

Kahoot! 使用說明

User's manual for Kahoot!

教師有兩種使用 Kahoot! 練習的方式：

1. Teach：作為堂課
2. Assign challenge：作為學生的功課
















Teachers can use Kahoot! in two ways:

1. Teach: as classwork
2. Assign challenge: as the homework for students

1) Teach

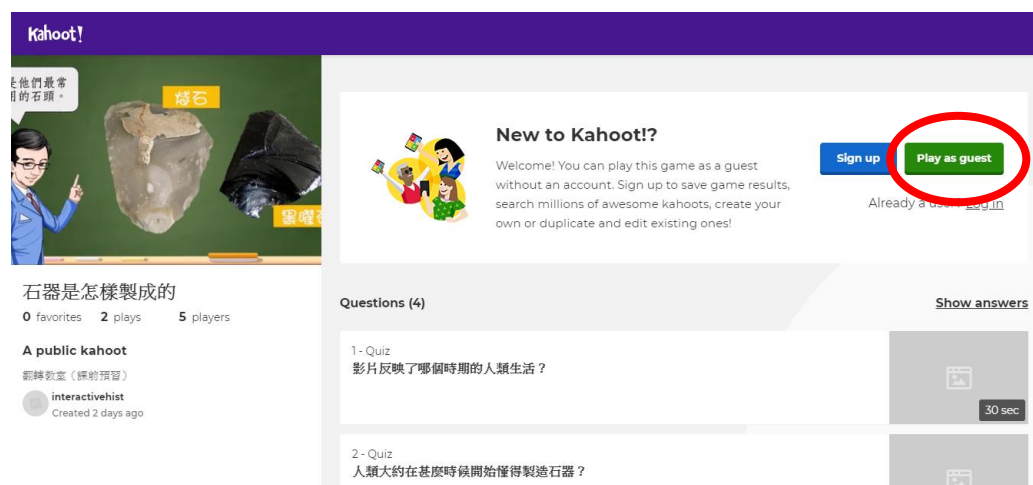
第一步：選擇所需互動課堂活動，按 Kahoot! 圖示進入練習頁面。

Step 1: Select the interactive class activities, and click the Kahoot! icon to enter the exercise.

中一級：互動課堂活動 — Kahoot!					Secondary 1: Interactive Class Activities - Kahoot!				
課題	名稱	影片	工作紙	連結	Topic	Name	Video	Worksheet	Link
課題1	翻轉教室：石器是怎樣製成的 (課前預習)	https://youtu.be/jACo6tE1Uu8			Topic 1	Flipped Classroom: How stone tools were made (Pre-lesson learning)	https://youtu.be/jACo6tE1Uu8		
課題1	歷史動畫：新石器時代人類的一天 (知識增進)	https://youtu.be/H13apRdIEk			Topic 1	History Animation: A Day In The New Stone Age (Knowledge enrichment)	https://youtu.be/H13apRdIEk		
課題2	翻轉教室：走入中古時代的城鎮 (課前預習)	https://youtu.be/VaP4tIMhoU0			Topic 2	Flipped Classroom: Into the Medieval towns (Pre-lesson learning)	https://youtu.be/VaP4tIMhoU0		
課題2	翻轉教室：中古時代的歐洲霸主 (課前預習)	https://youtu.be/QsuZnleSnLs			Topic 2	Flipped Classroom: Who was the most powerful in medieval Europe? (Pre-lesson learning)	https://youtu.be/hWn90_G0BB8		

第二步：按「Play as guest」可以直接開啟練習，無須使用 Kahoot! 帳戶。

Step 2: Teachers can start the exercise by clicking 'Play as guest'. Kahoot! account is not needed.



第三步：開始練習前，可選擇遊戲模式：

「Classic」：學生一人使用一裝置

「Team mode」：學生多人使用一裝置

兩者分別在於遊戲進行時，「Team mode」會提供時間讓學生於回答每一題之前討論答案。

Step 3: Teachers can select the game mode before starting the exercise:

Classic: Each student uses a device

Team mode: Multiple students use a device

When the game is in progress, time is given in 'Team mode' for students to discuss before answering each question.



