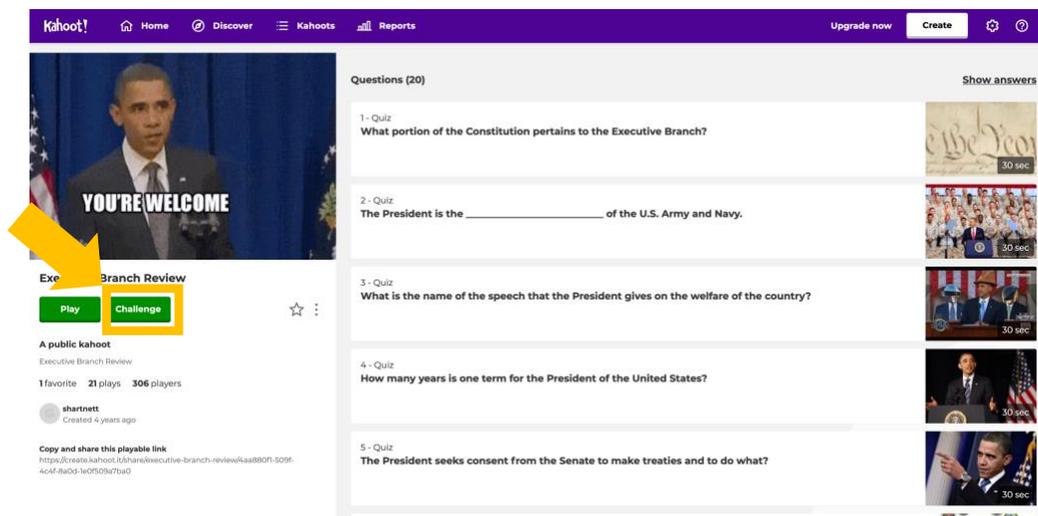


Adding a Kahoot Challenge to Canvas

Using the Competition feature within Kahoot, you can easily assign students a Kahoot to play individually or outside of school without providing an access code or having students create an account.

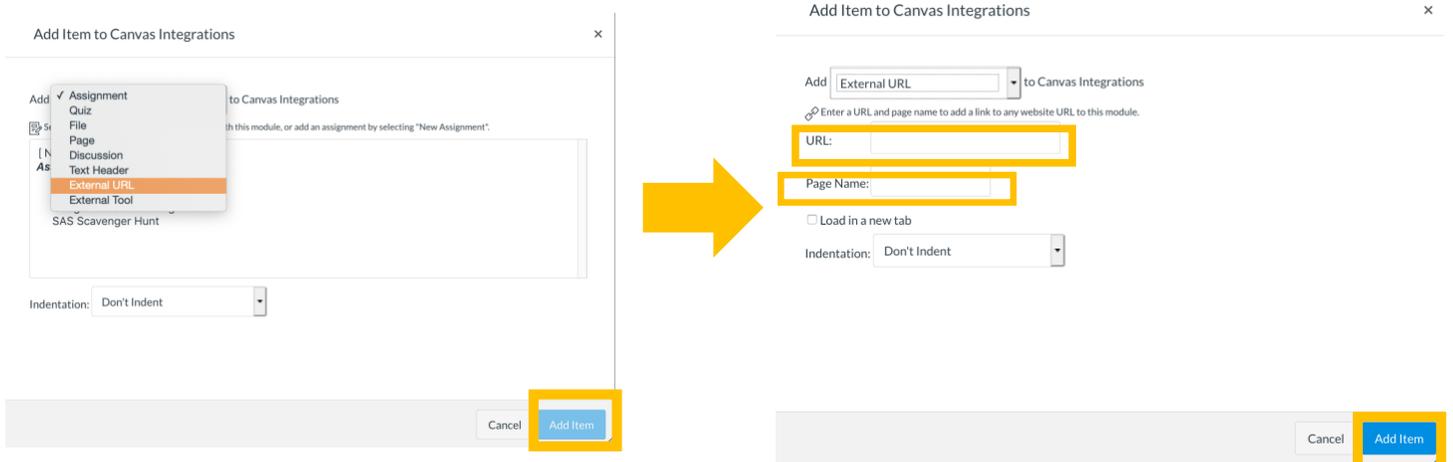
1. Go to kahoot.com and log in to your Kahoot account.
2. Open the Kahoot you want or create one as usual.
3. Click on the *Challenge* button and follow the instructions to set up a challenge. Choose when you'd like the challenge to end.



4. Copy the challenge link. You will paste this link into Canvas. Do not worry about the code. This will appear for students within Canvas.

5. Open a Canvas Course and open a Module you would like to place the Kahoot.

6. Click the + icon and from the dropdown select *External URL*. Paste the Kahoot link and type a title the Kahoot. Click *Add item*.



7. Make sure the Kahoot link is published within the module. Students will open Canvas on their iPads and click on the Kahoot link.

8. Students will select *Play in App*. The Kahoot app will open and students will be able to play this Kahoot. Students do not need an account and will not need to enter a code for the Kahoot Challenge.