

Computing **Unit 6.7 - Quizzing** **Year 6**






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.

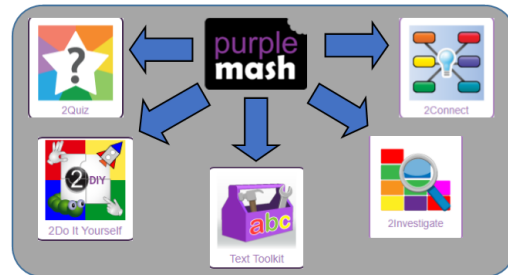
Key Vocabulary

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.

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 Resources



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	<ul style="list-style-type: none"> • 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