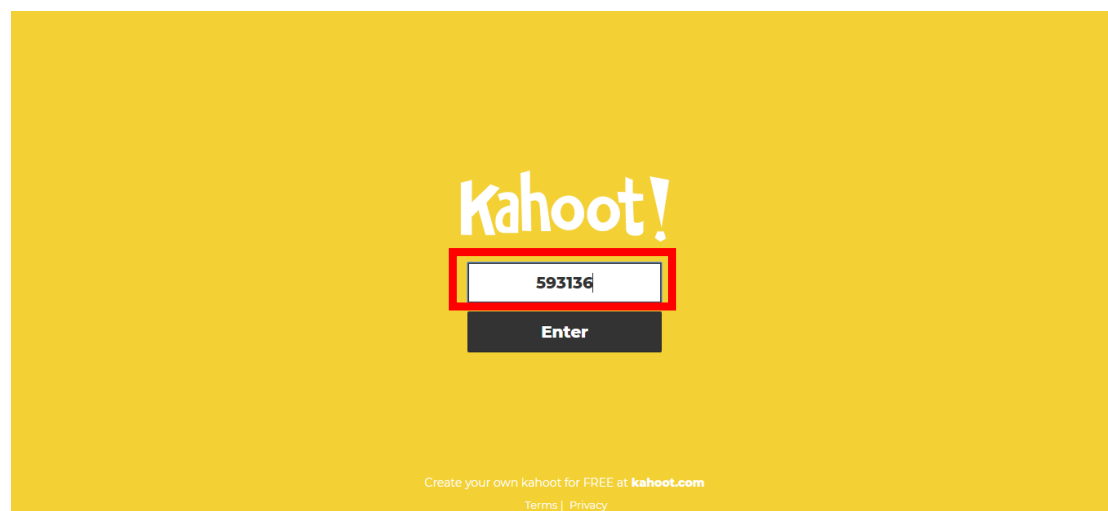
第四步：進入遊戲版面後，可見遊戲的 PIN。

Step 4: Entering the game, teacher can get the Game PIN.



學生可用 PIN 於 www.kahoot.it 在自己的裝置上進入遊戲。

Students can enter the game at www.kahoot.it with the Game PIN.



第五步：教師可以在遊戲頁面看到已加入的學生。如有學生使用不恰當的名字，可以點擊刪去。

Step 5: Teachers can see the names of the students who have joined the game. If students use inappropriate names to join the game, teachers can remove them.



教師按下「Start」便可正式開始遊戲。

Teachers can start the game by clicking 'Start'.



第六步：遊戲進行時，教師版面如下：

Step 6: Teachers' screen would be as the following after the game begins:



而學生版面只可選擇答案。

Students can only choose their answers on their devices.



第七步：完成遊戲後，教師可在「Reports」版面查看學生的分數。

Step 7: After the game ends, teachers can review the scores attained by students on the 'Reports' page.

Kahoot! Home Discover Kahoots Reports Upgrade now Create

石器是怎樣製成的 · Report
Hosted by: interactivehist, 24 Apr 2020
Print preview Download (XLSX)

Players (1) Top 5 Haven't finished Need Help

Rank ^	Nickname v	Accuracy v	Final score v
1	Student A	100%	4453

Access detailed reports

2) Assign Challenge

第一步：教師需要使用 Kahoot! 帳戶來使用 Assign Challenge 模式，如未有帳戶可在 Kahoot! 網站[登記](#)。（可使用 Google 或 Microsoft 帳戶申請）

Step 1: Teacher needs to use a Kahoot! account to use the Assign Challenge mode. They can [sign up](#) on the Kahoot! website with Google or Microsoft accounts.

Kahoot!

Sign up Play as guest
Already a user? Log in

New to Kahoot!?
Welcome! You can play this game as a guest without an account. Sign up to save game results, search millions of awesome kahoots, create your own or duplicate and edit existing ones!

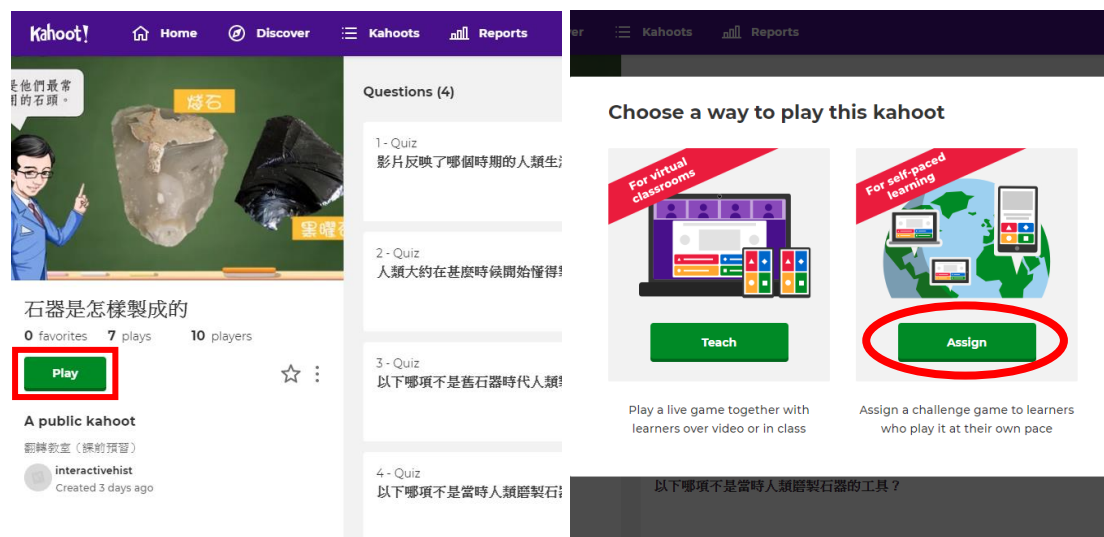
Questions (4) Show answers

1 - Quiz
影片反映了哪個時期的人類生活?

