

Assess for Success!



Kahoot!

QUIZIZZ

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Agenda

- **Introduction and Plickers Pre-Assessment**
- **Plickers**

- **Activity: Plickers Assessment With Kahoot!**
- **Kahoot!**

- **Activity: Kahoot! Assessment with Quizizz**
- **Quizizz**

- **Activity: Explore Your Own!**

By The End of This Presentation, Adult Educators Will Have:

- learned about three powerful, but fun and engaging, technology tools to use in their adult education classroom
- experienced these technology tools from a student's perspective
- set up and explored at least one of these tools so that they can use it in their classroom



Pre Assessment: What Do You Know?

1. You will be handed a QR code.
1. You will notice each side of the card has a letter.
1. You will see a question on the screen.
1. Hold your card up with the answer you agree with or think is correct on the top.



plickers

clickers, simplified.



What is Plickers?

- A powerfully simple tool that allows teachers to collect formative assessment within moments
- A formative assessment tool that only requires one device
- A tool where students need no technology; they only need a QR Code, and Plickers provides up to 63 for free!

What You Need

- A Plickers account
- One computer
- An Overhead Projector
- Plickers QR codes
- One mobile device

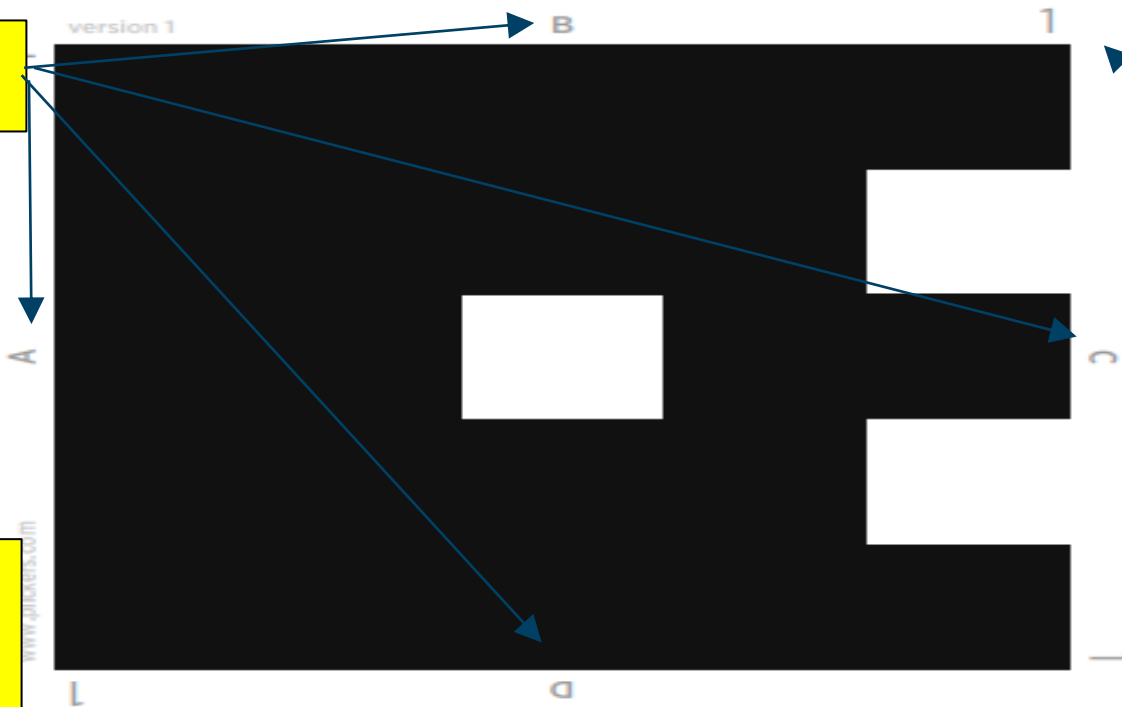


About the QR Codes

Each side has a letter

Each code is unique and the letters are small so students cannot copy off one another

