



## 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

**purple  
mash**



2Quiz



2DIY



Text Toolkit



2Connect



2Investigate



2Survey

#### 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.



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### Key Images

**2DIY**

**Front Screen**

**Grammar Quizzes**

- Word Spot
- Cloze
- Others
  - Sentence Pairs
  - Developing Tray
  - Word Combos

**Database quizzes**

**2Quiz**

- preview question
- edit title screen
- add question
- copy question
- add content page
- question types
- quiz settings (type, time limit and sounds)

**Quiz Choice**

Think about:

- 2 audience
- 2 topic
- 2 using images
- 2 variety
- 2 best tool for purpose
- 2 using sound narration
- 2 fun
- 2 sharing

**2Survey**

- analyse responses
- question types

### 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