2Quiz User Guide

Contents

1 Introduction

2Quiz is a tool which allows both teachers and pupils to create their own quizzes.

2Quiz is also found within 2DIY which is a suite of tools for pupils and teachers to create their own activities and games.

Many of the quizzes used in Purple Mash were created using this tool.

Quizzes can contain questions of several different types; these are detailed in the following sections.

When you click on the 2Quiz icon, the launch screen will load, this gives you the option of launching the tool or setting it as a 2Do.
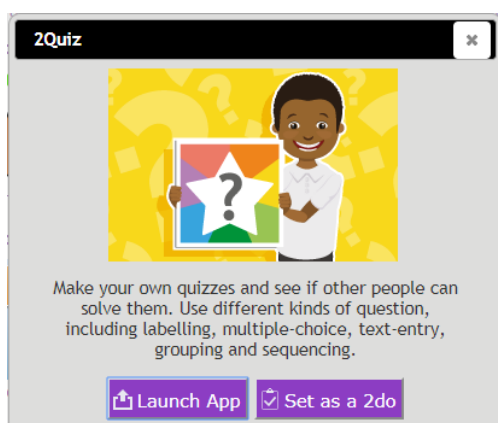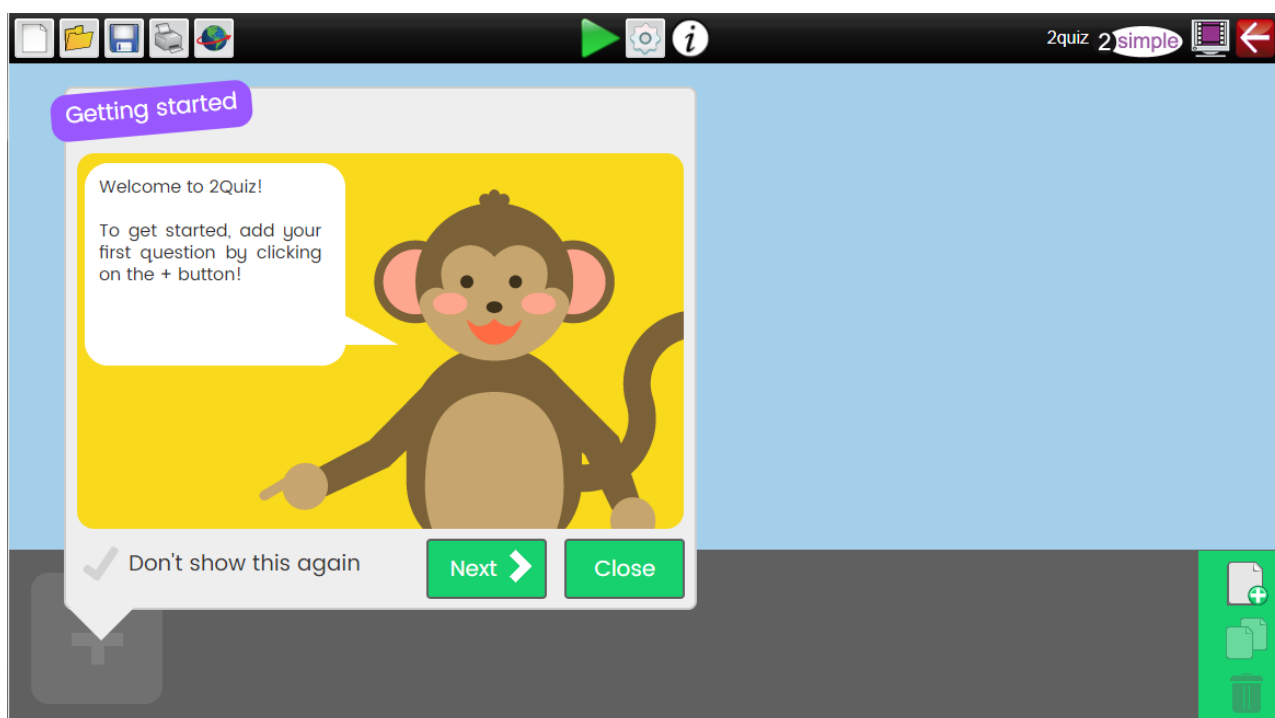
When you click on a pre-made quiz, the launch screen will load, this gives you the option of launching the pre-made quiz or setting it as a 2Do.
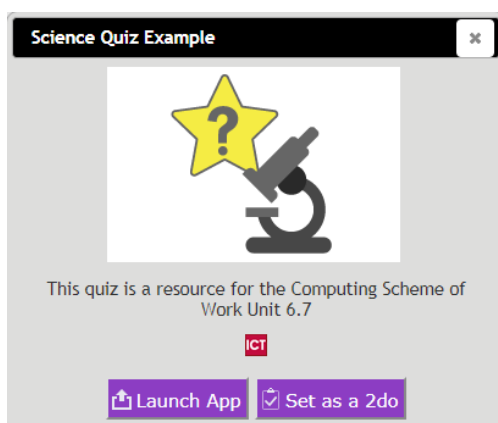
For more information about 2Dos see the 2Dos User Guide.

When you open 2Quiz, you will reach the following screen:

The monkey can give you a step-by-step guide to getting started. Click anywhere else on the page to dismiss the monkey. You can also open existing 2Quiz files from this screen.
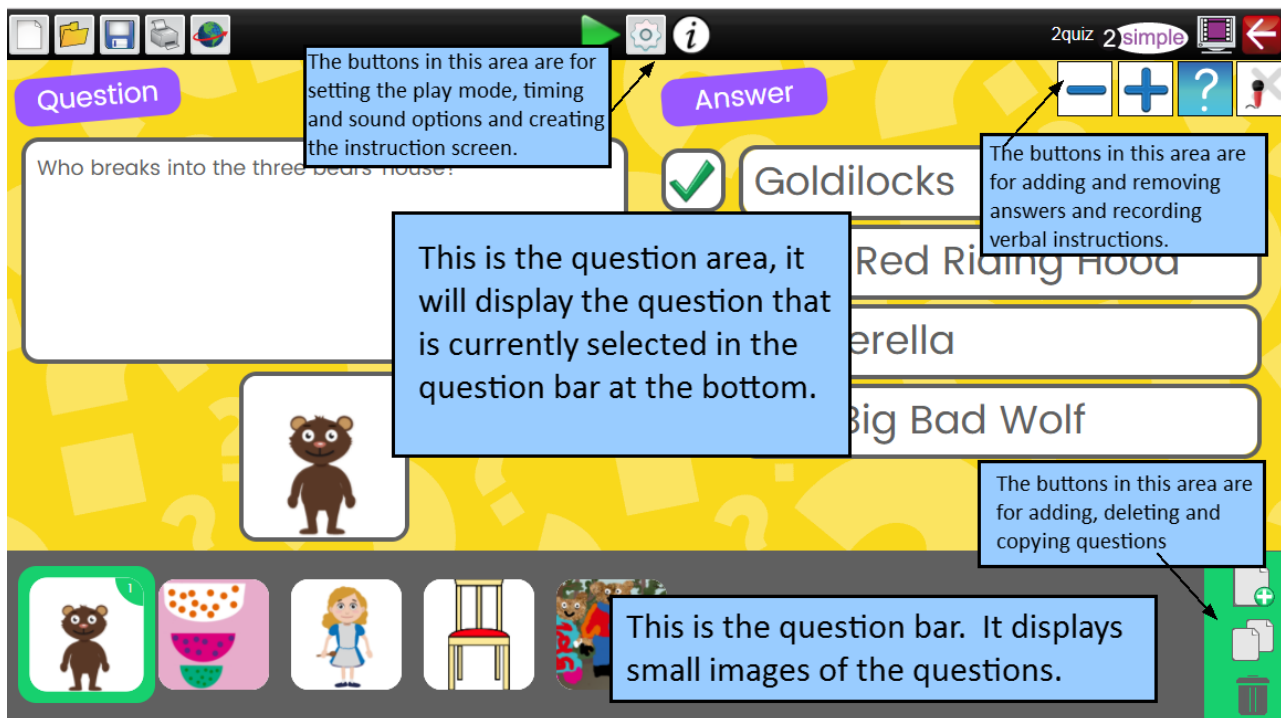
If you dismiss the monkey by accident you can get him back by clicking on the new file icon to begin again.