Codes can be printed for free or purchased matte-laminated on Amazon for \$20



Each code is numbered & can be assigned to students

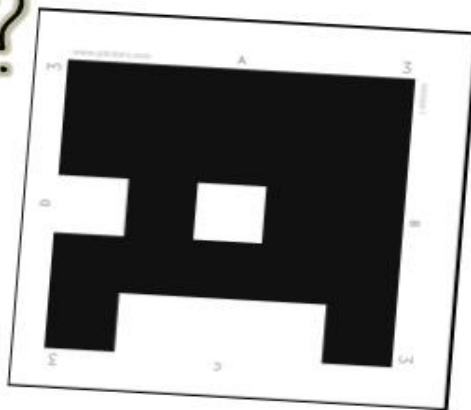
Codes can be printed in different sizes; larger sizes work best with larger groups

How it Works



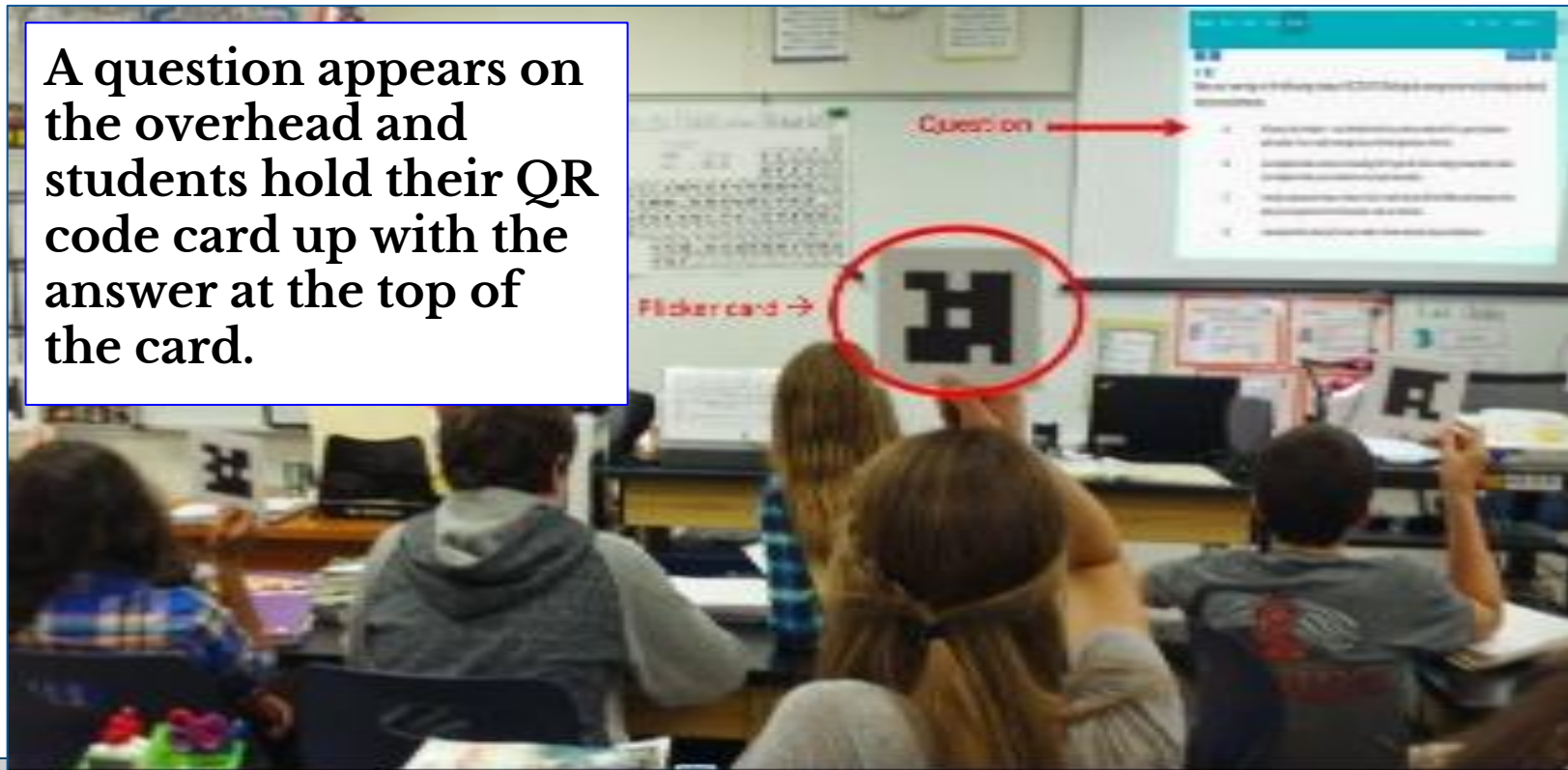
How does it work?

