A.S.D.GOVT. DEGREE COLLEGE FOR WOMEN (A)

(Re-Accredited with 'B' Grade by NAAC)
(Affiliated to Adikavi Nannaya University)
Jagannaickpur, Kakinada.

DEPARTMENT OF COMPUTER SCIENCE
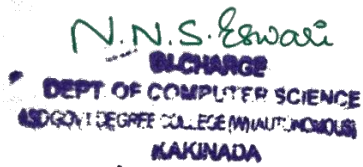

స్త్రీ విద్యా ప్రవర్ధతాం

INNOVATIVE PRACTICES

Online Assignment using Kahoot

2019-2020

A.S.D. GOVT. DEGREE COLLEGE FOR WOMEN (A)
Jagannaickpur, Kakinada

DEPARTMENT OF COMPUTER SCIENCE

Activity Register 2019-2020

Date	20-12-2019
Conducted through (DRC/JKC/ELF/NCC/NSS/ Departments etc.)	Department of Computer Science
Nature of Activity (Seminar/Workshop/Extn. Lecture etc.,)	Online Assignment
Title of the Activity	Online Assignment using Kahoot
Name of the Department/Committee	**COMPUTER SCIENCE**
No. of students participated	10
Brief Report on the activity	To make the students to aware on recent technologies and to improve their communication skills
Name of the Lecturers who Planned & conducted the activity	N. Naga Subrahmanyeswari G.Satya Suneetha
Signature of the Dept. In-Charge /Convener of the Committee	N. N. S. Eswari INCHARGE DEPT OF COMPUTER SCIENCE ASDGOVT DEGREE COLLEGE (W) AUTONOMOUS KAKINADA
Signature of the Principal	H. Suvarchala PRINCIPAL A.S.D.GOVT.DEGREE COLLEGE (W) AUTONOMOUS KAKINADA
Remarks	

A.S.D.GOVT. DEGREE COLLEGE FOR WOMEN (A)

(Re-Accredited with 'B' Grade by NAAC)
(Affiliated to Adikavi Nannaya University)
Jagannaickpur, Kakinada.

DEPARTMENT OF COMPUTER SCIENCE

ONLINE ASSIGNMENT USING KAHOOT

2019-2020

The Department of Computer Science had conducted Online Assignment through Kahoot for II B.Sc(M.P.Cs) students on 20-12-2019. As a part of completing the Assignment, the students have to login to the Kahoot App through their Mobile Phones and will complete a Challenge with the link shared to them as a game. The list of students who completed the Challenge will appear in the report generated.

About Kahoot!

Significance of Online Assignments:

The main objective of Online Assignments is that:

- Students become computer savvy. Computers are here to stay. Around the world thousands of files are downloaded and uploaded each day. It's very important for students of all ages to become familiar with ins and outs of this technological tool in order to be effective in the workforce. Online homework assignments mimic a lot of the data transactions that occur at the professional level. Learning online computer skills early will help students succeed.

- Less books and notebooks to carry. With less books and notebooks to carry around each day, there is less of a chance that materials will be forgotten or left behind. This means that students can no longer disrupt lessons because they arrive to class unprepared, or fall behind because they forgot to bring their books home with them. Students can access their work and print pages from specific sections or chapters as needed.

- Submit homework form anywhere. At the college level, getting homework assignments online means students can turn in their homework from wherever they receive an internet connection. Whether it's at home, from the hotel room of a weekend getaway, or in between work shifts and classes, students have the liberty to truly take their work anywhere they go without having to physically be around to handle their assignments.

- Instant feedback. Many online homework assignment systems allow students to get instant feedback and sometimes grades on the work they submit. The immediate feedback helps students identify their strengths and weaknesses so that they can immediately search for the correct methods and reinforce their studying by reviewing their work soon after completion, instead of waiting the days if not weeks before knowing if they understood the work.

Kahoot:

Kahoot is a game-based learning platform to carry out quizzes, discussions or surveys in real-time.
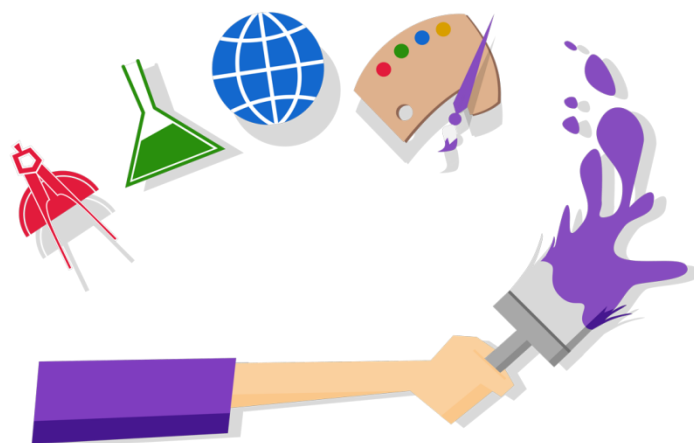
We can create a fun learning game in minutes – we call these 'kahoots'. We can make a series of multiple choice questions or try our new game – Jumble. The format and number of questions are entirely up to us. We can add videos, images and diagrams to our questions to amplify engagement.