Once you have created a quiz and saved it, you will then be able to set it as a 2do for your pupils.

For more information about 2Dos see the 2Dos User Guide.

2 Creating Quizzes

The 2Quiz screen has different areas:

The buttons in this area are for setting the play mode, timing and sound options and creating the instruction screen.

The buttons in this area are for adding and removing answers and recording verbal instructions.

This is the question area, it will display the question that is currently selected in the question bar at the bottom.

The buttons in this area are for adding, deleting and copying questions

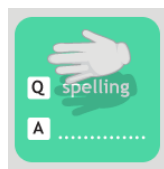This is the question bar. It displays small images of the questions.

To add a question, click on the Add Question button at the bottom of the screen. A quiz can have a maximum of 20 questions.
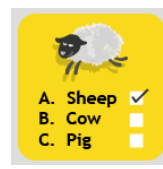
or

You will be presented with the different question types. Click on the links below for a detailed explanation of these types.
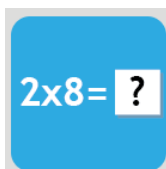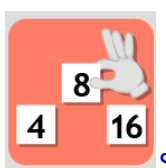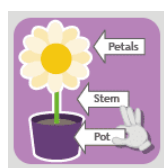
Maths Question

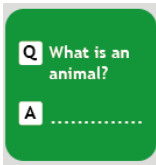Spelling Question

Multiple-Choice Question

Sequencing Question

Labelling Question

Image-based Question

Text-based Question   Grouping Question   Cloze Question

You can set a variety of Quiz modes to create different types of quizzes. See the Quiz Mode sections for details of these.

You can set up instructions, a title screen and timing options for your quiz as well as sounds that play depending upon whether a player has answered the question correctly or not. See the Creating Instruction Screens and Titles section.
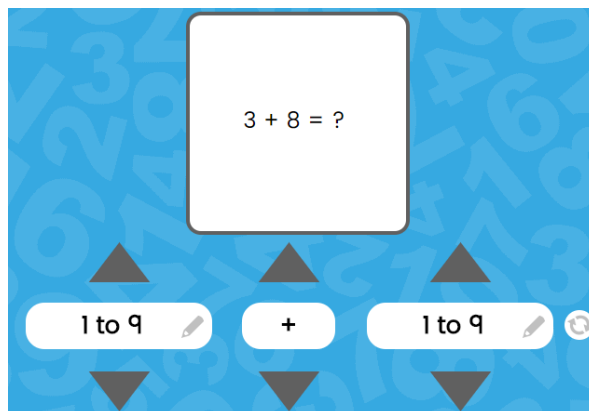
2.1 Maths Question
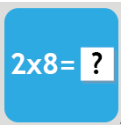
A maths question gives the option to create arithmetic questions using two integers and an operator.

You can choose from a variety of number ranges and an operation and will be given randomly selected numbers.

The randomise button will change these numbers to others that fit your selected criteria.
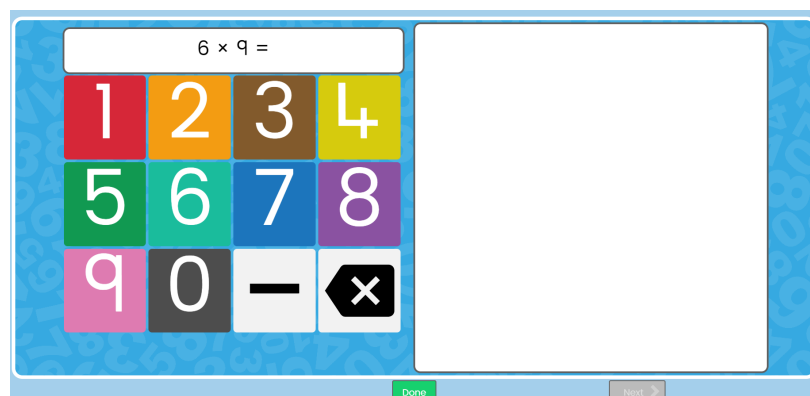
The clone question button will copy the question and ranges but will alter the numbers so you can create a maths quiz with several questions with ease.

You can also type in your own numbers if you wish.

You can change the background image for the numbers by clicking on it.
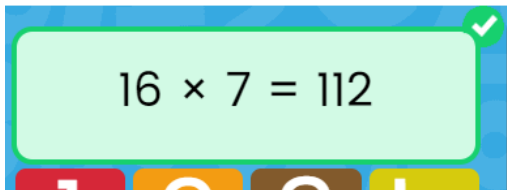
In Play mode, players use a keypad to enter the answers:

Feedback

Feedback will be given at different times depending upon the quiz mode that you select. See the Quiz Mode section for details of this.

In a maths question the feedback is as follows:

Correct

 accompanied by

Incorrect
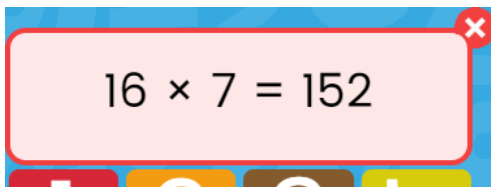
 accompanied by

2.2   Sequencing

Sequencing questions give you four options for the presentation of sequencing based questions:
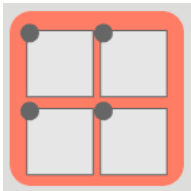
2 x 2 grid
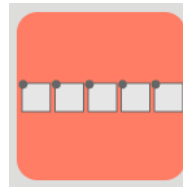
5 horizontal boxes
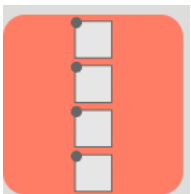
4 vertical boxes
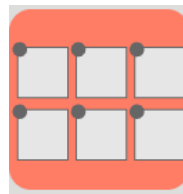
3 x 2 grid

You do not have to fill every box, only those that you insert content into will be presented to players in play mode. Select the layout that best suit the information that you wish to include.

Click each box in turn and add clipart, an image, text or free draw to create the content in the correct sequence:

Add some question text at the top to explain what to do.

You can also record a sound that will play when the question opens, this is particularly useful for recording spoken questions for younger children.

In play mode, players have to drag the boxes into the correct sequence.

Feedback

Feedback will be given at different times depending upon the quiz mode that you select. See the Quiz Mode section for details of this.

In a sequencing question the feedback is as follows:
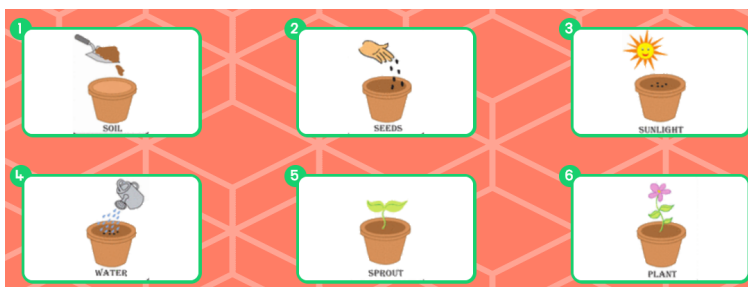
Correct

accompanied by

Incorrect
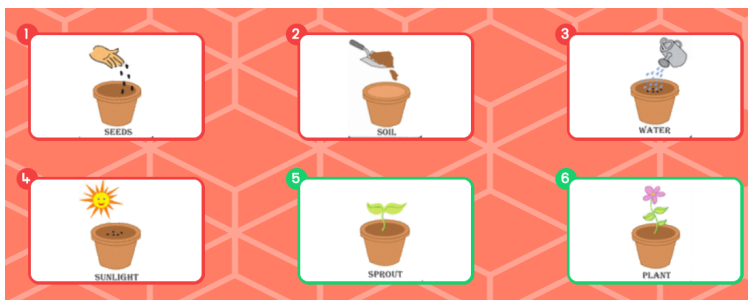
accompanied by

2.3   Text-based and Image-based

 These question types both enable the question author to write a question and the player to type an answer. The Image-based question also allows the author to add an image such as a graph or diagram which could be used in the question.

