KAHOOT AS THE MEDIA PLATFORM FOR LEARN ENGLISH

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Abstract

Nowadays, we lived in virtue era that everything will use glass or screen. Every students also will follow the era. Most of students are holding the gadget wherever they go. Nairn in Joanna Canny (2013) states that children spend twice as much time in front of a screen (like televisions, computers, mobile phones, iPods, iPads, etc.). Even in classroom they look for their task and open their gadget. In this case ELT should follow the era. Caused the students always hold the gadget, the teachers should provide the media that related with gadget. To solve this case kahoot comes and bring new innovation. This medium really awesome with nice features which are colorful, shape, sound and others features that include in. By this media the teacher will manage the students with fun learning like kahoots' tagline "make learning awesome". It will give the students attractive in learning English.

Keywords: media platform, kahoot, ELT

Introduction

Nowadays, we lived in 21st century which everything easy to use and communicate with other people in the world. We might say this era as virtual era. All people could get information easily, we just type some keyword then the things that we want appear which a lot of variation. Even in early age the students are able to operate gadget. They will know everything before the teacher give them learning.

This situation made students are very attractive in every learning. Sometimes they rejected teacher if the teacher doesn't bring interesting things.

Their motivation also raised by the time to react everything in internet. This problem forced the teacher to think critically with his innovation. The teacher should be able operate every single medium to teach the students, interactive or conventional media. Both of them still need to use as the tools for teaching the students in this era. Learning with interactivemedia will give the students comfort and follow the learning. Johansson (2004) stated that school children's thoughts about play and learning are interesting in the way many children express similarities in their ways of talking about the two. In addition, many studies today claim that children create knowledge when they play (Dau, 1999; Levin 1996).

Media -likesgame-are very interesting and popular in teaching and learning. Kuo (2008) stated that games and game like activities have always been a popular tool in an English class in order to interest and "wake up" uninterested students. So, it is like we build the interesting environment in our class where the student fell free to explore their knowledge while learning. In addition, making students enjoy the instruction is very important, because they will learn better when they feel happy and fun (Scott &Ytreberg, 2000).

Based on the explanation above it is important to provide students with the activity which involves playing. One of the ways to deal with is by using kahoot as the medium platform in learning English.

Kahoot

What is kahoot? Kahoot is a free game-based learning platform for teachers of awesome, classroom superheroes and all learners. With kahoot teachers and students will learn and play the game. Fun learning is the aim of kahoot. Teachers and students could create their own game which are jumble word, answer the question with some shapes and sound that raised us adrenaline. They could create easily and freely. After they play they can share their scores that provide scoreboard. Scoreboard will encourage them to answer the question carefully and correctly. Ara (2009) argued that the first reason why games are so useful is that since games make learning fun, children are willing participants and are not just present in class because they have to be. Kahoot applied in every android that get used to hold by students.

Kahots' appearance are colorful background which every several second change. It will make our eyes focus on screen with the question. Not only the background that changed every several second but also the sound that nice followed the question, background. The appearance will bring the students calm and focus on the screen which provide some question. Time also included into the appearance of kahoot. Time limitation will give students attractive and adrenaline in learning activity. In background of kahoot there are question, jumble, discussion and survey. Teachers might make their own game based on the background that appeared. If

teacher no time to create their own teacher can find some account and duplicate or share the question.

Question

Before all question appeared on screen the teachers should provide some question with some options. This part will separated into 2 part. Those are multiple choices and jumble word. Teacher make the question freely. It provided time limitation to answer the question and also the score that teacher give. Teacher might add some video in the question. If teacher confused about kahoot, there many account that might open and use as learning activity.

After students answer the question some complement appeared as the reward for the students. The complement word like, good job, nice answer, or lightning smart. Every students who answer with the correct one will give different score. It depend on their time to answer the question. The more quick they answer with correct answer the more score that they get. So this term will get students attractive with other students. If they answer are incorrect there will be the word to support them like "wrong, that was a curveball", "wrong, that was tough one" or " answer streak lost, victory is closer than you think". Thus some word will encourage students to read and answer carefully in every next question. So kahoot will not give complement only for who answer correct answerbut also some word for the incorrect answer for encouraging other students.

Jumble word

In jumble word quite same with other features. The similarity is how we create, how we provide the answer. Instead those two quite same but it is more difficult than question that explained before. The difficulty is how to move the shape of option into correct answer and time limitation. However, it's difficult but make students attractive.

Survey and discussion

In this part as the teacher usually do is classroom action research. This part will help teachers to do some research in surveying how students attractive or happy in learning activity.

Scoreboard/ Assessment

In every part of question, after students are answering the question there will be scoreboard appeared and the rank of students. The highest of score that students the highest rank they will get. It depends of the time that students could answer the question. If students could answer faster the score will be high then after second other students answer with the correct answer.

Teacher could take this assessment as the result of the learning activity at that day. After all ranking appeared with the result. Teacher could download the result on excel office. It will count automatically. Teacher could directly appear the result or share to another account. Teacher will save the time to correct students' assignments.

Kahoot in ELT

In future era, so many things will appeared especially in technology. Kahoot comes with new innovation. In ELT kahoot is appropriate media and easy to use in every learning activity. Why? Because kahoot provide everything with English, not only teacher could create his own game based on kahoot but also every students could create their own game by teachers' instruction.Kahoot also could attract another students in the world to join with us in the same time. Our game in our account could be play by another kahoot user. Create learning activity that life is the one of purpose this media. So teacher and students will learning English easily. No

worries about the background of kahoot. Eventually, kahoot will be followed by the event. New years' event. It will changed of the background, sound, and some features. Even if every time kahoot will change but our question that we made before will not change.In another way to use kahoot the teacher are able to give homework. So students will do their work in their home freely in the same time.

The benefit of kahoot

1. Make homework and leaning fun and engaging for students
2. Boost homework completion rate
3. Reinforce learning and support revision
4. Save time on correcting assignment
5. Get instant assessment of learning process

How kahoot applied

1. We have to registered our account in kahoot and sign in
2. We could create our own question with media that provided in kahoot or we just follow some account to play question interestingly.
3. Open the question there will be pin number to enter the game.
4. Choose option individual or group (freely)
5. Students should have application in their phone and copied pin number to enter the game
6. After all students input the pin and enter the game teacher might start
7. Students will start the game, after they pass one question the score and rank will appear.
8. Teacher is able to assess the students with their score and rank that appeared in scoreboard.
9. Teacher is able to share students score to another account.

Those step will apply after teacher explain about the topic at that day. After all students understood with the topic teacher might apply this media. Or teacher might start with kahoot as the opening in learning English. So it will stimulate students to life in classroom activity.

Conclusion

Considering 21st century the teacher should able to educate students with every kind of media. Kahoot is the one of medium that appropriated for English Language Teacher. Teacher and students might create their own game based on kahoot. They will learn English with fun learning activity everywhere and whenever they want.

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