

The logo for Purple Mash, featuring the word "purple" in a purple sans-serif font and the word "mash" in a white sans-serif font, both on a black rectangular background with a torn top-right corner.

**purple
mash**

DigiTech Scheme of Work

Unit 6.7 – Quizzing



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Introduction

For these sessions, the children will need to have their own individual logins to Purple Mash.

If you are currently using a single login per class or group and would like to set up individual logins yourself, then please see our guide to doing so at [Create and Manage Users](#).

Alternatively, please contact support at support@2simple.com.au or call on +61 (0)380 015 024.

Children will be using a variety of Purple Mash tools to create quizzes on different topics and for different audiences and will have the opportunity to share them with others.

Year 6 – Medium-Term Plan

Lesson	Title	Success Criteria
1	Introducing 2DIY	<ul style="list-style-type: none">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.
2 & 3	Using 2Quiz	<ul style="list-style-type: none">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.
4	Exploring Grammar Quizzes	<ul style="list-style-type: none">Children have tried out the different types of Text Toolkit grammar games.Children have chosen an appropriate Text Toolkit tool to make their own grammar game(s).
5	A Database Quiz	<ul style="list-style-type: none">Children have used a 2Investigate quiz to answer quiz questions.Children have designed their own quiz based on one of the 2Investigate example databases.
6	Are you Smarter than a 10- (or 11-) Year-Old?	<ul style="list-style-type: none">Children have used their knowledge of quiz types to create a quiz show quiz based on a curriculum area.

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Lesson 1 – Introducing 2DIY

Aim

- To create a picture-based quiz for young children.

Success criteria

- 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.

Resources

Unless otherwise stated, all resources can be found on the [main unit 6.7 page](#). From here, click on the icon to set a resource as a 2Do for your class. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you don't lose this page.

- The children will be sharing their quizzes with younger children in the school. Schedule a session where your children can spend some time with a class of younger children (Reception to Year 2) to share their quizzes. Discuss with the class teacher some picture books that their class will be familiar with.
- Set up a display board for children to share their quizzes. All classes should be able to see it (tick the 'all classes' tick box on setup); this will enable them to share their work with the younger children. For more information about display boards, see [the guide in the Teacher section](#) of Purple Mash.
- Headphones
- [2Connect tool](#): This is found in the Tools area of Purple Mash.
- [2Do It Yourself tool](#): This is found in the Tools area of Purple Mash.

Activities

Introduction	Display slide 2 and outline the lesson aim. Display slide 3 and outline the success criteria.
Introducing the topic	Display slide 4 to introduce the topic.
Activity 1: What you Know About Quizzes.	Use slide 5 to introduce the activity to be completed as a class on the whiteboard.
The Focus Today	Use slide 6 . Click to reveal points to introduce and discuss.

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Introducing 2Do It Yourself	<p>Display slide 7. Open 2Do It Yourself on the whiteboard and draw the children' attention to the Activities section.</p> <p>Discuss how the features are suited to creating activities for young children.</p> <p>Each of these activities has a video and an example which is accessed by launching the app. You could go through these as a class on the whiteboard or children could view them on their own devices.</p> <p>For now, ignore 2Quiz as the children will be looking at this in later lessons.</p>
Activity 1: Investigating 2Do It Yourself	Display slide 8 . Send the children to their devices and give them time to look at the types of resources in 2Do It Yourself. As they look at the different quiz types ask them to consider which ones are suitable for younger children to complete.
The Front Screen	Display slide 9 . As well as designing the quiz, the children need to set up a front screen telling the user what to do on the quiz. Show the children the features of the front screen.
Using Images in 2Do It Yourself	Display slide 10 . Demonstrate to children that they can then use Purple Mash clipart, draw pictures or import pictures they have downloaded to their devices for their quizzes.
Activity 2: Designing the Quiz	Display slide 11 . Send the children to their devices where they design a suitable quiz for their given audience.
Sharing our Work	Display slide 12 . Tell the children to save their work and then share it to the class display board you set up before the lesson.
Activity 3: Playing the quizzes	(OPTIONAL IN THIS SESSION) Display slide 13 . If arranged, the younger children could play the activities in this session by accessing from the display board your children saved the activities to. Younger children could critique the activities.
Activity 4; Extension	Display slide 14 . Ask the children to evaluate the success of their quiz.
Review Success Criteria	Display slide 15 . Review the success criteria from slide 3 . Children could rate how well they achieved this using a show of hands.



Lessons 2 and 3 – Using 2Quiz

Aim

- To learn how to use the question types within 2Quiz.

Success Criteria

- 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.

Resources

Unless otherwise stated, all resources can be found on the [main unit 6.7 page](#). From here, click on the icon to set a resource as a 2Do for your class. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you don't lose this page.