We can play Kahoots in a group setting, for example, a classroom. Players answer the questions on their own devices, while games are displayed on a shared screen to unite the lesson. It creates a 'campfire moment' encouraging players to look up and celebrate together. Besides creating your own kahoots, you can search among millions of existing games.

Impact of using Kahoot: Social learning promotes discussion and pedagogical impact, whether players are in the same room or on the other side of the globe. After a game, encourage players to create and share their own kahoots to deepen understanding, mastery and purpose, as well as engage in peer-led discussions. When a learner becomes a leader, that's a true magic moment!

Reinforce

Practice makes perfect! With the challenge feature and our [mobile app](#), we can assign kahoots as homework. Students play kahoots on their phones for revision and reinforcement, training their classroom superpowers anytime. In homework challenges, questions and answers will appear on their phone screens. Choose a kahoot, assign it as a challenge and share the link or PIN with your students.

Procedure to Play the Quiz:

Questions are projected on a shared screen, while an unlimited number of players answer the questions with their smartphone, tablet or computer; creating a social, fun and game-like environment. Kahoot allows for the design of multiple-choice quizzes as well as polls and surveys that populate on-the-spot data; the quiz questions and polls stimulate quick instructional decisions as well as whole-class discussion.

How to Play a Kahoot Game

1. If you're leading a Kahoot for others to play, your device should be connected to something that all of your learners can see, such as a projector screen or large TV for playing locally, or a service like Youtube Live or Skype to stream your screen online.
2. Once you have selected a Kahoot to play, you will need to select a game mode (classic or team) to launch the Kahoot.
3. Play! You should now see a lobby screen, where instructions to go to kahoot.it and enter a game PIN are displayed. Leave this page open and have your learners follow the instructions on their own devices. As they join, you'll see their nicknames appear on your screen. Click 'Start' once everyone's joined.
4. Use the 'Next' button to move through results screens and get to the next question.
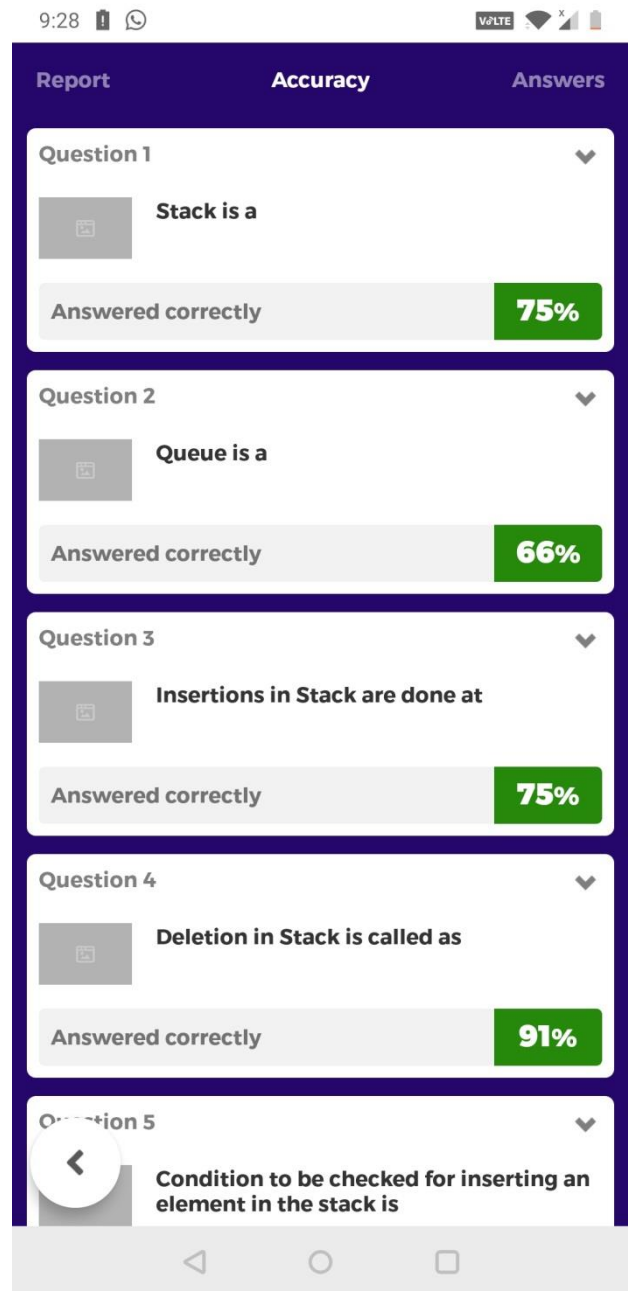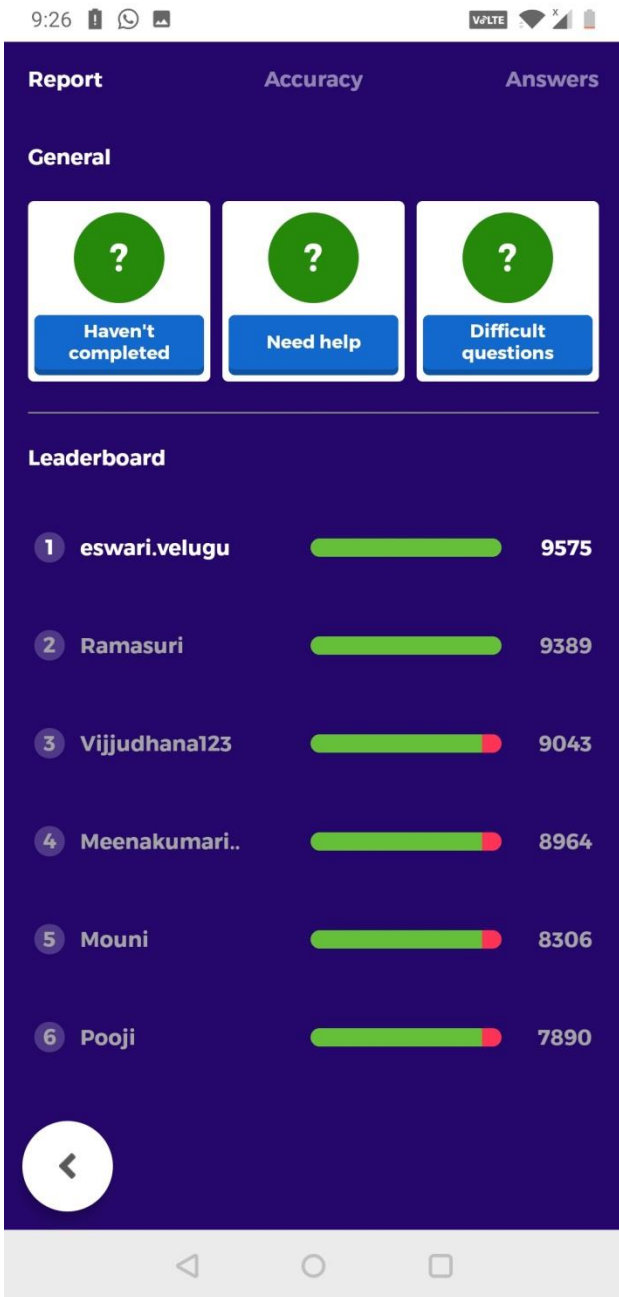   Once all questions have been answered, you'll be able to collect feedback on the kahoot