Type a question into the question box. Add the image (for image-based questions) by clicking on the blank square and then adding clipart, uploading an image from your computer or drawing a picture.

 You can also record a sound that will play when the question opens, this is particularly useful for recording spoken questions for younger children.

Type all acceptable answers into the answer box **separated by semi-colons**. You can also select whether answers should be case-sensitive or not.
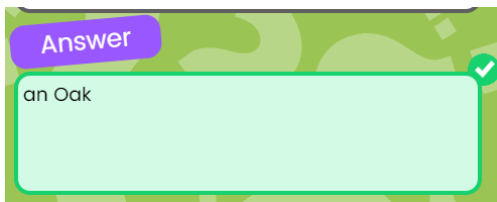
Feedback

Feedback will be given at different times depending upon the quiz mode that you select. See the Quiz Mode section for details of this.
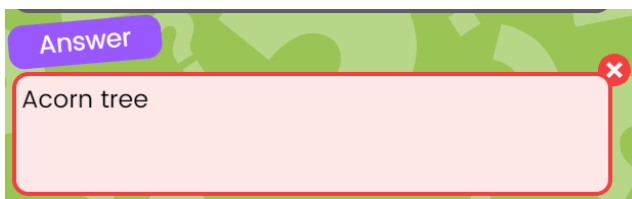
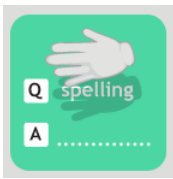In this question type the feedback is as follows:

Correct

 accompanied by
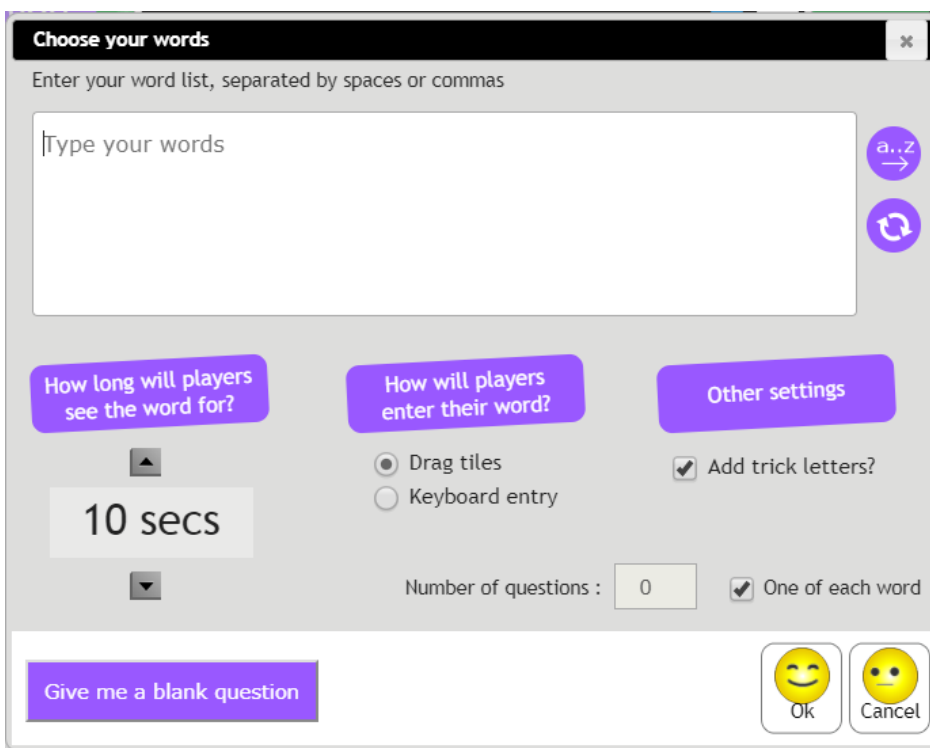
Incorrect

 accompanied by

2.4   Spelling

Spelling questions emulate the Look, Say, Cover, Write, Check model in a game format.

Players are presented with a word for a period of time selected by the author or player: dependent upon the game options chosen by the author. The word can also be recorded and spoken to the player. The word will then disappear and the player is required to spell the word.

Upon selecting this question type, the author will be presented with the options box:

- In the box at the top, you can enter a list of spelling words separated by spaces or commas, these will each be converted into a separate spelling question.

- You can order these words yourself or click on the alphabetical or random buttons to reorder them.
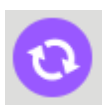
- Select how long each word should appear to the player. If '0 secs' is selected, you will need to record

the word spoken otherwise player will not know what to spell!

- Words can be entered by players either by typing on the keyboard or by dragging tiles into the play area to emulate a more multi-sensory approach. Tile entry also restricts players to using only the correct letters plus any 'trick' letters that are chosen.

  The tile styles include:

- In Other Settings, you can select whether to add some trick letters so children have to select the correct letters to use, from a wider choice. The trick letters are not completely random, they will include additional vowels and repeated letters from the correct word as well as some random letters.

- You can then select how many times to show each word.

- If you wish to make your own questions individually, then click the 'Give me a blank question' button.

Once the questions have been generated, you have further options to customise the questions individually if you wish.

 Use this button to select the type of animation by which the word to spell disappears.

 The default is an fun animal that eats the word

 The alternative is for the word to fade out slowly once the time has run out.

 Use this button to vary the timing on individual questions.

 Use this button to switch to different style tiles or to keyboard entry.

Use this button to record the word spoken.

There are also some additional options to select for when a quiz with spelling words is in play mode. These maximise the flexibility and usefulness of the quiz questions.

Select these options by clicking on the Intro Screen button . Most of the options on this screen are explained in the section Creating Instruction screens and titles but those specific to spelling questions are to be found in the box that appears in the top right:
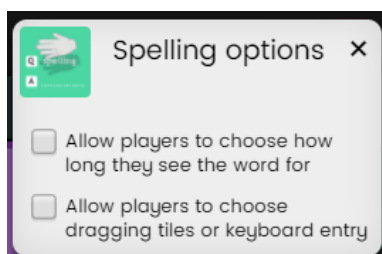
These options can give players choices about how to make use of the quiz. For example, they could shorten the time each day for a week until they are testing themselves with just the spoken words (if recorded). They could start by using tiles and therefore a restricted choice of letters and move onto keyboard entry as they become more familiar with the words.

Depending upon how these options are set by the author, players will be presented with the following screen when they open the quiz:
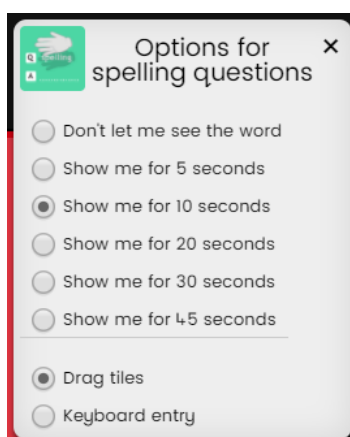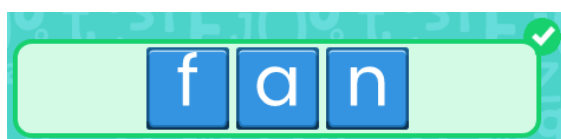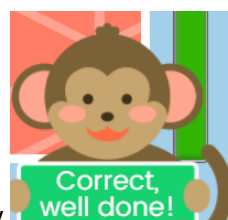
Feedback

Feedback will be given at different times depending upon the quiz mode that you select. See the Quiz Mode section for details of this.

