# 2Quiz User Guide
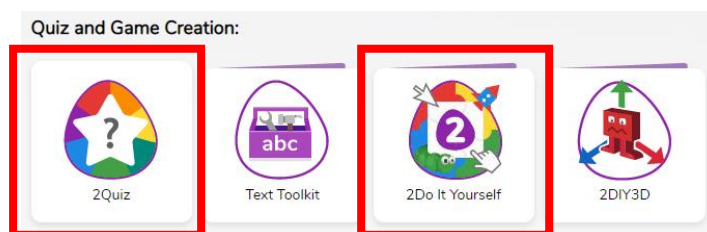
# Contents

# 1 Introduction



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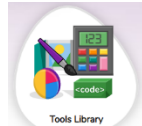


2Quiz can be found in the 'Tools Library' in the 'Quiz and Game Creation' section, and within '2Do It Yourself', which is a suite of tools for students and teachers to create their own activities and games.



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.
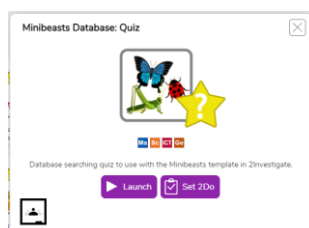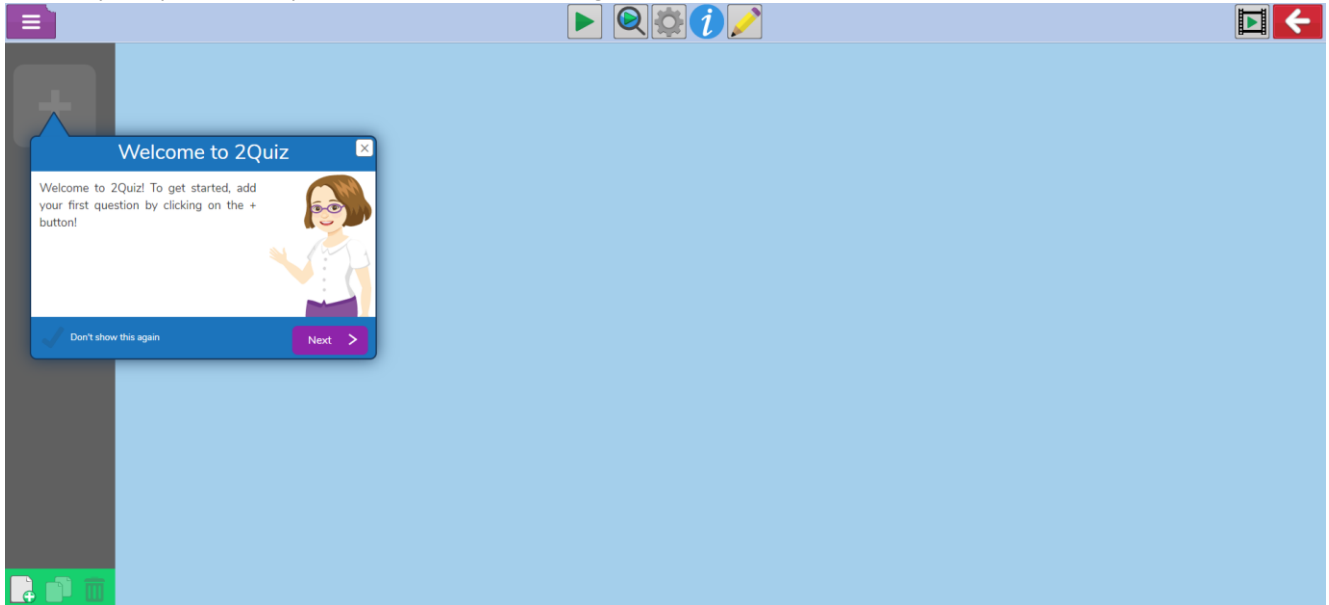


For more information about 2Dos see the 2Dos User Guide.

**Need more support? Contact us:**

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



The Welcome to 2Quiz Tour can give you a step-by-step guide to getting started. Click the cross on the dialogue or anywhere on the page to dismiss this tour. You can also open existing 2Quiz files from this screen.

If you dismiss the tour by accident, you can get this 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 students.
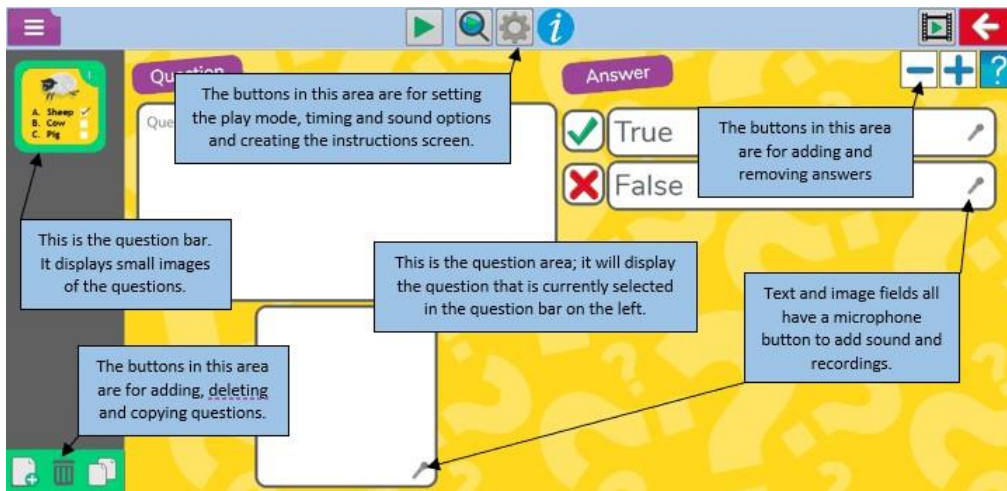
For more information about 2Dos see the 2Dos User Guide.

# 2 Creating Quizzes

The 2Quiz screen has different areas:



To add a question, click on the Add Question button.
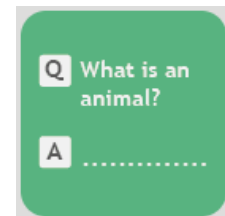


or

A quiz can have a maximum of 32 questions.

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



Multiple Choice Question

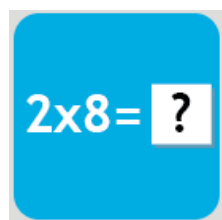

Multiple Choice Image Question



Text based question



Image based question
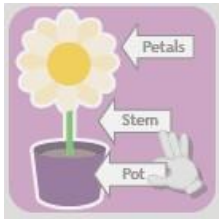


Maths Question



Tabular Question

**Need more support? Contact us:**
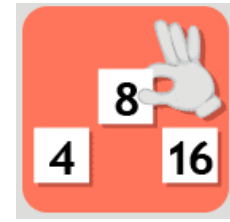
Tel: +61 (0) 380 015 024 l Email: support@2simple.com.au l Twitter: @2simpleAus

