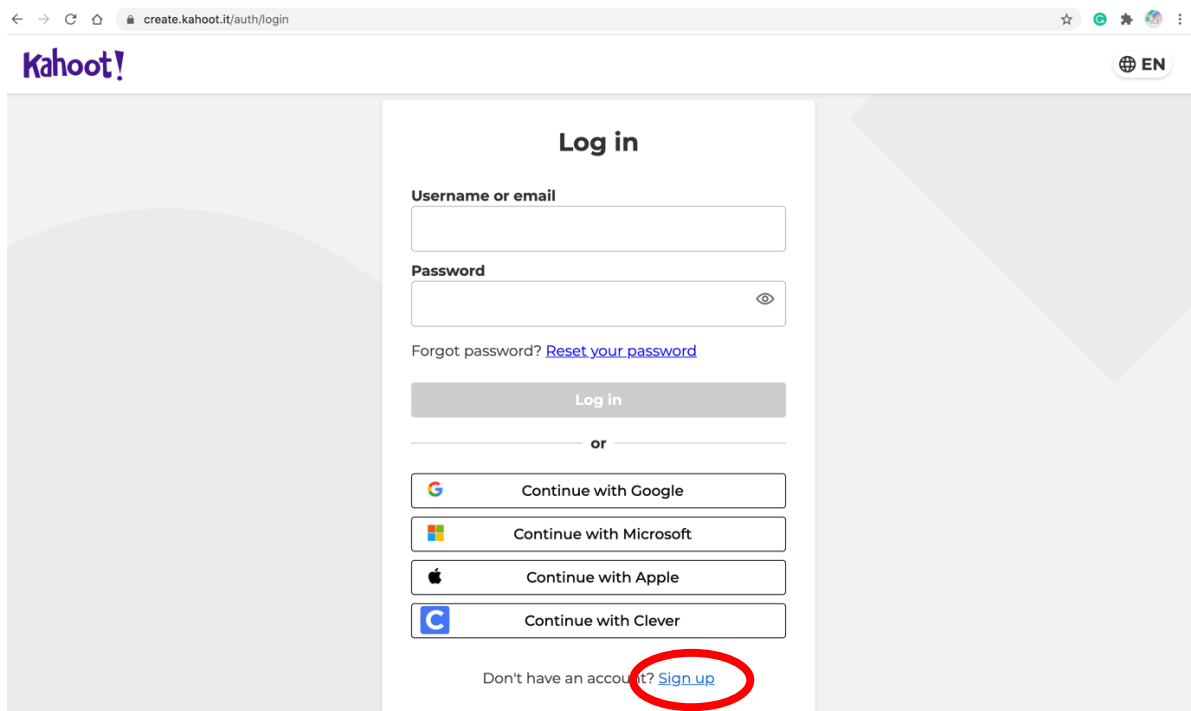


## Signing up for Kahoot!

In order to play Kahoot! with your classes, you need to create a free account. Your free account allows you to access thousands of quizzes created by other Kahoot! users. Kahoot! is an awesome tool that also allows you to create your own quizzes to use for other topics!

How to sign up for your free Kahoot! account:

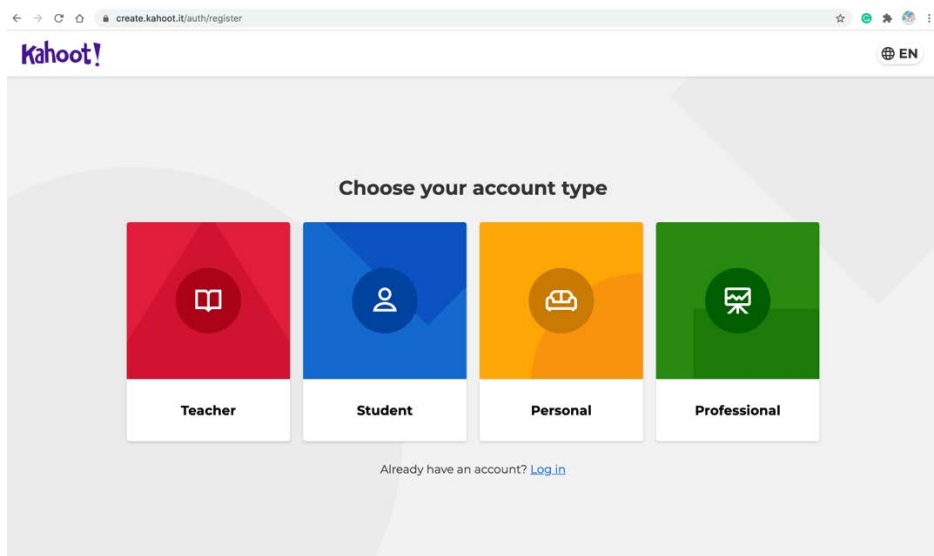
1. Type **create.kahoot.it** into your Internet browser.



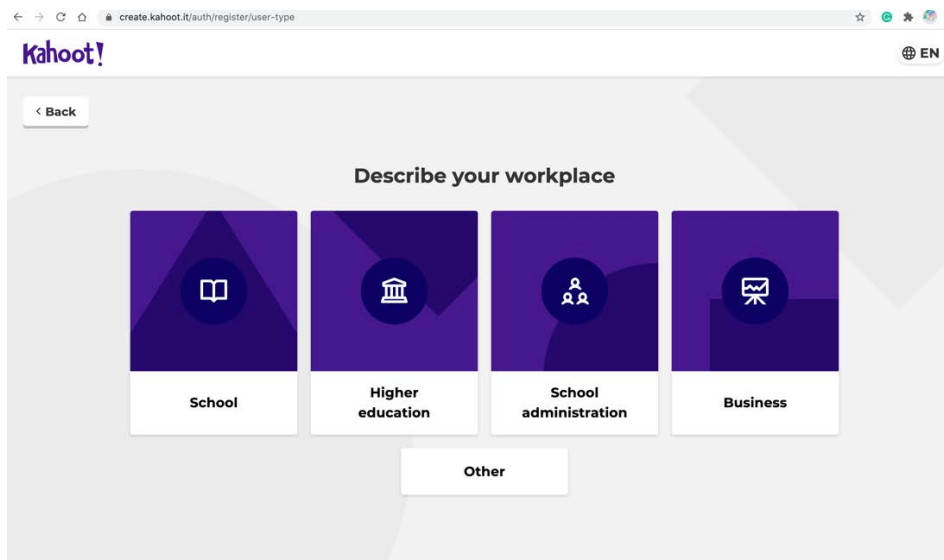
The screenshot shows a web browser window with the address bar displaying "create.kahoot.it/auth/login". The Kahoot! logo is in the top left corner, and "EN" is in the top right. The main content area is a white box titled "Log in". It contains a "Username or email" input field, a "Password" input field with an eye icon, and a "Log in" button. Below the button is a link for "Forgot password? Reset your password". Underneath is a section for social login with buttons for "Continue with Google", "Continue with Microsoft", "Continue with Apple", and "Continue with Clever". At the bottom of the white box, the text "Don't have an account?" is followed by a blue "Sign up" link, which is circled in red.