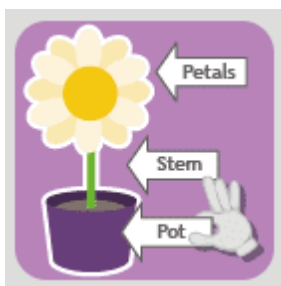In a spelling question the feedback is as follows:
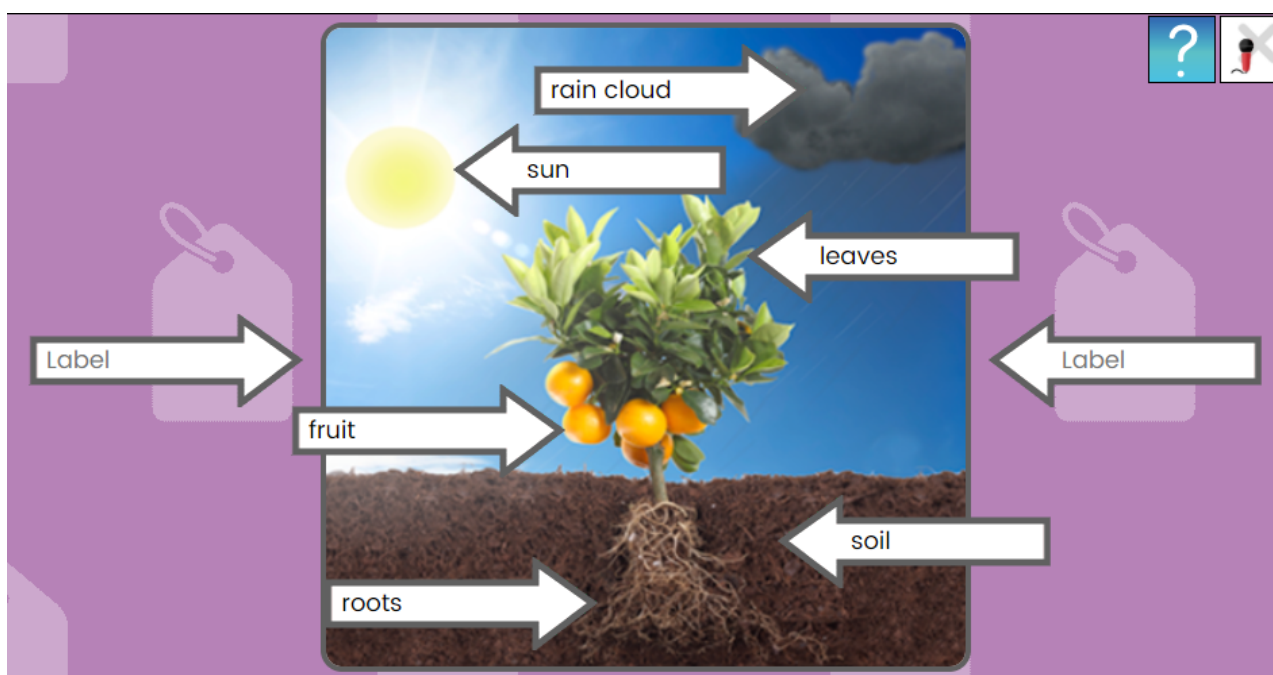
Correct

 accompanied by

Incorrect

 accompanied by

2.5   Labelling

 The labelling question allows you to add up to eight labels to an image in the centre of the page. Players drag the labels to the correct place.

Click on the image box to add the image which can be clipart, images uploaded from your device or images drawn using the painting tools.

Add text for the labels and drag them to the correct locations using the tip of the arrow to drag. Leave any labels that you don't require, blank.
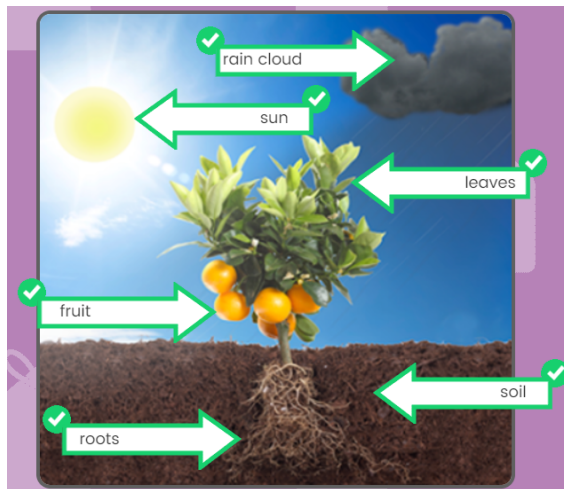
 You can also record a sound that will play when the question opens, this is particularly useful for recording spoken questions for younger children.

Feedback

Feedback will be given at different times depending upon the quiz mode that you select. See the Quiz Mode section for details of this.
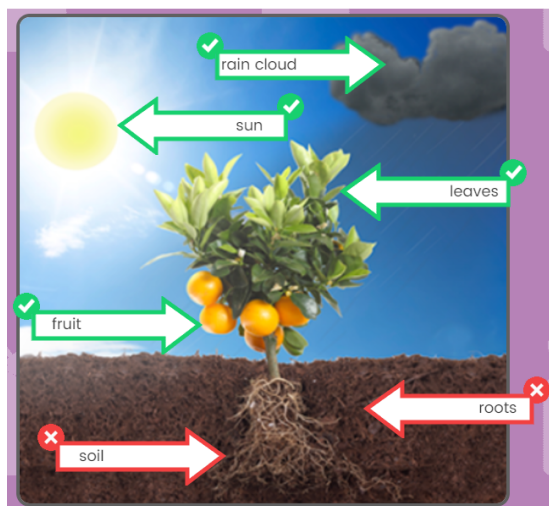
In a labelling question the feedback is as follows:

Correct

 accompanied by

Incorrect

 accompanied by

2.6 Grouping

There are four type of grouping question. In each type, images can be added into the empty boxes and the player is required to sort them in the specified way.

Two groups of two; in this layout there are four boxes to be sorted into two equal groups. Label the groups as required and add some question text.

Two groups of six; in this layout there are twelve boxes to be sorted into two equal groups. Label the groups as required and add some question text.
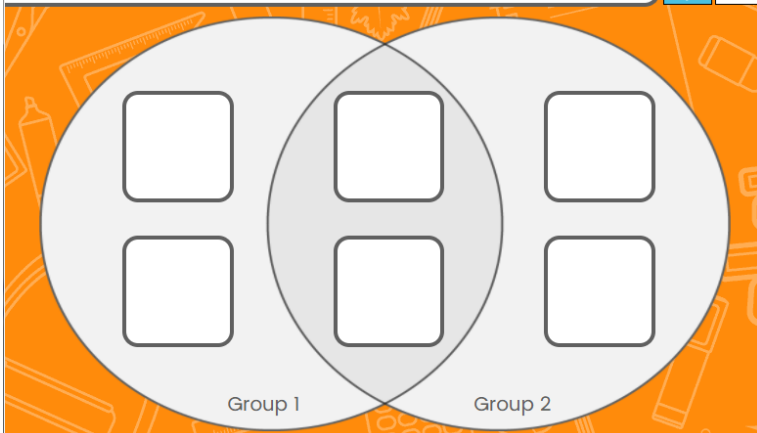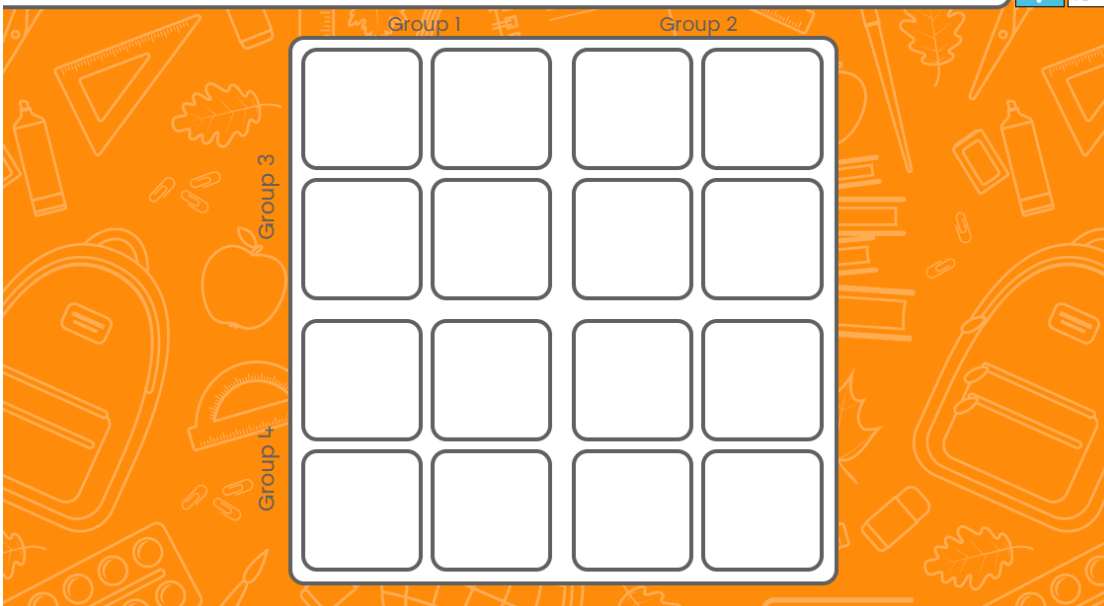
Venn diagram; in this layout there are six boxes to be sorted into a Venn diagram. Label the groups as required and add some question text.