- Each student is given a card with a unique visual code.
- The code has 4 sides, each lettered A, B, C, and D.
- The student holds the card so that the letter they choose to answer the question with is at the top of their card.



How it Works

A question appears on the overhead and students hold their QR code card up with the answer at the top of the card.



Source: <http://bit.ly/2l4yHr4>

How it Works

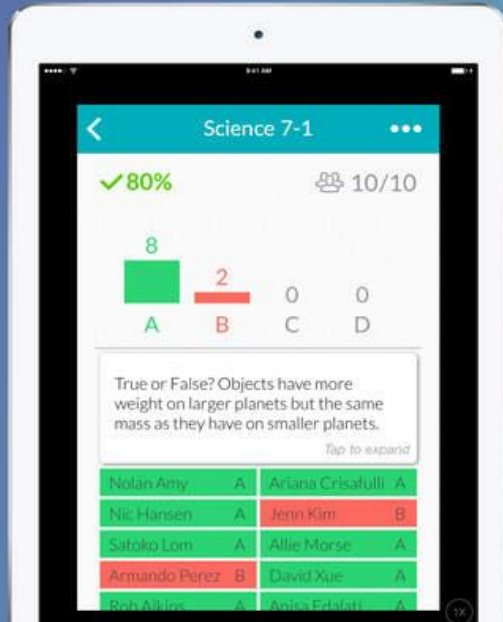


As the teacher scans the room with a device the app recognizes and captures responses.



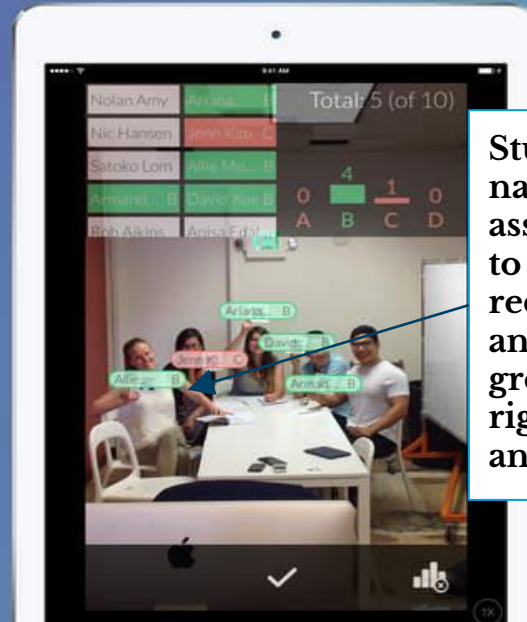
How it Works

Review student results to tailor instruction



The teacher immediately sees who answered correctly and receives a class average of correct answers.

Instantly collect student responses



Student names assigned to cards; if red, wrong answer, if green right answer.

Display
On the
screen

What Students See on the Screen!

The screenshot shows the Plickers student interface. At the top, there is a teal navigation bar with the Plickers logo and menu items: Library, Reports, Classes, Live View, Cards, Help, and A. WINKLE. Below the navigation bar, the question ID '50103B' is displayed. The main content area contains the question: 'Find the least common denominator of 1/50 and 2/5'. Below the question are four multiple-choice options: A: 5, B: 10, C: 50, and D: 25. To the right of the question, there are two small blue icons (a plus and a minus sign) and two buttons: 'Hide panel' and 'Full screen'. Below the question, there are two tabs: 'Students' and 'Graph'. The 'Students' tab is active, showing a 'Reveal Answer' button and a 'Sort By:' dropdown menu set to 'Card number'. A grid of 24 student names is displayed, each with a small card icon to its left. The names are arranged in three columns and eight rows.