Labelling Question



Grouping Question



Sequencing Question



Linking Question



Spelling Question



Close Question

By clicking on the  icon, you can set a variety of quiz modes to create different types of quizzes. See the Quiz Mode sections for details of these.
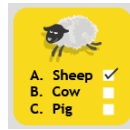
By clicking on the  You can set up instructions, a title screen and timing options for your quiz as well as sounds that play depending upon whether a player has answered the question correctly or not. See the Creating Instruction Screens and Titles section.
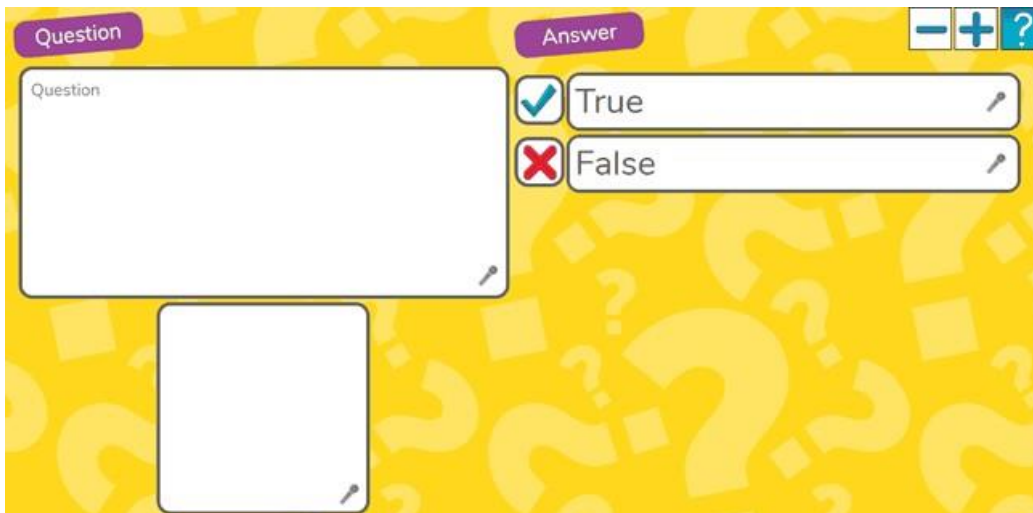
## 2.1  Multi Choice



The Multiple Choice question type allows you to create a question that has multiple answer choices. The Multiple Choice question creation screen looks like this -
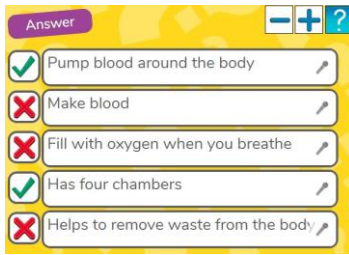


Add a written question in the 'Question' box. You can also record yourself reading the question by clicking on the microphone button.

Add an image in the image box beneath the question. In play mode, this image can be clicked to enlarge it. You can also record audio for the image by clicking on the microphone button.
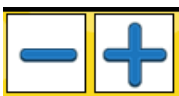


Use the minus and plus buttons to add and remove answer choices. There can be a minimum of two choices and maximum of five. Type the answers into the answer boxes and denote which are correct by clicking on the ticks/crosses. More than one answer can be required to get the answer right.

Important: If more than one answer is required, it is useful to say 'select all the correct answers' within the question text.
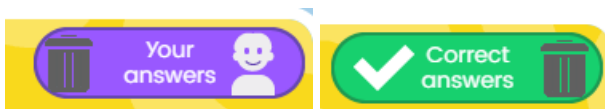
By clicking on the microphone icon on text and image fields, you can record a sound that will play when student clicks the microphone icon in play mode. This is particularly useful for recording spoken questions for younger children.
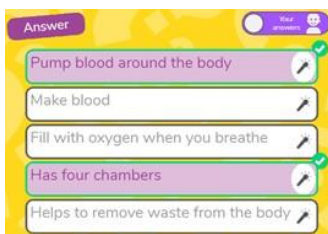
## Feedback

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

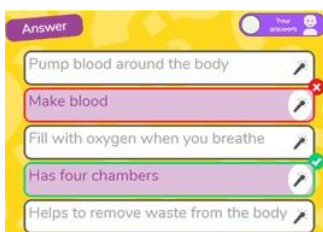In a multiple-choice question, a slider button appears, and you can use this to display either the correct answers or your own answers:



**Correct**



**Incorrect**



In a Multiple Choice question where there are multiple correct options, all answers need to be answered correctly to get the question right.
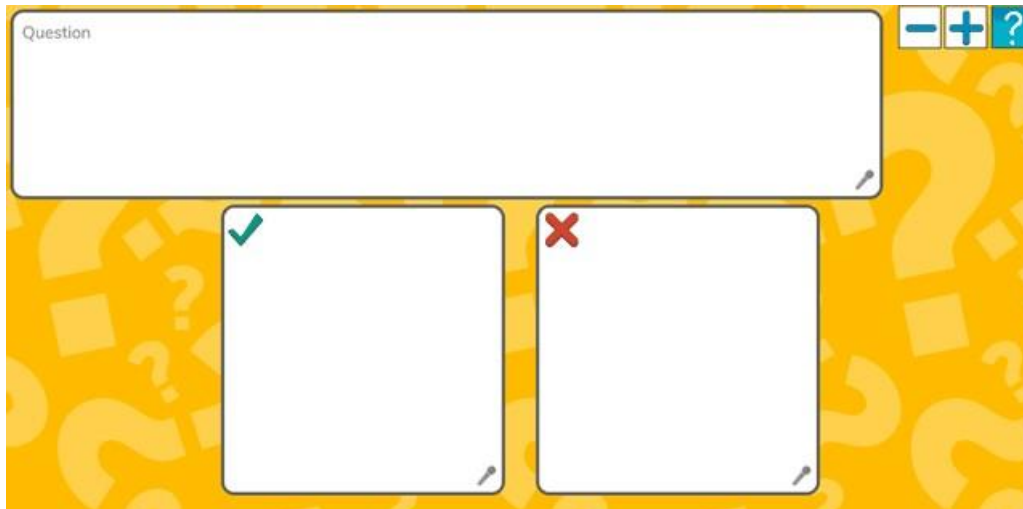
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## 2.2   Multiple Choice Image Question



The Multiple Choice Image question type allows you to create a question that has multiple image answer choices. The Multiple Choice Image question creation screen looks like this-



Add a written question in the 'Question' box. You can also record yourself reading the question by clicking on the microphone button.

Add images in the image boxes beneath the question. You can also record audio for the images by clicking on the microphone button.



Use the minus and plus buttons to add and remove image answer choices. There can be a minimum of two image choices and maximum of eight.

To add an image in the image answer box, click on them. This will present a paint window which allows you to draw or add images.
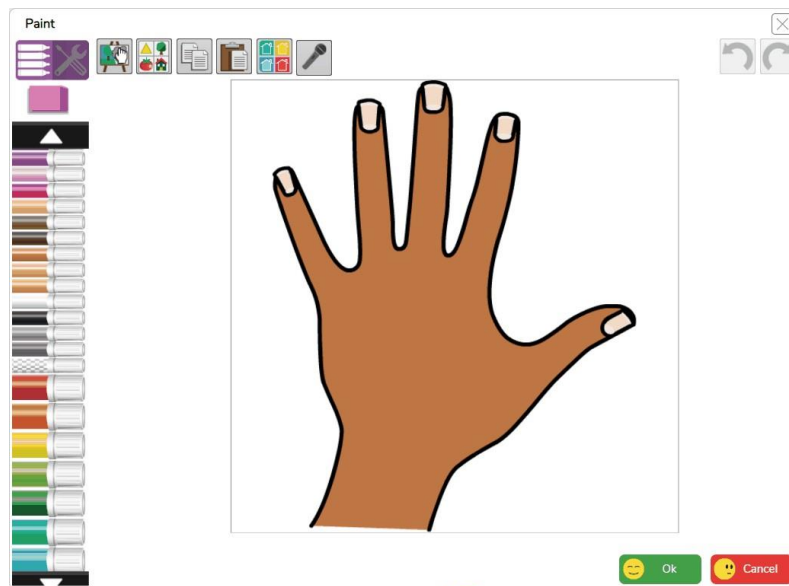


Ensure that answer boxes have images added. Then denote which are correct by clicking on the ticks/crosses. More than one answer can be required to get the answer right.



