Backgrounder

Social Media Tool: Kahoot

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OLTD 506

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Backgrounder
Tool: Kahoot

Overview and Educational Rationale

What is Kahoot?: Kahoot is a trivia/game-based learning tool that can be accessed via its website or app. Games can be created and played or shared for others to use, or pre-created games can be selected and played. It is a great tool to review concepts, do a quick quick or demonstrate knowledge in a fun way. Players are able to join a hosted game by entering the game code provided by the host with no account or personal information required. Students will need an account in order to create their own Kahoot game.

Why Use Kahoot?: Kahoot will be used in class as a formative assessment tool and fun review method throughout the year to help me get a glimpse at the level of student understanding on various topics that we are studying in class, for example the key vocabulary and content concepts of a science unit. Students will also be asked to create their own Kahoot games as part of their consolidation and demonstration of their learning near the end of some units of study. For example, as part of a novel study the students may create a Kahoot with questions about the story elements to demonstrate their understanding of these concepts and the novel itself. When creating their Kahoots students would be applying strategies to comprehend texts, planning and writing processes including refining their questions to enhance clarity, and learning to apply the form of a Kahoot (clear question, multiple choice answers that include the correct one and at least one other plausible choice). These Kahoots could then be played with their peers as a form of sharing /presenting their learning.

FIPPA Implications

FIPPA Implications: The BC Freedom of Information and Privacy Protection Act (FIPPA) governs privacy in our public schools. Under FIPPA, public educators are required to obtain explicit, informed consent if students' personal identifiable information is reasonably understood to be collected for creation of accounts or revealed in educational activities and potentially shared, transmitted, accessed or stored by a person outside of Canada (Hengstler, 2020).

What is Personal Information? Personal information includes, but is not restricted to: individual name, address, telephone number, age, gender, identifying number assigned to an individual, and educational information (Hengslter, 2020). In short, personal information is anything that could be used to identify a unique individual. This also includes voice recordings, photos and videos (Hengstler, 2020).

Why is BC so Sensitive to Privacy Laws Regarding Data?

Not long after the 9/11 terrorist attacks in the United States, the USA PATRIOT Act was enacted in America "permitting the search and seizure of data in the custody of US companies without a court order. Under US federal law, companies subject to disclosure under the PATRIOT Act are not allowed to reveal that they have been compelled to disclose the data" (Hengstler, 2020, p.4). Within the years following this, unions in BC submitted concerns about the BC government's plans to outsource some data related contracts involving various personal information to American companies to the Office of the Information and Privacy Commissioner for British Columbia (OIPC BC). This led to amendments to FIPPA, including the restriction and storage of personal information to within Canada with specific exceptions, such as with voluntary, informed consent. Voluntary informed consent requires that knowledge of how personal information will be used, where it will likely be stored, risks involved, risk mitigation steps and alternate activities be communicated (Hengstler, 2020).

Storage or Access of Personal Information: Kahoot does use servers that are located outside of Canada, meaning that storage of data relating to student use of this tool could feasibly be accessible to a person outside of Canada.

Amount and Type of Personal Information Used: While using Kahoot to play games that have been premade and are hosted by the teacher, the students will not need to provide any personal information. In order to create their own Kahoot students will be asked to provide an email address and their age to create an account.

Privacy Policy

Summary:

- Kahoot does not knowingly seek or collect Personal Information from users under the age of 16 (for non-U.S. users)
- An email address is collected for a user under the age of 16 for the purpose of providing password reminders. Kahoot immediately and permanently alters the email address such

