

Blended learning on the horizon in the upcoming school year: Kahoot! EDU Survey

Kahoot!'s latest research for educators, based on a survey of 1,200+ educators globally, highlights trends and insights in education as schools worldwide work to meet students' needs amidst a global pandemic.

Kahoot! Highlights

1.3B
participating players in the last year

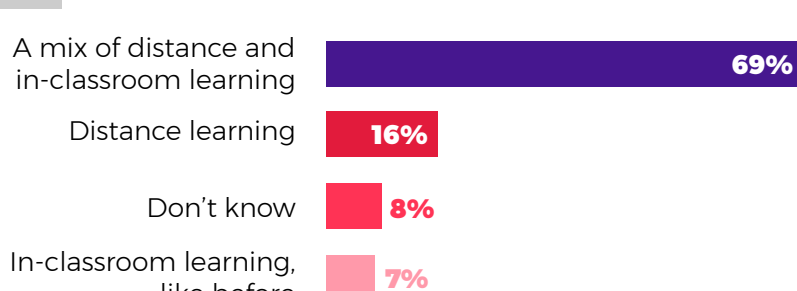
210M
games hosted on the platform

50%
U.S. K-12 teachers using Kahoot! during a school year

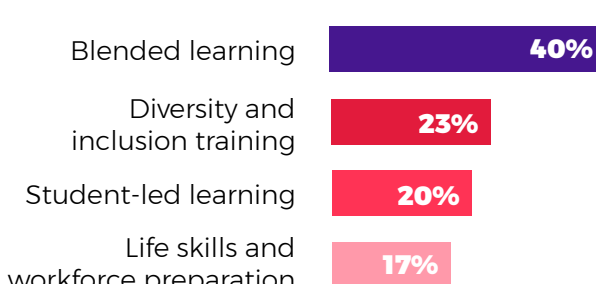
6M
teachers globally hosted a kahoot game in the last year

Blended learning is on the horizon for most schools in the upcoming year

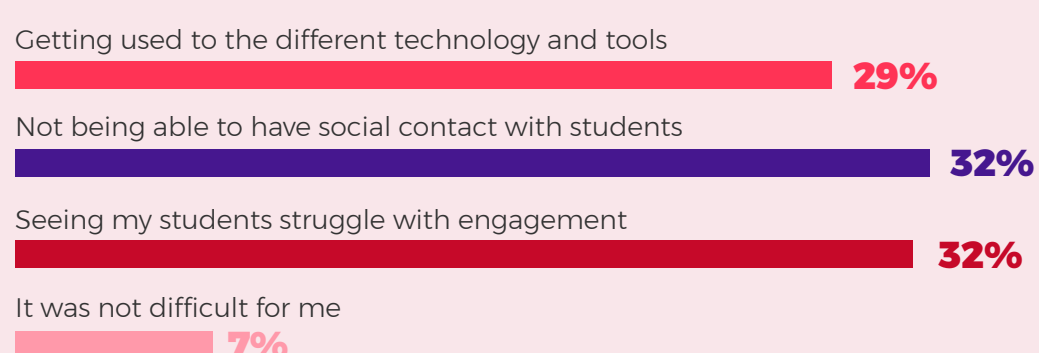
How do you think instruction will take place in your school in the upcoming school year?



Based on this year's events, which do you see as the main trends for classrooms over the next few years?

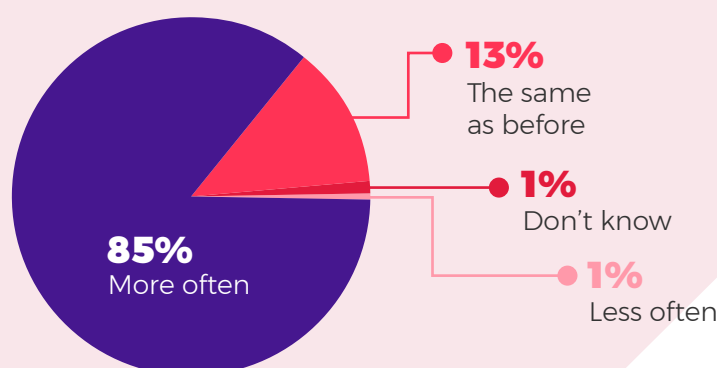


What has been the most challenging part of teaching virtually?



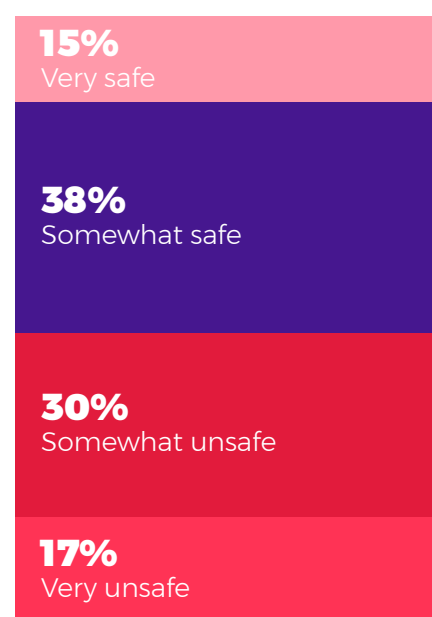
Lack of student interaction among teachers' top challenges

How frequently do you expect to use technology in your classroom going forward?



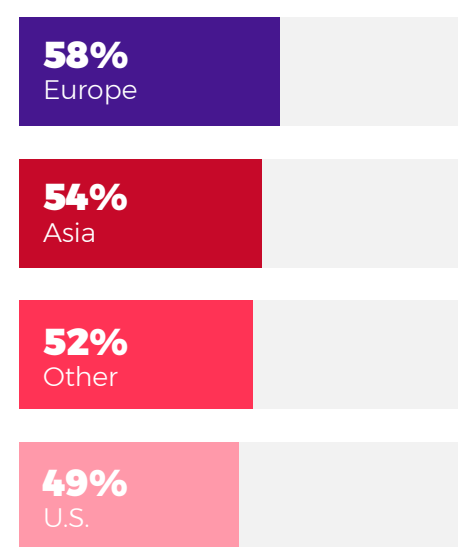
Teachers split on feeling safe to return to the classroom

How safe do you feel returning to the classroom in the upcoming school year?

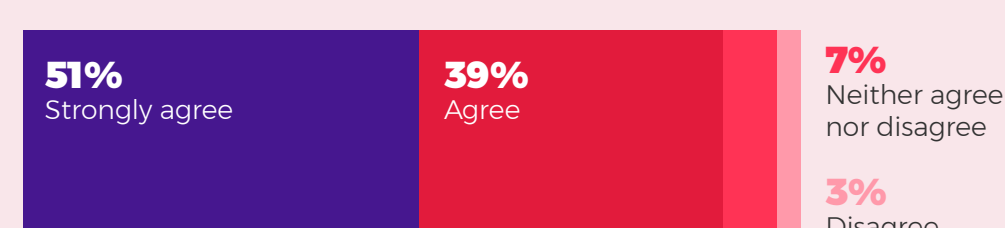


How safe do you feel returning to the classroom in the upcoming school year?

By country: Very safe or somewhat safe to return



I have been able to take away something positive from virtual teaching.



Teachers see benefits in virtual learning

My students have been able to take away something positive from virtual teaching.



Methodology

The report is based on a global survey of 1,207 educators registered for the Kahoot! EDU Summit in June 2020. Registrants of the Kahoot! EDU Summit were sent a post-event survey, via email.