Card Number	Student Name
1	Miranda A.
2	Maria C.
3	Vannessa E.
5	Aracely G.
6	Saul G.
7	Maritza M.
9	Francis E.
10	Edmundo F.
11	Henry F.
12	Edith C.
13	Reginald G.
14	Rocio A.
15	Cindy A.
16	Jacquana C.
17	Troy K.
18	Timothy K.
19	Antonio O.
20	Sonia O.
21	Elva V.
22	Stephanie S.
24	Kirk C.

Student holds card up
with the side (A,B,C,D)
they think is correct on
top

Once student cards are
scanned, the student
name is checked off here

What Teachers Can See After The Activity

plickers Library Reports Classes Live View Cards Help A. WINKLE

50101D 69% 18 questions

Card #	Student Name	Total %	Find the least common denominator of	What is the least common denominator ...	What is the least common denominator ...	What is the least common denominator ...	What is the least common denominator ...	What is the least common denominator ...	What is the least common denominator ...	What is the least common denominator ...	Reduce 18/30	Reduce 11/44
		69%	55%	73%	36%	82%	64%	50%	82%	73%	18%	91%
1	Charles [REDACTED]	--%	--	--	--	--	--	--	--	--	--	--
2	Eduardo [REDACTED]	83%	B	A	A	A	A	C	A	B	B	A
3	Elizabeth [REDACTED]	--%	--	--	--	--	--	--	--	--	--	--
4	Rodney [REDACTED]	33%	B	C	D	D	A	A	B	C	D	A
5	Delia [REDACTED]	50%	D	B	D	A	A	B	C	C	B	B
6	Barbara [REDACTED]	60%	--	--	--	--	--	--	--	--	--	--
7	Alana D [REDACTED]	--%	--	--	--	--	--	--	--	--	--	--
8	James [REDACTED]	44%	B	B	B	B	A	--	A	C	A	A
9	Linda M [REDACTED]	67%	C	A	A	A	C	C	A	B	C	A
10	Feliciana F [REDACTED]	74%	C	A	B	A	A	A	A	B	C	A
11	Stayton [REDACTED]	--%	--	--	--	--	--	--	--	--	--	--

Student Scorecard

What Teachers Can See After The Activity

Filter by class:

- 50101D
- 50103B
- 50103d
- Cell Phones Training
- Demo Class
- Fort Worth ELA
- Fort Worth Training Session 1
- Fort Worth Training Session 2
- Fort Worth Training Session 3
- Fort Worth Training Session 4

Jan 12, 2017 ● 50103d

Correct: 100%

What is the largest number by which you can divide the numerator and denominator of 16/28?

- A 3
- B 4
- C 5
- D 7



Jan 12, 2017 ● 50103d

Correct: 0%


What is the largest number by which you can divide the numerator and denominator of 14/70?

- A 2
- B 7
- C 14
- D 28



Question History

Why You Should Be Using Plickers

- 
- It's fun
 - It's free
 - It only requires one device
 - It's a quick and easy assessment of student understanding

- Students are able to identify patterns in learned material
 - Allows for teaching opportunities
 - Every student is engaged
 - Assessment reports provided
- 

Plickers Is Magical!

Assessment: Let's See What You Learned About Plickers!

1. From your device, go to kahoot.it
2. Enter the PIN provided by the presenter
3. Enter your name
4. Wait for the other players to enter their information

Kahoot!

Source:<http://bit.ly/2jO6mUI>

What is Kahoot!?

- A free game-based formative assessment tool designed to make learning awesome
- A formative assessment tool with over 25 million users that can be used for any subject, any age, and any device with *no* player account required
- A formative assessment tool with over 8.5 million games available to adapt to your own learners, or the option of creating your own games



What is Kahoot?

