

NAME	TEST/QUIZ/INTERACTIVE EVALUATION
<p><b>Short description (What)</b></p>	<p>Assessment, evaluation, and testing are all used to measure how much of the assigned materials students are mastering, how well students are learning the materials, and how well students are achieving the stated goals. The result is based on a calculation of the user's interactions and the answers they provided for each question.</p> <p>Evaluation is the process of making judgments based on criteria and evidence (tests, quizzes). Evaluation process must be carried out with effective techniques. Interactive tests and quizzes are those that are completed and automatically marked on a computer, tablet or mobile device.</p> <p>There are different types of tests:</p> <ol style="list-style-type: none"> <li>1. Placement tests: It is designed to help educators place a student into a particular level or section of a language curriculum or school</li> <li>2. Diagnostic tests: they help teachers and learners to identify strengths and weaknesses.</li> <li>3. Proficiency tests: they measure a learner's level of language.</li> <li>4. Achievement tests: they are intended to measure the skills and knowledge learned after some kind of instruction.</li> </ol> <p>Different ways to design test questions:</p> <ul style="list-style-type: none"> <li>• True/False</li> <li>• Matching (e.g. terms with definitions)</li> <li>• Multiple Choice</li> <li>• Short Answer</li> <li>• Essay</li> </ul>
<p><b>Purpose/aim (why)</b></p>	<ul style="list-style-type: none"> <li>• Immediate evaluation of learning results</li> <li>• Acquisition of new knowledges</li> <li>• Collecting information about students knowledge</li> <li>• Increase students engagement (motivation)</li> <li>• Instant feedback on learning results</li> <li>• Online quizzes allow a large number of participants to take the test at the same time</li> </ul>
<p><b>Contents/learning objects suitable (on what)</b></p>	<ul style="list-style-type: none"> <li>• To test theoretical knowledge;</li> <li>• A variety of interactive materials, such as pictures, videos, and text, can be used to create a test or quiz (e.g. poll, form);</li> <li>• Testing practical skills through a test based on pictures and videos. Techniques, order of work, etc. The test evaluates knowledge of practical skills.</li> </ul> <p><i>Some examples of application:</i></p> <ul style="list-style-type: none"> <li>• Road safety education;</li> <li>• Job procedures;</li> <li>• Testing or evaluation of terminological vocabulary knowledge (e.g. cooks, waiters, electricians, etc.);</li> </ul>

	<ul style="list-style-type: none"> <li>● Gathering the necessary information for further activities in the learning process;</li> <li>● Placement tests: help educators place a student into a particular level or section of a language curriculum or for school entrance examinations.</li> <li>● Testing practical skills through a test based on pictures and videos. Techniques, order of work, etc. The test evaluates knowledge of practical skills.</li> </ul>
<b>Type and level of interaction</b>	<p>The integration of students and teachers depends on the context of whether the test is used at school, at home, in a group or alone.</p> <p>Integration is immersive:</p> <ul style="list-style-type: none"> <li>● Questionnaires can also be used to enrich the lesson, motivate students, and gather information. For example, when gathering information or opinions. The platform will be used to enrich the debate. The teacher asks the question and the students express their opinion using the platform. The platform illustrates students' opinions. This will enrich the lesson and engage students in learning.</li> </ul> <p>Integration is low:</p> <ul style="list-style-type: none"> <li>● The student takes a test.</li> <li>● In distance learning, the student learns the study material independently and takes a test.</li> </ul>
<b>Type of learning stimulated by the solution</b>	<p>X Learning from experience</p> <p>X Learning through creative thinking</p> <p>X Learning from peer interaction</p> <p>X Learning from a reflexive process</p>
<b>Digital solutions' brand names</b>	<p><i>The most common and different brands which propose that digital solution.</i></p> <ul style="list-style-type: none"> <li>● Socrative - <a href="http://www.socrative.com">www.socrative.com</a></li> <li>● Google Forms - <a href="https://www.google.com/forms/about/">https://www.google.com/forms/about/</a></li> <li>● Kahoot! - <a href="http://www.kahoot.com">www.kahoot.com</a></li> <li>● Quizizz - <a href="http://www.quizizz.com">www.quizizz.com</a></li> <li>● Quizlet - <a href="http://www.quizlet.com">www.quizlet.com</a></li> <li>● Mentimeter - <a href="http://www.mentimeter.com">www.mentimeter.com</a></li> </ul> <p>Costs and options are described in the Costs section.</p>
<b>Technical equipment</b> <i>(the technical equipment needed to support its use in training/teaching)</i>	<ul style="list-style-type: none"> <li>● Smart phone</li> <li>● Computer</li> <li>● Tablet</li> <li>● Internet connection</li> <li>● Application software (plugin program)</li> </ul>
<b>Equipment conditions</b>	<ul style="list-style-type: none"> <li>● The school must provide teachers with access to a computer, including an internet connection.</li> <li>● A computer class for students to participate in lessons when using interactive learning platforms.</li> </ul>

