Tools for tests, surveys and questionnaires

This module aims to:

- Present online tools for creating and sharing interactive elements in the classroom.
- Demonstrate the specific potential of these tools.
- Present the specificities of the tools so that you can decide which ones will best support your stated teaching objectives.

What digital skills does the module support for teachers?

- Communication at work; Continuous professional development
- Creating and editing digital resources
- Teaching; Student guidance; Student independent learning
- Assessment strategies; Analysis of teaching outcomes; Feedback and planning
- Differentiation and individualisation; Student activation
- Digital content creation

What areas of the digital competence of the students can I support with the knowledge I have gained in this module?

Digital content creation - learners create content in a variety of formats using a range of digital media. Learners express themselves using digital media and technology.

Introduction

To extend the interaction potential of both face-to-face and distance teaching. Provide space for expression and feedback from all stakeholders in education - students, colleagues and parents. To facilitate the work of correcting homework and tests. To involve a large number of students in the discussion. To unwind. Get excited. To relax.

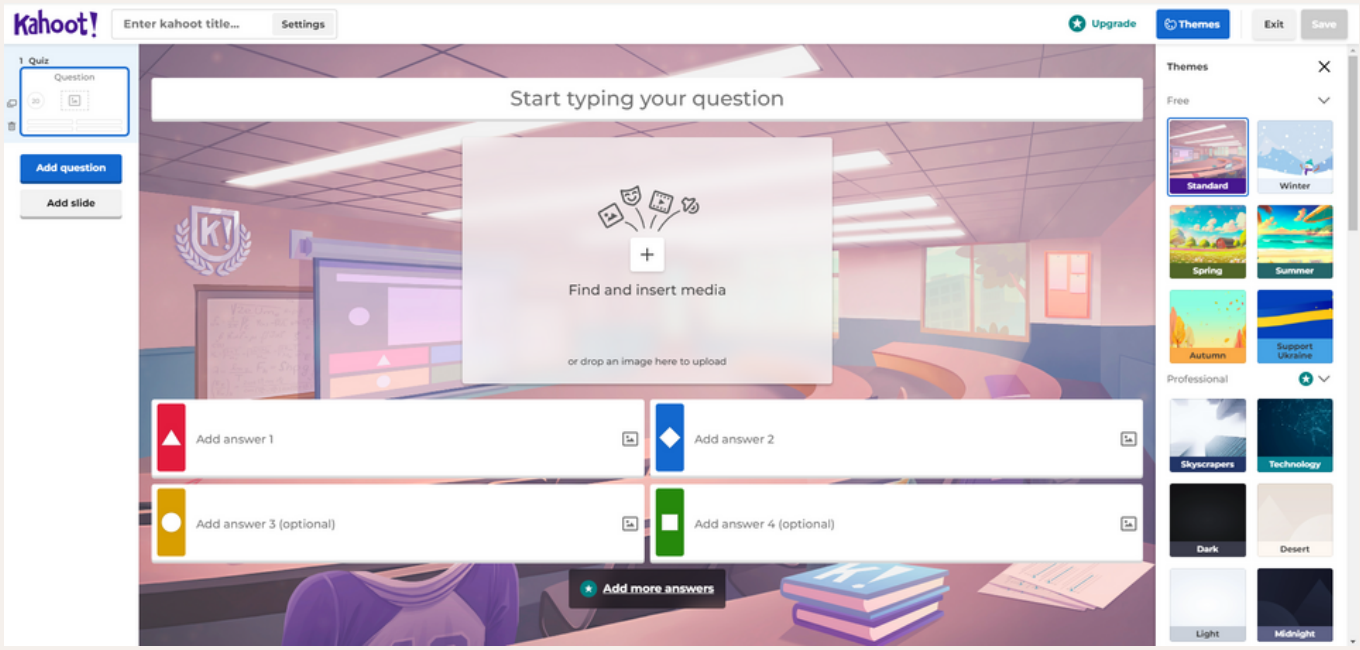
These are all potential benefits of online tools that allow students to take tests, quizzes, one-page surveys and (not only) complex questionnaires. These are usually very intuitive tools that do not require a high level of digital literacy from their users.

