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Introduction

This resource information is intended to assist staff in the creation of quizzes for use in online learning materials. The design and writing of quizzes may be done in the University's virtual learning environment (VLE) Brightspace module space or within learning objects.

The use of formative quizzes in online materials can provide several benefits; they provide an aid to revision, they can test factual recall and understanding of the learning material, they can be repeated and they can provide immediate feedback.

By using graphics and interactive elements, online quizzes can provide an enhanced learner experience.

Quizzes in online material should test and challenge the understanding of material in a pedagogically sound way and although online quizzes are usually considered an objective testing mechanism, with some thought and imagination, it is possible to design quizzes to test the higher orders of <u>Blooms taxonomy</u> such as interpretation, comparison and analysis.

Quiz development steps

The steps below set out the questions you should answer and the issues you should look at when designing your online quizzes.

1

- What are you trying to test? Understanding as they work through the material, comprehension of overall themes or concepts etc?
- How do you want the learner to use the quiz? As they are working through online material, for exam revision, for printing off and sending to the tutor etc?
- How does this fit in with the rest of the content and the learning outcomes?

2

- What level should the questions be at? Academic level and Blooms (or equivalent), keyword?)
- Look at Blooms taxonomy see the staff support portal resource explaining how to use <u>Blooms taxonomy</u> to improve your resources.

3

- Decide where in the materials you want the quizzes so that they will fulfil the aim and answers to step 2 questions.
- Do you want them for example throughout the material or at the end of the page / section / RLO?

4

- Decide the best type of quiz and quiz question to achieve the desired outcome.
- Think of innovative ways to use common types of quiz questions like true/false, multiple choice etc. For example the use of visual and audio mediums.
- If you have non-standard quiz items (like crosswords or word searches for example), look at ways that the question can be re-written or make this type of question within the VLE or externally and import the item or the link to the VLE.

 Be aware that for quizzes within an HTML5 resource, mixing the quiz question types within the one quiz will increase EDU development time significantly. For example, it is better to have several small quizzes where each quiz is all multiple choice, all true/false etc than one large quiz of multiple types. This is not an issue for quizzes made within Blackboard.

Common quiz question types

Quizzes can be incorporated into the learning experience in a variety of ways:

- By using the tools provided in the VLE
- By incorporating them into html5 resources

VLE

Using the quiz engine in Brightspace has the advantage of allowing contextualisation, quick access for editing, tracking of the results and a wider range of question types.

Visit the EDU's guide to <u>Quizzes</u> where you can see how to set up, preview and deploy quizzes in Brightspace.

HTML5

Asking for quizzes to be built into HTML5 or SCORM resources by the EDU means that they will be closely contextualised to the rest of the learning material in the resource, and stay within the learning object if it is moved.

The disadvantage is that once within the HTML5 learning object, staff cannot amend the material themselves or track the results easily. Therefore, quizzes within the HTML5 materials are best suited to material that will not change significantly from year to year or quiz types that are 'pause and reflect' i.e. used to pace the learner through the learning materials.

This learning resource will concentrate on writing quizzes for EDU online materials developed in an HTML5 template, however the guidance given on writing good quiz questions is equally useful if you are writing quizzes in the VLE or in an external software package and importing the quiz to the VLE.

When creating resources as part of curriculum projects, the EDU will sometimes use an HTML5 template for the development work which:

- incorporates responsive design, ensuring that our material will work well on all screen sizes;
- functions completely on any device or platform;
- is up to date with industry standards;
- allows developers more control over the look, feel and functionality of the resources.

The following pages look at the types of quiz questions which can be developed in the HTML5 template

True/False

True and False questions can be considered one of the most simple question types and are often used as 'pause and recap' activities throughout the online material.

Important points:

- A 'qualified' type of true/false can be used as long as rules are explained and the learners have been familiarised with them previously.
- There can be one, or a series of true/false statements attached to an image, diagram or audio/video clip.
- The learner has a 50% chance of guessing correctly, so T/F questions can be of limited relevance in trying to gauge how well a learner understands the material. Good feedback is therefore very important so that even learners who guess the answer correctly, understand why they were correct.

