



FORMATIVE ASSESSMENT: USING WONDERSHARE AND KAHOOT QUIZ CREATORS TO ENHANCE THE 4Cs



**PROFESSIONAL DEVELOPMENT MODULE
PARTICIPANT MANUAL**

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LEARNING OBJECTIVES

Module 1 Objective: Describe and compare the use of tech-based formative assessment tools versus traditional paper-based assessment methods.

Module 2 Objective: Design quizzes using Wondershare and Kahoot as formative assessment tools to enhance the 4 Cs in an interactive class.

Module 3 Objective: Effectively enhance collaboration among students through use of quizzes on the tech based formative assessment platforms in an interactive classroom.

RATIONALE

This module seeks to impart knowledge of the use of Wondershare and Kahoot quiz creators in formative assessment, a departure from the traditional paper-based technique. It also aims at fostering the 4 Cs in interactive classroom while engaging students and motivating them in the process of teaching and assessing their understanding. Many teachers always aim to teach for understanding. Understanding rather than course completion, is key. It helps the teacher to know if students are ready to move to the next level. This begs the question; Which is the best assessment to gauge understanding? This module seeks to underscore the importance of formative assessment over summative assessment. It proposes two tech based methods of formative assessment which will be efficient to teachers who have large class population, a problem typical of many countries and especially us, the designers of this module. We found out that we have a common problem of educational practices and systems that have always been reliant on ineffective paper based technique. This module seeks to impart knowledge on the use of Wondershare and Kahoot quiz creators in formative assessment, a departure from the traditional paper-based technique. It also aims at fostering the 4 Cs in an interactive classroom while engaging students and motivating them in the process of teaching and assessing their understanding.

“HOOK” - PECHA KUCHA PRESENTATION
<https://www.youtube.com/watch?v=-6Y3lDnVOF4>

OVERVIEW

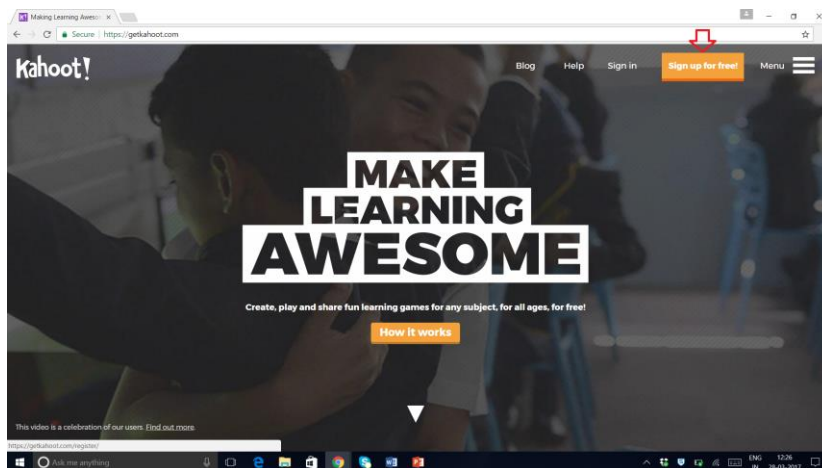
- This training is important for the participants because it is going to give them alternative and effective methods of formative assessment that enhances students engagement and interaction. We need to be very effective and emphasize formative assessment over summative assessment because it is only in formative assessment that we can gauge the understanding level of students and determine if they are ready to move to the next level.
- The training will also impart skills in the use of tech based tools in formative assessment while enhancing critical thinking, collaboration, communication and creativity in an interactive classroom

Wondershare and Kahoot Quiz Design

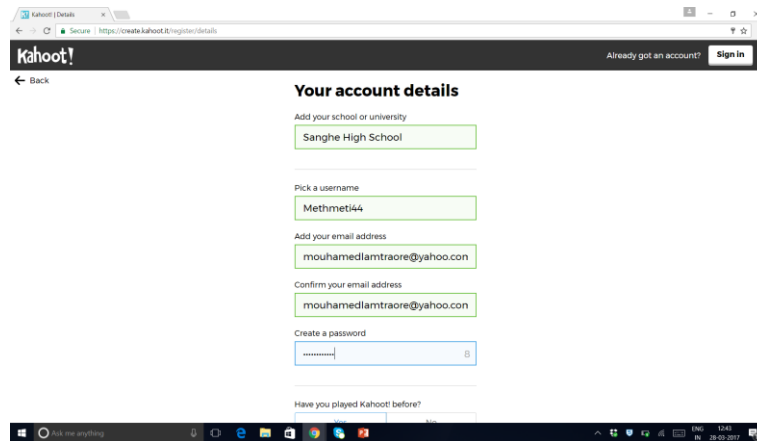
Here are the steps to use **Kahoot** and **Wondershare** quiz creators for formative assessment.

