



THE EFFECTS OF USING KAHOOT IN ENGLISH LESSONS

Muhabbat Otaniyazova

Lecturer of Karshi State University, Uzbekistan
muhabbatotaniyozova@gmail.com

Article history:	Abstract:
Received: 17 th August 2022 Accepted: 17 th September 2022 Published: 26 th October 2022	The purpose of this article is to highlight the capabilities of the Kahoot for optimizing the control system in foreign language classes; in particular, using Kahoot is for formative assessment. The technology has proven its effectiveness in the English course of teaching students and the level of motivation, reflection and awareness when performing tasks increased significantly, the percentage of repeated errors were decreased, and the development of critical thinking and self-esteem skills were developed.
Keywords: Kahoot, formative assessment, foreign language class, language skills, language proficiency.	

INTRODUCTION

In the modern era of the development of the digital environment, distance education is no longer perceived as a specific type of interaction between a student and a teacher: the format is firmly entrenched in the practice of educational institutions and is an integral component of curricula. Digital control systems for mastering knowledge, in particular the level of foreign language proficiency, currently also vary widely - from a variety of types of tasks are presented within a virtual educational environment on various platforms (for example, Hemis) to international tests.

Kahoot! is a game-based student response system (GSR) where the classroom is temporarily transformed into a game show where the teacher is the game show host, and the students are the contenders (Wang, 2015). Kahoot allows us to create multiple choice quizzes, tests and didactic games. This app is designed for social learning; students gather around the main screen, such as an interactive whiteboard or monitor. In addition, students can answer tasks created by the teacher from tablets, laptops, smartphones, from any device with Internet access. Kahoot is widely used among students of preschool and school age, however, remaining only a tool for broadcasting and testing knowledge, it can be used as a special technology that combines the functions of learning and testing knowledge as a formative and summative assessment at the level of higher professional education.

MATERIALS AND METHODS

In a literature review researching trends in student response systems, the benefits of Kahoot were summarized to be to provide interactivity, improve academic performance, and engagement, while the challenges are waiting time, academic inefficacy, and practical drawbacks in the researchers of Aljaloud, Gromik, Billingsley, & Kwan (2015). The Kahoot game platform provides free online tests and surveys that can be displayed on a large screen or interactive whiteboard

Kahoot. In addition to text, this program provides the ability to embed pictures, graphs, tables, as well as audio and video content. Students answer the test questions from any Internet-connected device. Students can use your own smartphones to work with Kahoot. The advantage of the Kahoot website is the ability to save the results for further analysis by teachers. This allows you to review the content and presentation of educational material for the next academic year in order to improve its assimilation. This resource is relaxed to use.

By creating tests and quizzes in Kahoot, we recommend that you include photos, pictures and even video clips, enter points for correct answers to questions and the speed of completing the task. Of the features of this application, we highlight the ability to duplicate and edit tests, which saves time. To create a task, there are four formats - a quiz (quiz), a game with mixed answers (jumble), a discussion (discussion), and a survey (survey). Participants can log in Kahoot as a student or teacher, select a language, an audience that will be allowed to see the assignment, also add an introductory video to the test as a greeting from the teacher or an introductory lesson, as well as a video fragment containing the information necessary to complete the assignment. The number of questions in the application is not limited. A teacher can share a link to a test on their institution's platform. To participate, students must provide a PIN to access the survey.

By organizing testing in the Kahoot app, we managed to consolidate the studied vocabulary, diversify the educational process, and increase the motivation of students. Moreover, the test results obtained allowed us to evaluate the effectiveness of the work done during the lesson and the quality of the acquired knowledge. Kahoot technology allows teachers to prepare interactive lessons, work with slides, purposefully teach spelling, accompany the introduction of new topics with a motivating heuristic component, and stimulate discussions with polls.



The use of the Kahoot app in the classroom provides students with the opportunity to participate more actively in learning in a competitive and self-evaluative environment. Kahoot is great for both intermediate knowledge testing and consolidation of material, it can also be used to get acquainted with a new topic and conduct discussions. It is designed for collaborative distance learning and therefore requires the participation of a team of students in order to create a competitive element. It is not difficult to create a quiz in Kahoot for teachers, it only takes a few minutes, as the process of creating questionnaires is quite simple and does not cause any difficulties. After the quiz is ready, the teacher must place the game and make it available to the students.

The popularity of recreational games among young people has prompted educational researchers to look into this trend and explore the use of the cognitive power of digital games to motivate students and engage them more in the learning process.

RESULTS AND DISCUSSIONS

Kahoot has proven its effectiveness in the English course of teaching students and the level of motivation, reflection and awareness when performing tasks increased significantly, the percentage of repeated errors were decreased, and the development of critical thinking and self-esteem skills were developed.

At the end of the English course, a question appeared about the attitude of students to learning and testing knowledge using Kahoot, as well as the question of whether they prefer this form or the usual classical ones, including interactive ones. Almost 100% of respondents expressed an unambiguously positive attitude towards technology, noting its convenience, interactivity, involvement and motivation, but at the same time the obviousness of its educational function among the reasons.

Working with the Internet service "Kahoot!" in the classroom, students were motivated for various reasons. Thus, 90% of respondents noted that this Internet service motivates them to learn English, as there is an opportunity to win by scoring more points in an individual or team quiz (see diagram in Fig. 3). This fact confirms that the presence of a competitive gamified educational environment in the classroom serves as an excellent motivation for students. 87% of students answered that "Kahoot!" motivates to learn the language, as it allows you to quickly memorize and learn new material presented by the teacher. This is due to the fact that this Internet service allows you to use all kinds of memory, in addition, the created gamified educational environment is perceived by students as an

informal environment in which effective learning takes place. 87% of respondents noted that the implementation of quizzes and tests "Kahoot!" individually serves as a greater motivation, as there is an opportunity to formative assessment. Completing the tasks of quizzes in pairs or in a team, students helped each other. Team and pair work is also quite effective, since during the discussion, students have the opportunity to share their knowledge and emotions, but it should be noted that this type of work requires special control from the teacher to maintain discipline during the lesson.

One of the advantages of using Kahoot in English lessons is that it contributes to the development of learner autonomy, but this requires thoughtful preparation and selection when teaching a legal foreign language.

In addition to technical advantages, Kahoot provides an opportunity to diversify the types of distractors from special elements and techniques that allow you to avoid guessing the correct answer, i.e. choice without the use of logical techniques, linguistic guesswork, and independent analysis.

CONCLUSION

As conclusion, it is worth noting that Kahoot increased students' positive attitude towards technology, noting its convenience, interactivity, involvement and motivation in learning English. Creating an educational environment with the introduction of modern ICT (mobile applications, Internet services, electronic textbooks, etc.) is an important component of the modern education system aimed at implementing the concepts of improving communication and informatization of teaching in English classes.

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