«Learning through self-knowledge»

The power of computer games

Good Teaching is timeless

- «Any lesson we create, no matter what tools are used, has to be challenging, engaging»

Ss don't need to be entertained, they need to be engaged

- Entertainment is passive
- Engagement is active
- Technology in the Classroom.

https://www.facebook.com/groups/kahoot.community/

- Getting Started with Kahoot!

 "The real power of interactive technologies is that they let us learn in ways that aren't otherwise possible or practical"
 What used to take days to correct and return to students is compressed into minutes. Technology allows teachers to provide real-time feedback as learning occurs

Happy Kahooting!

- https://files.getkahoot.com/academy/Kahoot_Academy_Guide_1st_Ed_-_March_2016_-_WOA.pdf
- https://create.kahoot.it/#quiz/df63fe03-e701-43d3-a1c1-1bad5658c4b8