Are the following statements True or False?			
1.	A Rotodynamic pump is typically used for high volume, low pressure systems True		
	False		
2.	A Fan is simply a pump for moving air True		
	False		
3.	A vane pump is a positive displacement pump True		
	False		

Useful links

eLearning Industry: True/False Questions: Getting Them Right

University of Texas at Austin: True-False Questions

University of Bristol: Suggestions for writing true/false questions

Multiple choice

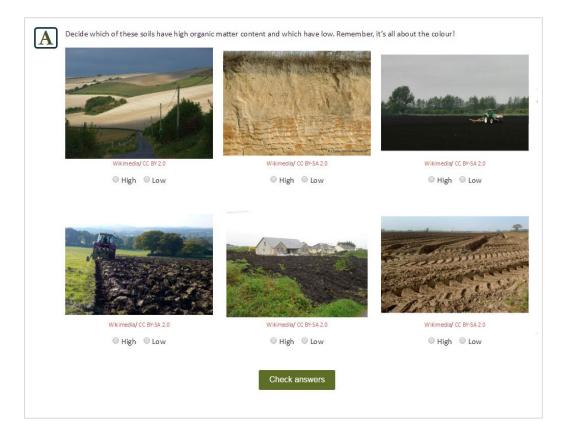
Multiple choice questions (MCQs) can be based on text, images, diagrams or listening to audio/watching a video clip and choosing the correct option.

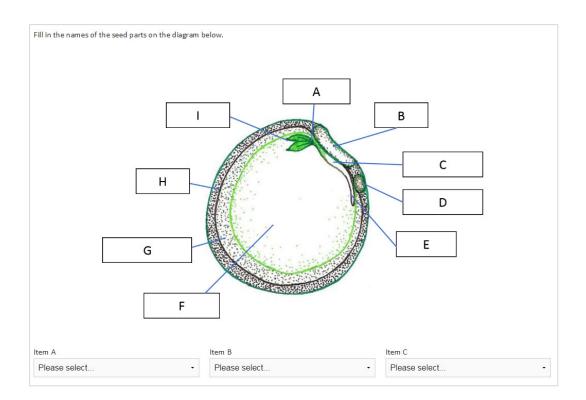
MCQs are probably the most commonly used question type due to their perceived ease of creation, however, it requires considerable thought and preparation to produce high quality questions and a meaningful list of options.

The question and options should be written so that the learner learns something from the question even if they get it wrong, and should have their knowledge reinforced if they get it correct.

Important points:

- The alternative answers should be realistic and look similar in length with similar sentence structure.
- The answers should be random and follow no discernible patterns e.g. alternate questions answer 'A' or cycle through A, B, C, D.
- Clear instruction as to whether there is one or more than one correct answer. Ideally keep to having only 1 correct answer.
- Use options of 'All of the above' or 'None of the above' very sparingly as the 'All of the above' option can encourage guessing if the learner thinks one or two answers are correct. Using 'None of the above' means that you can't tell if the learner really knew the correct answer or was just guessing.
- Don't ask trick questions or use trick options where the reading of the question is being tested and not the actual knowledge required to answer it.





Useful links

UCD: Assessment

Cathy Moore: Scenarios: What are they good for?

University of Texas at Austin: Multiple Choice Questions

Vanderbilt University: Writing Good Multiple Choice Test Questions

Brigham Young University: 14 Rules for Writing Multiple Choice Question

UHI: Assessment Design - MCQs

Missing item

This type of quiz question is useful for providing the learner with an opportunity to revise the learning material.

- Words missing from a phrase, sentence or list.
- Visual missing image as part of a sequence, missing part or label for a diagram or missing number in a sequence

• Audio - spoken sentence with missing word as a blip - this would be mostly useful for languages subjects e.g. Gaelic.

	Word bank				
	weeds	eelworm	June	light	
	October	glyphosate	nitrogen	pН	
	ploughed	highest	seed	seedbed	
	boron	insecticide	catch	hectare	
and	which is when the cr	rop is growing at its highest ra	te. should also b nagnesium, manganese and		o feed the dded if the
deficient.					
	ol is very important for f	odder beet and perennial wee	eds can be controlled with	spray, smothering	with a
Weed contr		odder beet and perennial wee		spray, smothering v	
Weed contr	ghing. Inter-row cultivat		between rows. Wi		fodder bee

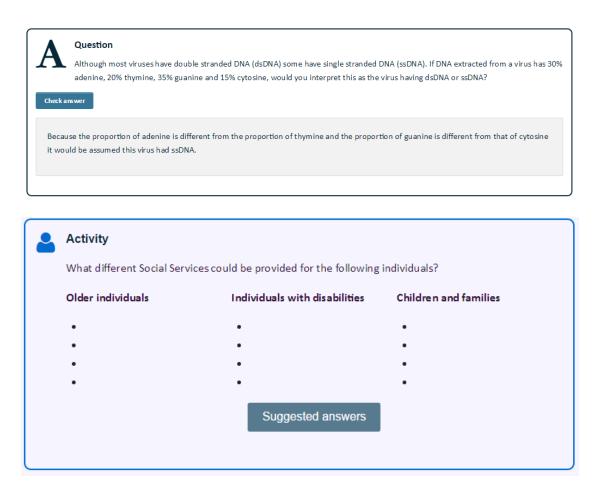
Useful links

iSpring: 8 Tips for Writing Good Fill-in-the-Blank Questions in E-Learning Courses

Click to reveal

Click to reveal can be an activity or a quiz question and is suitable for situations where there might be a more subjective answer.