Kahoot

- Show the participants how to Sign up for free on Kahoot online at <https://getkahoot.com/> .

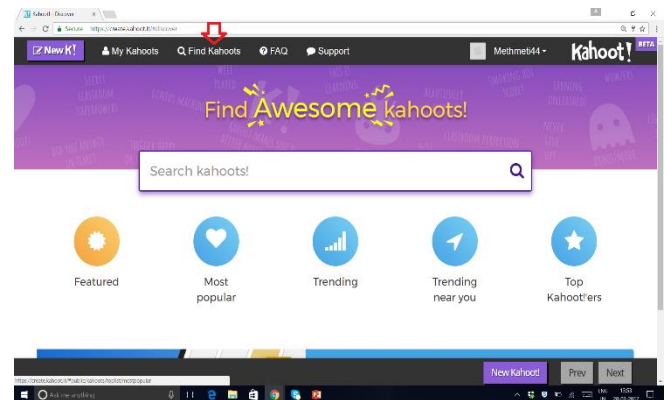


- Select the account type As a Teacher and add the account details, as shown below and click the button **Join Kahoot** at the bottom of that page.

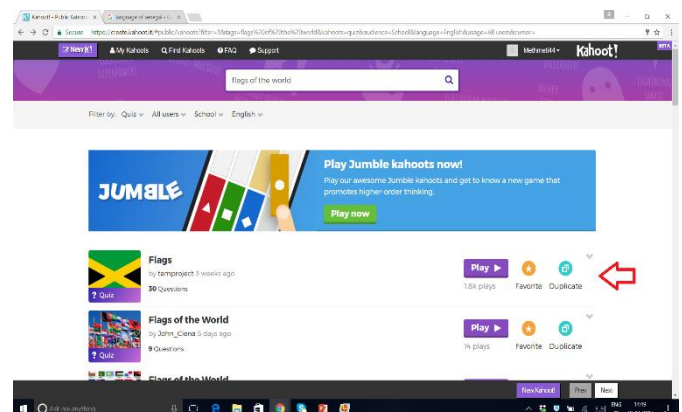


➤ The trainer will show how to use the menu bar display **Find Kahoot** as a source of public kahoot library.

➤ After clicking on **Find Kahoot** either they can type in Search Kahoots with a title or subject to find the relevant kahoot or they can use tabbed list : Featured, Most popular, Trending, Trending near you or Top Kahooters.



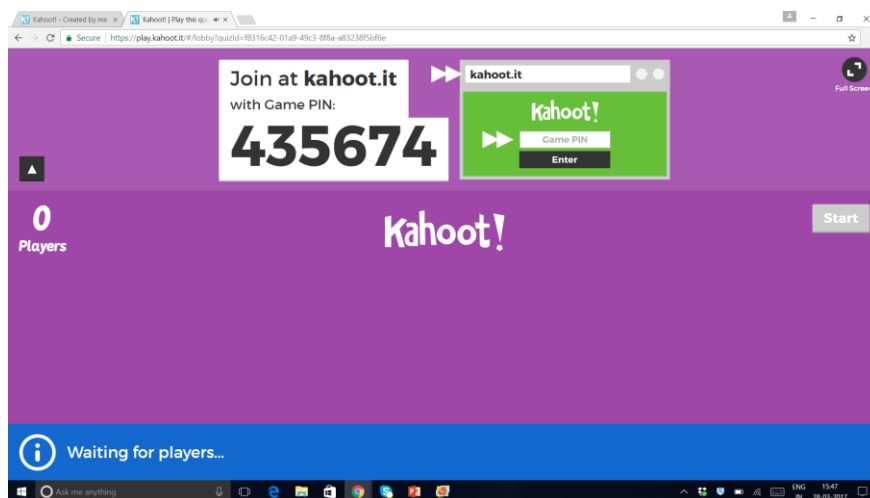
➤ Filter your search by Kahoot type (quiz, survey, jumble and discussion), User (teacher, student, business and social), Audience (school, university, training, business) and Language (English, French, Hindi etc.).



➤ After getting the list, the user can click Play button for direct use for audience and can click Duplicate button to edit that kahoot.

