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ENHANCING ACTIVE LEARNING THROUGH KAHOOT IN CLASSROOM LESSONS

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Abstract: Active learning has increasingly become a cornerstone of modern pedagogy, emphasizing the role of student engagement and participation in the learning process. This article explores the use of Kahoot, a game-based learning platform, as an effective tool to foster active learning in classroom lessons. Through a comprehensive analysis of pedagogical theories and practical applications, the study demonstrates how integrating Kahoot can improve student motivation, participation, knowledge retention, and formative assessment outcomes. Particular attention is given to the dynamics of instant feedback, collaborative competition, and learner autonomy facilitated by Kahoot.

Keywords: active learning, Kahoot, classroom engagement, game-based learning, student motivation, formative assessment.

INTRODUCTION

In recent years, there has been a paradigm shift in education from traditional, teacher-centered methods toward learner-centered, active approaches. Educational research consistently shows that students learn more effectively when they are actively involved in the learning process rather than passively receiving information. However, maintaining student engagement, particularly in diverse and digitally-oriented classrooms, remains a persistent challenge.

With the advent of technology, new avenues have opened up for fostering active learning. One such avenue is the integration of game-based learning platforms like Kahoot. Initially developed as an educational game system, Kahoot offers a highly interactive and competitive environment where students answer questions in real time using digital devices. Its colorful interface, immediate feedback system, and collaborative nature make it an ideal tool for increasing student participation and deepening learning.

MATERIALS AND METHODS

Active learning refers to instructional methods that engage students in the learning process actively, requiring them to participate meaningfully rather than passively listen. Techniques such as problem-solving, discussion, case studies, and interactive games all exemplify active learning. The core principles include collaboration, critical thinking, immediate application of knowledge, and continuous feedback [1].

Traditional classroom models often fail to address different learning styles or foster genuine engagement. Active learning, by contrast, encourages diverse forms of participation, providing opportunities for all students to become contributors rather than spectators.

RESULTS AND DISCUSSION

Beyond its motivational effects, Kahoot also serves as a robust instrument for promoting individualized learning paths within diverse classrooms. Traditional classroom instruction often struggles to accommodate students' varying paces, prior knowledge, and learning preferences. By contrast, Kahoot enables teachers to design adaptive quizzes that cater to different ability levels, ensuring that every learner remains challenged but not overwhelmed. Teachers can create differentiated question sets, allowing faster learners to delve into more complex applications while providing additional scaffolding for those who need reinforcement [2].

Moreover, Kahoot fosters the development of self-assessment skills, a crucial component of lifelong learning. Through immediate feedback on their answers, students are encouraged to reflect critically on their thought processes, recognize misconceptions, and identify areas requiring further study. This feedback loop nurtures metacognitive awareness — students gradually learn to monitor their own progress and adjust their learning strategies accordingly, moving away from teacher dependency toward autonomous, self-directed learning.

Another significant contribution of Kahoot is its ability to stimulate critical thinking. Although primarily known for its quick-response format, when thoughtfully crafted, Kahoot quizzes can incorporate higher-order thinking questions that demand analysis, synthesis, and evaluation rather than mere recall. For example, teachers can design scenario-based questions where students must infer the most appropriate solution, assess the validity of a statement, or choose the best course of action among several options. Incorporating such complexity transforms Kahoot from a tool of memorization into a platform that actively cultivates analytical and evaluative skills [3].

Additionally, the interactive and fast-paced nature of Kahoot can be strategically leveraged to enhance resilience and cognitive flexibility among students. Generation Z learners, despite being technologically savvy, often demonstrate lower tolerance for failure and frustration. Kahoot's format, where mistakes are quickly addressed and another opportunity to succeed immediately follows, teaches students to view errors as part of the learning process rather than as definitive setbacks. Over time, this fosters a growth mindset — a psychological orientation vital for academic perseverance and future professional adaptability.

Importantly, Kahoot also opens the door to collaborative knowledge construction. While many teachers use Kahoot for individual competition, the platform equally supports team-based play modes where students collaborate to discuss possible answers before

responding. This promotes dialogic interaction, peer teaching, and the sharing of diverse perspectives, reinforcing the social dimension of learning. Such interactions are particularly valuable in multilingual and multicultural classrooms, where language learning is intertwined with the negotiation of meaning and cultural understanding [4].

CONCLUSION

Incorporating Kahoot into classroom lessons can significantly enhance active learning by fostering engagement, motivation, and deeper cognitive involvement. However, the success of such integration depends on aligning game elements with educational goals, designing meaningful content, and creating opportunities for reflection and feedback. When used strategically, Kahoot can transform classrooms into vibrant hubs of interaction, inquiry, and creativity, aligning with the educational imperatives of the 21st century. In this way, Kahoot is not merely a game but a powerful pedagogical tool that empowers both learners and educators.

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