

Quiz game creation

Lesson plan

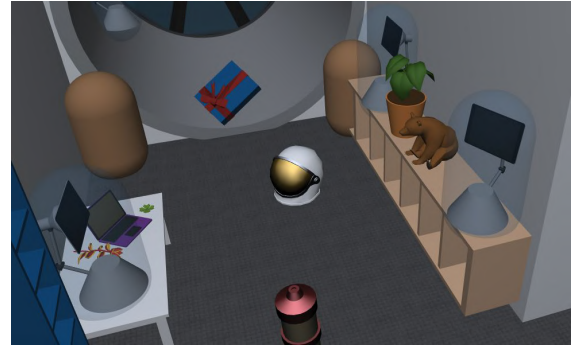
Created by the CoSpaces team

Education level: From primary

Subject: Adaptable to any

Format: Individual or in groups

Duration: Approx. 2 hours



Introduction and lesson objectives:

As teachers know very well, it's when we're able to explain something, that we've truly understood it. Or as Albert Einstein puts it: "If you can't explain it simply, you don't understand it well enough." Then, what a great way to let your students demonstrate their learnings by asking them to create their own quiz game!

This lesson will teach students how to design and code their own quiz, while letting them review the learning material and practice digital literacy skills.

Learning goals and student benefits:

- Revise and demonstrate learnings
- Develop 3D creation skills
- Practice collaboration
- Develop digital literacy skills
- Practice computational thinking
- Develop coding skills

Activity example:

1. Assign your students a topic on which they'll have to create a quiz or ask them to come up with their own based on a subject that they're particularly interested in.
2. Ask your students to come up with questions and answers and to design their own interactive quiz using CoBlocks code and the 'quiz panel' available.
3. You can also give your students some time to freely create a nice background environment related to their quiz with 3D objects, images, videos, etc.
4. Let your students share their quiz with their classmates and test themselves with the other quizzes created!

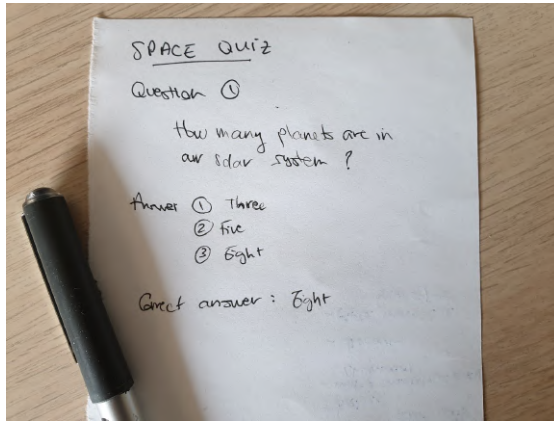
Extension idea:

Optionally, ask your students to share their quiz results and explain if anything in the study material isn't clear to them.

Assessment and evaluation suggestions:

- Have your students managed to create their quiz in CoSpaces Edu?
- Were they able to successfully code their quiz using CoBlocks?
- Is the player able to take the quiz and complete it?
- Is the information provided in the quiz relevant and accurate?
- Does your students' work reflect a good understanding of the study material?

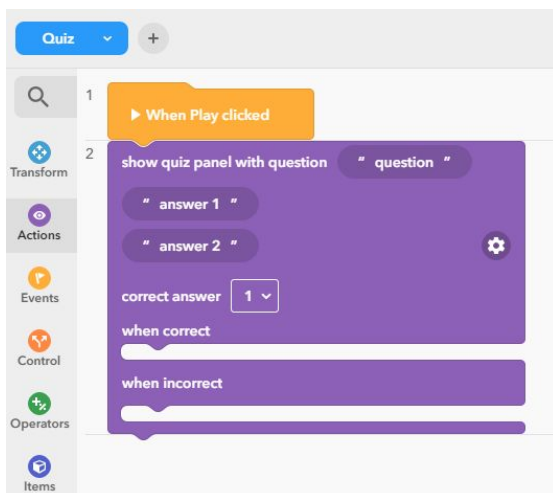
Creation guide



First, define the exact **subject** of your quiz. In this example, the quiz is about space and will include questions about solar systems, our sun, planets, etc.