Important: If more than one answer is required, it is useful to say 'select all the correct answers' within the question text.

By clicking on the microphone icon on text and image fields, you can record a sound that will play when

student clicks the microphone icon in play mode. This is particularly useful for recording spoken questions for younger children.

You can reorder the images by clicking on the image box. When selected, arrows display on the left and right of the box. Click these arrows to reorder the images.
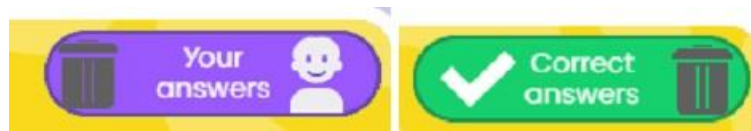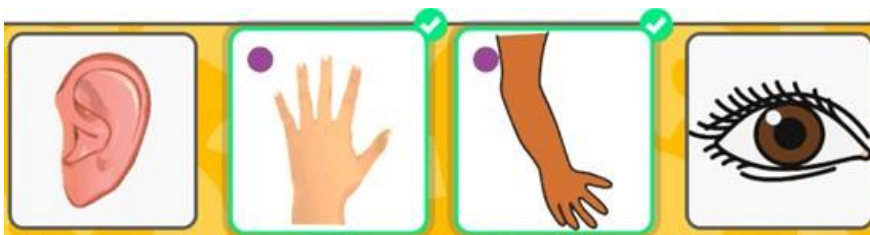
# Feedback

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



**Correct**



**Incorrect**



In a Multiple Choice image question where there are multiple correct options, all answers need to be answered correctly to get the question right.

## 2.3 Text-based question



The Text-based question type allows you to write a question and the that requires a typed answer.



Type a question into the question box.

 By clicking on the microphone icon on text and image fields, you can record a

sound that will play when student clicks the microphone icon in play mode. 

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:
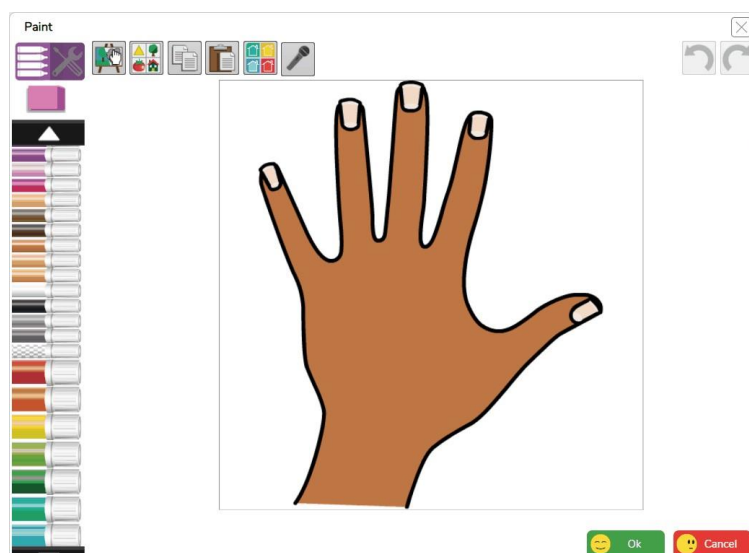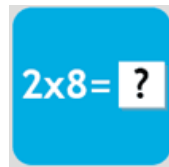
**Correct**



**Incorrect**

## 2.4 Image-based question

The Image-based question type allows you to write a question and the that requires a typed answer. The Image-based question type also allows you 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 by clicking on the blank square and then adding clipart, uploading an image from your computer or drawing a picture.

By clicking on the microphone icon on text and image fields, you can record a sound that will play when

student clicks the microphone icon in play mode.

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**



**Incorrect**

## 2.5  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.
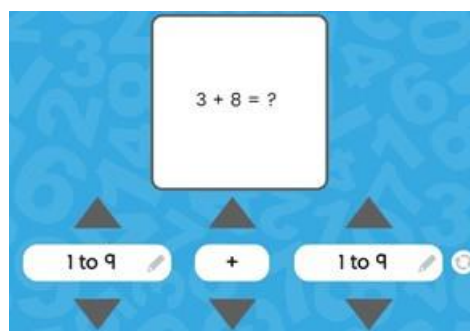


The randomise button will change these numbers to others that fit your selected criteria.
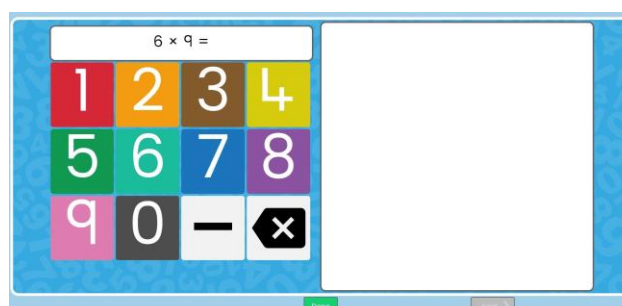
The clone question button will copy the question and ranges but will alter the numbers so you can

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 the large square question box.

In Play mode, players use a keypad to enter the answers:
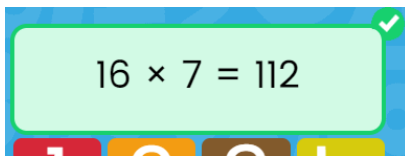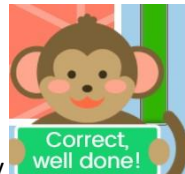


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## Feedback

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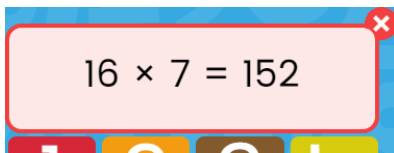
In a maths question the feedback is as follows:

**Correct**

 accompanied by 

**Incorrect**

 accompanied by

## 2.6 Tabular



In a tabular question, answers are entered in a table in the form of text or tick boxes.

There are three types of tables:

### Type 1



The Text Entry Tabular Question type allows you to type a question into the question box.

Add headers into 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.

In play mode, students must type their answer into the white cells.

| Question Header | Answer Header |
| --- | --- |
| Question | Answer 🔒 |
| Question | Answer |
| Question | Answer |

Click on the minus and plus buttons to add and remove rows in the table.
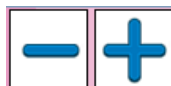
There can be a minimum of one choice and maximum of eight.



By clicking on the microphone icon on a question field, you can record a sound that will play when student
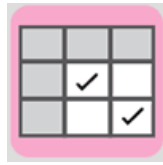
clicks the microphone icon in play mode.          This is particularly useful for recording spoken questions for

younger children.

## Type 2



The Single Selection Tabular Question type allows you to type a question into the question box.

Add headers into 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.



In play mode, students must choose which option in the table is correct - only one column can be selected for each row.

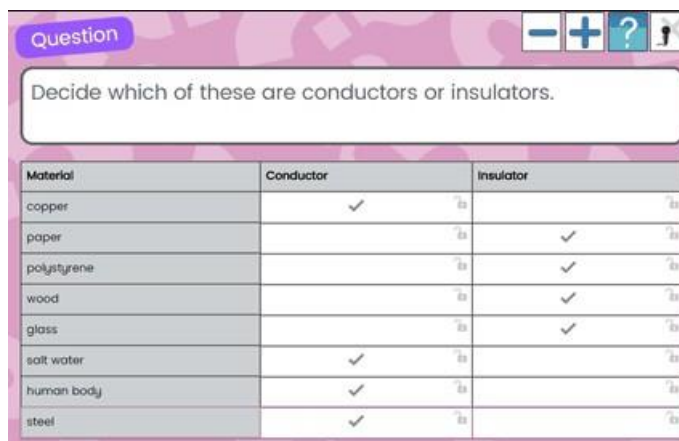Click on the minus and plus buttons to add and remove rows in the table.

