



Erasmus +: Digital Inclusion

Digital Inclusion Transforming and Internationalizing Schools through Technology

Good practices collection

Prepared by Istituto dei Sordi di Torino

Aim of the project:

To extend and develop educators' competencies, including their digital skills and knowledge of ICT tools, to create an inclusive classroom climate.

Aim of the collection of good practices:

To share the different good practices to improve the academic results and motivation in our pupils.

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Annex 1:

KAHOOT!	
Good practice description	<p>Kahoot! transforms presentations and training with engagement. With Kahoot!, you can create and host games in a live session, or assign self-paced games for remote training.</p> <p>As well as energizing and exciting an audience, Kahoot! is a powerful formative assessment tool which helps trainers achieve better learning outcomes. The data presented during the game, and reports made available after the game, help provide targeted instruction. The magic of Kahoot! is how it makes players learn without even realizing it! High engagement quizzes increase knowledge retention and provide a better return on training investment.</p> <p>Creating a learning game of Kahoot! only takes minutes. It is possible to create a kahoot! from scratch, use a question bank to mix and match existing questions, edit a template, or customize existing kahoots created by other users.</p> <p>It is also possible to host a kahoot live in class or via a video conferencing tool to connect students virtually.</p> <p>Questions and answers are displayed on a shared screen while students answer on their devices but it is also possible to choose to display questions on their devices.</p>
Level	Local
School subjects it deals with	Every subject
Country	Italy
Name of the Institution	IST
Type of institution involved and main functions	School, NGO, training centers



Involved target group	Target group involved in the content creation: Educators, Teachers Target group addressed by the project: deaf and hearing pupils, teachers, pupils with disabilities
Main challenges key success enabling factors	<ul style="list-style-type: none">- Easy and quick comprehension of concepts and topics- All the students can use it- inclusive classroom climate
Lessons Learnt and Recommendations	Alternative concept creation and learning, non-formal education
Tool / tools used for self-evaluation	Training platform, Learning & development platform, E-learning, Gamification, Game-based learning, Interactive presentations, Trivia, Events, Conferences, Engagement, Formative assessment, Compliance training e Policy training
Visual elements	www.kahoot.com