- A game based classroom response system
- Free, web based, device independent.
- Teachers create quizzes with multi-choice up to 4 answers.
- Questions displayed on projector.
- Students respond via own device.
- Students gain points for correct questions and speed of response.



USE ANY
DEVICE WITH A
WEB BROWSER
TO BOTH
PROJECT
& **PLAY!**



How a Kahoot! Classroom Might Look



How do players submit their answer?

Skip

19 Kahoot! 0 Answers

 Click these answer boxes (wrong)	 Use the boxes on their own device (correct)
 Point their device at the answer (no)	 Write it down & turn it in (old school)



LearnerDevice

The image shows a Kahoot! game interface on a computer screen and a smartphone. The computer screen displays a question: "How do players submit their answer?". It shows a score of 19, the Kahoot! logo, and 0 answers. Below the question are four colored boxes with icons and instructions: a red box with a triangle for "Click these answer boxes (wrong)", a blue box with a diamond for "Use the boxes on their own device (correct)", a yellow box with a circle for "Point their device at the answer (no)", and a green box with a square for "Write it down & turn it in (old school)". The smartphone on the right shows the Kahoot! app interface with a PIN of 875116 and "1 of 1" question indicator. It features four colored boxes with icons: a red box with a triangle, a blue box with a diamond, a yellow box with a circle, and a green box with a square. The phone also displays "LearnerDevice" and a battery icon.

What You Need

- A Kahoot! account
- One classroom computer
- An Overhead Projector
- Student devices



Overview of the Game

- Game is displayed on a shared screen
- Players join in using their own devices
- A question appears on the screen, whoever answers fastest with the correct answer gets the most points
- Whoever has the most points at the end, wins

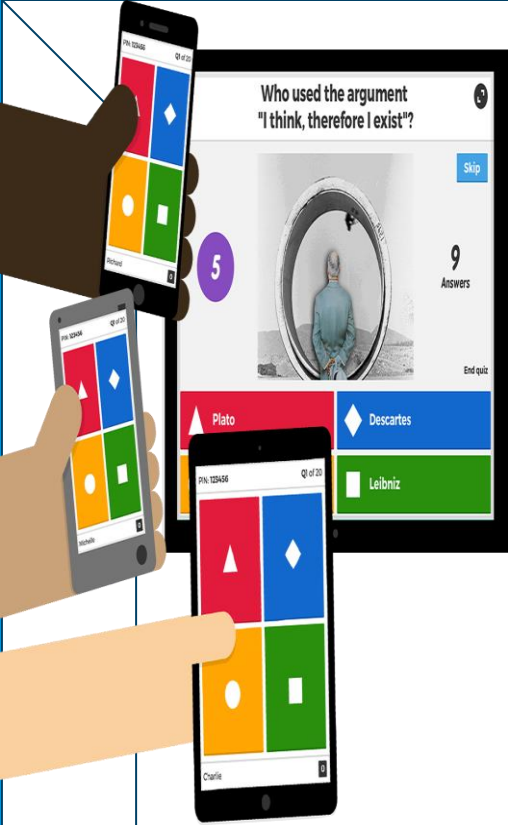
Teacher can set time for each answer; Maximum amount of time to enter answer is 2 minutes

How it Works

About the Shared Screen

How it Works

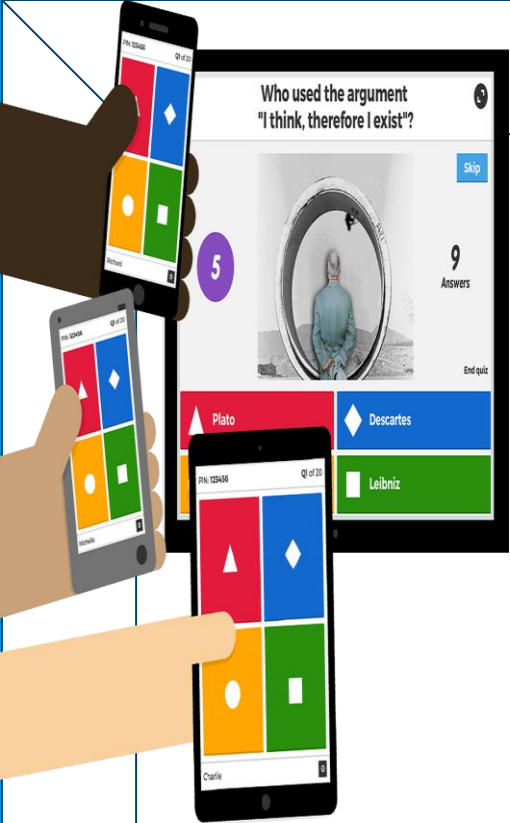
- Shared screen can be an overhead, smart TV, laptop, or interactive whiteboard
- Screen sharing can be used with tools like Apper.In, Skype, or Google Hangouts to include students not in classroom