There can be a minimum of one choice and maximum of eight.



By clicking on the microphone icon on question field, you can record a

sound that will play when student clicks the microphone icon in play mode.

This is particularly useful for recording spoken questions for younger children.

## Type 3
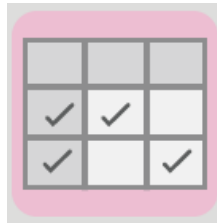


The Multiple Selection Tabular Question type allows you to type a question into the question box.

Add headers into 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.



In play mode, students must choose which options in the table are correct - multiple columns can be selected for each row.

Click on the minus and plus buttons to add and remove rows in the table.

There can be a minimum of one choice and maximum of eight.



## 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:
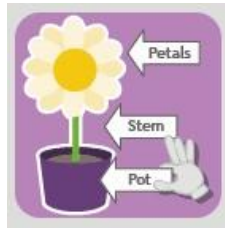


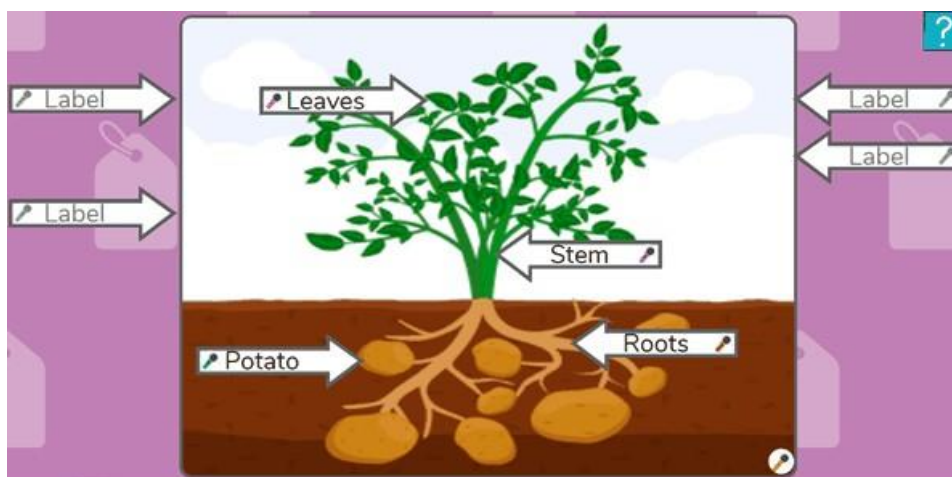**Need more support? Contact us:**

## 2.7 Labelling



When creating a Labelling question, you will be presented with a dialogue to choose the layout for the labelling question. You will have the option to select rectangle or square.
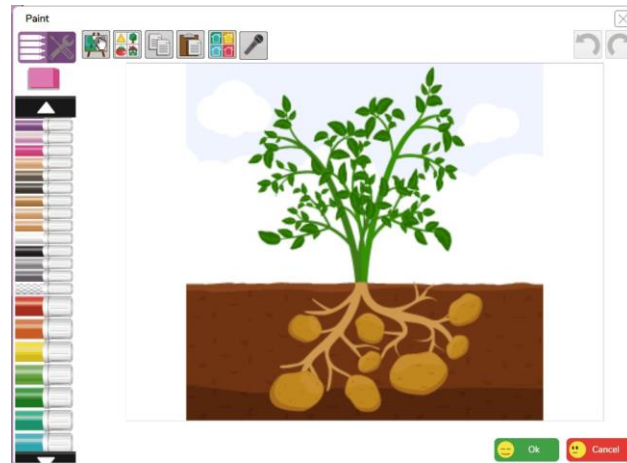


The Labelling question type allows you to add up to eight labels to an image in the centre of the page. In play mode, students drag the labels into the correct place.



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.

By clicking on the microphone icon on text label and background image fields, you can record a sound that will play when student clicks the microphone
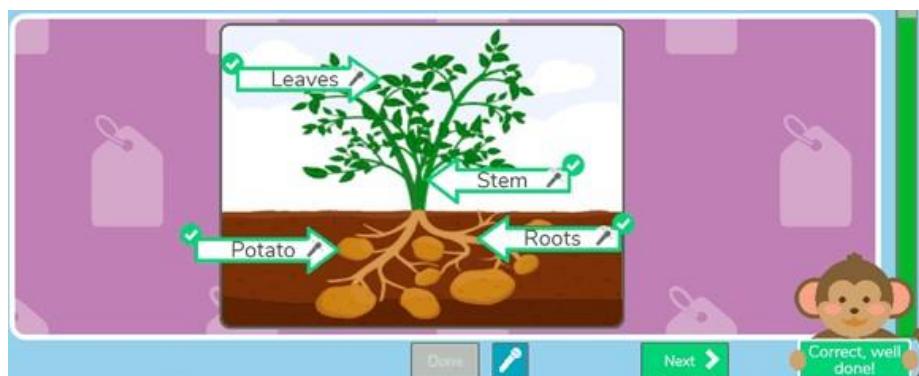
icon in play mode.    **This** is particularly useful for recording spoken questions for younger children.

## 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.
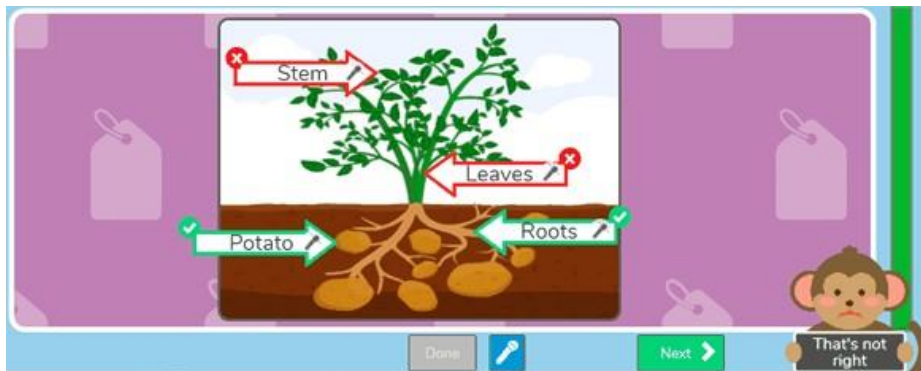
In a labelling question the feedback is as follows:

**Correct**
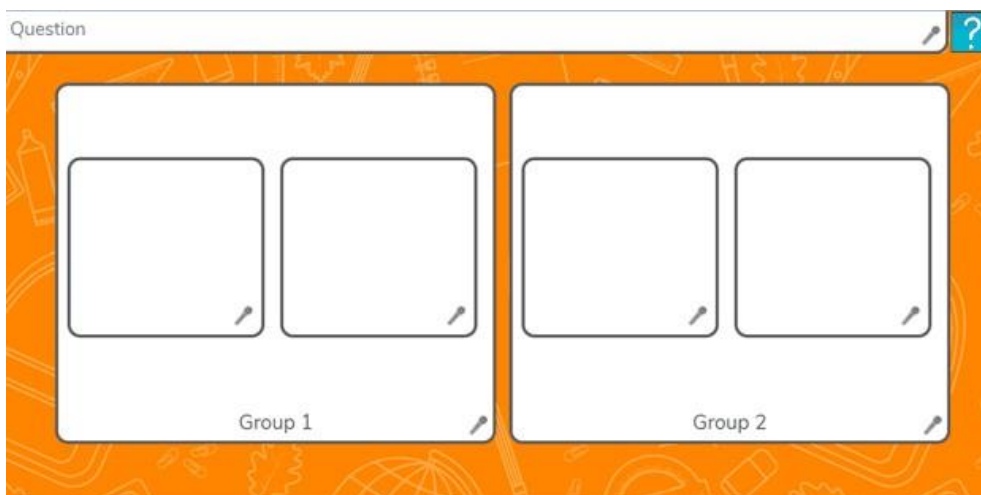
**Incorrect**

# 2.8 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. Add a question to the question field then label the groups as required.