2. At the bottom of the page, click on "[Sign up.](#)"

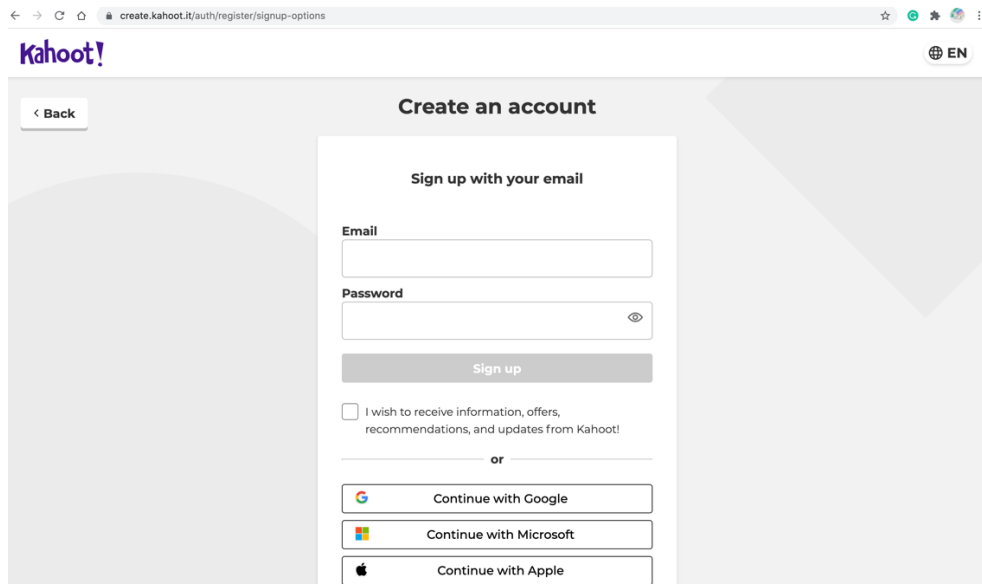
3. Choose your role at your school.



4. Describe your workplace. (Hint: Most likely "School").

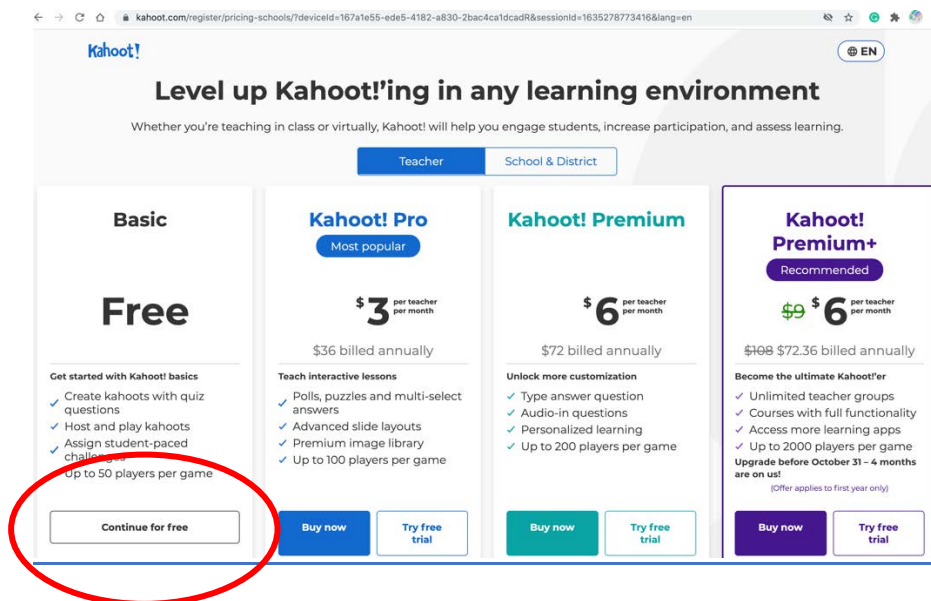


5. Enter your email and create a password. Then, click on **“Sign Up.”** Or, click **“Continue with Google”** and use your school email address.



The screenshot shows the Kahoot! registration page. At the top, there's a 'Back' button and the title 'Create an account'. The main section is 'Sign up with your email', which includes an email input field, a password input field with a toggle for visibility, and a 'Sign up' button. Below this is a checkbox for receiving information from Kahoot!. There are also three social login options: 'Continue with Google', 'Continue with Microsoft', and 'Continue with Apple'.