- [Sample science quiz](#) – this will be used on the whiteboard.
- 2Blog: The lesson plan advises children to **share their quizzes to a class blog** (2Blog). For guidance about setting up a class blog, see the [2Blog user guide](#) in the Teacher section. The blog will allow children to comment on each other's quizzes, enabling them to respond to feedback.
- [2Quiz tool](#): This is found in the Tools area of Purple Mash.

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Activities

Introduction	<p>Display slide 2 and outline the lesson aim.</p> <p>Display slide 3 and outline the success criteria.</p> <p>Explain that the children are going to be using a different tool to make a science quiz (or a quiz on whatever other topic you have chosen).</p>
Quizzes in 2Quiz	<p>Display slide 4. Before making a quiz, have a brief go at the science quiz as a class on the whiteboard. This will open in play mode, pressing stop will switch it to edit mode and allow for exploration of how the questions were made.</p> <p>Look at the different types of questions used in the quiz.</p>
Exploring 2Quiz	<p>Display slide 5. Explain to the children that 2Quiz can be found in the tools section of Purple Mash.</p> <p>Draw the children's attention to the features of 2Quiz.</p>
Activity 1: Investigating 2Quiz	<p>Display slide 6. Send the children to their devices and investigate the different types of questions in 2Quiz. Encourage them to watch the help videos in the top right of the screen. Which of the questions are most suitable for quizzers of their age?</p>
Activity 2: Creating a quiz	<p>Display slide 7. Set the children the challenge that will last for this lesson and the next one. They need to create a quiz of at least 10 questions based around a class science topic or a topic of their choice.</p> <p>Remind the children to save their quizzes.</p>
Activity 3: Choosing the Quiz Type	<p>Display slide 8. Once children have completed several questions and saved their work, they should decide upon the Quiz mode. There are three modes</p>
Activity 4: Adding the front screen	<p>Display slide 9. Children should then add a title screen with instructions.</p>
Activity 5: Sharing your Quiz	<p>Display slide 10. Children should share their quizzes to the class blog by clicking on the  button. You will need to approve these posts (contingent on settings) before children can try out each other's quizzes and comment upon them, so you will need to be logged onto a computer yourself to approve posts and comments promptly.</p> <p>Children should be given the opportunity to respond to feedback and refine their quizzes by looking at the quizzes shared on the blog. They should make a note of the questions that they think were particularly well constructed.</p>

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Activity 6: Extension – Improving our quiz	Display slide 11 . Ask the children to open their quizzes and explore the 'Text' type question. Focus on the 'Case-Sensitive' button.
Review Success Criteria	Display slide 12 . Review the success criteria from slide 3 . Children could rate how well they achieved this using a show of hands.



Lesson 4 – Exploring Grammar Quizzes

Aim

- To explore the grammar quizzes.

Success Criteria

- Children have tried out the different types of Text Toolkit grammar games.
- Children have chosen an appropriate Text Toolkit tool to make their own grammar game(s).

Resources

- It would be useful to decide what sort of games you wish your class to make before the start of the lesson. You might want them to use the different tools to test specific areas of grammar that the class have found more challenging. Children could make games aimed at their age group or for younger children. The focus will determine the balance of thinking time devoted to the DigiTech skills vs grammar skills.
- It would be useful to set up a **class blog or display board** for children to share their grammar games to.
- [Text Toolkit Grammar Games](#): This is found in the Tools area of Purple Mash within the Quiz and Game Creation section.


Activities

Introduction	<p>Display slide 2 and outline the lesson aim.</p> <p>Display slide 3 and outline the success criteria.</p>
Text Toolkit	<p>Display slide 4. Show children where the Text Toolkit grammar games are; they are in the Games section of Purple Mash</p> <p>Explain that the games increase in difficulty and were created using a tool in Purple Mash called Text Toolkit. You could also show children how to locate this in the Tools area of Purple Mash under 'Quiz and Game Creation'.</p> <p>Text Toolkit contains five different tools for making grammar games. The ones that they will be using for this lesson are called Word Spot and Cloze.</p>

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Looking at Examples of Text Toolkit Games	Display slide 5 . To understand what you can make with these tools, it is useful to look at the existing games. Discuss with the children the aims of the games and which tool they were made with.
Activity 1: Exploring Word Spot and Cloze activities.	Display slide 6 . Look at the list of Word Spot and Cloze activities and allow the children time to investigate them.
Creating a Quiz Using Word Spot	Display slide 7 . Open Text Toolkit in the Quiz and Game creation section of the tools area and select Word Spot. Children should suggest a sentence to enter, then click on the  button and the computer will try to sort the words for you as best as it can. Words might need to be dragged to different boxes as this system is not fool proof. To add a word to a box, highlight it in the sentence by double-clicking on it and click on the plus symbol of the box you want to add it to.
Creating a Quiz Using Cloze	Display slide 8 . Explain and show the children that to make a Cloze game, open the Cloze tool and enter the text into the main box.
Activity 2: Creating Cloze and Word Spot Quizzes	Display slide 9 . The children will need to go to their devices and create Cloze and Word Spot quizzes. Remind the children to save their work. Maybe this could be shared to the blog created last week.
Activity 3: Evaluating Quizzes	Display slide 10 . Allow the children time to play each other quizzes and evaluate the success of them.
Activity 4: Extension	Display slide 11 . Ask the children to investigate and then create other grammar quizzes using the remaining tools in the text toolkit – Sentence Pairs, Word Combos and Developing Tray.
Review Success Criteria	Display slide 12 . Review the success criteria from slide 3 . Children could rate how well they achieved this using a show of hands.