## Two groups of six

In this layout there are twelve boxes to be sorted into two equal groups. Add a question to the question field then label the groups as required.





## Venn diagram

In this layout there are six boxes to be sorted into a Venn diagram. Add a question to the question field then label the groups as required.
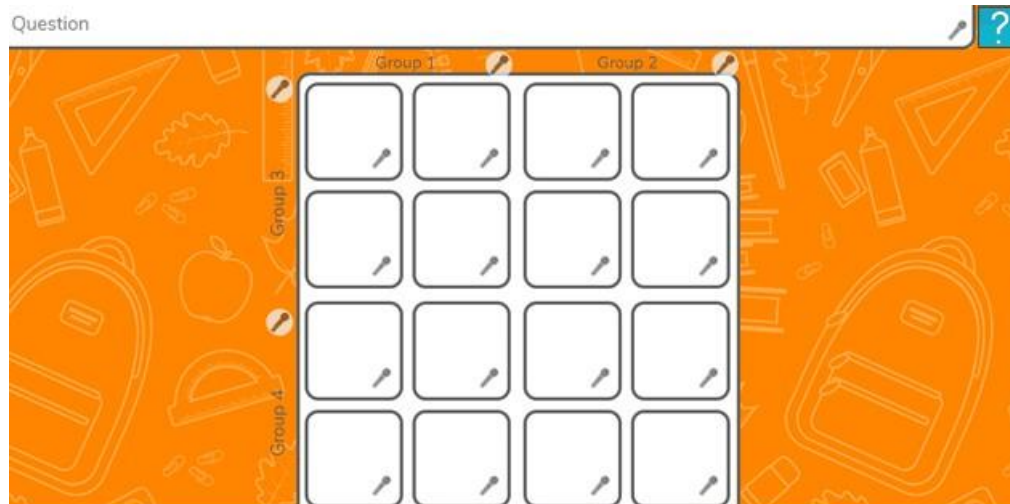
## Carroll diagram

In this layout there are 16 boxes to be sorted into a two by two Carroll diagram. Add a question to the question field then label the groups as required.



By clicking on the microphone icon on text and image fields, you can record a sound that will play when student clicks the microphone icon in play
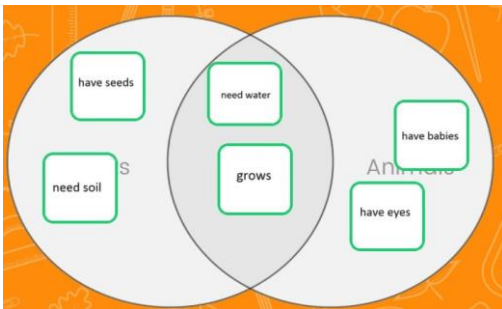
mode.

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.
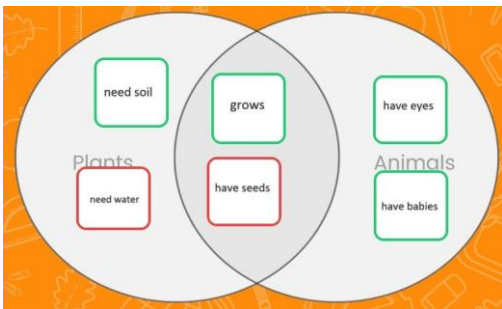
In a grouping question the feedback is as follows:

**Correct**

 accompanied by 
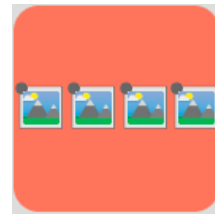
**Incorrect**

 accompanied by
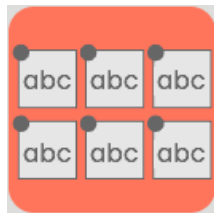
# 2.9  Sequencing



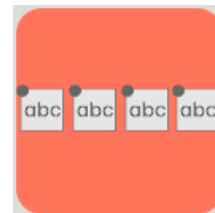There are four options for the presentation of sequencing based questions:



Grid Layout (Images)



Linear Layout (Images)



Grid Layout (Text)



Linear Layout (Text)

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 suits the information that you wish to include.

Add a question into the question text box.

Click each box in turn to add clipart, an image, text or free draw to create the content in the correct sequence:
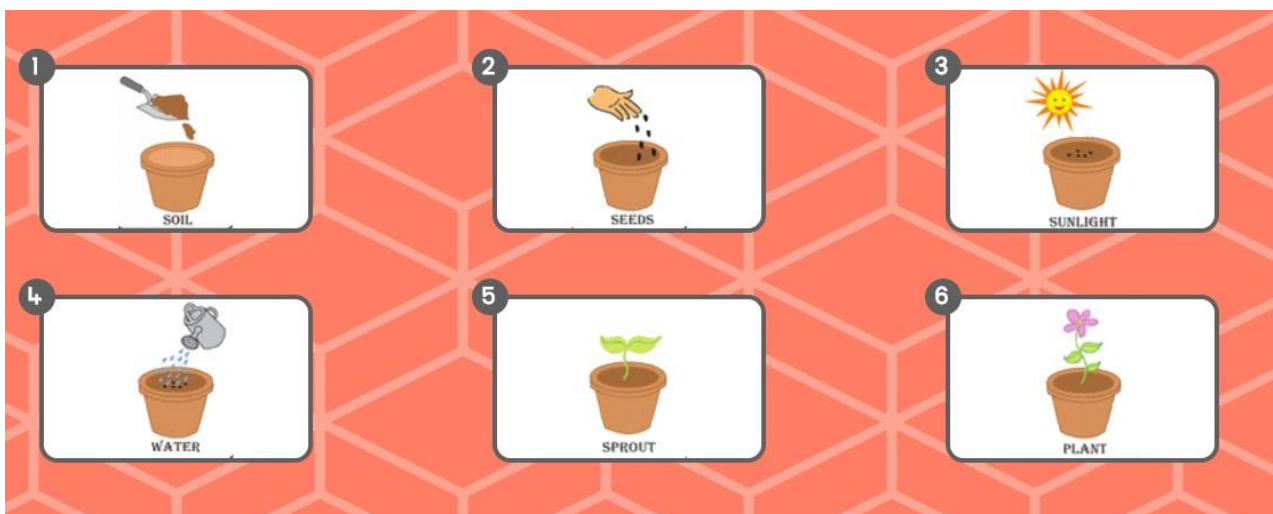
By clicking on the microphone icon on text and image fields, you can record a sound that will play when student clicks the microphone icon in play mode. This is particularly useful for recording spoken questions for younger children. In play mode, players have to drag the boxes into the correct sequence.