Write down the **questions** you'll include and prepare 2 to 4 **answers** to choose from.

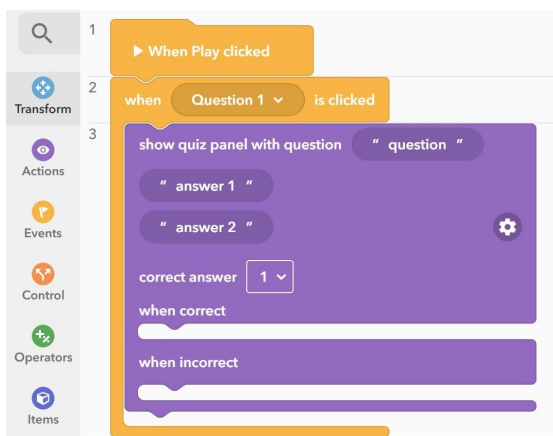
Once the material for your quiz is ready, it's time to start creating it!



Let's create a first **quiz panel**. You'll have to create one quiz panel for each question.

To create your quiz, click **Code** and **CoBlocks** to start coding.

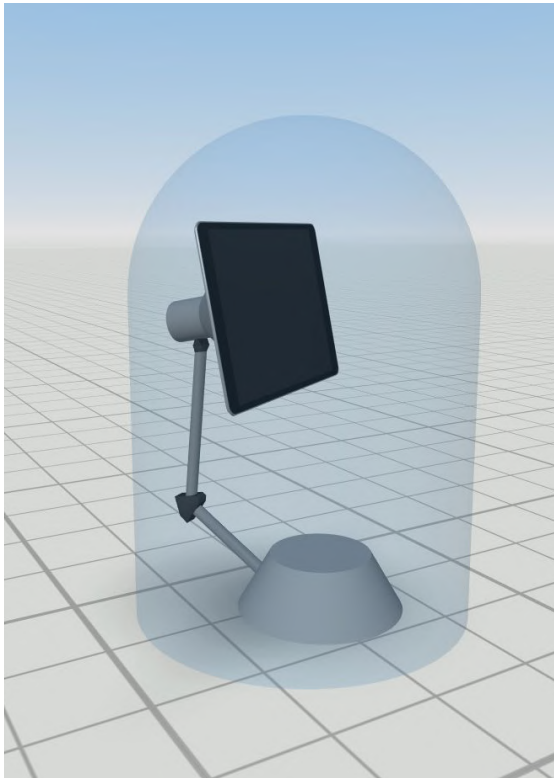
Drag and drop the **show quiz panel with question** CoBlock into the coding workspace.



Define when you'd like your quiz panel to show up. The panel could, for example, appear once you've clicked an object or a character.

Add objects from the **Library** and let's code them to make them interactive.

Place the **quiz panel with question** CoBlock under the **when is clicked** CoBlock.



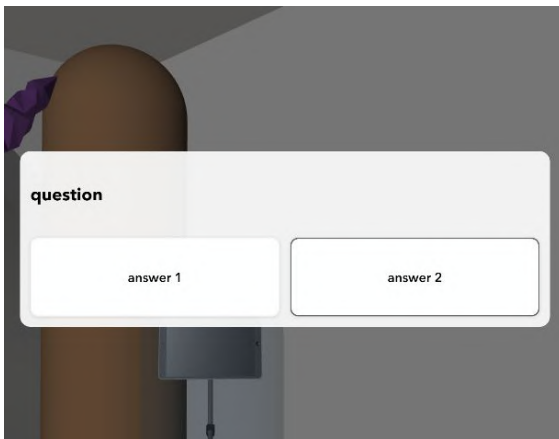
You can use objects from the **Library** or build your own using the **building blocks** available under **Building**.

In this example, various stations will let the player open space-related quizzes and try to answer them.

Several stations will be set up around the scene and will serve as interactive elements for the player to click and open the quizzes.

This example quiz station was built by combining the reading lamp and the tablet from the **Library**. The lamp was then attached to the **Capsule** building block.

