Classroom Polling via Kahoot

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**Intended Target Population**
Pre-nursing and Pre-dietitian students taking Intro-Microbiology lecture and lab as a pre-requisite for their professional career.

Microbiology enables these students understand the importance of microbes in human health and disease.

**Applicable Setting for Technique**
Classroom Polling via Kahoot: can be used in both Online and In-person class formats.

Kahoot is a game-based learning platform for playing learning games in form of quizzes in the classroom setting.

Students can join with a game-pin and account is not required.

**Active Learning Technique Explanation/ Learning Curve**
Polling via Kahoot is an evidence-based teaching style to actively engage students in their own learning.

Adequate technology is available in the classroom to implement this technique.

A review platform for assessments.

Gives the faculty real-time data to check for students’ understanding of the course material.

Guide Instructors in selecting their lecture content and identify key concepts to re-emphasize.

**Student Learning Outcome Satisfied**
Students can use appropriate methods to identify microorganisms.

Understanding the role of microorganisms helps nurses better provide care plans for their patients thus helping nurses reach their career goals.

**Student Benefits and Impact**
Learning is fun and interactive with Kahoot.

Increases students engagement and motivation.

Improves students’ critical thinking skills, and understanding of new concepts.

Helps students retain information longer, thus increasing their performance in assessments.