About Student Devices

How it Works

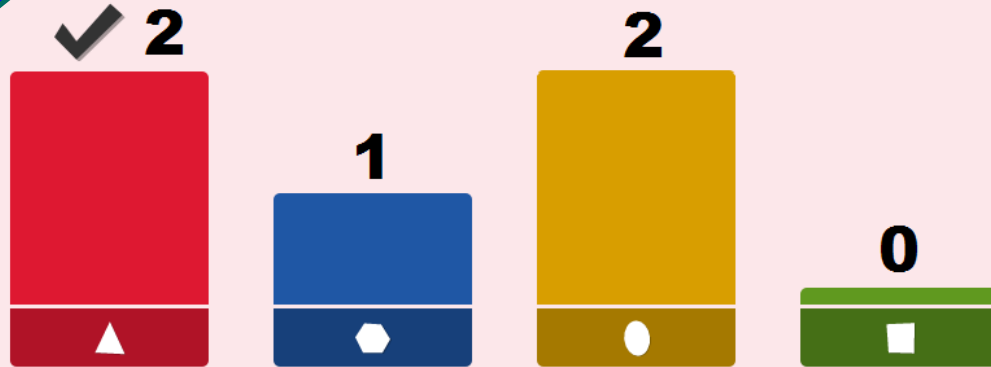
- Each student has their own device even if they work in teams
- Devices might include smart phones, iPads, Kano, laptops, desktops, or any other device with a browser and internet connection



About the Assessment

Q2 Al principio, Juan ____ en busca de una vida digna.

After each question, you see how many students answered correctly



Next >

End quiz now

▲ iba



⬡ ibas

○ fui

■ fueron

Source: <http://bit.ly/2jO6mUI>; <http://bit.ly/2kBTedr>

Kahoot!

How it Works



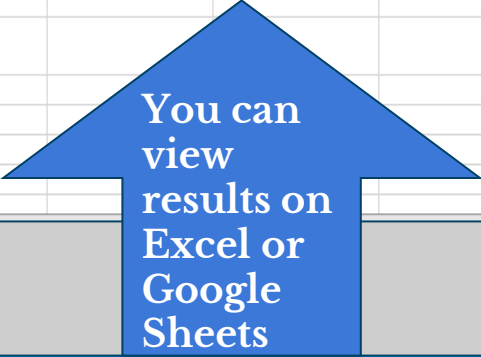
Kahoot!

About the Assessment

How it Works



STUDENT	CORRECT ANSWERS	INCORRECT ANSWERS	SCORE	punctuation."When is the meeting	items to the workshop scissors, Look out below	arrives" said the mayor, "show him	following: Irene and
franey	14	6	10233	, (comma)	none	!(exclamation point)	, (comma)
IvonneM	13	7	10893	" (quotation marks"	: (colon)	!(exclamation point)	none
kaley	13	7	10122	" (quotation marks"	none	!(exclamation point)	none
feliciana	13	6	9952	" (quotation marks"	none	!(exclamation point)	none
A c	10	7	7978	" (quotation marks"	none	!(exclamation point)	, (comma)
lewis	10	9	7623	" (quotation marks"	none	!(exclamation point)	, (comma)
me	10	8	7505	none	!(exclamation point)	none	none
Jesseniaa	9	11	7458	none	, (comma)	!(exclamation point)	, (comma)
Joanna	8	11	6470	none	" (quotation marks"	!(exclamation point)	" (quotation marks"
letty	8	8	6208	" (quotation marks"	: (colon)	, (comma)	, (comma)
Kay	8	11	5415	, (comma)	, (comma)	!(exclamation point)	, (semicolon)
Mayra	7	8	5329	, (comma)	, (comma)	!(exclamation point)	, (comma)
FG	6	14	5004	" (quotation marks"	none	!(exclamation point)	none
OVERALL PERFORMANCE							
% TOTAL CORRECT ANSWERS	53%						
% TOTAL INCORRECT ANSWERS	47%						
AVG SCORE	7707						