6. Chose the **Basic Free Plan** by clicking **“Continue for free.”**



The screenshot shows the Kahoot! pricing page. At the top, there's a header with the Kahoot! logo and a 'Level up Kahoot!ing in any learning environment' message. Below this are two tabs: 'Teacher' and 'School & District'. The main content area displays four pricing plans: 'Basic Free', 'Kahoot! Pro' (Most popular, \$3 per teacher per month), 'Kahoot! Premium' (\$6 per teacher per month), and 'Kahoot! Premium+' (Recommended, \$108 per teacher per month). Each plan lists its features and a 'Buy now' or 'Try free trial' button. The 'Basic Free' plan's 'Continue for free' button is circled in red.

Your account should be all set up now! As long as you are signed in, you should be able to access any public Kahoot! quizzes. You also have the option to create your own!

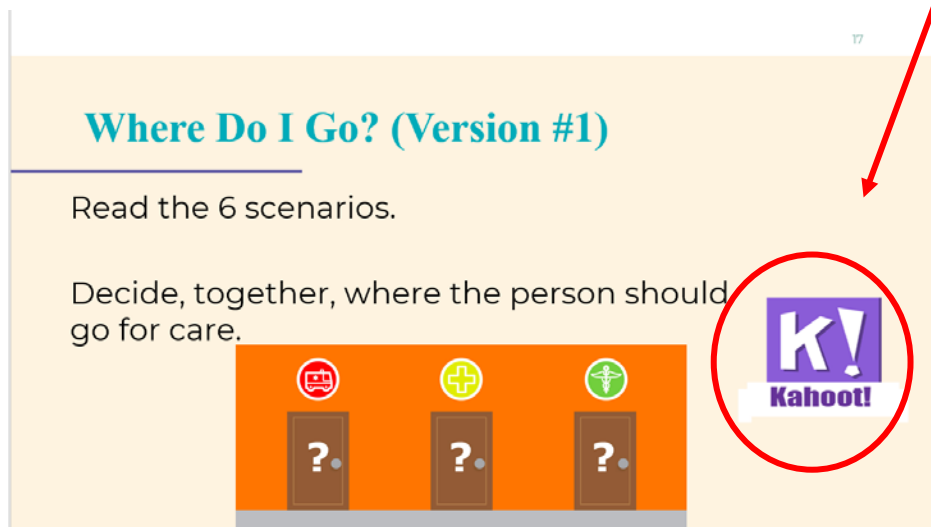
## How to use Kahoot!

The following is a guide to navigate Nemours free Quizzes. If you would like more information on how to play or create your own game, visit the following link:

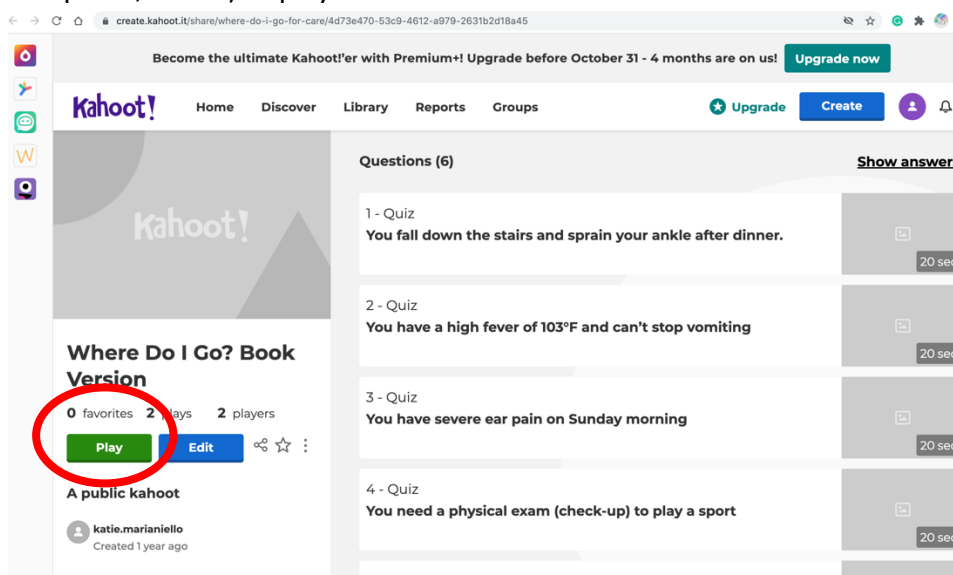
<https://kahoot.com/schools/ways-to-play/>