Kahoot

URL: https://kahoot.com/schools-u/

Kahoot is characterised by its novel graphics and bold colours. Designed primarily for creating games and quizzes, this online tool invites users to interact in a way that smacks of "something more fun" than traditional revision or knowledge testing. Quite simply, it aims to activate students through play. As a result, it is one of the most widely used and popular tools that make this possible.

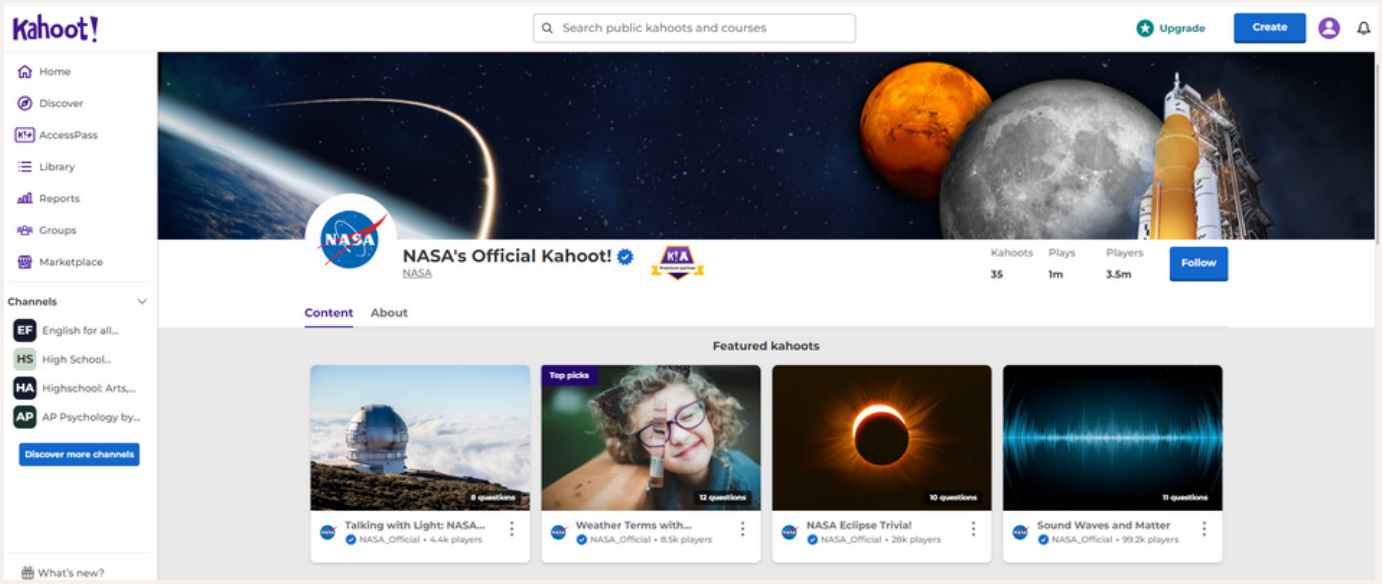
Kahoot's online quiz and game editor allows for intuitive question creation in a web environment and mobile app - combining the latter with questions that lead to quick decision making. It shows that even something like a quiz can be fun and playful, and is particularly suited to non-assessed activities. Students log in with a code and a name (nickname). The test can be given during a lesson or as homework.



Environment for creating an interactive quiz

There are a large number of ready-made quizzes and games in the app's library - you'll find them under the Discover button. You can search for quizzes using different criteria, or you can filter to see only quizzes in your native language. You can view and play the selected quiz, or copy it to your library and edit it as you like. You can share individual quizzes using a PIN, link, Google Classroom or MS Teams. The results of individual quizzes and students are automatically summarised in the Reports tab.

The basic version is free, but you will need to register if you want to create your own sets, which can include different types of questions and answers, and can also be created using pre-made templates. Students can complete quizzes individually or together as a game. Kahoot also provides a clear overview of players' scores.