➤ During editing the user can delete the question, edit the question and change the time limit.

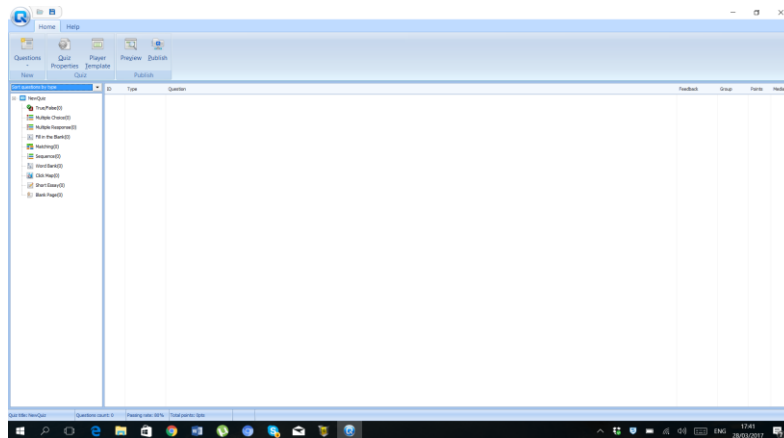
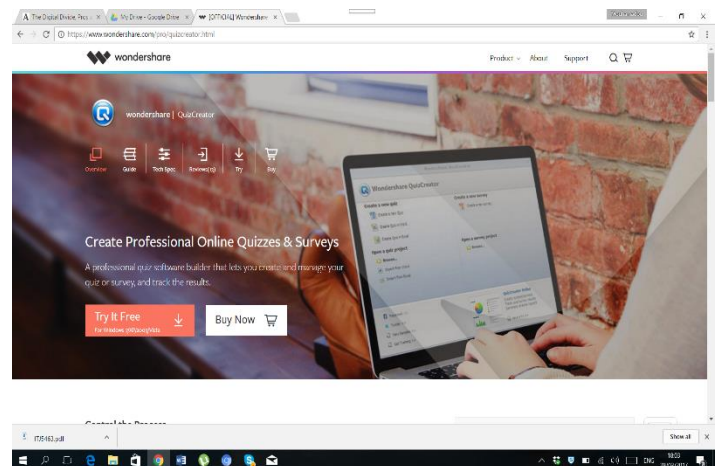
- User can create the new Kahoot by click the option of **NEW K!** on the left most side of menu bar display and then selecting the type of Kahoot : Quiz, Jumble, Discussion or Survey.
- User need to add the Title, Image and preference of Visible to (only me or every one), Language, Audience and need to write short Description and click the button **OK GO** on the top right side. And find the link Add Questions on the new opened page.
- Add as many questions as you want to set the time limit for each question and click the Save button on top right side.
- User can use it any time, by clicking the button **MY Kahoot** on the menu bar, and can share with the other teachers.
- In class room the user need to select his Kahoot and the click **PLAY** button in that Kahoot. And instruct the audience to join the kahoot on <https://kahoot.it> on their devices and add the game pin.



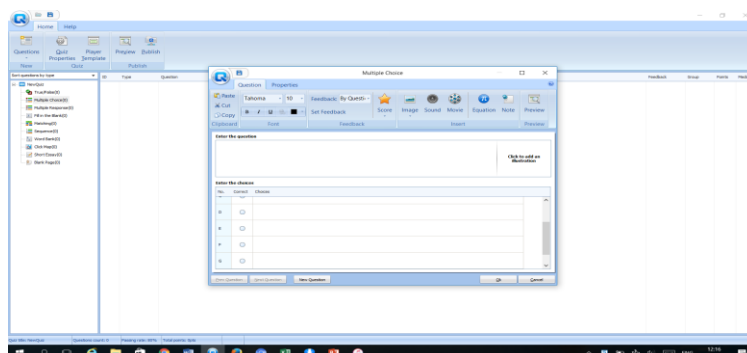
- After getting the name of the players click Start button. And click next when you get the answer of all participants. User will get a list of participants with their scores after each question answered and then finally he will get the result and download it as excel file.
- After the game the teacher can select the **SAVE** option to save the scores of the students that can serve as grades.

Wondershare

- Showing participants how to get to Wondershare online
<https://www.wondershare.com/pro/quizcreator.html>
- Download the platform and set them up in your laptops or devices because it can be used offline.
- Demonstrating how to create different sorts of quizzes such as multiple response, multiple choice, true or false, matching etc.