that it can only be used as a password reminder and cannot be reconstructed into its original form or used to contact the child accountholder.
● Kahoot collects a username and password from child account holders for login purposes only.
● The geolocation information collected is no more precise than a city-wide area.
● We do not collect any Personal Information from a person who merely plays a Kahoot.
● Kaoot does collect personal information from adult accountholders in various ways including through the service, and from other sources such as public databases and joint marketing partners. This is used for various purposes including providing the user with marketing material and may be disclosed to third party service providers and other Kahoot users through the service.
● Your Personal Information may be stored and processed in any country where we have facilities or in which we engage service providers, and by using the Services you understand that your information will be transferred to countries outside of your country of residence, which may have data protection rules that are different from those of your country.
● "Other information" such as browser and device information, app usage data, Media Access Control (MAC) address and information collected through cookies, pixel tags and other technologies, is collected in a variety of ways by Kahoot and their third party service providers, including through the IP address (a number that is automatically assigned to the computer that you are using by your Internet Service Provider. Your approximate, general, location may be derived from your IP address.
● Service providers may track and collect App usage data, such as the date and time the App on your device accesses our servers and what information has been downloaded to the App based on your device number.
● If you do not want information collected through the use of cookies, there is a simple procedure in most browsers that allows you to automatically decline cookies or be given the choice of declining or accepting the transfer to your computer of a particular cookie (or cookies) from a particular site. You may also wish to refer to **http://www.allaboutcookies.org/manage-cookies/index.html**.
● Google Analytics is used to collect and analyze information about the use of the Services and report on activities and trends. You can learn about Google's practices by going to www.google.com/policies/privacy/partners/, and opt out of them by downloading the Google Analytics opt-out browser add-on, available at https://tools.google.com/dlpage/gaoptout.

For further details, please refer to Kahoot's Privacy Statement which can be found at https://kahoot.com/privacy-policy/.

The Privacy Statement will be reviewed and discussed in class.

Key Risks and Risk Management Strategies

Potential Risk of Use Include:

● Creation or uploading of inappropriate material.
● Sharing of personal information (in this case, email address and age).
● Potential unintentional sharing of personal information through username creation and/or content of student created Kahoots.
● Collection of "other information" data such as device information, App usage data, IP address and actions of the users of the Services through pixel tags, cookies, analytics and other similar technologies.

The following are steps that are being taken to manage potential risks while using Kahoot:

● The robust Children's Privacy Policy for Kahoot, which states that email addresses for child account holders are collected for the purpose of providing password reminders only. The email address is immediately and permanently altered and "cannot be reconstructed into its original form or used to contact the child accountholder" (Kahoot, 2020).
● Student digital citizenship and digital literacy instruction, including what constitutes personal and private information and in which situation this information can or cannot be shared.
● Creation of account usernames that do not use any real names or otherwise identifying information. The use of pseudonyms is encouraged.
● Third Party service provider logins (eg. login with Google or Login with Microsoft) will not be used.
● Teacher monitoring of students during use of this tool in school.
● Use of school provided devices. If personal devices are used, students will be directed to access Kahoot through the web interface instead of the app, however data such as device information, IP address and actions of the users of the Services will be collected through pixel tags, cookies, analytics and other similar technologies.

While no internet-based experience can ever be 100% risk-free, know that I will take every reasonable measure to manage expected risks.

When using Kahoot we will be abiding by the SD71 Computer and Internet Responsible Use Agreement (Student friendly version here).

What If No Consent Granted?

Parents/guardians have the right to withhold consent for your child using Kahoot (for account creation). Alternate activities will be provided in the event that parents/guardians choose to withhold consent. Selecting an alternate activity will not affect any student's grade.

More Information

For more information about Kahoot, please visit https://kahoot.com/.

Should you have any questions or concerns regarding this activity or tool, please contact me, Melissa Mullis, at melissa.mullis@sd71.bc.ca.

References:

Hengstler, J. (2020).FIPPA_You_OLTD506._2020docx.pdf

Consent Form

Social Media Tool: Kahoot

Consent Form
Tool: Kahoot

Informed Consent

Dear Parents/Guardians,

This school year our class will be using Kahoot, a trivia game-based website and app, for reviewing content studied in class, as a quick assessment tool, and to create their own Kahoot games as part of their consolidation and demonstration of their learning near the end of some units of study. Players are able to join a hosted game by entering the game code provided by the host with no account or personal information required. Students will need an account in order to create their own Kahoot game. In order to create their own Kahoot students will be asked to provide an email address and their age to create an account. Students will be expected to use this tool following the guidelines provided by the teacher in class to support privacy and any issues with this tool such as a breach of privacy should be reported to the teacher immediately. Students who do not follow the expectations for use will have their access to this tool removed until they are able to demonstrate appropriate understanding of how to use online tools safely and responsibly. Student accounts will be deleted no later than June 30th, 2020 or upon written request of the parent at any time. Student accounts will also be deleted immediately if the student is withdrawn or unenrolled from the class. The teacher will provide the students with instruction on how to do this in class.