Questions used in the Kahoot Quiz:

1. Stack is a _____
   a. LIFO   b. FIFO   c. LILO   d. None
2. Queue is a _____
   a. FIFO   b. LIFO   c. FILO   d. None
3. Insertion in a stack is done at
   a. Rear   b. Front   **c. Top**   d. None
4. Deletion in stack is called as
   a. Push   **b. Pop**   c. Dequeued. None
5. Condition to be checked for inserting an element in the Stack is
   a. Rear==-1   b. Top==-1   **c. Top==Size-1** d. None
6. Insertion operation in a Queue is called as
   a. Enqueue   b. Dequeue   c. Push   d. Pop
7. In Queue, deletions are performed at
   a. Front   b. Rear   c. Top   d. End
8. Recursion makes use of
   a. Queue   **b. Stack**   c. Tree   d. Graph
9. A Postfix expression is evaluated using
   a. Stack   b. Queue   c. Graph   d. Tree
10.   Example of a linear data Structure
   a. Queue   b. Tree   c. Graph   d. None

KAHOOT ONLINE ASSIGNMENT

Screen 1 (9:26)

Report **Accuracy** **Answers**

General

| ? Haven't completed | ? Need help | ? Difficult questions |

Leaderboard

1	eswari.velugu		9575
2	Ramasuri		9389
3	Vijjudhana123		9043
4	Meenakumari..		8964
5	Mouni		8306
6	Pooji		7890

Screen 2 (9:28)

Report **Accuracy** **Answers**

Question 1
Stack is a

Answered correctly **75%**

Question 2
Queue is a

Answered correctly **66%**

Question 3
Insertions in Stack are done at

Answered correctly **75%**

Question 4
Deletion in Stack is called as

Answered correctly **91%**

Question 5
Condition to be checked for inserting an element in the stack is

N. N. S. Eswari
Signature of the HOD
IN - HARGE
DEPT OF COMPUTER SCIENCE
LSDGOVT DEGREE COLLEGE (AUTONOMOUS)
KAKINADA