## Feedback

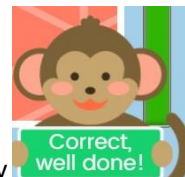Feedback will be given at different times depending upon the quiz mode that you select. See the Quiz Mode section for details of this.
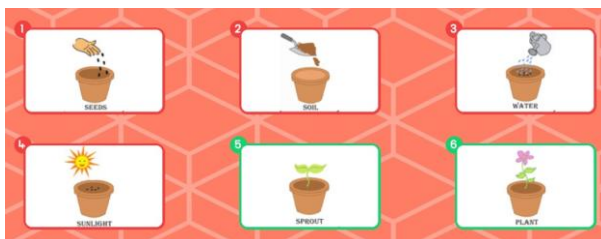
In a sequencing question the feedback is as follows:
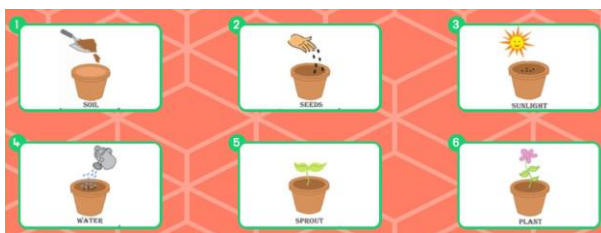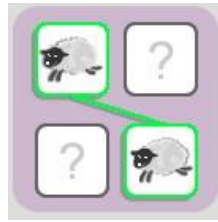
**Correct**

 accompanied by 
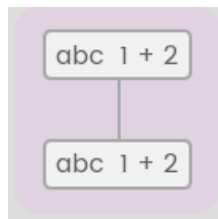
**Incorrect**

 accompanied by

# 2.10 Linking



The Linking question type allows you to create question that requires students to connect related items.

When you select this question type you will be presented with several options.



Image Linking



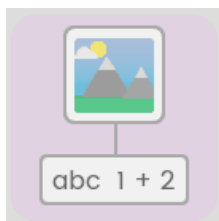Short phrase or expression



Linking Paragraph



Image and short phrase

phrase or expression Linking



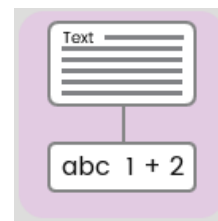Paragraph and image Linking



Paragraph and short

phrase or expression Linking

Add a question into the question text box.

Click each box in turn to add clipart, an image, text, or free draw to create the

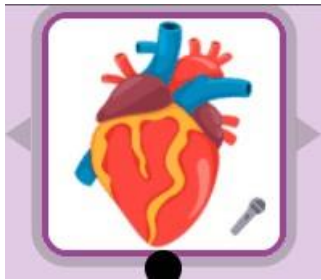content for the Linking Question.

To add more items to the top row and bottom row use the corresponding minus and plus buttons. A maximum of six items can be added to the top and bottom rows.
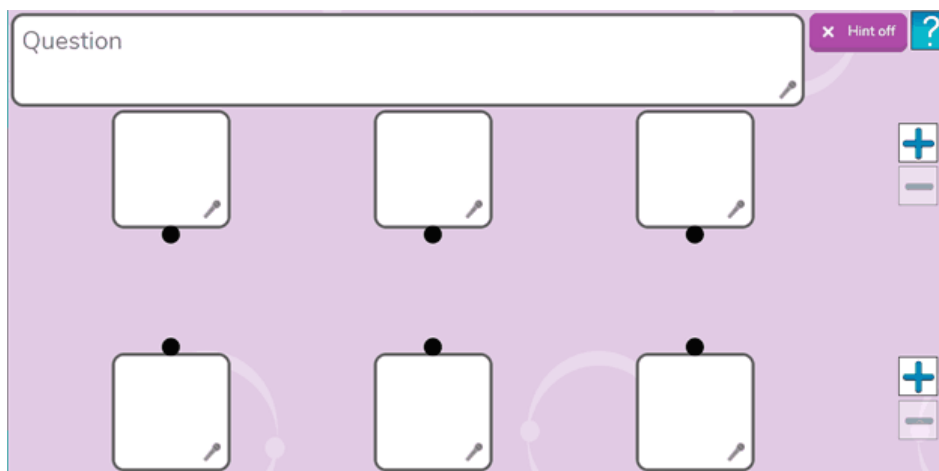
Items can be rearranged by selecting them and using the left and right arrows to change the order.



Turn hint on by clicking the 'Hint on' Button. This gives a single completed link between the top and bottom row.



Link the top row of items with the bottom row of items by clicking and dragging lines to join them.

 By clicking on the microphone icon on text and image fields, you can record a sound that will play when

student clicks the microphone icon in play mode.  This is particularly useful for recording spoken questions for younger children.

In play mode, students complete the question by joining the items on the top row with the items on the bottom row. In play mode, any images can be clicked on to enlarge them.

## 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 linking question the feedback is as follows:

**Correct**



**Incorrect**

# 2.11 Spelling



The Spelling question type emulates 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, enter a list of spelling words to spell 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:

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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.
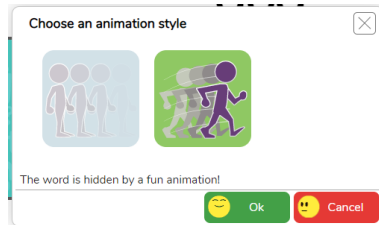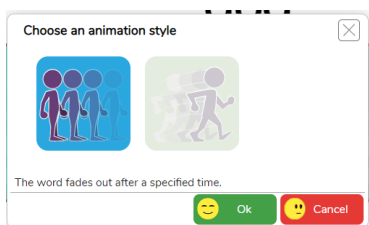


Then choose from fade animation or a fun animal that eats the word.

The fade has the word fading 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.

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**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.**



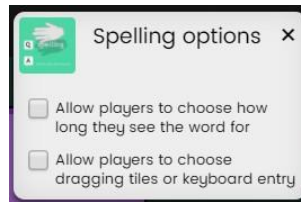Select these options by clicking on the Intro Screen button . Most of the options on this screen are explained in the section Creating Instruction screens and titles but those specific to spelling questions are to be found in the box that appears in the top right:



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:
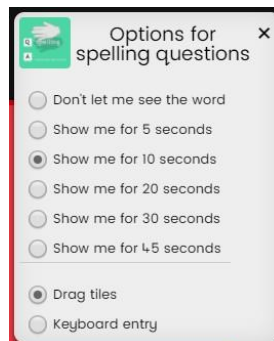
## Feedback

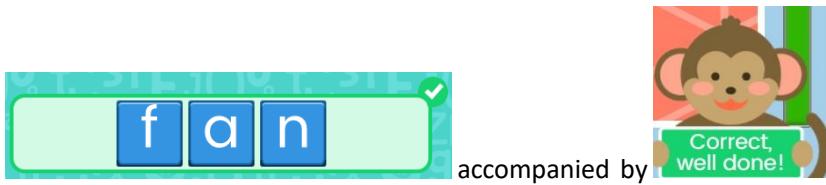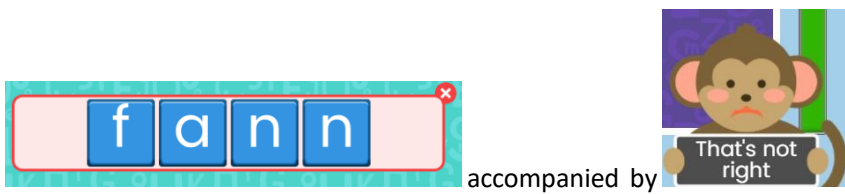Feedback will be given at different times depending upon the quiz mode that you select. See the Quiz Mode section for details of this.

In a spelling question the feedback is as follows:

**Correct**

 accompanied by 

**Incorrect**

 accompanied by

# 2.12 Cloze



The cloze question type can be used to create a question where the player must 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 students to select as the missing word.