Carroll diagram; in this layout there are 16 boxes to be sorted into a two by two Carroll diagram. Label the groups as required and add some question text.

You can also record a sound that will play when the question opens, this is particularly useful for recording spoken questions for younger children.

Feedback

Feedback will be given at different times depending upon the quiz mode that you select. See the Quiz Mode section for details of this.

In a grouping question the feedback is as follows:
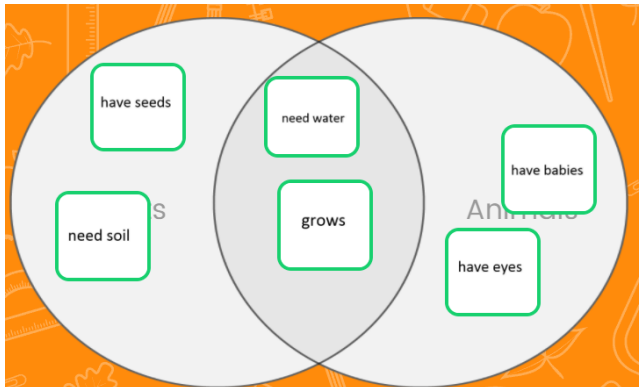
Correct

 accompanied by

Incorrect
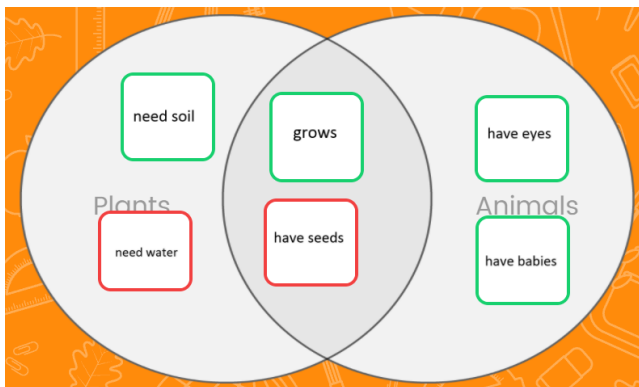
 accompanied by
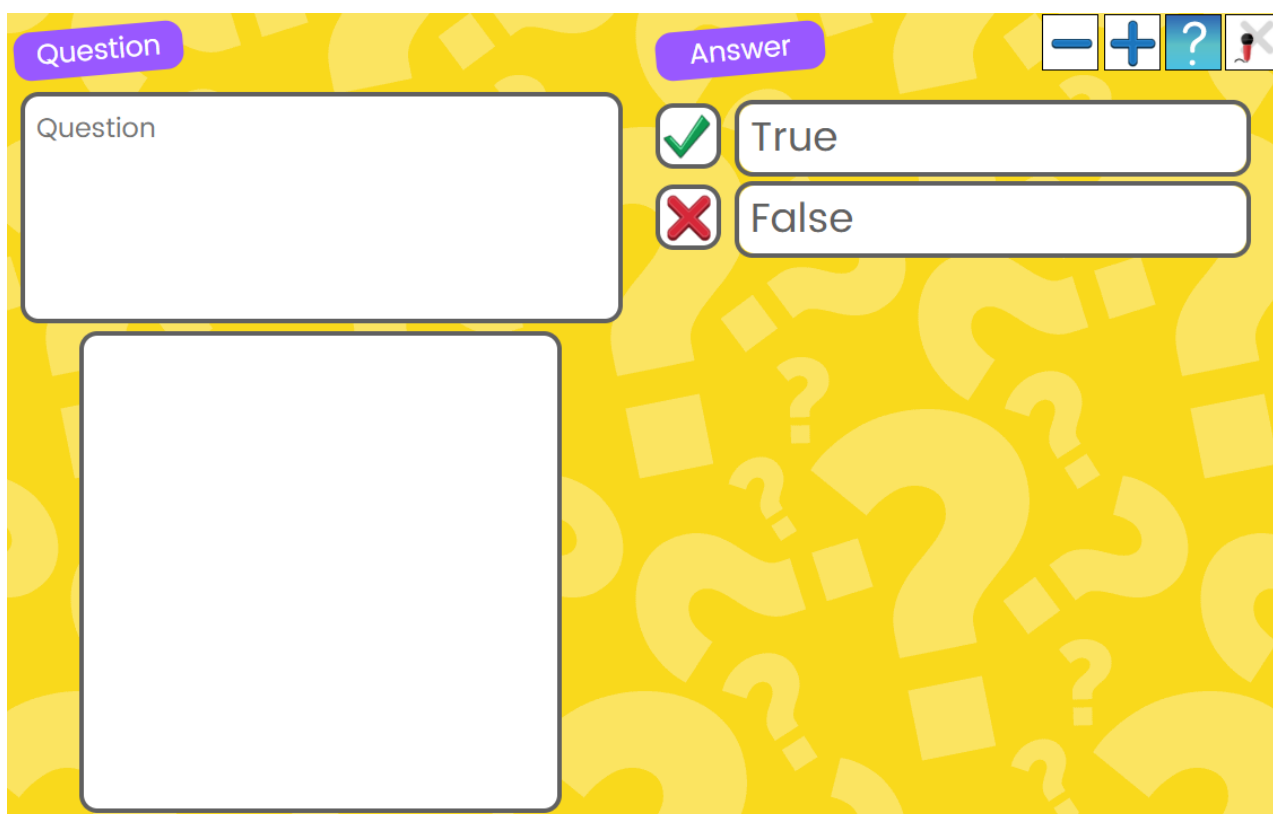
2.7   Multi Choice

In this question type, you have several options to create a multiple-choice question.

The opening screen looks like this

You can add question text and an image if you wish.

Click on these buttons to add and remove answer choices. There can be a minimum of two choices and maximum of five. Type the answers into the answer boxes and denote which are correct by clicking on the ticks/crosses. More than one answer can be required to get the answer right. If more than one answer is required, it is useful to say 'select all the correct answers' within the question text.

You can also record a sound that will play when the question opens, this is particularly useful for recording spoken questions for younger children.

Feedback

Feedback will be given at different times depending upon the quiz mode that you select. See the Quiz Mode section for details of this.

In a multiple-choice question question, a slider button appears and you can use this to display either the correct answers or your own answers:

Correct

Incorrect

All answers need to be correct to get the question right.

2.8 Cloze

The cloze question type can be used to create a question where the player has to drag text to fill a sentence or paragraph appropriately.

In the top box, add your sentence that will form the activity.

Instructions is an area for additional guidance and support for the activity.

Word selection buttons to determine which words need to be replaced within the activity. Highlight the word (or portion of a word such as a suffix) and then click one of these buttons.

Add or change the difficulty of the activity. Simple Mode provides a gap where the words need to be inserted, Hard Mode does not. Hard Mode also allows for more punctuation to be used as a missing 'word'

The **Trick Words** box allows you to add additional words for your pupils to select as the missing word.

Click on the + sign, type your word into the box and select OK.

These will then appear as a list.

Trick words T× ✚

losted	✖
loosing	✖
loose	✖
lost	✖
losing	✖

Use the 'X' to remove a word from this list.

Note: You can select punctuation as cloze 'words' and add in alternatives as 'Trick words'

In play mode, the question looks like this in **Simple Mode.**

You are my _____,
my only _____.
You make me _____
when skies are _____.

