

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 quiz to test your teachers or parents.

Key Resources

**purple
mash**



2Quiz



2DIY



Text Toolkit



2Connect



2Investigate

Key Vocabulary

Audience

The people giving attention to something.

Collaboration

The action of working with someone to produce something.

Concept map

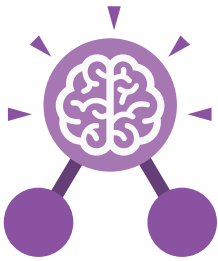
A tool for organising and representing knowledge. They form a web of ideas which are all interconnected.

Database

A structured set of data held in a computer, especially one that is accessible in various ways.

Quiz

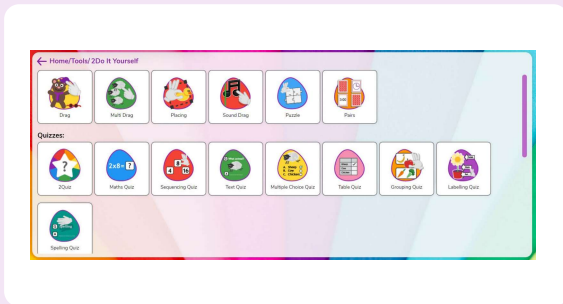
A test of knowledge, especially as a competition between individuals or teams as a form of entertainment.



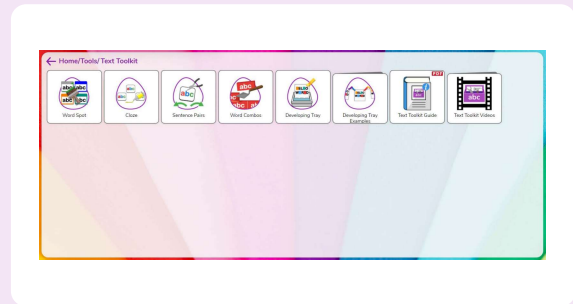
Unit: 6.7

Quizzing

Key Images



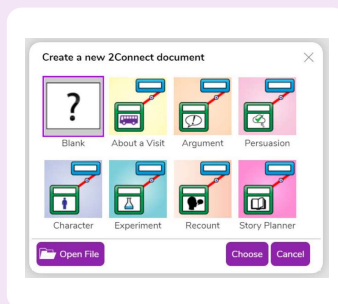
Create a quiz using 2Do It Yourself



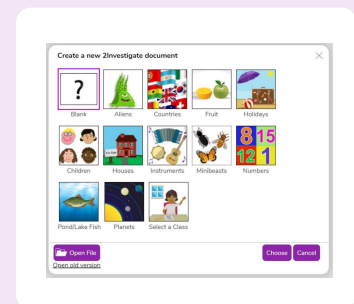
Create a quiz using Text Toolkit



Choose a question type in 2Quiz



Create a concept map from scratch (blank) or an existing template.



Create a blank database

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