Click on the + sign, type your word into the box and select OK.
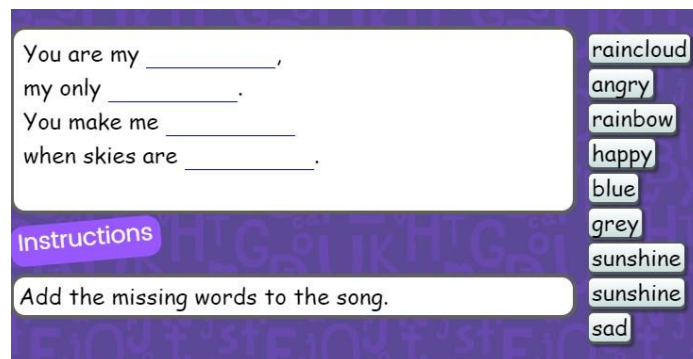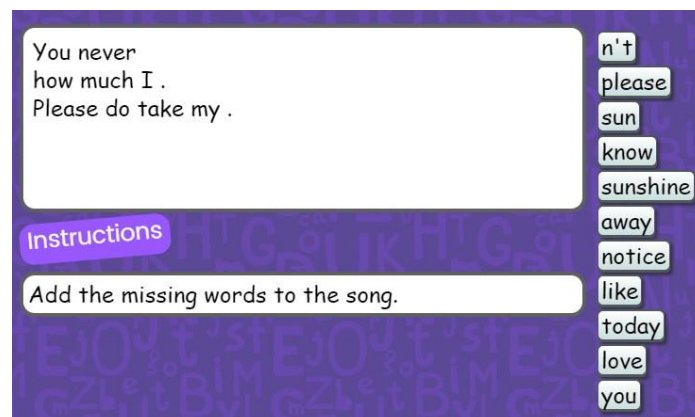
These will then appear as a list.

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.**



And like this in **Hard Mode.**



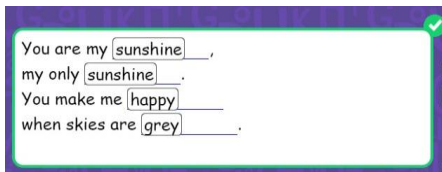You can also record a sound that will play when the question opens.

## 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.

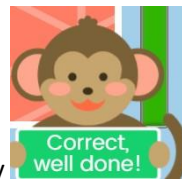In a cloze question the feedback is as follows:

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**Correct**

 accompanied by 

**Incorrect**

 accompanied by 

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# 3  Quiz Mode

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

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

 Quick Quiz Mode

 Test Mode

 Game Show Mode

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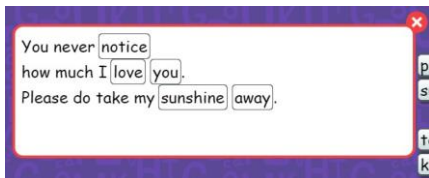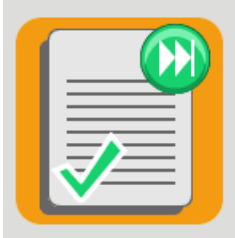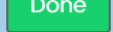# 3.1 Quick Quiz Mode

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.
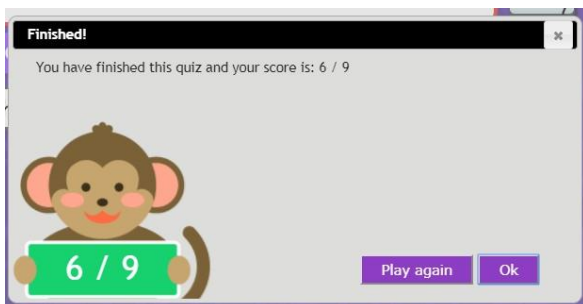


If they click 'OK', they can look at their answers again using the question number bar at the top.

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.
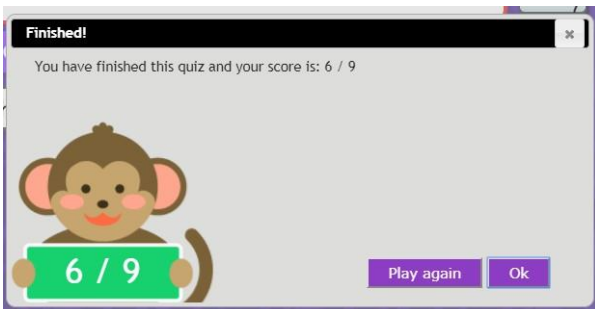


Click the reset button to attempt the quiz again; this will not overwrite the original score.
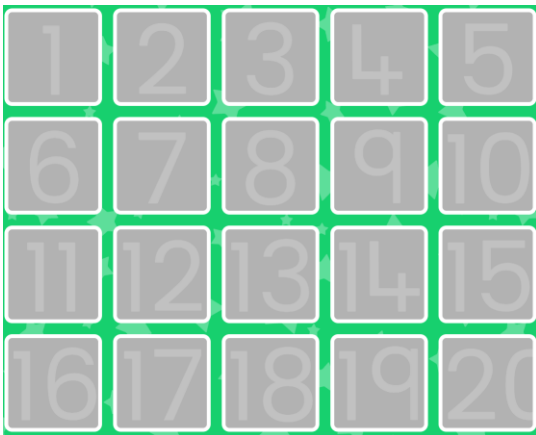
## 3.3  Game Show Mode

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.
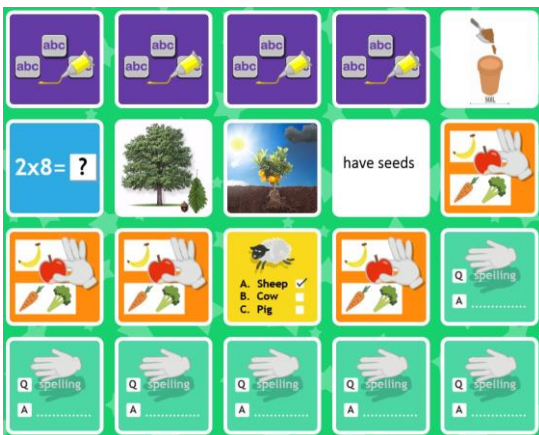
The questions are arranged on a Game Show board and you have the option to display thumbnails of the questions themselves to provide a hint:
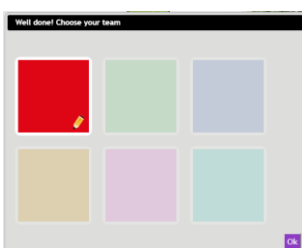


No Thumbnails



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.



