

Scaffolding and Increasing Student Engagement Through Game Based Learning using Kahoot

Zachary Mayberry

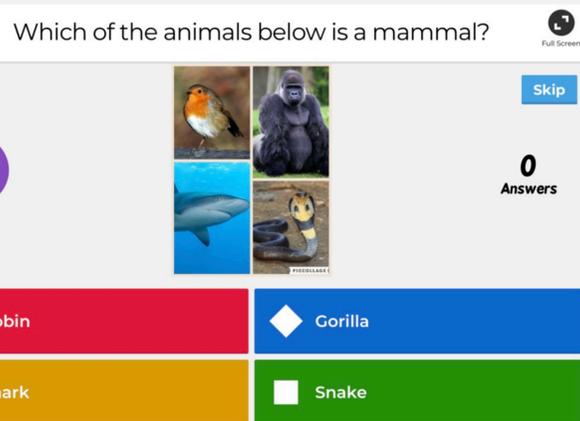
This study aims to increase student engagement and learning by utilizing Game Based Learning (GBL) in order to facilitate classroom instruction by teaching to the students interests rather than goals.

Background

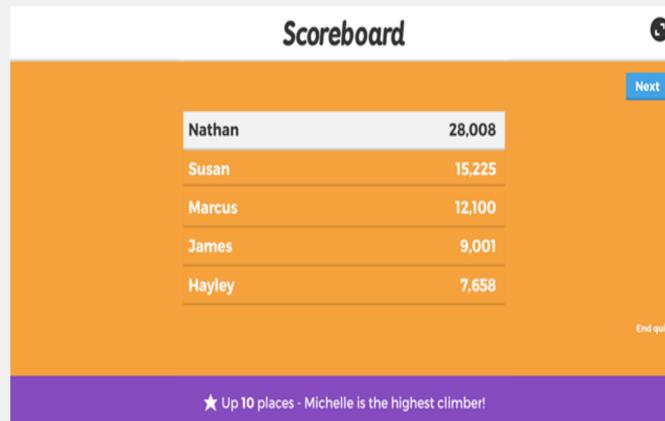
- Game Based Learning (GBL) is a teaching method that facilitates learning through the usage of a game.
- Although traditionally, this method is one that has been used in an elementary school context, recent research has shown implications that it is affective at all levels of education.
- Kahoot is a GBL platform where you can make quizzes, polls, surveys, etc. that students can interact with using a computer, tablet, or smartphone.

Implementation

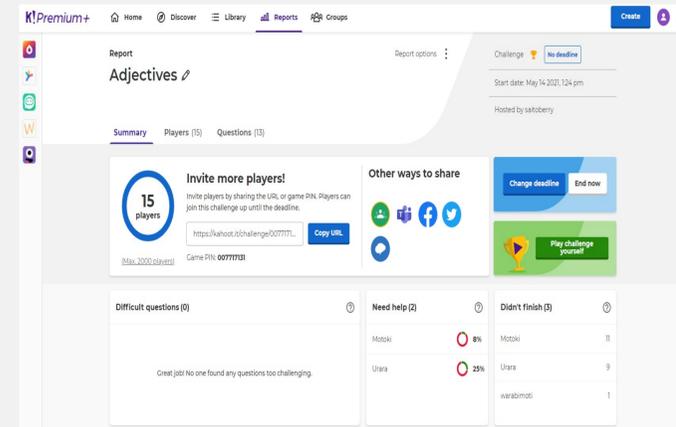
- I'm currently implementing Kahoot! in my classrooms as a reinforcement tool.
- When I teach new content, I supplement the instruction with a Kahoot! during class where the students can play against one another.
- Once class finishes, I have the students replay the games independently for homework where they must take a picture of their results and upload it onto Moodle.



1. Kahoot Quiz Format



2. Real-time Participation Results for Engagement



3. Student Data for Scaffolding

Analysis

- By using this instructional method, it encourages students to learn and produce the English language in a way that is similar to how native speakers use the language: **As a means, rather than an ends.**
- When English is used as a tool rather than as a goal, this encourages students to produce language with the intent of communicating **meaning** rather than conveying **grammatical perfection**, which is the most effective means to becoming natural English language speakers.

Current Results

- Student engagement in class has spiked, especially among 1st year students.
- Students are eager to play Kahoot! in class and are constantly challenging one another for the highest score.
- The quiet students also engage well with the content due to the anonymity of the names.
- Kahoot! has provided me with valuable data regarding what students do and do not understand, allowing me to better modify my lessons and instruction.

Implications

- I believe that by making learning into a competitive and engaging experience, it alters the student's perception of studying from being tedious to being exciting.
- Though the students are unaware of the fact, their zealouslyness of overcoming their classmates is what is unintentionally improving their grasp of English language and vocabulary.