Lesson 5 – A Database Quiz

Aim

- To make a quiz that requires the player to search a database.

Success Criteria

- Children have used a 2Investigate quiz to answer quiz questions.
- Children have designed their own quiz based on one of the 2Investigate example databases.

Resources

Unless otherwise stated, all resources can be found on the [main unit 6.7 page](#). From here, click on the icon to set a resource as a 2Do for your class. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you don't lose this page.

- Using the 2Investigate tool is part of Unit 5.4. If children have not completed this unit, they will require more time to familiarise themselves with the 2Investigate tool. If they have recently completed this unit, the introductory steps in this lesson can be briefly overviewed.
- Set the [example Holiday quiz](#) as a 2Do for the class.
- [2Investigate tool](#): This is found in the Tools area of Purple Mash.

Activities




Introduction	Display slide 2 and outline the lesson aims. Display slide 3 and outline the success criteria
What is a database?	Display slide 4 . Ask the children what a database is and whether they have used one before. Then reveal the slide. If they completed Unit 5.4, they will have used the 2Investigate database and will be familiar with searching it.
Opening 2Investigate	Display slide 5 . Open 2Investigate from the Tools area and remind children of the example databases.
Database Records	Display slide 6 . Open the Aliens database and click on one of the records. Can children remember the word for the different types of

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	information that are collected in the database? REVEAL THE SLIDE (The answer is database fields.) Have a look at the different field titles and types.
Using the Table View	<p>Display slide 7. Can children remember how to see all the information in a table?</p> <p>Use the  button.</p> <p>Remind children how to sort the data by any field by clicking on the field heading.</p>
Using the Search Button	<p>Display slide 8. In either Table View or Record View, click on the  button. Demonstrate (or ask the children to demonstrate) how to perform the searches:</p>
Using Sort, Group and Arrange	<p>Display slide 9. Explain to the children that sort allows the user to sort by different fields. The information can be displayed in ascending or descending order. Try sorting by number of eyes.</p> <p>Group allows the user to group records together according to shared information. Try grouping the planet aliens come from.</p>
Statistics and Report Button	<p>Display slide 10. Explain to the children that the Statistics and Report button  allows the user to find statistical information in a database. The information the user can display will depend on the type of field. In this instance, the user is finding statistical information about eyes. The information can be displayed in several ways using the second drop-down box.</p>
Activity 1: Completing a 2Investgaite Quiz	<p>Display slide 11. Once the children feel comfortable with the 2Investigate tool, it is time to try an example quiz. This quiz requires the player to open the Holiday example database in 2Investigate to complete the quiz. Children will need to open two tabs in their browser. Open the quiz in one tab from their 2Dos and the 2Investigate database in the other tab. They can then try the quiz. There is a time limit, so they might need to play the quiz more than once to get all the correct answers.</p>



<p>Activity 2: Creating a 2Investigate Quiz</p>	<p>Display slide 12. The aim for the rest of the lesson is for children to make a similar quiz using a different example database. You could tell children which database to use, or they could have a free choice. They need to use 2Quiz for the quiz questions.</p> <p>Children should share the completed quizzes using a quiz display board so that others can try them out. Perhaps they could share them with Year 5 as a test of their database abilities once the Year 5 children have completed Unit 5.4.</p>
<p>Review Success Criteria</p>	<p>Display slide 13. Review the success criteria from slide 3. Children could rate how well they achieved this using a show of hands.</p>



Lesson 6 – Are You Smarter Than a 10- (or 11) -Year-Old?

Aims

- To make a quiz to test your teachers or parents.

Success criteria

- Children have used their knowledge of quiz types to create a quiz show quiz based on a curriculum area.

Resources

Unless otherwise stated, all resources can be found on the [main unit 6.7 page](#). From here, click on the icon to set a resource as a 2Do for your class. Use the links below to preview the resources; right-click on the link and 'open in new tab' so you don't lose this page.