Source:<http://bit.ly/2jO6mUI>;<http://bit.ly/2kBTEDR>

Why You Should Use Kahoot!

- It's fun and free!
- You decide on content, imagery, and how the game is played
- It can be played individually or in teams
- Over 8.5 million games available to modify to meet your needs
- **Blind Kahoot!:** asks questions before lesson
- **Connected Kahoot!:** Loops players from around the world
- **Ghost Mode:** Allows players to compete against their previous scores
- **Learners to Leaders:** allows learners to create & lead their own Kahoot!

Kahoot! Is Awesome!!!!

1. From your device, go to <https://quizizz.com/join/>
2. Enter six digit code, **440547**
 1. Choose avatar and begin your assessment!

QUIZIZZ

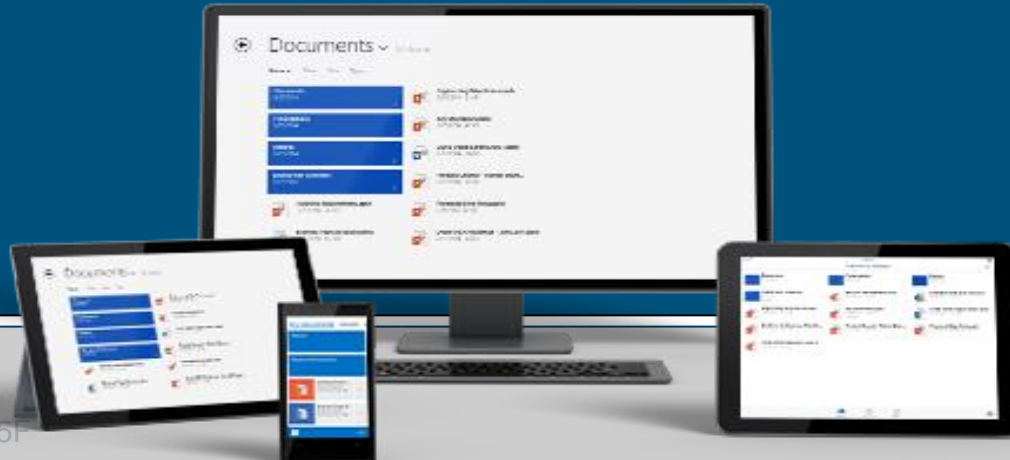
Source: <http://bit.ly/2jGjt8i>

What is Quizizz?

- A free student-paced formative assessment that is fun and engaging for all students
- An alternative to Kahoot! that can be done in class or as homework
- A formative assessment tool with thousands of games available that can be easily customized to toggle competition levels, speed, and other factors

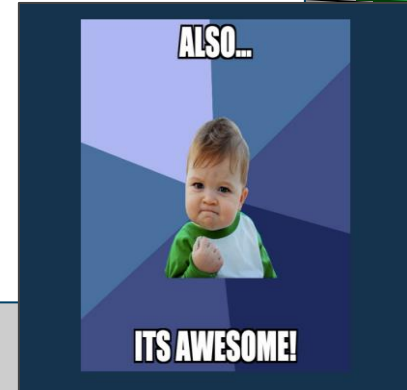
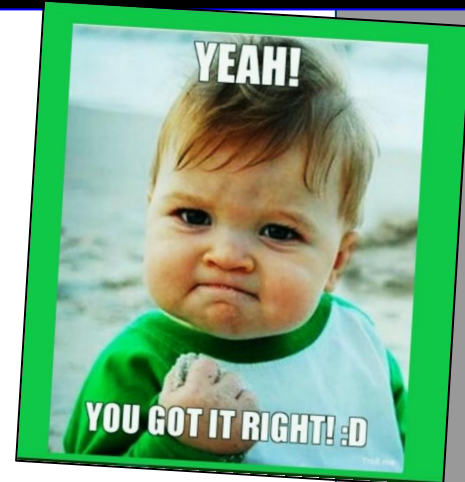
What You Need

