

# Disney fan-favorites add magic to curriculum-aligned collections on Kahoot! Academy

**Kahoot! makes learning awesome with familiar characters from Disney in new curriculum-aligned kahoot collections on Kahoot! Academy.**

As students in the Northern Hemisphere head back to school, many in a virtual learning environment, educators and parents are looking for ways to keep students engaged in learning. To support learners of all ages globally, We are excited to launch a new series of [Kahoot! Academy](#) premium curriculum collections with characters from beloved Disney franchises.

The new collections will feature a diverse series of ready-to-play kahoots featuring beloved characters from Disney, Pixar and *Star Wars* franchises, including *Frozen*, *Cars* and more. Available for free to teachers, students and parents, the collections to be launched in Q4 2020 will cover a wide range of key K-12 subjects and will be available in multiple languages for learners around the world, including Spanish, German, French, Chinese (Mandarin), Hindi and many others.

Users will be able to access the new collections of curriculum-aligned learning games for free on Kahoot! Academy, the newly-launched knowledge platform, online community, and marketplace which allows educators and publishers to share and access content that supports engaging and meaningful learning experiences for learners of all ages worldwide. All Kahoot! Academy content is available for all users of Kahoot!

This agreement with Disney is the latest and largest scale collaboration yet between Disney and Kahoot!, which began in 2017 when Kahoot! was selected to be part of the prestigious Disney Accelerator program.

In July, Kahoot! [announced](#) its collaboration with Disney's Marvel Entertainment to create a collection of learning games featuring Marvel Comics characters, now [available to play](#) on the Kahoot! website and mobile app. Kahoot! collaborated with [Disney Youth Programs](#) in 2019 to launch a series of Disney-themed learning games, now played by millions of learners globally. Kahoot! also teamed up with [National Geographic](#) to launch a popular collection of learning games designed to promote geographic literacy.

In these challenging times, educators across the globe are facing the prospect of keeping students engaged and interacting while delivering academic content, whether through online learning or maintaining social distance in the classroom. We are excited to combine the strength of the Kahoot! platform with the magic of Disney to provide educators, students, and their families with interactive and high-quality learning experiences to continue to make learning awesome.

Please see Kahoot! News on [kahoot.com/news](https://kahoot.com/news) to stay up to date on company news and updates. For more information, please contact:

Eilert Hanoa, CEO

Phone: +47 928 32 905

Email: [eilerth@kahoot.com](mailto:eilerth@kahoot.com)

Ken Østreng, CFO

Phone: +47 911 51 686

Email: [keno@kahoot.com](mailto:keno@kahoot.com)

### **About Kahoot!**

Kahoot! is on a mission to make learning awesome! We want to empower every child, student and employee to unlock their full learning potential. Our game-based learning platform makes it easy to create, share and play learning games driving compelling engagement. In addition, our family of apps takes math learning to a new level and empowers children to learn to read through play. Launched in 2013, Kahoot!'s vision is to build the leading learning platform in the world. Over the past 12 months, over 200 million games were played on the Kahoot! platform with more than one billion participating players in 200 countries. The company is headquartered in Norway with offices in the US, the UK, France and Finland. *Let's play!*