- Learners can be asked to provide their answer to a question in a text box and can then view suggested answers or examples by clicking a button.
- This is a good option where the answer requires higher order thinking or a check on the understanding of the material.



Other types of quiz questions

There are several types of less common quiz questions that provide an opportunity to use staged feedback and answers or address the higher skills areas of Blooms Taxonomy such as analysis and evaluation.

Verification

Verification quizzes are useful for making the learner think about the question as there is no easy way to reach the answer and it has to be correct.

For example the learner can be asked to complete a calculation and submit the result into a text box, the result is verified against a known answer(s) and they receive feedback. In the event of an incorrect answer feedback can be given in the form of a hint with a correct answer being required to be successful.

As this question type requires no coding to develop in the VLE, staff must consider whether this type of quiz should be used in the HTML5 learning object or in the VLE.

Example 1

Given the following information, calculate the volume of a cylinder that is 10cm high and has a diameter of 5cm. Round your answer to 2 decimal places and type it into the box provided.
Formula: V= πr2h
The volume of the cylinder is: cm3
Check answer

The answer we would be looking for in this example activity is 196.35 cm3.

We could also provide a hint for an incorrect answer, for example:

Hint

Have you remembered to halve the diameter to find the radius? Have you remembered to square the radius?

Example 2

In this enhanced version of example 1, the learner fills in the blank boxes then clicks on the 'check answers' button.

The answers are verified against a list of correct answers. Those answered turn green and incorrect answers turn red. An incorrect answer hint is also given to prompt the learner to check.

Diameter(d)	Height(h)	πr2	Units	Volume	Units
10cm	0.5m		cm3		cm3
0.7m	2m		cm3		m3
1.5m	10m		cm3		m3
3cm	2.5m		cm3		cm3
0.75m	10cm		cm3		cm3
		Check answe	er		

Unfolding story

An unfolding story can be created using a verification feature. This prevents the learner from moving to the next question until they answer the first one correctly. The output from the first question can also be carried to the following question, thus building on previous knowledge.

Look up the Scientific names for	20 of the species	in the lists below.	
Click the hat	vitat name on the	left to see a list of associated species	
A1 - native/semi-natural woodland	A1 - native/semi	i-natural woodland	
A2 - willow	• Scots Pine	• Hazel	
C2 - tall herbs	• Juniper	• Holly	
D1/D2 dry/wet heath	 Birch Rowan 	Hawthorn Bird-Cherry	
	Aspen	• Willows	
E1 - bog	• Oak	• Ash	
E2 - springs			

This technique can also be used to create secure answers where a code is required in order to reveal the answer. This prevents 'happy clicking' where the learner automatically clicks the reveal instead of attempting the question.

This type of quiz question is complex to create and would involve a significant amount of planning and development time. It is best used as a bespoke or feature item rather than multiple questions.

Enter the lockcode provided by your tutor:	View Solution
Solution	

Group Activity

This type of quiz question asks the whole group or sub-groups to discuss and answer the question. The answers can be either viewed as suggested answers, discussed in class or produced as a printed document.

One consideration with this type of question is whether it should be produced as an HTML5 resource or whether it would be better placed in the VLE module space using functionality such as a forum so that activity could be captured.

Try to come up w	ith at least 8 other points relating to good (communication.
	Goo commun	
Listens atter	ntively	
• Working with others	given to start you thinking: as a team means less isolation and more chance to think	things through to make sure you meet the highest stan
e implications of using	both the positive and negative language. What effect do	
	Positive	Negative
Verbal		
Non-verbal		
	om all the information in oplacement or in your poout this. One has been bout this. One has been working with others of of care for the users of of care for the users of e implications of using i actitioners, service user Remember! Positive language Negative language	Listens attentively

Useful links

This is just a small selection of the wealth of information available on the internet about writing good quizzes for online learning materials.

Good Practice Guide to question and test design

Information on levels in pages 9 - 11 and on types of questions in Section 2, pages 12 - 23

E-assessment by design: using multiple-choice tests to good effect

Academic paper, University of Strathclyde

Exam questions: types, characteristics, and suggestions Centre for Teaching Excellence, University of Waterloo

<u>SQA Guide to Assessment</u> Scottish Qualifications Authority