- A Quizizz account
- Student devices



Overview of the Game

- Search or create a quiz and start a “Live” game in class or assign Quizizz as a “Homework” task
- Control the competition levels by toggling the leaderboard, timer, and other settings
- Students then play together, but at their own pace with gamification elements such as avatars, a leaderboard, and funny memes
- Review and analyze the student results



What The Student Sees

POINTS

+700

+800

+900



+1000

Which of the following is a way that predictions and inferences are alike?

HIDE
TEXT

both future based

both can be wrong

both are always
right

both happen
before you
observe





What Teacher Sees: Question Reports

How it Works

Reports						
	Questions	Players				
+	7	What is 17% written as a decimal?	100%	7	0	0
+	8	What is 12.08 written as a mixed number?	14%	1	6	0
+	9	What is the fraction for 31%?	100%	7	0	0
+	10	Which fraction is equivalent to 0.1?	57%	4	3	0
+	11	Name the decimal equivalent to $\frac{1}{2}$?	100%	7	0	0
+	12	Name the decimal equivalent to $\frac{1}{4}$?	85%	6	1	0
+	13	Name the percent equivalent to $\frac{3}{4}$?	85%	6	1	0

Source:





What Teacher Sees: Student Reports

How it Works

Reports Questions **Players**

H Fractions, Decimals, & Percents [\[view quiz\]](#) Print Download Excel

February 9th, 09:39 am (16 days ago)

76% Accuracy 15 Questions 7 Players

+		Kay	12720	<div><div style="width: 76%;"></div></div> $\frac{12}{15}$ Print Trash
+		feliciano	12720	<div><div style="width: 76%;"></div></div> $\frac{12}{15}$ Print Trash
+		MV	11770	<div><div style="width: 76%;"></div></div> $\frac{12}{15}$ Print Trash
+		arnecha	11710	<div><div style="width: 76%;"></div></div> $\frac{12}{15}$ Print Trash
+		joe	9830	<div><div style="width: 66%;"></div></div> $\frac{10}{15}$ Print Trash
+		J-MOEE	9810	<div><div style="width: 66%;"></div></div> $\frac{10}{15}$ Print Trash
+		barbara	9500	<div><div style="width: 66%;"></div></div> $\frac{10}{15}$ Print Trash



Why You Should Use Quizizz?

- It's fun for everyone (and free): avatars, leaderboards, themes, music, and memes
- Quizzes can be created within minutes
- Student-level data assessment available
- Teachers can search & use questions from other quizzes
- Quizzes can be assigned during class or outside of class as "homework"
- Teachers can make their own, use already-made quizzes, or edit quizzes available
- Works on all devices with a browser

Quizizz Gets Students Excited!

Final Activity

1. From your device, choose one assessment tool you learned about today
2. I will give you a packet with step-by-step directions for that assessment tool
3. Go to the website, create an account
4. Make your first game or quiz so that you can use it your own classrooms next week!

Adult Educators Should Now Have...

- learned about three powerful, but fun and engaging technology tools to use in their adult education classroom
- experienced these technology tools from a student's perspective
- set up and explored at least one of these tools so that they can use it in their classroom



Presenter Information



lit·er·a·cy



LITERACY COUNCIL of TYLER

	msashlylcot@gmail.com
	https://www.facebook.com/awinkle1
	http://www.lcotyler.org/ https://www.facebook.com/literacycounciltyler/ https://twitter.com/lcotyler