

# **Unit: 6.7**Quizzing

#### **Key Learning**

- To create a picture-based quiz for young children.
- To learn how to use the question types within 2Quiz.
- To explore the grammar quizzes.
- To make a quiz that requires the player to search a database.
- To make a survey and analyse the responses.

#### **Key Resources**





2Quiz



2DIY



Text Toolkit



2Connect



2Investigate



**Key Vocabulary** 

#### Audience

People who watch a performance or use a resource.

#### **Audio**

Sound (especially when recorded).

#### **Case-Sensitive**

Differentiating between capital and lower-case letters.

#### Cloze

A test in which words are removed from a text and replaced with spaces. The learner has to fill each space with the correct word(s).

#### **Participants**

The people who answer the questions in a survey.

#### **Preview**

To see what something (or part of something) looks like before committing to it being the final version.

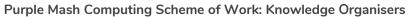
#### Quiz

An activity in which participants answer questions and receive a score dependent upon correct answers.

#### Survey

A set of questions distributed to an audience whose responses are collected and analysed.







# **Unit: 6.7 Quizzing**

#### **Key Images**



#### **Key Questions**

### What factors do you need to consider when creating a quiz?

The intended audience; age and reading ability and interests.

The aim of the quiz; is it for fun like a game, or to make sure that the user has learnt something?

### Name three question types in 2Quiz.

- Sequencing
- Grouping and Sorting
- Text based
- Multiple-choice
- Labelling

Apart from the questions, what else does a quiz need to contain?

A title screen and instructions for the user. Feedback for the user (some quizzes). Time limits (some quizzes). Images for interest as well as part of the questions