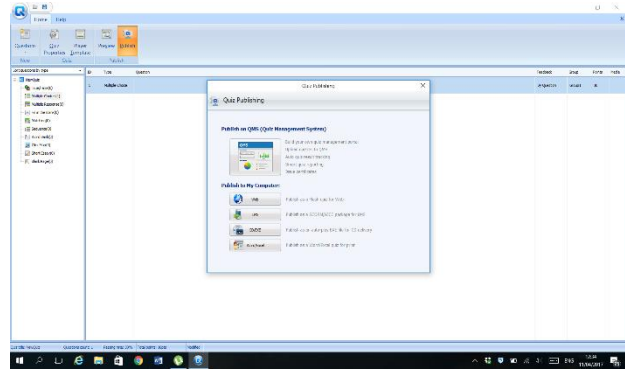
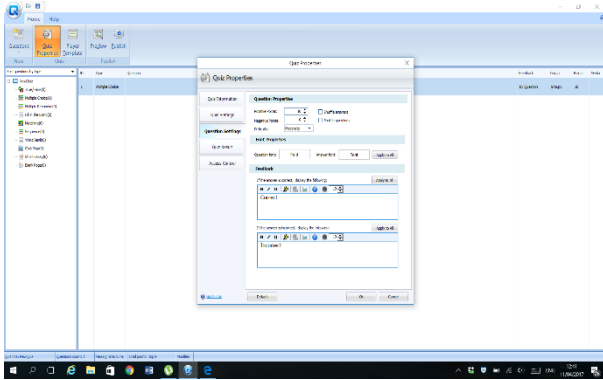


- Let us select the option of Multiple Choice from the list given on the left side of screen.
- A new window will pop out, here Enter the question into the given box. You can add the image, sound, movie in your question as per the option given in menu bar.



- Enter the choices below in row A,B,C and D and click the correct option in the given column. And click to button New Question for add another question.
- When you add all questions then click button OK.

- Now before publishing the quiz we need to set the quiz properties according to your needs or choices, for that you need to click the option Quiz Properties on menu bar.
- You will find a dialogue box of quiz properties in which you can add the quiz title and author details by clicking the button Quiz Information.
- You can change the passing rate, time limit, randomization of questions by clicking the button Quiz Setting.



- You can change number of points for each question by changing Question setting.
- You can protect your quiz by use of password by clicking the button Access control.
- Now click the button Publish in menu bar and select the option Publish as an auto play Exe file for CD delivery.

Your quiz is ready you can play in flash player without internet at any place.

ASSESSMENTS

Assessment 1:

The participants will be engaged in a mind mapping activity where they will give the differences in terms of effectiveness between tech based formative assessment tools and paper based method.

Assessment 2:

The participants ability to create, manipulate and use quizzes in a lesson using the tech-based tools and sharing knowledge and skill will be an evaluation criteria and will indicate that the trainer has achieved the desired learning objective.

- The participants will feed the demo questions into the two platforms, Kahoot and Wondershare and hence the trainee will be taken through a hands on experience in using these tech based tools.

- The participants will also work in groups in case of insufficient devices and for the purposes of teamwork. The trainer will assist them in creating the quizzes with the tools also paying attention on the enhancement of the 4 Cs in the classroom.
- This practice is a great formal assessment for the trainees too. This session will be more practical than theoretical.

Assessment 3:

The participants will be taken through an interactive activity where they will be required to move around and write down on paper slips how what they have learnt will enhance; collaboration, communication, creativity and critical thinking and deposit the slips in four bags labelled with the four aspects.

- Socratic seminar
- Group work assignment and assessments.
- Kahoot or Wondershare quizzes
- Exit cards

REFERENCES

Roy Clariana., Patricia Wallace (2002). Paper-based versus computer-based assessment: key factors associated with the test mode effect. British Journal of Educational Technology.

M. Yasar Özden, Ismail Ertürk, and Refik Sanli (2004). Students' Perceptions of Online Assessment: A Case Study. Journal of Distance Education.

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Mark A. McDaniel, Ruthann C. Thomas, Pooja K. Agarwal, Kathleen B. McDermott, Henry L. Roediger (2013). Quizzing in Middle-School Science: Successful Transfer Performance on Classroom Exam. Applied Cognitive Psychology.

USEFUL LINKS

<http://www.oecd.org/site/educeri21st/40600533.pdf>

<https://create.kahoot.it/login?next=/create>

<https://www.wondershare.com/guide/quizcreator.html>