



**Activity:** Kahoot Interactive Game

**The Impact:** This is an example of an educational activity that utilizes the Kahoot.com interactive quiz game to introduce poverty facts and talk about the United Way of Greater Greensboro’s work on Ending Poverty.

**Audience:** No minimum or maximum suggestion

**Location:** Good for conference room

**Time:** Approximately 15 - 20 minute

**How It Works:**

* Visit: [www.kahoot.com](http://www.kahoot.com) and login as an administrator

Username: UnitedWayGSO

Password: LiveUnited1500

* Click on Kahoots at the top of the webpage to reach our existing quizzes.

* Please DO NOT modify any existing Kahoot quizzes. You are welcome to create new quizzes by duplicating an existing Kahoot quiz and making it your own. Please title your new custom quiz with your name as multiple users utilize the same account.
* When preparing to present click on the quiz and select “Classic” if a majority of the participants have a mobile phone. If only a select number of participants have mobile phones select the “Team” option and group your participants together into small teams.
* Once you have selected “Classic” or “Team”, a temporary PIN number will appear on the administrator account. This is the PIN your participants will enter in order to join the game and begin playing.
* From a mobile phone participants should log into [www.kahoot.it](http://www.kahoot.it) the website will direct them to enter the PIN number and commence the game.