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I am currently utilizing *Kahoot!*. https://create.kahoot.it/details/2a957b01-c63b-4c31-80b6-7069455629c9 *Kahoot!* is a fun question and answer game that gives teachers the access to make up their own questions with answers to engage learning. All students can play along with the teacher. Brings competition and understanding to the classroom. *Kahoot!* is a learning management system (LMS), quiz-based learning platform software. It is an interactive way to fuel thinking as well as keep concepts fresh in student's minds.

Your data and privacy are secure, and products and services comply with international regulations and best practices. Terms apply to the use of the services and platform. In addition to these terms, our privacy policy and cookie policy describe how *Kahoot!* processes personal information that is collect when Kahoot! is used and how one's privacy is protected. All in all, you are responsible for maintaining the confidentiality of your account and any non-public authentication credentials associated with your use of the Kahoot! services. If a service breach of the Agreement or applicable laws, your account will be terminated or account suspended.

A teacher can create a fun learning game quickly. The format and number of questions is up to the teacher or up to the students. Videos, images, and diagrams may be added to your questions to boost engagement. These quizzes are best played in groups and to play a student needs a unique PIN. Players answer on their own devices, while questions are displayed on a shared screen. In addition to live games, you can also send challenges in which players complete

at their own pace like when completing homework or virtual school. Teachers can also encourage players to create and share their own. If a teacher pays for the premium plan for a school or a business, they can co-create games with colleagues and spend less time finding relevant games for lessons.

As a teacher I found this platform easy to manipulate with little research on how to create a specified Spanish game. I imported a lesson and created a set of questions for students to play along with. Allowing me to identify what topics needed following up on and extra help or practice. These games permitted me access to the student's prior knowledge, introduce new concepts. I was able to review topics and replay to improve information retention. Use analytics from game reports to assess class learning progress.