Instructions

Add the missing words to the song.

raincloud
angry
rainbow
happy
blue
grey
sunshine
sunshine
sad

And like this in **Hard Mode.**

You never
how much I .
Please do take my .

Instructions

Add the missing words to the song.

n't
please
sun
know
sunshine
away
notice
like
today
love
you

 You can also record a sound that will play when the question opens.

Feedback

Feedback will be given at different times depending upon the quiz mode that you select. See the Quiz Mode section for details of this.
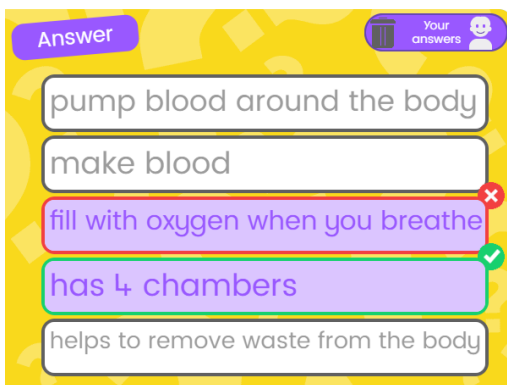
In a cloze question the feedback is as follows:
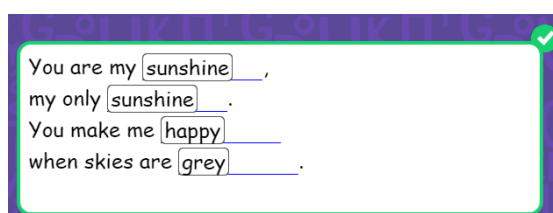
Correct
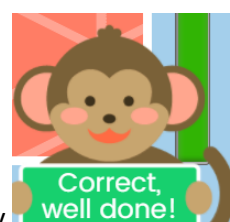
 accompanied by
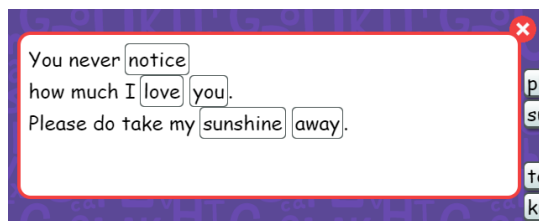
Incorrect

 accompanied by

2.9   Table

In a tabular question, answers can be in the form of text or tickboxes.

Sheep	✓
Cow	
Chicken	

There are three types of tables:

Type 1

| abc | abc |
| abc | abc |

Players must type the correct answers to complete the table. Type a question into the question box. Add headers and questions in the grey cells in the table. Add the correct answers in the white cells.

You can also add example answer(s) and lock them using the padlock symbol so that they can't be changed.

Question	
Question Header	**Answer Header**
Question	Answer
Question	Answer
Question	Answer

Click on these buttons to add and remove answer choices. There can be a minimum of one choice and maximum of eight. Type the answers into the white answer boxes.

You can also record a sound that will play when the question opens, this is useful for recording spoken questions for younger children.

Question

What is the root word for the words with suffixes in the table? (The first one has been done for you.)

Word	Root
swimming	swim
going	go
lying	lie
latest	late
happily	happy
happiness	happy
fastest	fast
nicer	nice

Type 2

Players must choose which option in the table is correct - only one column can be selected for each row.

Type a question into the question box. Add headers, questions and options to tick in the grey cells in the table.

You can also add an example answer and lock it using the padlock symbol so that it can't be changed.

Question Header	Option 1	Option 2
Question		
Question		
Question		

Click on these buttons to add and remove answer choices. There can be a minimum of one choice and maximum of eight. Type the answers into the white answer boxes.

You can also record a sound that will play when the question opens, this is useful for recording spoken questions for younger children.

Decide which of these are conductors or insulators.

Material	Conductor	Insulator
copper	✓	
paper		✓
polystyrene		✓
wood		✓
glass		✓
salt water	✓	
human body	✓	
steel	✓	

Type 3

Players must choose which option(s) in the table are correct - more than one can be selected for each row.

Type a question into the question box. Add headers, questions and options to tick in the grey cells in the table.

You can also add example answer(s) and lock them using the padlock symbol so they can't be changed.

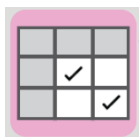| Question Header	Option 1	Option 2
Question		
Question		
Question		

Click on these buttons to add and remove answer choices. There can be a minimum of one choice and maximum of eight. Type the answers into the white answer boxes.

You can also record a sound that will play when the question opens, this is useful for recording spoken questions for younger children.

Decide which are true for the numbers below

Number	Square number	Cube number
4	✓	
8		✓
12		
16	✓	✓
25	✓	
30		
64		✓
729	✓	✓

Feedback

Feedback will be given at different times depending upon the quiz mode that you select. See the Quiz Mode section for details of this.

In this question type the question is correct only if ALL the answers within the table are correct. Each line of the table will be individually marked to provide feedback such as this example:

3 Quiz Mode

The Quiz Mode is selected by clicking on the [ ] button.

There are four modes, click on the sections below for more details:

Quick Quiz Mode

Mystery Mode

Test Mode

Game Show Mode

3.1   Quick Quiz Mode

In Quick Quiz mode, the player has to attempt each question in order. They click on the [Done] button and are given immediate feedback.

The question numbers at the top will be coloured to show the results so far:

They then click on the [Next ➤] to move onto the next question.

At the end of the quiz, they are presented with their final score and the option to try again.
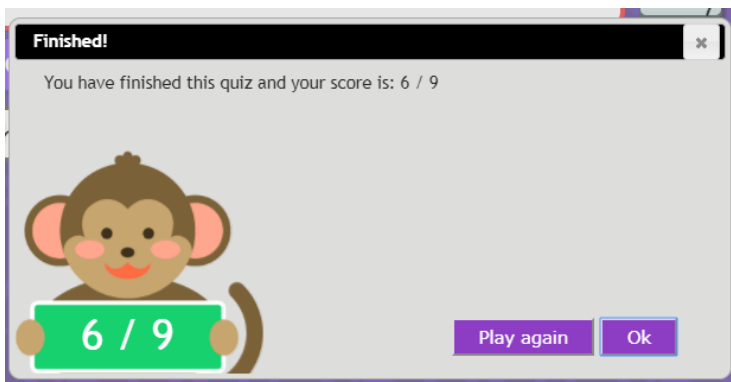
If they click 'OK' they can look at their answers again using the question number bar at the top.

 Click the reset button to attempt the quiz again; this will not overwrite the original score.

3.2 Test Mode

Test mode is designed to emulate a traditional test and can be used for assessment purposes. In Test mode, the player can use the question numbers at the top

 or the and

buttons to move through the questions and attempt them in any order. As answers are inserted the question numbers will become shaded so the player can see which questions they have not answered yet.

The timer at the right-hand side indicates how much time the player has remaining.

Once they have completed the test, they click on the button to submit their answers.

They are presented with their final score and the option to try again. If they click 'OK' they can look at their answers again to get feedback using the question number bar which will now show them which answers were correct and incorrect.

Finished!

You have finished this quiz and your score is: 6 / 9

6 / 9   Play again   Ok

 Click the reset button to attempt the quiz again; this will not overwrite the original score.

3.3   Mystery Mode

Mystery mode is fun for whole class quizzes particularly. In Mystery mode, the player(s) can use the

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨

question numbers at the top   or the

❮ Back   and   **Next ❯**   buttons to move through the questions and attempt them in any

order. As answers are inserted the question numbers will become shaded so the player can see which
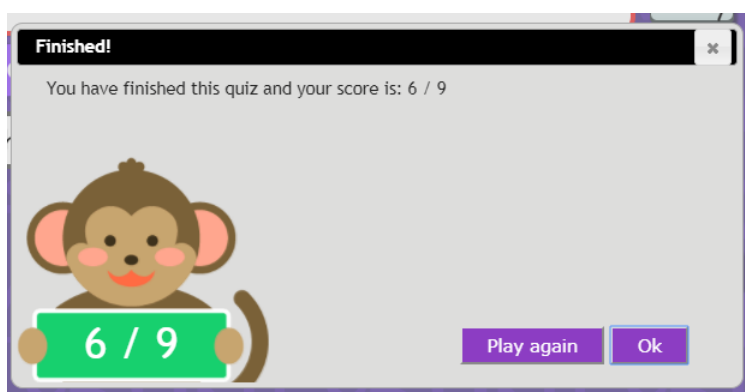
questions they have not answered yet.

① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨

The timer at the right-hand side indicates how much time the player(s) has/have remaining.

Once they have completed the test, they click on the   **Check all ✅**   button to submit their answers.

They are presented with their final score but no indication of which answers were correct or incorrect.

At this point the timer will pause.

Scores
Your score is: 2 / 9
See if you can get them all next time!

2 / 9   Ok
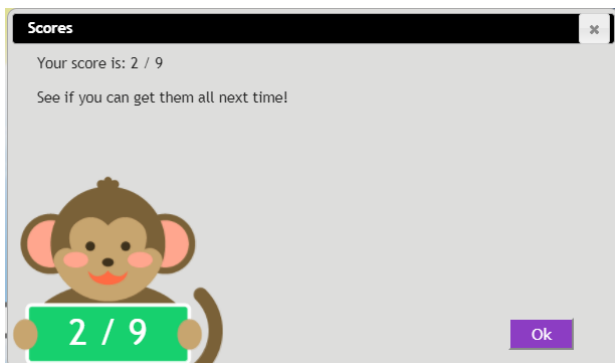
Click 'OK' and use the question numbers at the top to reattempt questions. Then click   **Check all ✅**

again. Can all the correct answers be found before the time runs out?

You could split pupils into teams and see if one team can improve on another's score.

3.4   Game Show Mode

Game Show mode is designed to emulate a fun game show and is ideal for whole class teaching where you split the class into teams.

The questions are arranged on a Game Show board and you have the option to display thumbnails of the questions themselves to provide a hint:
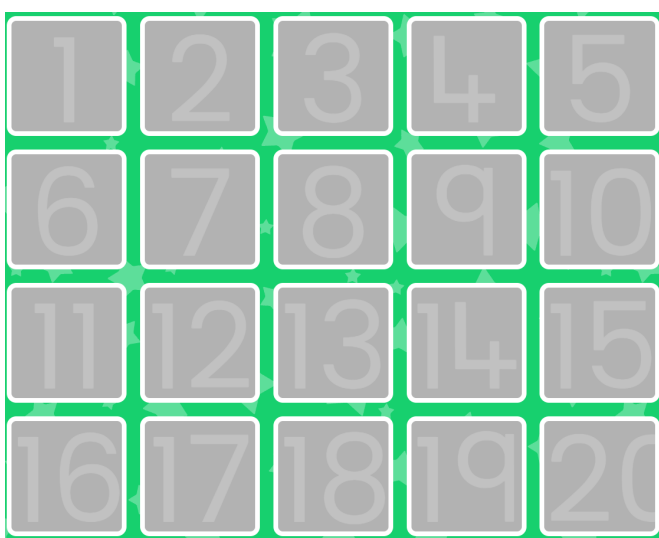
No Thumbnails

With Thumbnails

Players click on a question to be presented with that question. If they get it correct they are presented with a choice of colours to mark it in their team's colour.

The square for that question on the playing board will then get coloured that colour. This way the board gets coloured in as the questions are correctly answered.

The button shows you the score information for the game show.

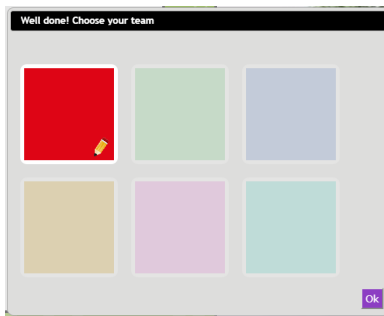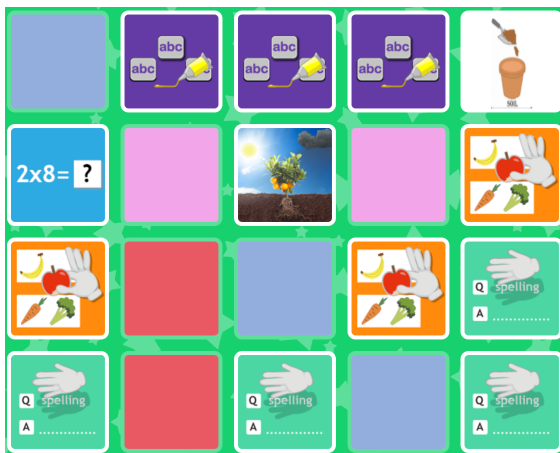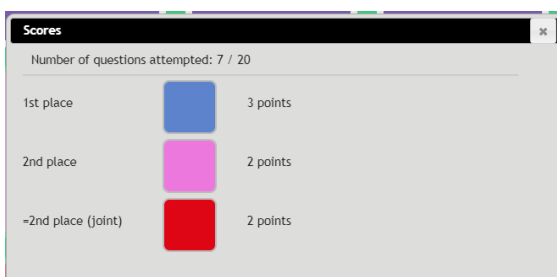
The timer will count down as the game continues though it will pause when the team colour is being picked.

Perhaps you could play with the aim of getting the most questions right for the team or aiming to make a pathway of your team colour across the board and block the other teams.

You could make up your own rules about bonuses and stealing another team's turn if they answer incorrectly or get the children to host a game show based upon popular game shows on TV.

4 Creating Instruction Screens and Titles

Click on the [i] button so set up an Instruction screen.
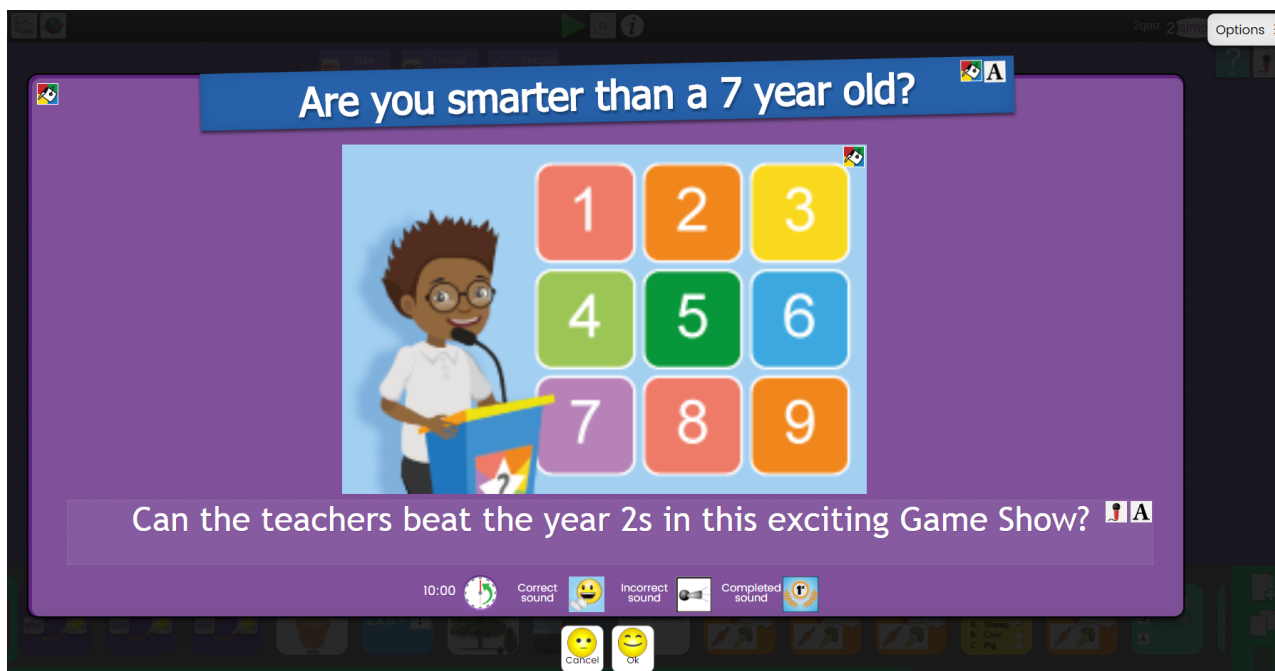
Click in the text areas to add a title and instructions as required. Click on the central box to upload an image or use clipart.
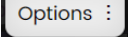
Use the [image], [A] and [mic] to change the background colours, text fonts and size and to add a recorded instruction.
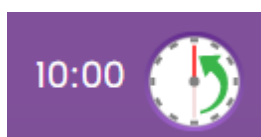
 Allows you to set the time limit for the quiz.
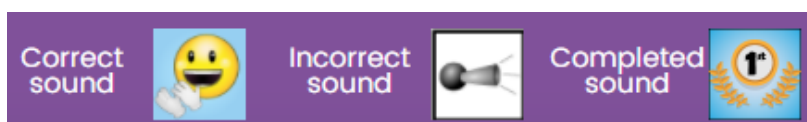
 buttons allow you to set the sound effect that plays when you get a question correct or incorrect and a sound for the end of the quiz. Default sounds are pre-set for your convenience.

