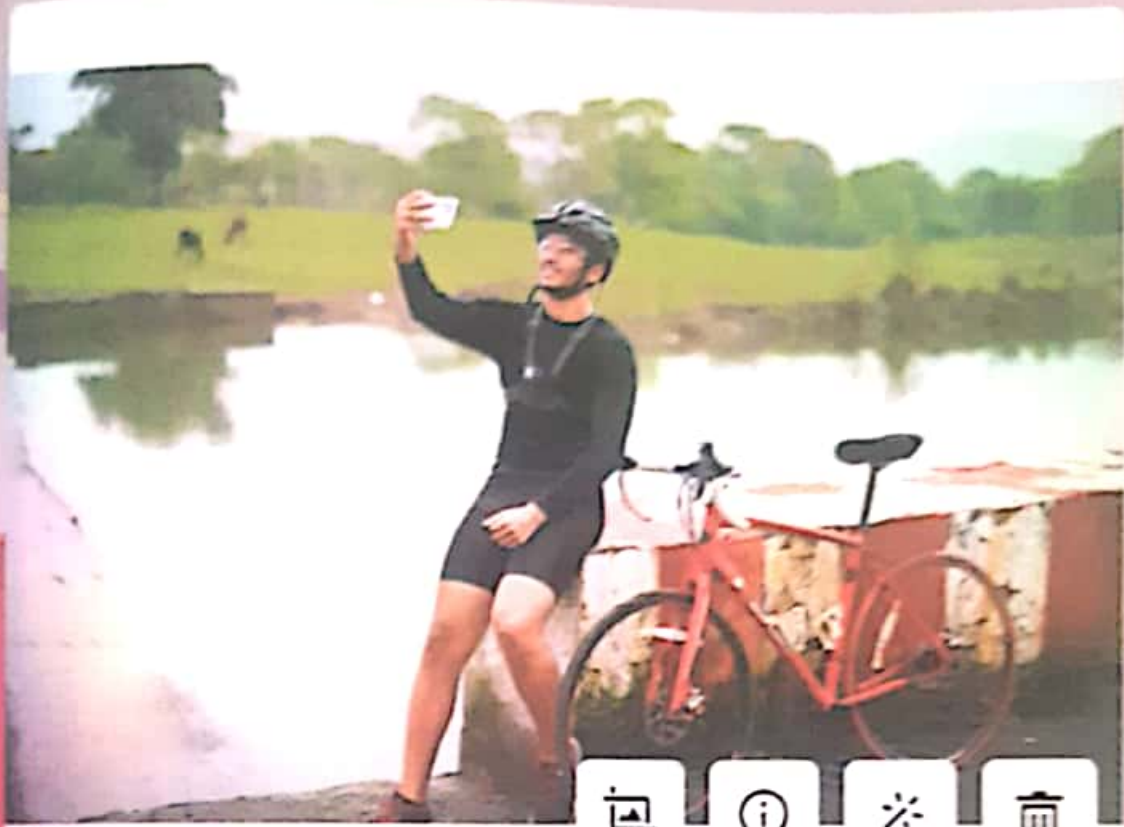


Social Science Class 8Th MCQS Chapter 2ND From Trade To Territory

Kahoot in progress

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Question 1 Criminal Court In Each District was Called Adalat.



Diwani



Faujdari



Civil



Marriage



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Question 2 From The Years
Mentioned Below Choose The
Correct Date Of Death Of
Aurangzeb, The Mughal Ruler.



On 3rd March
1800

On 3rd March 1707

On 3rd March 1750

On 3rd March 1850

Question 3 Diwani Adalat Was Court.



Civil

Criminal

Faujdari

Crime

Scanned with CamScanner

Question 4 Was Not Under British Rule In 1857.



Bombay

Madras

Hyderabad

Beneras