A free quiz maker like Kahoot, with no student accounts

Peabody blog · Teaching · updated 2026-10-30

Peabody Teach's free live quiz: students join with a six-letter code and a made-up game name, up to 60 devices, no accounts, nothing about them stored.

If you want a live classroom quiz game that is free and needs no student accounts, Peabody Teach has one: you put the questions on the projector, students go to teach.peabody.kids/join, type a six-letter code and pick a made-up game name such as Purple Otter, then tap one of three big boxes. Up to 60 devices, no ads, no points for speed, and nothing about your students is kept. It is free through the end of 2026.

This post is about our own tool, so read it as that. What it says about Peabody comes from the live game's code and pages as of 30 October 2026. The one other product it names is described only from that product's own site, on the same date. We're not affiliated with it.

What Kahoot's own site says

On 30 October 2026, Kahoot!'s page for schools said it offers a free plan for teachers called Kahoot! Go, and that students join a game with a game PIN or a direct link, or by scanning a QR code. Its paid plans for schools listed participant limits of 50, 100, 200 and 800 depending on the plan. That is all we will say about it; check its site for anything newer.

The question this post answers is narrower: if you want the live, everyone-at-once feel with no accounts and no student data, what does Peabody's version do?

How Peabody's live quiz works

1. On the computer that drives the projector, open Host a game, choose how to play and the questions, and open the room. A code and a QR code go up on the big screen.
2. Students go to teach.peabody.kids/join, or scan the QR code, type the code and pick a game name from three word pairs. Nobody types a real name.
3. Press Start. Show each answer, then the results. Download them as a spreadsheet if you want to keep them, before you close the room.

Students see three big boxes, each with a shape, a letter and a color that match the big screen. Tick "Show the words on students' screens" if some readers sit far from the board.

Three ways to play

- Mode: Everyone together · What happens: One question at a time on the big screen
- Mode: Teams · What happens: The same, with team totals

- Mode: At your own level · What happens: Each student answers on their own screen; on a math facts ladder they move up as they go

No leaderboard for the little ones

Below 3rd grade, nothing is ranked. The class sees its total and what went well, worked out from the taps. From 3rd grade up you can choose a podium of the top three game names, or put the teams in order. There are no points for speed at any grade, so a careful reader isn't beaten by a fast guesser.

Where the questions come from

- Your own list. Paste one question a line with its answer after a colon, or two columns from a spreadsheet. The two wrong boxes come from your other answers.
- A math facts set, built in.
- A quiz you made in the quiz maker. Press "Play it live" and the same questions go to the live game, so the class can answer on devices before the paper quiz. A listening question (a sight word you read aloud) is left out of the live version, because the screen would show the answer.

What it stores: nothing

The game lives in the browser tab on your computer. Students' taps reach your screen through a relay that passes each message on and keeps none of them, and the room is gone when you close it. A student can type only the six letters of the code. There is no chat, and a student's screen has no links and no ads. Lock the room once everyone is in, and remove any game name with a tap.

What it doesn't do

- No more than 60 devices in one room.
- No saved quiz library on our server. Your questions stay in your browser and in the link you keep.
- No pictures or videos in questions. Each question is a line of text, up to 200 characters, with three answer boxes.
- It needs a live connection. If a school network blocks websockets, devices say they couldn't reach the game; ask whoever runs the network.

Try it this week

- A five-question warm-up from yesterday's lesson, words off, every head up.
- Teams before a test, so the class sees team totals and never one child's score.
- Play again with the same game names and see whether the class total goes up.

The printable side of the quiz maker is in a free quiz maker with no sign-up. Peabody is also a free reading site for kids: the stories your students can read at home are in the library.

Questions

Is there a free quiz game like Kahoot with no student accounts?

Yes. Peabody Teach's live quiz is free through the end of 2026. Students join with a six-letter code and pick a made-up game name; there are no accounts, no emails and nothing to sign in to.

What does Peabody store about my students?

Nothing. The game runs in your browser tab, taps travel through a relay that keeps no messages, and the room is gone when you close it. Results stay on your screen and in any spreadsheet you choose to download.

How many students can join a live game?

Up to 60 devices in one room: Chromebooks, iPads, laptops or phones with a recent web browser. There is no app to install.

Free at peabody.kids/blog/free-quiz-maker-like-kahoot