How to access Kahoot! Quizzes:

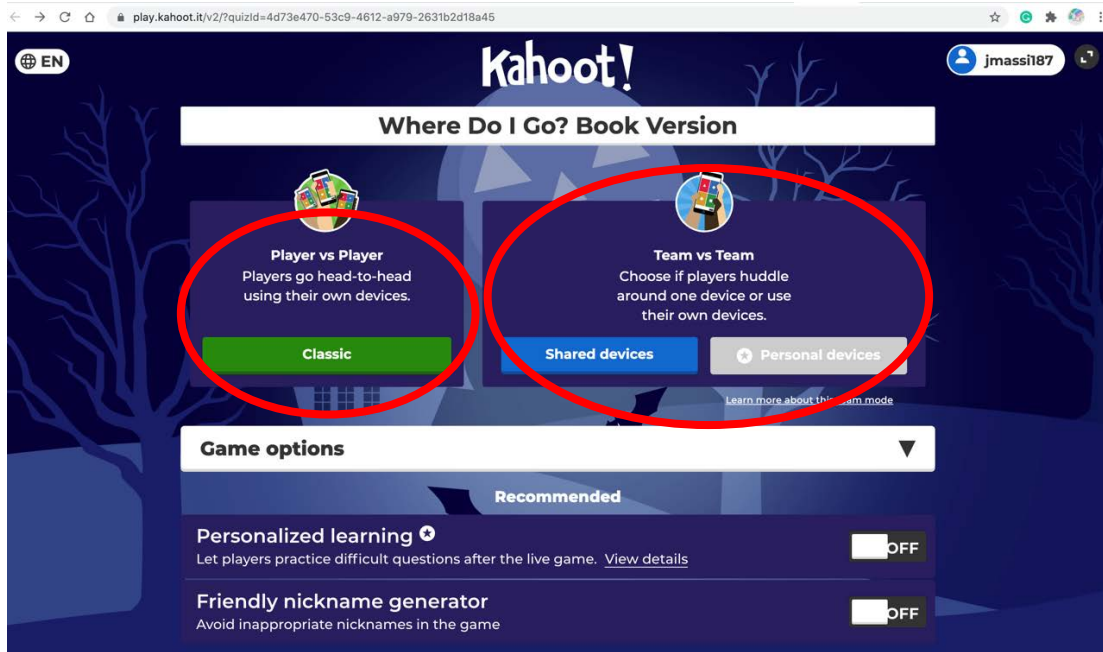
1. In the PowerPoint Slide, click on the **purple Kahoot! logo** (See example below).  
*Note: you may need to be in Slideshow Presentation mode in order for the link in the Kahoot! logo to be live.*



2. Click on the **"Play."** Participants will use their electronic device (cellphone, laptop, computer, tablet) to play.



3. Chose the type of game based on your class set-up and access to technology. The **“Classic”** mode is if every student has their own electronic device. The **“Team vs Team”** mode is if you have a small group of students sharing one electronic device.



See below the game options. Kahoot! allows you to control multiple features within the game. Just click on the slider to turn the options On/Off. (*Hint: For most quizzes, you might turn on randomize order of answers*).

4. Once you have customized the options for your quiz, start the game. Using their electronic device, participants should type **“kahoot.it”** into their Internet browser. Then, they should enter the unique **game pin** that will be prompted on the screen.  
*Note: The game pin is unique to each session and will change each time you start a new game.*
5. Once participants have joined the game, they will be able to type in their team name. You have the ability to deny any groups that come up with inappropriate names on this screen before you start the game, by clicking on the team name.
6. Once you start, the game pretty much runs itself. The question will show up on the screen and students will have time to answer the question. Then, the game will reveal the correct answers and statistics about how the class answered, after all the teams answer or if the time runs out. You just have to click the **“Next”** button to move on when you are ready.