Subject Knowledge Organiser – Quizzing – Year 5/6

What I will have learnt by the end of this unit

Unit 6.7 – Quizzing

To create a picture-based quiz for young children.
Children have used the 2DIY activities to create a picture-based quiz.
Children have considered the audience's ability level and interests when setting the quiz.
Children have shared their quiz and responded to feedback.

To learn how to use the question types within 2Quiz.
Children understand the different question types within 2Quiz.
Children have ideas about what sort of questions are best suited to the different question types.
Children have used 2Quiz to make and share a science quiz (or another subject).
Children have considered the audience's ability level and interests when setting the quiz.
Children have shared their quiz with peers.
Children have given and responded to feedback.

To explore the grammar quizzes.
Children have tried out the different types of grammar games. • Children have chosen an appropriate tool to make their own grammar game(s).

To make a quiz that requires the player to search a database. Children have used a 2Investigate quiz to answer quiz questions.
Children have designed their own quiz based on one of the 2Investigate example databases.

To make a quiz to test your teachers or parents.
Children have used their knowledge of quiz types to create a quiz show quiz based on a curriculum area.

What I will have learnt by the end of my Key Stage

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

What I have already learnt (KS1)

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Recognise common uses of information technology beyond school
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Key Skills I will learn/use

Key Vocabulary Unit 6.7 Quizzing

Audience

People who watch a performance or use a resource.

Audio

Sound (especially when recorded).

Case-Sensitive

Differentiating between capital and lower-case letters.

Clone

To make a complete copy of something.

Cloze

A test in which words are removed from a text and replaced with spaces. The learner has to fill each space with the correct word(s).

Preview

To see what something (or part of something) looks like before committing to it being the final version.

Quiz

An activity in which participants answer questions and receive a score dependent upon correct answers.

My Skills and Knowledge that I may use from other subjects

Literacy- I can use my literacy skills to read and input data

Mathematics- I can use my mathematical skills to read and interpret diagrams and graphs

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Key Questions

What factors do you need to consider when creating a quiz? The intended audience; age and reading ability and interests. The aim of the quiz; is it for fun like a game, or to make sure that the user has learnt something?

Name three question types in 2Quiz. Sequencing/Grouping and Sorting/Text based/Multiple-choice/Labelling.

Apart from the questions, what else does a quiz need to contain? A title screen and instructions for the user. Feedback for the user (some quizzes). Time limits (some quizzes). Images for interest as well as part of the questions.

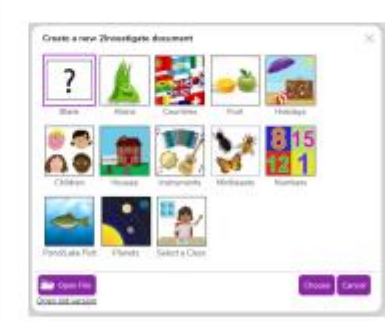### Key Images

Create a quiz using 2Do It Yourself

Create a quiz using Text Toolkit

Choose a question type in 2Quiz

Create a concept map from scratch (blank) or an existing template.

Create a blank database

Recall and remember

Quiz unit 6.7

Key Concepts/Strands

• Computing Science

• Information Technology

• Digital Literacy

Opportunities for teaching Diversity, Equality (including protected characteristics) and expanding Cultural Capital

Show children examples of contrasting countries and cultures that do not have the same opportunities as we have

• Educational video: The Third World for kids | Happy Learning

Look at what technology will look like in the future.

• Technology of the Future | Safe Search (safesearchkids.com)

Key Knowledge

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