



Purple Mash Computing Scheme Quizzing

Contents

Overview

- Key Learning
- Knowledge Organiser and Learning Mat
- Concept Map and Quiz

Lesson 1: Exploring Quizzes

- Aim
- Success Criteria
- Resources
- Preparation

Lesson 2: Using 2Quiz

- Aim
- Success Criteria
- Resources
- Preparation
- Teaching Notes

Lesson 3: Additional Quiz Features

- Aim
- Success Criteria
- Resources
- Preparation
- Teaching Notes

Lesson 4: Creating a Quiz

- Aim
- Success Criteria
- Resources
- Preparation

Lesson 5: Completing, Debugging and Testing Quizzes

- Aim
- Success Criteria
- Resources
- Preparation
- Teaching Notes

Need more support? Contact us:

Tel: +44(0)208 203 1781 | Email: support@2simple.com | X: [@2simplesoftware](https://twitter.com/2simplesoftware)

Assessment

Overview

This unit introduces children to the process of designing and creating interactive quizzes using Purple Mash's 2Quiz tool. Through exploring question types, adding creative features, and debugging, children will develop their technical skills and creativity while producing engaging quizzes for others to enjoy.

Key Learning

- To explore different types of quizzes and identify their features, strengths and weaknesses.
- To explore the features of 2Quiz and experiment with creating quiz questions.
- To explore additional features of quizzes, such as title screens and content pages.
- To apply knowledge of 2Quiz to design an educational quiz based on a chosen topic.
- To be able to refine, test and share completed quizzes.

Knowledge Organiser and Learning Mat

These resources can be used to support learning across the unit.

- [Knowledge Organiser](#)
- [Learning Mat](#)

Concept Map and Quiz

Use these resources to gauge children's understanding before or after the unit has been taught.

- [Concept Map](#)
- [Quiz](#)

Lesson 1: Exploring Quizzes

Aim

- To explore different types of quizzes and identify their features, strengths and weaknesses.

Success Criteria

- I can identify different types of quizzes and their uses.
- I can describe what makes a good quiz.
- I can discuss the advantages of interactive quizzes.

Preparation

- Please note that the **Quiz Show** application is designed to be completed as a whole-class activity. You do not need to set this as a 2Do unless you wish for children to access the quiz individually.

Please find all lesson resources below.

Resources

- [Slideshow - Lesson 1](#)
- [Quiz Show](#)

Lesson 2: Using 2Quiz

Aim

- To explore the features of 2Quiz and experiment with creating quiz questions.

Success Criteria

- I can use and navigate 2Quiz.
- I can select appropriate question types for a quiz.
- I can create simple quiz questions linked to a given theme.

Preparation

- Set **Sea Creatures** as a 2Do.
- If you would rather give each child a printed set of questions, please use the **Activity 1 - Printable Questions** document.
- (Optional Extension) Set **A Journey to the Ocean Depths** DK Spread as a 2Do for the class.

Please find all lesson resources and additional teaching notes below.

Resources

- [Slideshow - Lesson 2](#)
- [Sea Creatures](#)
- [Activity 1 - Printable Questions](#)
- [A Journey to the Ocean Depths](#)

Teaching Notes

Please note that children may benefit from viewing the DK Spread in 'two-page view', which can be enabled in your web browser's PDF settings.

Lesson 3: Additional Quiz Features

Aim

- To explore additional features of quizzes, such as title screens and content pages.

Success Criteria

- I can identify how additional features can improve quizzes.
- I can explain the purpose of title screens and content screens.
- I can design a title screen and include content screens in a quiz.

Preparation

- Set **Solar Systems** as a 2Do.
- You may also wish to set the DK spread **Our Stunning Solar System and Beyond** as a 2Do to provide children with information that they can use both in the activity and the optional extension.
- (Optional Extension) You may wish to set the DK Spreads **Magnificent Planets Near and Far** & **A Spectacular Tour of the Earth and the Moon** as a 2Do to provide children with additional information they can use to generate questions of their own.

Please find all lesson resources and additional teaching notes below.

Resources

- [Slideshow - Lesson 3](#)
- [Solar Systems](#)
- [Our Stunning Solar System and Beyond](#)
- [Magnificent Planets Near and Far](#)
- [A Spectacular Tour of the Earth and the Moon](#)

Teaching Notes

Please note that children may benefit from viewing the DK Spreads in 'two-page view', which can be enabled in your web browser's PDF settings.

Lesson 4: Creating a Quiz

Aim

- To apply knowledge of 2Quiz to design an educational quiz based on a chosen topic.

Success Criteria

- I can select an appropriate topic and plan a quiz based around this.
- I can create a quiz with appropriate questions and a title screen.
- I can begin to organise my quiz layout in a way that is logical, using title screens and content screens where appropriate.

Preparation

- Set **2Quiz** as a 2Do.
- When setting 2Quiz as a 2Do for the first time, you will be prompted to select some quiz options.
- Please set the quiz type and time limit to 'Quick Quiz' and 'No time limit'.
- In the general settings area, ensure 'allow try again' is the **only** option that is ticked.
- **Do not set the hand-in date of the 2Do for the end of this lesson.**
- Instead, the hand-in of this 2Do should be set for the end of Lesson 5 - this is because children will need to access this 2Do over multiple lessons.
- Be mindful to remind children only to save their work and **not** hand it in.

Please find all lesson resources below.

Resources

- [Slideshow - Lesson 4](#)
- [2Quiz](#)

Lesson 5: Completing, Debugging and Testing Quizzes

Aim

- To be able to refine, test and share completed quizzes.

Success Criteria

- I can test, debug and edit my quiz to improve its quality.
- I can use the settings area to finalise my quiz.
- I can share my quiz and evaluate its effectiveness.
- I can provide constructive feedback to my peers based on quizzes I have reviewed.

Preparation

- Children should continue the work that they started on their quiz last lesson by opening the **2Quiz 2Do** that was set last lesson.
- Print enough **Activity 2 - Feedback** activity sheets for the class.
- At the end of this lesson, children should be prompted to **both save and hand in** their work.

Please find all lesson resources and additional teaching notes below.

Resources

- [Slideshow - Lesson 5](#)
- [Activity 2 - Feedback](#)

Teaching Notes

Please note that the nature of this computing lesson may lend itself to a slightly longer session than normal. Teachers may wish to take this into consideration when teaching or planning for this final lesson.

Assessment

The following information is an exemplar of what a child at an expected level would be able to demonstrate when completing this unit with additional exemplars to demonstrate how this would vary for a child with emerging or exceeding achievements.

Emerging

- Children can navigate the 2Quiz application with support, create basic quizzes using one or two question types, and include a simple title screen. However, they may need guidance in refining quiz layout and integrating content screens effectively.

Expected

- Children can independently create a quiz on a chosen topic, including a title screen, a variety of question types, and various types of content screens. They demonstrate logical organisation of content and can debug their quiz to resolve errors, ensuring it functions as intended.

Exceeding

- Children can create a well-designed and engaging quiz that showcases creativity and thoughtful presentation. They integrate advanced features such as customised content pages, thoroughly debug their quiz, and evaluate its effectiveness with peers to make further refinements. They may also recognise how additional features, such as voiceovers, can be used to enhance a quiz further, and may have experimented with using these.