



## USING OF MOBILE APPS AND APPLICATIONS (KAHOOT) IN TEACHING ENGLISH

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### Annotation

This article discusses how to increase students' interest and knowledge in English teaching through the Kahoot program. Because language learning is a bit more complicated and tedious for students, it is a good idea to use a variety of applications and games to keep them from getting bored of the lessons. The article discusses the Kahoot program and its use in the educational process.

**Keywords:** kahoot program, ICT, training, ingenuity, intelligence, young learners, communication activity, didactic game, mobile Apps, game-based learning, engagement

### Introduction

Nowadays the effective use of ICT in the teaching of science in schools is a topical issue. It is information technology that is a universal tool of education, which not only allows students to develop knowledge, skills and abilities, but also helps to develop personal qualities, increase their interest in learning. Today, at a time of rapid development, one of the main tasks of every educator is to bring up young people as a harmoniously developed generation. My experience with the use of information technology in the classroom has shown that there are unlimited opportunities for individualization and differentiation of the learning process in the case of didactic use of ICT in the traditional classroom. Any pedagogical technology used in the classroom ensures the development of individual learning in each student. There are big changes in the learning process, which are aimed at developing thinking and imagination as the main processes necessary for successful learning; effective organization of students' cognitive activities. With the use of ICT, it has become easier to take a personal-oriented approach to education, and it has become possible to effectively organize the entire learning process. Today's modern student lives in the world of e-culture. Many educators today are technically and psychologically ready to use information technology in their teaching. As the teacher teaches, he or she can revive any phase of the lesson by introducing new techniques. As stated by John Haycraft “Learning a language usually has practical aim to enable students to communicative





in that language. Therefore, every minute of every class be directed to equipping students with the language skills they really need”<sup>1</sup>. It is very important that the teacher should help

<sup>1</sup>Haycraft, John: An Introduction to English Language Teaching. England: Longman. 1997:18

the students in learning language skills. It can help the students to be success in learning a foreign language.

Nowadays, teaching English requires a new approach from the teacher, to keep pace with the times. The use of different pedagogical technologies and ICT in the classroom ensures a diverse and interesting learning process. Teachers use the Kahoot program to determine how well students have mastered the subject in English.

Kahoot is a very interesting program where learners can learn topics and concepts in a very interesting way, which can be very useful for teachers and students, or even to share knowledge with friends. With this app, you can take contests to measure your students 'knowledge. If you are a teacher and want to assess your students' knowledge of a particular topic, you can develop the topic, questions, difficulty system, and options yourself.

Kahoot! was the first Student response systems(SRS) designed to provide a game experience using game design principles from theory on intrinsic motivation<sup>2</sup> and game flow<sup>3</sup>. Kahoot! is, therefore, a combination of using audience responses, role-plays and, using video and audiovisual aids. The motivation for this literature study was to investigate the effect of combining the concept of a student response system and a video game.

Kahoot is the perfect combination. With this app you can freely use ready-made assignments on any topic. If it is difficult to find a program that suits a particular topic or your interests, then create your own, where you define the rules. It is like a television choice and you will have a good time and learn. This app combines the best of each mode to make this game, learning method and competition between participants, interesting and engaging for users to read. Kahoot! it is a web service for social education just like a game. That is, if you move forward and have a lot of hits, then the higher your score, the higher you will climb to the top of the podium.

The best part of this system is that anyone can create a new game, "Kahoot!" in a program called, you can create Goth kings, geometric shapes, mathematical features, or a test that matches the topic or lesson topic you want, according to your interests or goals. This app is not only available for Android devices, but also created a web version for PCs. We can also find it in the iPhone Operating System (iOS) App store.





English is studied in several parts. First of all, grammatical knowledge is formed in the student. After passing a Grammar topic, quick question tests are prepared in the “kahoot” application to determine how well the students have mastered the topic. These tests are in the form of quizzes, and the number of students who are the first to determine the correct answer will increase. At the end of the test, the student with the highest score wins. The use of this program in the classroom will help students to better understand the topic.

The results showed that Kahoot! performed significantly better than using the textbook ( $p = .02$ , effect size large)<sup>4</sup>. Finally, an experiment compared how the use of Kahoot! and a multiple-choice approach affected the final grade<sup>5</sup>. There are also a few other studies related to learning in Kahoot! that do not compare the learning effect in Kahoot! to other approaches. One example is an article investigating how the learner as a leader strategy, where students create and host their own quizzes in Kahoot! affects the learning outcome<sup>6</sup>. The main finding was that the learner as leader strategy contributed to enhancing discussions in groups, especially for the leading group, and benefited those who acted as leaders. Another study showed that the number of Kahoot! quizzes the students played affected their final grade, and a tendency that the more quizzes they had played – the better they performed on the final exam<sup>7</sup>.

The program can also be used in university lectures. The program allows the lecturer to conduct quick questions and answers during the lecture. The questions and answers prepared by the teacher are displayed on the screen in the classroom. Listeners choose the answer to the question on their phone or computer. The results of the questions and answers are displayed on the screen in the auditorium. The system works online. Through this the teacher:

1. Monitor the mastery of the lecture.
2. After reading a part of the lecture, draw students' attention to the content of the lecture by determining how well it is mastered and conducting short questions and answers.
3. Give the audience appropriate points based on the results of the short questions and answers. Audience scores can be added to the Interim and Final control scores.
4. Identify students who listen attentively and actively participate in the lecture and assess their knowledge.

Further studies report that students found Kahoot! to be helpful to prepare for the exam<sup>8</sup>, that Kahoot! increased their interest in learning more about what they had learned and that they told others about it, that the students motivation and confidence increased, and they felt more secure and safe in class<sup>9</sup>, and that students felt





comfortable answering anonymously in class making the classroom-friendly and fun<sup>10</sup>.

The main challenges reported by students included technical problems such as unreliable internet connections, hard to read questions and answers on projected screen, not being able to change answer after submission, stressful time-pressure for giving answers, not enough time to answer, afraid of losing, and hard to catch up if an incorrect answer had been given.

In general, quick questions and answers during a part of the lecture will allow students to pay close attention to the content of the lecture.

All in all, the application "Kahoot" allows you to determine the activity of students in the classroom, the level of knowledge and ensure that they do not get bored in the classroom, as well as master the subject. The use of such programs in the classroom makes the lesson unconventional and meaningful, and increases the student's interest in the subject.

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