Official NASA Kahoot Library

TIP for you:

1. Choose a finished Kahoot and try to play it. Did you like it? Share the link with your colleagues in the Virtual Classroom.
2. You won't miss your students. Less is sometimes more, and even Kahoot should be introduced into the classroom with caution and a clear goal in mind.
3. You can also let your students create Kahoot to develop their critical thinking and digital literacy skills - see how Jitka Rambousková used it in her class https://www.cojsemvyzkousela.cz/?p=4744

Learningapps

URL: https://learningapps.org/
A rather modest graphic design (although you wouldn't know it from the home page), localisation in many languages and everything else make this a tool you might like for creating interactive exercises. Learning Apps is an interesting online application for creating your own exercises (sorting, quiz, matching, picture description, word guessing, memory game, puzzles...).

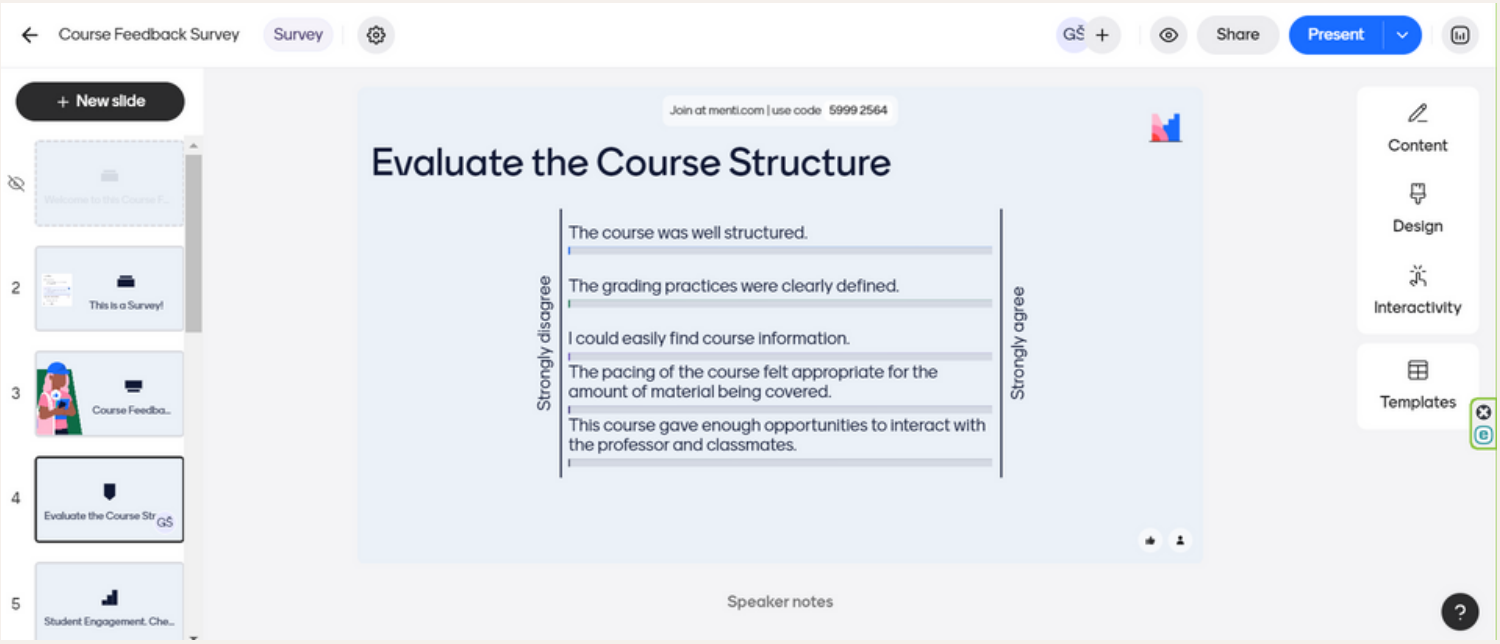
You can use it in a variety of subjects and you will appreciate the templates for creating activities and searching for existing activities. You can share the materials you create using a QR code, a link or by embedding them on your own website and, as before, students can participate in the creation. The advantage is that the activities you create can be sorted into folders and subfolders, copied, moved and, of course, edited at any time.

TIP for you:

You can see how you can playfully develop students' information literacy and review physics in Learning Apps in Petra Boháčková's article https://dejtemipevnybod.cz/2021/01/grafseso-podle-vzoru-pexeso/

Mentimeter

URL: https://www.mentimeter.com/
Mentimeter is a Swedish app that supports the interactivity of online lectures and traditional classes with a single analytical tool. It is especially suitable for activating students during online learning, where they cannot speak, but can write short text answers, sort or work with different scales.