As a public school we are subject to the BC Freedom of Information and Privacy Protection Act. In order for your child to use Kahoot to create an account, we need your permission. Please carefully read the consent statement below before signing.

> I, as parent or guardian, agree to the collection, use, disclosure and storage of my child's personal information inside or outside of Canada while using the technology described above for the purposes of engaging in the class activities described above. I have read the attached Kahoot Backgrounder, and am aware this activity will involve the use of the following personal information: email address and age, which is reasonably expected to be accessed, stored, transmitted to a person external to Canada. I have read the attached Kahoot Backgrounder detailing the potential risks and steps Ms. Mullis will take to mitigate

these risks. I am aware of and understand the identifiable privacy risks as described in the Kahoot Backgrounder and will support the classroom teacher in minimizing the exposure of my child's and other people's personal information while my child is using the technology and review materials the teacher provides. I recognize that while the teacher will take every reasonable effort to assure the safety of your child, no online activity or tool can be deemed 100% safe.

By our signatures below we agree to the use of Kahoot for the purposes described:

_____   _____   _____
Parent/Guardian Name   Parent/Guardian Signature   Date

_____   _____   _____
       Student Name   Student Signature   Date

(Adapted from Navigate NIDES, 2019 and VIU, 2020)

References:

Navigate NIDES. (2019). FreshGrade Consent Form. Retrieved from
https://www.navigatenides.com/index.php/freshgrade-consent-form/

Vancouver Island University. (2020b). OLTD506: Draft Consent Form [Course content]. Canada:
Julia Hengstler. Retrieved from https://learn.viu.ca/d2l

Response to an Incidence Letter - Kahoot

Response to an Incidence with Kahoot

Dear Parents/Guardians,

Following a serious incident where pupils in school may have been approached online by strangers, we would like to bring the importance of keeping children safe online to the whole school community.

Navigate NIDES is committed to promoting the safe and responsible use of the Internet and as such we feel it is our responsibility to raise this particular issue as a concern. Websites such as Kahoot offer amazing communication and social connections, however it is not always possible to control or verify the content. Kahoot's terms and conditions state that all children ages 16 and under will be deemed child accountholders and that Kahoot does not knowingly collect personal information from these child accountholders, except for an email address and age for registration purposes and to provide password hints when needed. As such, we strongly recommend that parents ensure their children enter the correct age when signing up for an account with Kahoot.

We are however aware that many children do enter false ages and it is possible that by banning access and removing children's technology it may mean that children do not feel able to raise any concerns or problems encountered with parents/carers or adults in school. **For further details about Kahoot's Privacy Statement as it pertains to adult accountholders and the types and ways that personal information may be collected, please see** https://kahoot.com/privacy-policy/

e-Safety is an important part of keeping children safe at Navigate NIDES. e-Safety is taught to all students which explains and demonstrates how to stay safe and behave appropriately online, but we can only be successful in keeping children safe online if we work with you. Your help is needed to talk to your children about how they can keep themselves safe and behave appropriately online. It's important that we are all vigilant when children are using the internet and act to ensure they are protected from people who may pose a risk to them. Children can accidentally or deliberately be exposed to illegal, unwanted or unpleasant content, comments or activity online and there are steps you can take to minimize the risk.

Adapted from Kent County Council (2012), "Facebook Incident with Student Under 13 Years" as cited in Hengstler (2013) https://jhengstler.wordpress.com/2013/05/17/a-k-12-primer-for-british-columbia-teachers-posting-students-work-online/

- Check that your child's username does not contain any identifying information such as their real name.
- Closely monitor your child's use and talk to them about safe and appropriate online behaviour such as not sharing personal information, clicking on unknown links, installing applications and not posting offensive messages or photos
- Set up your own account so you understand how the site works and ask them to host a Kahoot for you to play with them (try one they have made themselves if available).
- Make sure your child understands the following rules:
    - Always keep your password private and never sign up for an account without checking with your parent/trusted adult first
    - Never post anything online which could reveal your identity or anything you wouldn't want your parents to see
    - Only click on links that you trust and always ask an adult if first if you are not sure
    - Never agree to meet somebody you only know online without telling a trusted adult
    - Always tell an adult you trust if you feel threatened, see something that makes you feel worried or someone upsets you online