Quizzes that contain spelling questions have additional [Options ⋮], these are detailed in the Spelling section. Click OK when you are done.

5 Saving and Sharing Quizzes

Quizzes that you have made can be saved and shared as 2Dos like any other resource. Teachers can then go into the submitted 2Dos to see how individual children responded.

Save the quiz and then click on the for sharing options.

For further details about Share Links see the guide at Share Link User Guide.

For further details about 2Dos, see the manual at 2Dos User Guide.

There is also a brief guide to setting a quiz as a 2Do within the 2Quiz help videos which are accessed by

clicking on the button within 2Quiz.

6 Quiz Scoring

Players' scores on quizzes set as 2Dos will be saved on the database.

Once they finish a quiz they will be informed that their 2Do has been saved and they will not be able to redo it unless the teacher sets it as a redo.
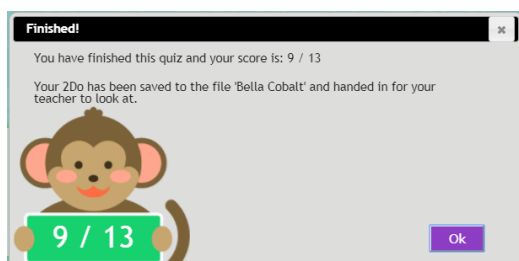
 Teachers can then go into the submitted 2Dos and open the quizzes to see how individual children responded to each question.
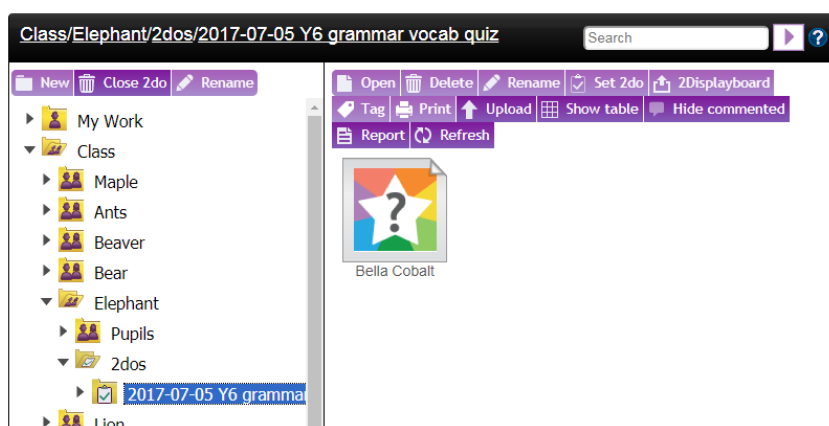
 Teachers can also use the Scores Report to assess their class.

This produces a colour-coded excel file in which you can easily see which pupils excelled or struggled and you can pin-point the questions that many pupils struggled with.

In the following report, you can see that Lacey is struggling and Jessica has done particularly well. All children struggled with questions 1, 2 and 5 so need practice of the areas that these questions covered. Hovering over the small red triangles in the top right corners of cells will expand the detail further and show how pupils answered and what they should have answered.

		2Quiz (2Do: 'Y6 grammar vocab quiz')	
3	Applications:	**2quiz**	
4	Run For:	**Elephant (Class)**	
5	For The Period:	**All Stats**	
6			
7			2Quiz (2Do: 'Y6 grammar vocab quiz')
8			Latest Score	Earliest Score

			Latest Score	Earliest Score
9	Bella Cobalt	Elephant	Score : 9/13 (69%) Questions correct: Q1,Q3,Q4,Q7,Q8,Q9,Q10,Q11,Q13 Questions incorrect: Q2,Q5,Q6,Q12 Time taken(seconds): 184	Score : 9/13 (69%) Questions correct: Q1,Q3,Q4,Q7,Q8,Q9,Q10,Q11,Q13 Questions incorrect: Q2,Q5,Q6,Q12 Time taken(seconds): 184
10	Elsie Chlorine	Elephant	Score : 9/13 (69%) Questions correct: Q3,Q4,Q7,Q8,Q9,Q10,Q11,Q12,Q13 Questions incorrect: Q1,Q2,Q5,Q6 Time taken(seconds): 168	Score : 9/13 (69%) Questions correct: Q3,Q4,Q7,Q8,Q9,Q10,Q11,Q12,Q13 Questions incorrect: Q1,Q2,Q5,Q6 Time taken(seconds): 168
11	Emily Lithium	Elephant	Score : 9/13 (69%) Questions correct: Q3,Q4,Q7,Q8,Q9,Q10,Q11,Q12,Q13 Questions incorrect: Q1,Q2,Q5,Q6 Time taken(seconds): 181	Score : 9/13 (69%) Questions correct: Q3,Q4,Q7,Q8,Q9,Q10,Q11,Q12,Q13 Questions incorrect: Q1,Q2,Q5,Q6 Time taken(seconds): 181
12	Eva Aliminium	Elephant	Score : 9/13 (69%) Questions correct: Q3,Q4,Q6,Q7,Q8,Q9,Q10,Q11,Q13 Questions incorrect: Q1,Q2,Q5,Q12 Time taken(seconds): 142	Score : 9/13 (69%) Questions correct: Q3,Q4,Q6,Q7,Q8,Q9,Q10,Q11,Q13 Questions incorrect: Q1,Q2,Q5,Q12 Time taken(seconds): 142
13	Jessica Nirogen	Elephant	Score : 10/13 (77%) Questions correct: Q3,Q4,Q6,Q7,Q8,Q9,Q10,Q11,Q12,Q13 Questions incorrect: Q1,Q2,Q5 Time taken(seconds): 171	Score : 10/13 (77%) Questions correct: Q3,Q4,Q6,Q7,Q8,Q9,Q10,Q11,Q12,Q13 Questions incorrect: Q1,Q2,Q5 Time taken(seconds): 171
14	Lacey Arsenic	Elephant	Score : 6/13 (46%) Questions correct: Q3,Q4,Q7,Q8,Q10,Q13 Questions incorrect: Q1,Q2,Q5,Q6,Q9,Q11,Q12 Time taken(seconds): 101	Score : 0/13 (0%) Questions correct: [none] Questions incorrect: Q1,Q2,Q3,Q4,Q5,Q6,Q7,Q8,Q9,Q10,Q11,Q12,Q13 Time taken(seconds): 4
15	**Summary**		Average score: 66.5%	Average score: 58.83%

		Legend	
16			
17			
18		**Legend**	
19	Red	Pupils who scored less than < 25%, and questions that were answered correctly by less than 25% of pupils	
20	Orange	Pupils who scored between 25% and 50%, and questions that were answered correctly by at least 25% of pupils	
21	Yellow	Pupils who scored between 50% and 75%, and questions that were answered correctly by at least 50% of pupils	
22	Light green	Pupils who scored between 75% and 90%, and questions that were answered correctly by at least 75% of pupils	
23	Dark green	Pupils who scored greater than 90%, and questions that were answered correctly by at least 90% of pupils	
24			