



St James' Church of England Primary School

Computing Overview Sheet



Year 6 – 6.7 Quizzing



Prior and Future Learning Links:

Year 5 – **Databases & Game Creator**: Creating and searching a database for information & Writing instructions

Year 4 – **Writing for Different Audiences**: Considering understanding and abilities of an audience

Year 3 – **Branching Databases**: Understanding structure of YES/NO questions in a branching database

Learning Objectives:

- To create a picture-based quiz for young children.
- To learn how to use the question types within 2Quiz.
- To explore the grammar quizzes.
- To make a quiz that requires the player to search a database.
- To make a quiz to test your teachers or parents

Overview:

Lesson 1: Introducing 2DIY

Lesson 2: Using 2Quiz

Lesson 3: Using 2Quiz

Lesson 4: Exploring Grammar Quizzes

Lesson 5: A Database Quiz

Lesson 6: Are you Smarter than a 10- (or 11-) Year-Old?

Cross Curricular Links

Resources

- iPada • Purple Mash Login Details

Impact/Assessment

Most Children will: 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. Children give and respond to feedback; they edit and redesign their quizzes accordingly.

Less Able Children will: 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.

More Able Children will: 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. Children give and respond to feedback; they edit and redesign their quizzes accordingly.