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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 **Scores** 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.
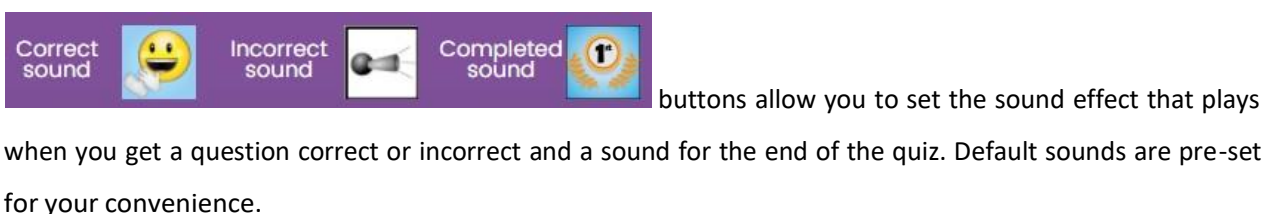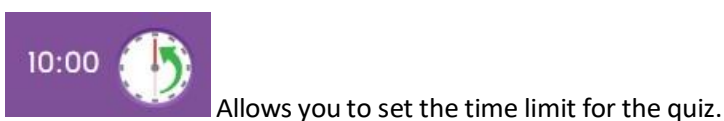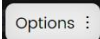
# 4 Creating Instruction Screens and Titles

Click on the ⓘ button so set up an Instruction screen.
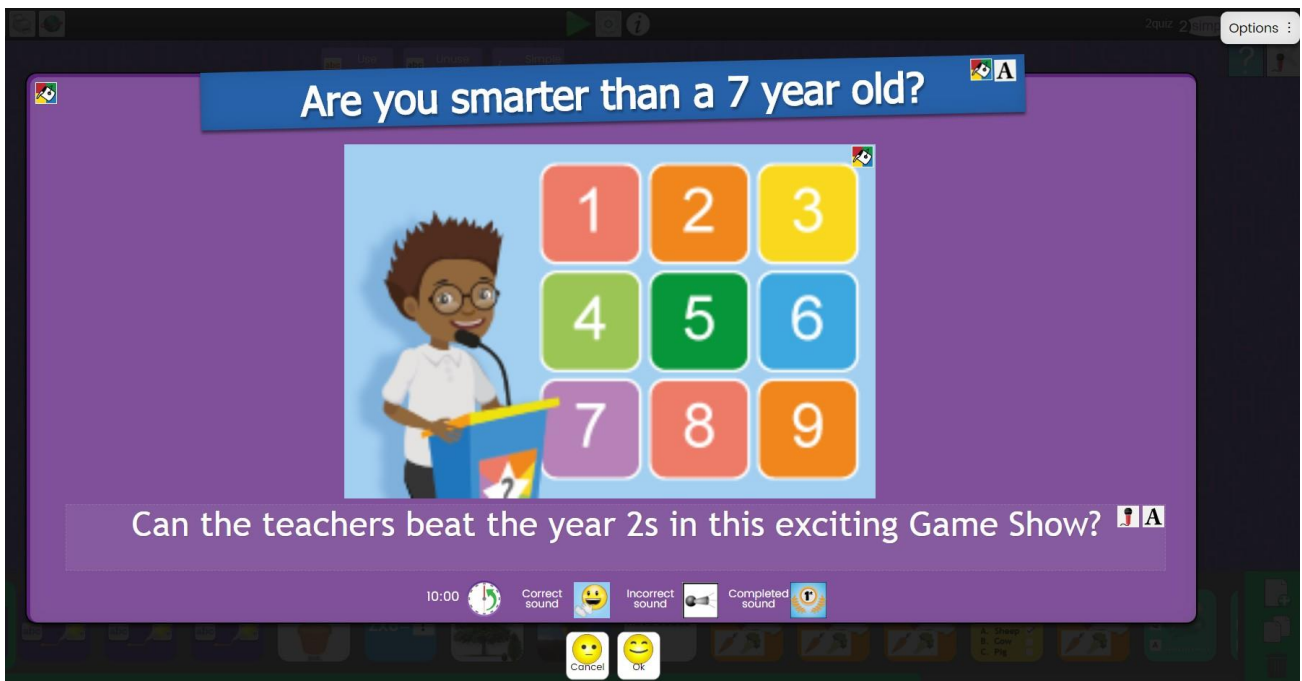


Click in the text areas to add a title and instructions as required.   Click on the central box to upload an image or use clipart.

Use the 🎨, 🅰 and 🎤 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.

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# 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 'Burger menu'  to find the 'Share' icon 
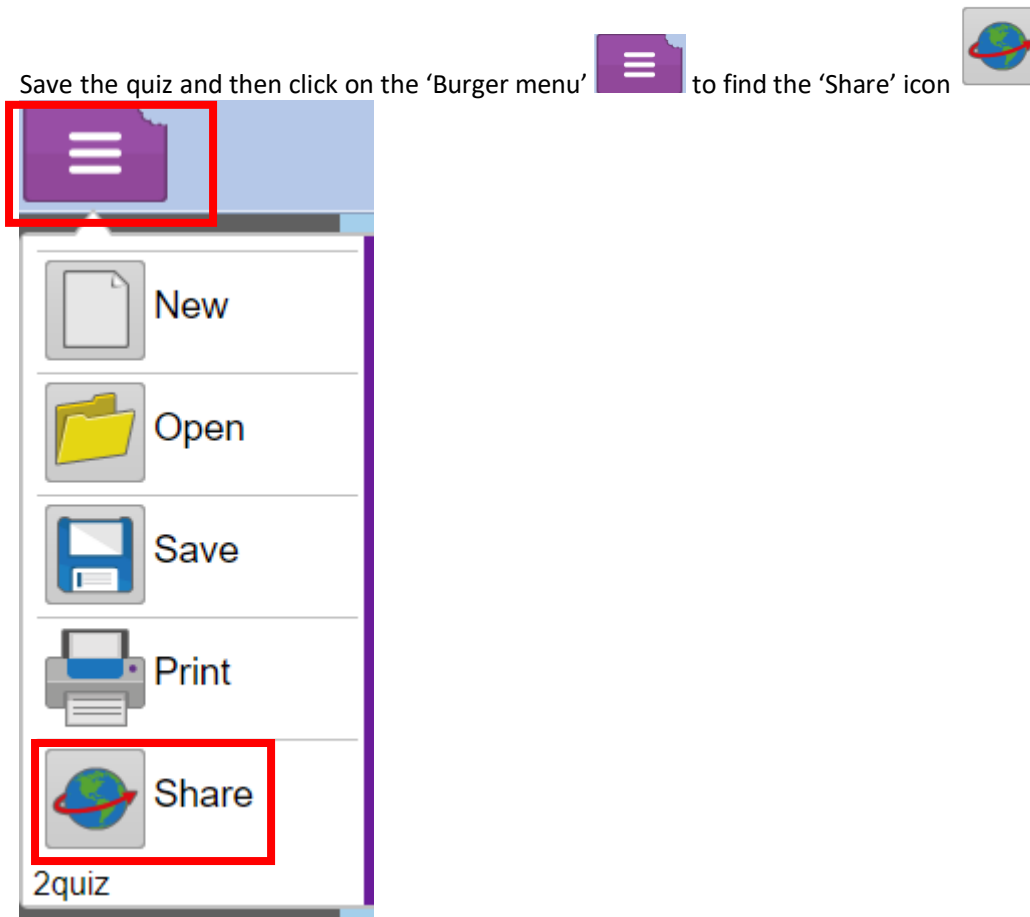


For further details about Share Links see the guide at Share Link User Guide.

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

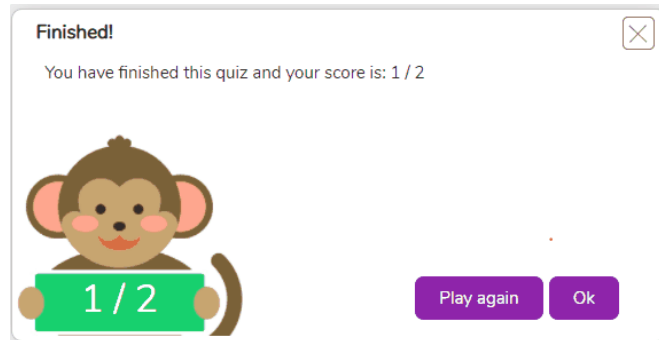There is also a brief guide to setting a quiz as a 2Do within the 2Quiz help videos which are accessed by

clicking on the  button within 2Quiz.

# 6 Quiz Scoring

Once students 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.



Students' scores on quizzes set as 2Dos will be saved in the Data Dashboard. For more information about this please see the [User guide](#) for the Data Dashboard.

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