- In this lesson, children will have the opportunity to consolidate their skills in a fun way to make a game show. The time outside the lesson could be used to stage the game show. The intention is to pit a team of Year 6 children against a team of teachers (or even parents). The contestants should be different children from those who designed the questions,
- [Game show example](#). This will be demonstrated on the whiteboard.

Activities

Introduction	Display slide 2 and outline the lesson aims.
	Display slide 3 and outline the success criteria
Game Show Quiz	Display slide 4 . The example quiz 'Quiz Show' has been set up to play in Game Show mode. It has nine questions. Play this game as a game show by splitting your class into two teams. Team A selects a question to try. If they can answer it correctly, it is coloured in in their team colour; they will be offered the chance to select a colour. If they can't, the other team can 'claim the points. The teams then take turns to select a question until all questions have been completed.

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Activity 1: Are you Smarter than a 10 or 11 Year Old?	<p>Display slide 5. Explain to the class that the task is to create a quiz on a curriculum area that can be used to challenge the teachers and see if they are smarter than a 10 or 11 year old.</p> <p>Remind the children to save their quizzes and then save to a display board.</p>
Activity 2: Extension	<p>Display slide 6. Introduce the extension: Think about how else a 9 question Game Show quiz could be played by two teams. Instead of earning the most points, how else could a 3x3 quiz grid be used to find a winner? (Think Noughts and Crosses)</p> <p>How could they explain their concept? (modify the information screen at the start of their Game Show quiz).</p>
Which is the Best?	Display slide 7 . Allow the children time to play each other's quizzes. Which one is the best and suitable for challenging the teachers?
Playing the Quiz.	Display slide 8 . Arrange a time for the children to challenge the teachers and see who wins.
Review Success Criteria	Display slide 9 . Review the success criteria from slide 3 . Children could rate how well they achieved this using a show of hands.



Appendix 1 – Text Toolkit Grammar Games List

This list includes the games made using either the Word Spot (WS) or Cloze (C) tools.

Hatching Out

Game	Tool
Sam and Pat Play Ball	C
Ned and the Wolf	C
Fruit Tree Word Spot	WS
Prefix Magic	C
Suffixes with the Wolf	C
Jim Takes Out the Rubbish	C
Anna and the Wolf	C

Chicklets

Game	Tool
Lily's Dog	C
The Dancer and the Baker	C
About a Wolf	C
In the Woods	C
Compounding with Grandad	C

Early Birds

Game	Tool
The Fox and the Hen	WS
Word Families	WS
Bella and the Farm	C
Frank's Clever Window	C
Superhero Shopping Trip	C
Mark Wants Chicken	C
Alien Time	C

First Flight

Game	Tool
Jane's Monster	C
Harry's Party	C
Campsite Jim	C
Story Gaps	WS
Word Hop	C

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Flying High

Game	Tool
The Zoo Tiger	C
Dan's Screen	C
Anna and the Trampoline	C
Word Splits	WS
Story Snaps	C
Box the Word	WS

Soaring Eagles

Game	Tool
Circus Tricks	C
Flora's Trouble	C
Box the Verb	WS

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Assessment Guidance

The unit overview for Year 6 contains details of national curricula mapped to the Purple Mash Units. The following information is an exemplar of what a child at an expected level would be able to demonstrate when completing this unit with additional exemplars to demonstrate how this would vary for a child with emerging or exceeding achievements.

Assessment Guidance	
Emerging	With support throughout, children can plan, design and create simple quizzes using given software- 2DIY, 2Quiz and 2Investigate. Throughout the unit, children begin to consider their audience, their ability and interests and make decisions based upon this. Children sometimes choose appropriate software for the questions that they want to ask (Unit 6.7 Lesson 2 and 3). Children give and respond to feedback, although this may be at a basic level, and they can make simple edits to their quizzes (Unit 6.7 Lesson 1).
Expected	Children can plan, design and create various quizzes using a variety of software- 2DIY, 2Quiz and 2Investigate. Throughout the unit, children consider their audience, their ability and interests and make decisions based upon this. Children choose appropriate software for the questions that they want to ask (Unit 6.7 Lesson 2 and 3). Children give and respond to feedback; they edit and redesign their quizzes accordingly (Unit 6.7 Lesson 1). Most children can create purposeful online quizzes for an intended audience using the 2DIY suite of applications. With ease, they combine text with images and audio to enhance their quizzes. The question types used are fit for audience and serve to add additional enhancements for the intended user. Extra features such as using the instruction window and time limit are applied aptly (Unit 6.7. Lessons 1 to 3).
Exceeding	Children demonstrating greater depth see the links between the variety of software- 2DIY, 2Quiz and 2Investigate. They select the software based on whether it is appropriate for the task and can give reasons to justify their choice (Unit 6.7 Lesson 2 and 3). Children give and respond to feedback; they edit and redesign their quizzes accordingly (Unit 6.7 Lesson 1).

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