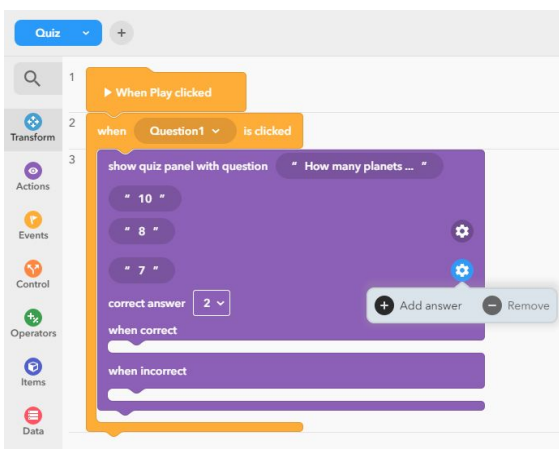
Make sure to give your station a name as you'll need to use it in your code!



Hit **Play** and click on the object you've coded to test it!

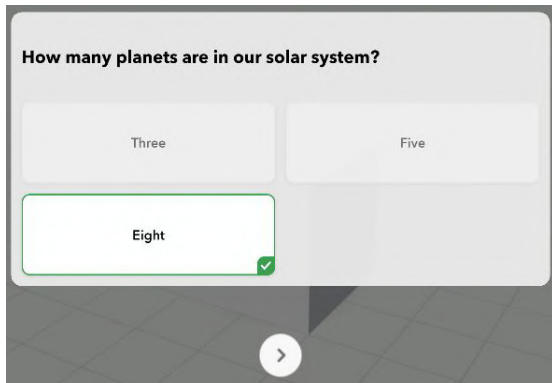
Did your quiz panel show up?

Time to define the questions and the answers in your quiz!



In the first **show quiz panel with question** field, enter the first **question** in your quiz. In the fields below, enter possible answers. Pick the **correct answer** from the list.

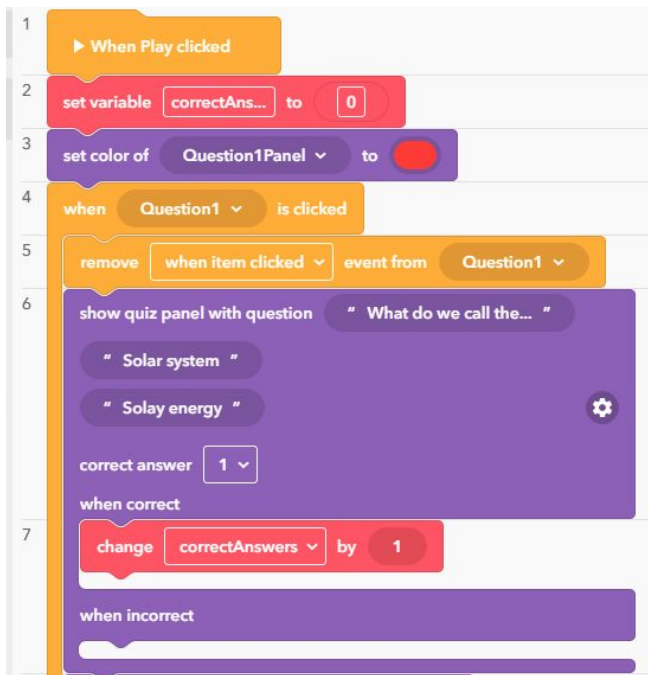
You can click the **settings** wheel to add or remove answers.



Try testing your quiz! Hit **Play** and click an object to open a quiz.

Click an answer and click the arrow at the bottom of the quiz panel to continue.

The answer you've defined as the correct one will get a green check mark. The incorrect ones, a red cross.



At the end of the **quiz panel** CoBlock, you can define what happens after answers are clicked **when correct** or **when incorrect**.

Drag and drop additional CoBlocks to define what you want to happen in these two cases.

For example, count correct answers with the variable **correctAnswers**.

Give it an **initial value of 0** and **add 1** when the answer is correct.



To make your quiz nicer, why not design an environment related to the topic of your quiz? Get creative!

This example takes place in a space station in which you can fly around to go to the quiz stations. In the end, you're shown how many answers you got right.

Example CoSpace



Space quiz

edu.cospaces.io/TBK-SAG