2 - Quiz
人類大約在甚麼時候開始懂得製造石器?

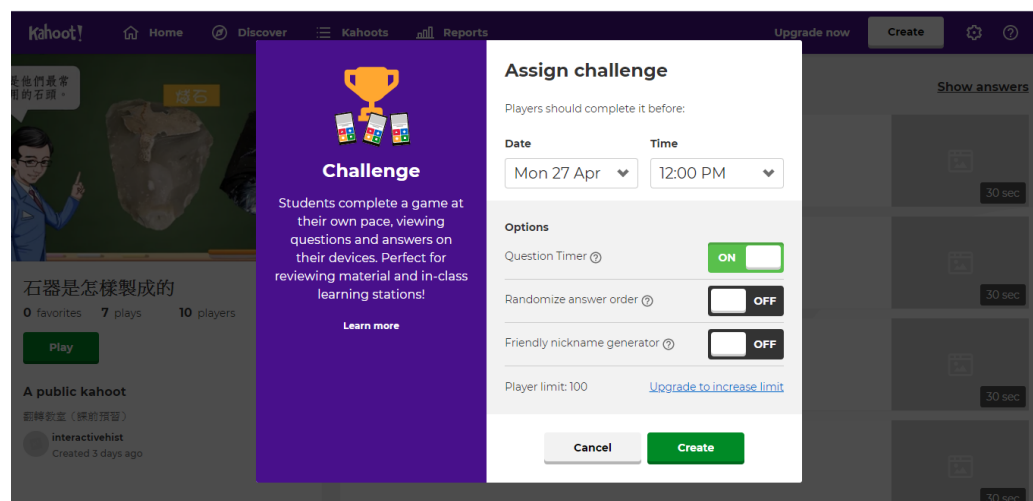
第二步：登入 Kahoot! 帳戶後，教師可點擊「Play」按鈕選擇遊戲模式，當中教師可使用「Assign」功能發放功課。

Step 2: After logging in to Kahoot!, teacher can click the 'Play' button to choose the way to play the kahoot. The 'Assign' function can be used to distribute homework.



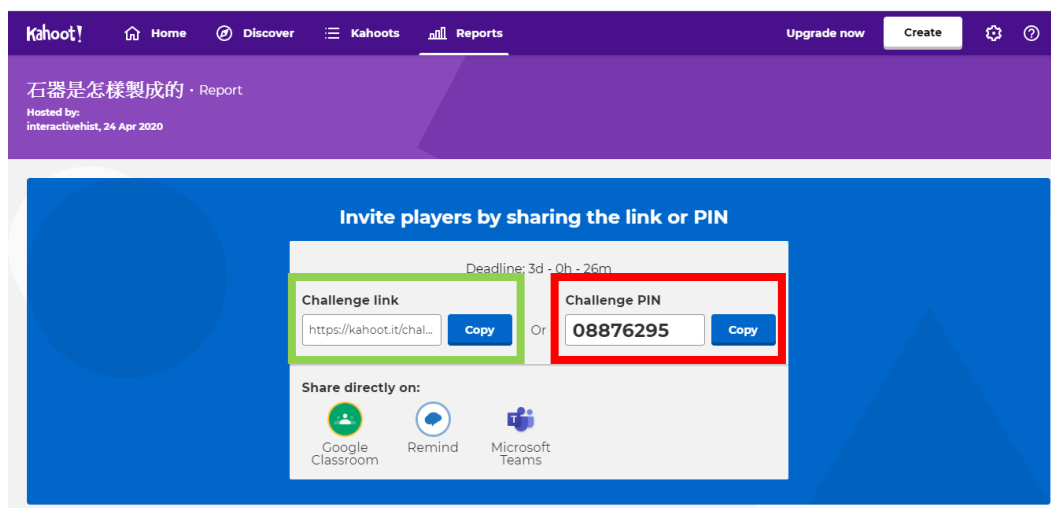
第三步：教師可設定完成期限和更改答題時間等遊戲選項。完成後點擊「Create」以開設遊戲。（免費教師帳戶的參與人數上限為 100 人）

Step 3: Teacher can set a deadline for finishing the game. He /she can also change options of the game, such as question timer. After finishing the settings, teacher can click 'Create' to start the game. (Player limit for free teacher account is 100)



第四步：發放功課後，教師可發放網頁上的連結（左）讓學生直接開啟功課，或發放遊戲的 PIN（右）讓學生進入功課。

Step 4: After creating the challenge, teacher can distribute the challenge link (left) or the challenge PIN (right) for students to enter the challenge.



第五步：發放功課後，教師可在「Reports」版面查看發放功課的記錄；學生完成練習後，教師可在該頁面查看分數及完成記錄。

Step 5: After distributing the challenge, teacher can check the record on the 'Reports' page. After the students have finished the challenges, teacher can check the scores and records.

