

## 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

People who watch a performance or use a resource.

##### Audio

Sound (especially when recorded).

##### Case-Sensitive

Differentiating between capital and lower-case letters.

##### Clone

To make a complete copy of something.

##### 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).

##### Preview

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

##### Quiz

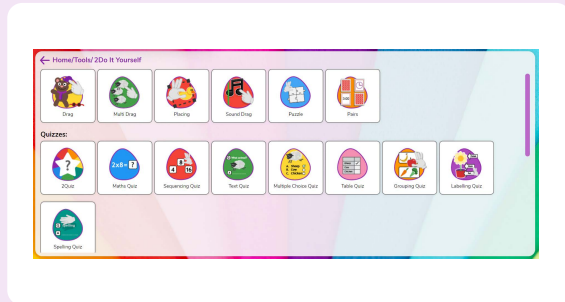
An activity in which participants answer questions and receive a score dependent upon correct answers.



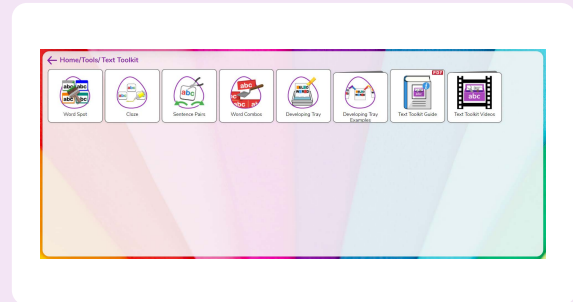
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## Quizzing

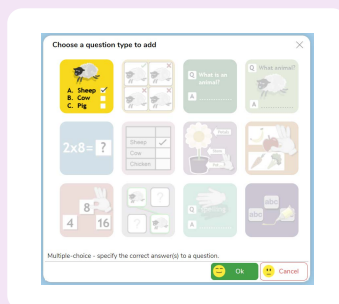
### Key Images



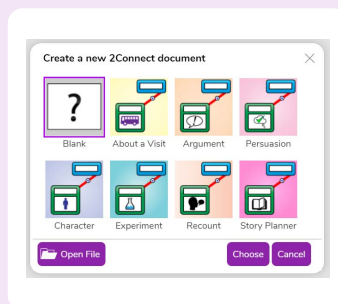
Create a quiz using 2Do It Yourself



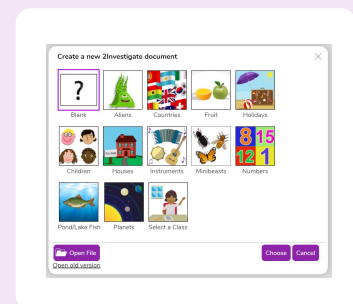
Create a quiz using Text Toolkit



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