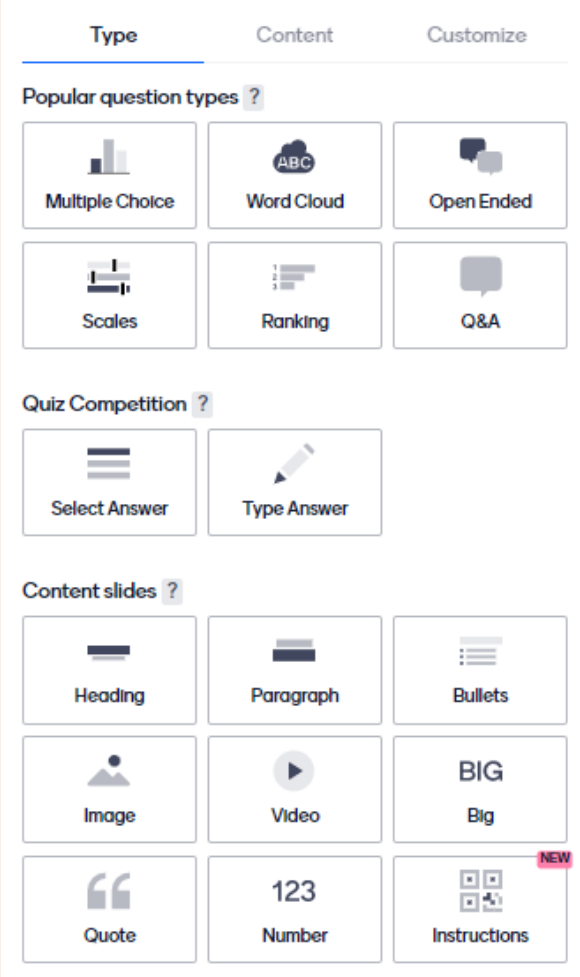


Slides in Mentimeter

This tool allows you to add slides to your presentations that encourage your students to take action. You can use Mentimeter by registering for the free version and you are limited to two questions per presentation. If you would like to have more questions/slides in a presentation, you will need to purchase the paid version. Students log in to the tool anonymously with a number or QR code.

Mentimeter offers a variety of questions to work with, such as:

- Multiple choice (opinion question, audience poll)
- Word clouds (participants' answers are automatically displayed as a word cloud)
- Quiz (question input and automatic scoring)
- Rating scale (for each option, the choice of the answer on the scale)



Types of questions

The greatest added value of Mentimeter is the instant visualisation of the data/answers obtained. Once the answers are in, you can show the students a slide with graphs of their answers.

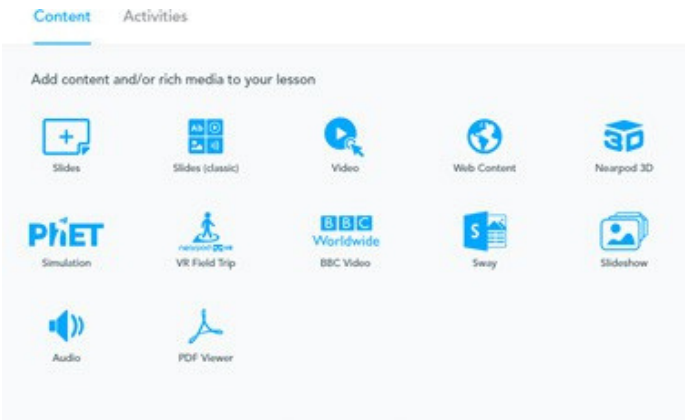
TIP for you:

1. When creating individual questions, first study the type of question and the format of the result display (there is often confusion between ratings and scales).
2. Petra Boháčková used the word cloud question again in her (distant) classroom. https://dejtemi-pevnybod.cz/2021/04/mentimeter-com-na-dalku/

