EAIE

Esports as Accelerator for Social Inclusive Education

LESSON

KAHOOT KNOWLEDGE ARENA

AUTHOR

SERGIO ELVIRA PEREZ

CODEARTS SOLUTIONS

KAHOOT KNOWLEDGE ARENA

Kahoot Knowledge Arena uses a fast, competitive quiz to reinforce previously taught concepts while giving both students and teachers immediate information about recall and understanding. The activity is designed as a low-stakes review rather than a conventional test.

Subject and level

VET learners at any technical level. The question set can be adapted to the current module, making the exercise suitable for review sessions in programming, design, project management or other vocational subjects.

Connection to curriculum

The activity supports consolidation and formative assessment. Questions target essential knowledge from previous lessons, while post-question discussion allows misconceptions to be corrected immediately and helps teachers identify areas that need reinforcement before learners move to more complex practical tasks.

Didactic and pedagogic considerations

Gamification lowers the perceived formality of assessment and encourages broad participation. Speed contributes to the game dynamic, but explanation after selected questions ensures that accuracy and understanding remain more important than rapid guessing. Anonymous or team modes can be used where competition may create anxiety.

Time estimate

45-60 minutes

KAHOOT KNOWLEDGE ARENA

Group size

15-30 students

Overall introduction to exercise

Students complete a structured Kahoot quiz covering concepts already taught in class. The session includes a briefing, the competitive quiz itself and a review phase in which the class analyses difficult questions and explains why particular answers were correct or incorrect.

The main educational value is immediate feedback. Students see gaps in their own knowledge while the teacher receives a live overview of class understanding. The exercise can therefore guide the next lesson as well as reinforce memory and motivation.

KAHOOT KNOWLEDGE ARENA

Exercise as presented to the students

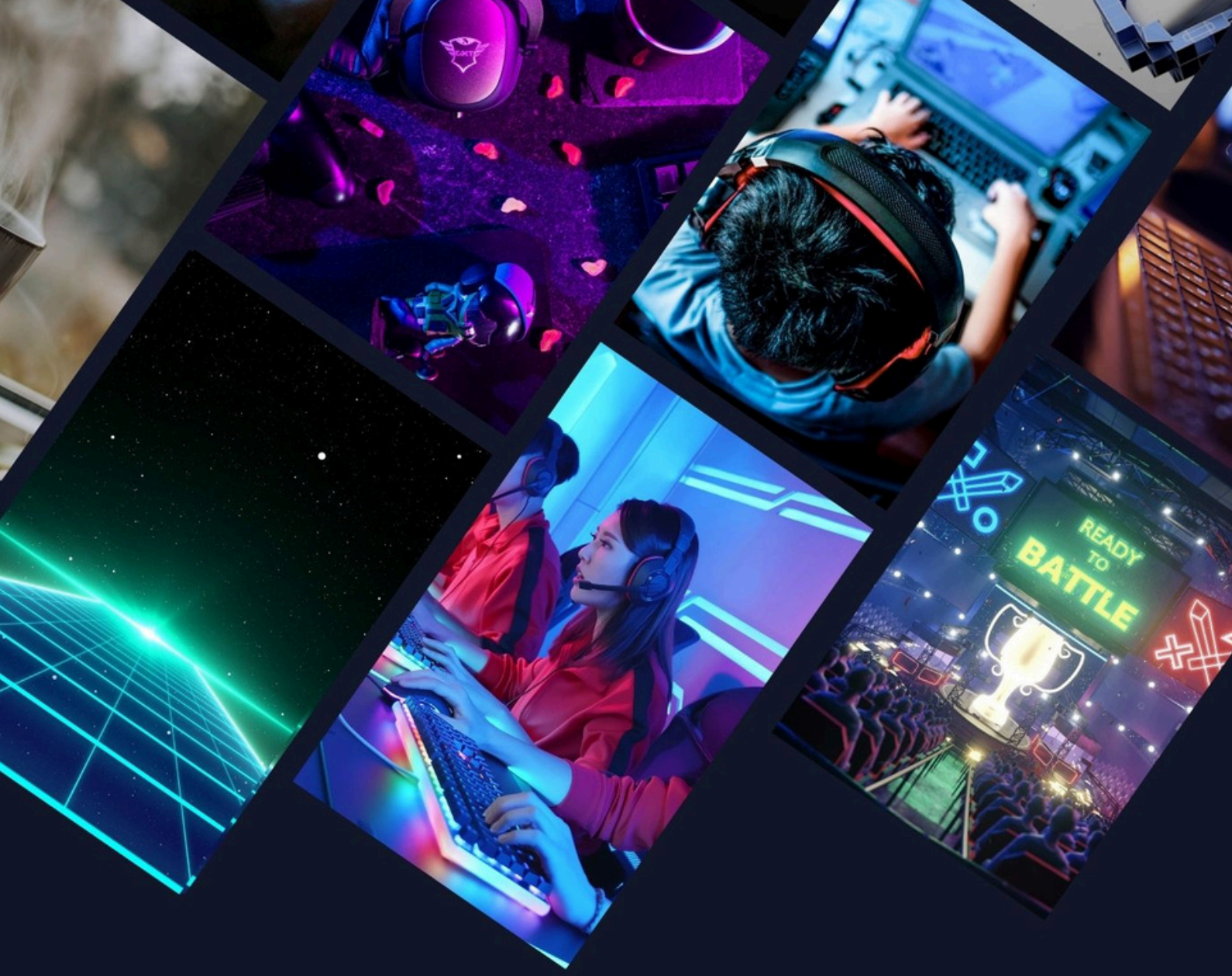
The teacher opens the session by explaining that the Kahoot will be used as a review game rather than a high-stakes examination. Students join with their own devices or in pairs, and a short practice question confirms that everyone understands how points are awarded for accuracy and response time.

The main quiz contains questions from the material previously covered in class. Straight recall questions are mixed with short scenarios that require students to choose the most appropriate concept or solution. After several questions, the teacher pauses the ranking screen and asks the class to explain one answer before continuing.

For questions with a high error rate, the teacher uses the response distribution as a mini-teaching opportunity. Students discuss why a distractor looked plausible, identify the misconception behind it and then restate the correct principle in their own words. This prevents the activity from becoming a speed-only competition.

A final round contains a small number of challenge questions that combine more than one concept. Students may discuss these in pairs before answering, allowing the session to shift from individual recall towards collaborative reasoning. The teacher notes which topics produce the most uncertainty for follow-up in later lessons.

At the end, learners complete a one-minute reflection: one concept they remembered confidently and one topic they should revise. The teacher saves the Kahoot accuracy data and combines it with classroom observations rather than treating the leaderboard as a grade. The exercise provides a quick, motivating way to reinforce knowledge while generating useful formative evidence.



EASIE
Esports as Accelerator for Social Inclusive Education

E-SPORT AS ACCELERATOR FOR SOCIAL INCLUSIVE EDUCATION

WWW.EASIE.GG

Co-funded by
the European Union

FUNDED BY THE EUROPEAN UNION. VIEWS AND OPINIONS EXPRESSED ARE HOWEVER THOSE OF THE AUTHOR(S) ONLY AND DO NOT NECESSARILY REFLECT THOSE OF THE EUROPEAN UNION OR THE EUROPEAN EDUCATION AND CULTURE EXECUTIVE AGENCY (EACEA). NEITHER THE EUROPEAN UNION NOR EACEA CAN BE HELD RESPONSIBLE FOR THEM.