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.
- Are you smarter than a 10- (or 11-) year-old? 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.
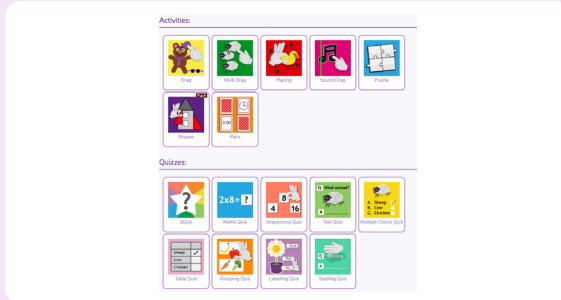
Quiz
a test of knowledge, especially as a competition between individuals or teams as a form of entertainment.

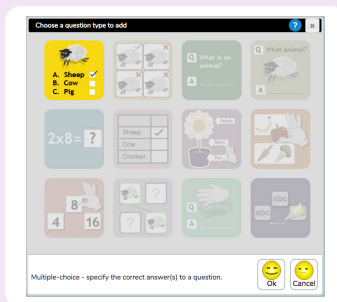**2simple**

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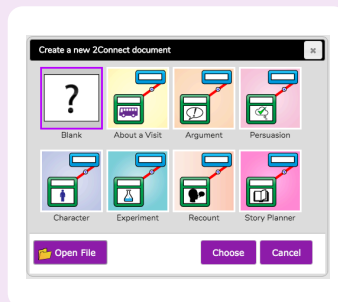
Key Images

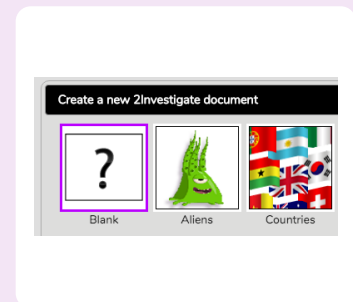Create a quiz using 2Do It Yourself

Create a quiz using Text Toolkit

Choose a question type in 2Quiz

Create a concept map from a blank or a 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

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