## **Technology-Enabled Activity Planning Document**

This document may help you plan your creation, as well as encouraging you to estimate how much time you will need to invest.

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| Title: | Providing instructions and assistance with problem-solving challenges for students to set create interactive Kahoot quizzes, enhancing audience engagement and learning during classroom presentations. |
| Tool using: | Kahoot |
| Idea: | The challenge in my course was the lack of engagement and active learning among students during student group presentations in classroom. One valuable suggestion that emerged from my students was the incorporation of digital tools like Kahoot to heighten engagement levels. Students have previously gained experience with Kahoot as a response tool during the initial two years of the program. In my course, we will take it a step further, encouraging them to harness their digital proficiency by creating and configuring engaging Kahoot quizzes to enhance both audience engagement and learning from their peers. |
| Curriculum integration: | The integration of Kahoot as a digital engagement and learning tool will further bolster students' technological proficiency and digital fluency. This preparation is essential for moulding them into future professionals who may be tasked with delivering psychoeducational sessions. In addition to fostering effective engagement strategies, students will also gain proficiency in utilizing digital tools to optimize service delivery. |

Now**,** identify what tasks are involved in your creation and estimate how much time it will take to complete them. It’s not a commitment to a particular approach, rather a guide for you to anticipate what will be required.

Enter an ‘X’ in any column next to a task your creation will entail, and then predict how long it will take you to do (in hours).

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| **[ X ]** | **Task** | **Est. time (in hrs)** |
|  | Generate ideas: Identify challenges and brainstorms solutions or potential approaches with students to increase their level of confidence in using effectively the Kahoot digital tool | 2hr.(several small groups) |
|  | Conduct research : Finding the best open educational resources to share with students to provide instructions on configuring fun and effective Kahoot quizzes. | 1. 2 hours. |
|  | [Storyboard](https://en.wikipedia.org/wiki/Storyboard) |  |
|  | Write script |  |
|  | Find graphics (don’t forget to attribute!) |  |
|  | Create graphics |  |
|  | Record & edit audio |  |
|  | Record & edit video |  |
|  | Write copy (text) :  Write instructions for this component of the student group presentations criterion. | 30 min. |
|  | Design website (or style web authoring tool, like Scalar or Prezi) |  |
|  | Write code |  |
|  | Identify and remedy any accessibility barriers (e.g. captioning) |  |
|  | Review for errors |  |
|  | Create grading rubric: Develop a grading rubric collaboratively with students to incorporate assessment criteria for proficiently configuring and effectively utilizing Kahoot as an integral part of in-class presentations. | 30 min. |
|  | Other: |  |
|  | Other: |  |
|  | Other: |  |