Websites to visit for more information:

Online Safety- Province of British Columbia - Tips for using technology responsibly and safely, and informational videos for parents/caregivers.
https://www2.gov.bc.ca/gov/content/erase/online-safety

Cybersafe BC - A variety of resources and information for students and parents regarding internet safety. https://www.cybersafebc.ca/resources

www.childnet.com – Visit the 'Know It All' Section for an interactive guide about online safety

ww.getsafeonline.org – Free up-to-date Security advice including using complex passwords and managing hacked accounts

Adapted from Kent County Council (2012), "Facebook Incident with Student Under 13 Years" as cited in Hengstler (2013)
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The School e-Safety Coordinator, Melissa Mullis, or Designated Child Protection Coordinator (ADMINISTRATOR NAME HERE) are available to discuss any help you may need or concerns that you may have.

If you are worried that your child is at risk of harm or criminal offence has been committed then you can report your concerns using one of the following contacts. Please do not notify suspicious profiles of your actions, as this could enable them to delete material which might be required for any Police investigations.

Ministry of Children and Family Development (B.C. wide): 250-310-1234
Nanaimo Local Police-RCMP (Non-Emergency): 250-754-2345 OR 911 if there is immediate risk

Yours Sincerely,

Melissa Mullis

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https://jhengstler.wordpress.com/2013/05/17/a-k-12-primer-for-british-columbia-teachers-posting-students-work-online/

Additional information for schools to share - **Further advice for parents/carers**

Navigate NIDES is committed to promoting the safe and responsible use of the Internet and as such we feel it is our responsibility to raise this particular issue as a concern. Websites such as Kahoot offer amazing communication and social connections, however they are created with their audience in mind and it is not possible to control or verify the content.

Kahoot's terms and conditions state that all children ages 16 and under will be deemed child accountholders and that Kahoot does not knowingly collect personal information from these child accountholders, except for an email address and age for registration purposes and to provide password hints when needed. As such, we strongly recommend that parents ensure their children enter the correct age when signing up for an account with Kahoot.

Possible risks for children under 16 using Kahoot may include:

- Kahoot is an open platform and your child could be exposed to Kahoots made by other members that may be inappropriate in nature
- The Kahoot host may download player scores for a game played
- Children may purposely or inadvertently share private or personal information when creating a Kahoot game and this is publicly posted when completed.

We feel it important to point out to parents the risks of underage use of such sites, so you can make an informed decision as to whether to allow your child to have a profile or not. These profiles will have been created either outside of school or in school (with parent consent). We will take action (such as reporting inappropriate content access of posting) if a problem comes to our attention that involves the safety or wellbeing of any of our children. We are however aware that many children do use such sites and it is possible that by banning access and removing children's' technology may mean that children do not feel able to raise any concerns or problems encountered with parents/carers or adults in school. It is also important that parents/carers are aware that whilst filtering tools or parental controls are very useful in keeping children safe online, they are not always effective and children may still access unsuitable content.

However, if you should decide to allow your child to have a Kahoot account we strongly

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advise you to be aware of the potential risks posed to your child. You may want to consider the following points.

- Check that your child's username does not contain any identifying information such as their real name.
- Closely monitor your child's use and talk to them about safe and appropriate online behaviour such as not sharing personal information, clicking on unknown links, installing applications and not posting offensive messages or photos
- Set up your own account so you understand how the site works and ask them to host a Kahoot for you to play with them (try one they have made themselves if available).
- Make sure your child understands the following rules:
  - Always keep your password private and never sign up for an account without checking with your parent/trusted adult first
  - Never post anything online which could reveal your identity or anything you wouldn't want your parents to see
  - Only click on links that you trust and always ask an adult if first if you are not sure
  - Never agree to meet somebody you only know online without telling a trusted adult
  - Always tell an adult you trust if you feel threatened, see something that makes you feel worried or someone upsets you online