

## LESSON PLAN

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This instructional method does require creation of a kahoot. Kahoot! is a game-based learning platform with a free online version for schools. Quiz questions can promote general library knowledge or can be tailored to engage students in subject-specific informational research.

**Audience:** Initially created as a one-shot library instruction for a First-Year Composition I course, this plan is easily adapted to other subjects and instructional levels.

**Topic:** Introducing students to the library and library resources, and engaging them in the research process.

### Objectives:

- Students will receive information related to the library and library website.
- Students will engage with (2) different library databases and the search facets of each.

### Materials:

- Teaching station with access to the internet and projector
- Computer classroom (preferred) or all students with sufficient mobile devices

### Activities:

(10-15 minutes) Kahoot!

- Students break into teams and log in to Kahoot.it. Each team chooses a team name and play begins.

(10 minutes) Database explanation

- A more in-depth explanation of the databases introduced in the Kahoot! game section including search facets and features such as save, print, and citation tools.

(5 minutes) Database exploration

- Each team will randomly choose a database and research topic from preprinted, folded slips.
- Each team will find one article in their chosen database on their chosen topic meeting certain criteria (e.g. full text, scholarly, published within the last five years, etc.)

(5 minutes) Team presentations

- Each team presents their article at the front of the room including topic, how to find the database, and explanation of why they chose their article.
- Verification of search criteria is discussed.
- Further class discussion of each article if necessary.

### Assessment:

- While I am not doing formal assessment at this time Kahoot! does provide information on overall team performance (percentage of correct and incorrect answers) and allows for team feedback.

### ACRL Information Literacy Framework:

- Searching as Strategic Exploration:
  - Knowledge practices 3, 6, and 7