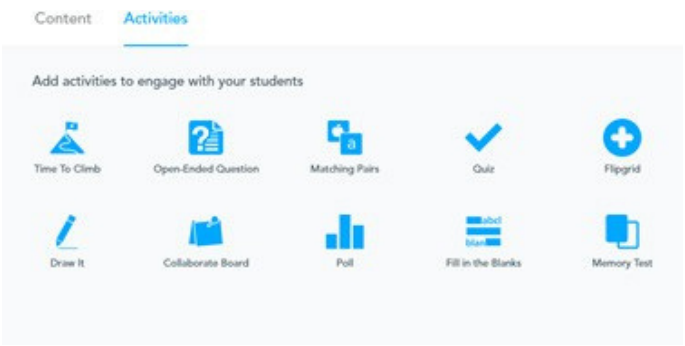
Nearpod

The Nearpod web application is used to create interactive presentations that can enrich frontal learning and support student activity in the classroom. It is a very comprehensive tool that supports formative and individualised learning. Nearpod allows for the creation of a variety of multimedia and interactive content, with the ability for the teacher to monitor and formatively assess each student's work.

Nearpod is ideal for lessons where each student has a tablet or smartphone to share a presentation with the teacher. This can be interspersed with interactive elements to continually check student learning. The teacher can then immediately see if the students have understood the explanation so far. have understood the explanation so far.



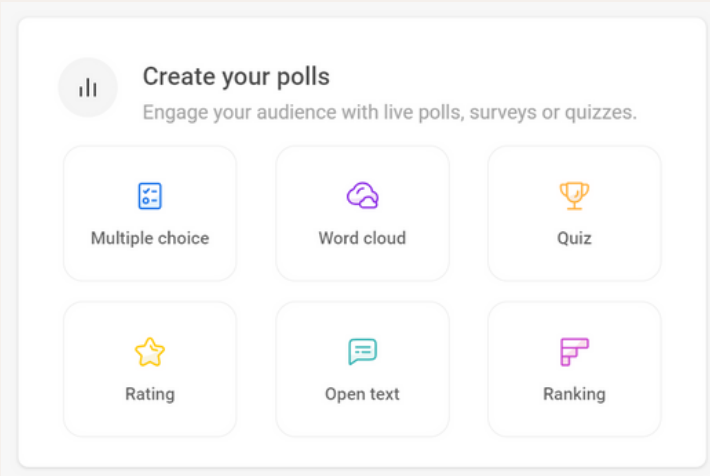
Different types of content

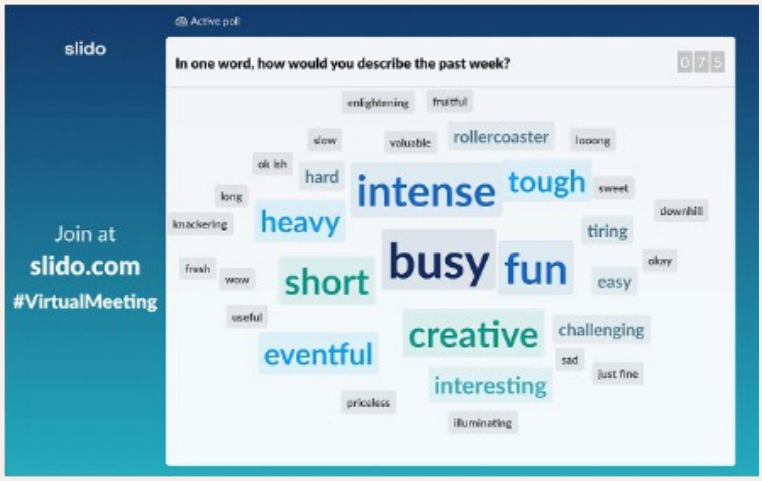


Different types of activities

TIP for you:

1. Try other apps based on a similar platform - Socrative and Toglic
2. A tool that you can use, for example, to ask students questions during your explanation is Sli.do. It also allows you to create short polls or word clouds.
3. If you decide to collect feedback from students or parents, create a larger questionnaire or collect registrations for a school event, then you can safely use Google Forms, Microsoft Forms, Survio or the professional SurveyMonkey. All of these tools can also visualize and evaluate the responses well.
4. To learn how to use Microsoft Forms to administer traditional exams and scored tests for students, see https://www.youtube.com/watch?v=x8hqxLLnq-o





Sli.do