- In the case of distance learning, the teacher or school must make sure that the students have the necessary tools / equipment for use of the platform.
- **Socrative** - The platform offers free and paid packages. The free package offers limited options. The free package offers: create up to 5 quizzes, 1 public room for your class, Launch 1 activity at a time, 50 students per room, space Race assessment, easy quiz sharing with URLs. Socrative offers an educational version for a fee.
- **Google Forms** - Creating tests / quizzes are free to create. Docs, Sheets, Slides, Forms content creation are free to use. The platform also offers a paid package with additional features, but it doesn't matter if you create tests / quizzes. Google Workspace offers an educational version for a fee.
- **Kahoot!** - The platform offers free and paid packages. The basic school package is free and offers limited options for creating tests / quizzes. Kahoot offers an educational version for a fee.
- **Quizizz** - The platform is free for teachers and students to use. You can also use tests created by other teachers and make the tests more suitable for you. The platform works with Google Classroom, which makes the teacher's work more logical and productive. Quizizz offers an educational version free of charge and for a fee to both the teacher and the school separately.
- **Quizlet** - The platform is chargeable. For additional paid options, the platform offers, for example: track student progress, multiple choice options, organise your classes, quizlet Live your way. Quizlet offers an educational version for a fee.
- **Mentimeter** - The platform offers free and paid packages. The free package offers limited options. The free plan offers: unlimited audience, unlimited presentations, up to 2 quiz slides, up to 5 quiz slides. Mentimeter offers an educational version for a fee.

**Costs**

- **Socrative**

<https://www.socrative.com/plans/>

<b>Free</b> For anyone trying out Mentimeter. \$0	<b>Basic</b> All the essentials for interactive presentations. \$11.99/month	<b>Pro</b> Recommended Full access to all features for individuals or teams. \$24.99/month	<b>Enterprise</b> For using Mentimeter in your team or organisation. Custom fee.
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- **Google Forms**

For Personal (Free) <a href="https://www.google.com/forms/about/#pricing">https://www.google.com/forms/about/#pricing</a>	Business Standard \$12 USD/user/month <a href="https://www.google.com/forms/about/#pricing">https://www.google.com/forms/about/#pricing</a>
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- **Kahoot!**

Kahoot offers packages for schools and businesses. Prices are per month.

<b>For schools</b> Basic - Free Kahoot! Pro - €3 Kahoot! Premium - €6	<b>For businesses</b> Kahoot! 360 Standard - €17 Kahoot! 360 Presenter - €39 Kahoot! 360 Pro - €59
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	Kahoot! Premium+ - €7 <a href="https://kahoot.com/schools/plans/">https://kahoot.com/schools/plans/</a>	Kahoot! 360 Pro Max - €79 <a href="https://kahoot.com/business/pricing/">https://kahoot.com/business/pricing/</a>			
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<b>Main technical problems that can be occurred / maintenance needs</b>	<ul style="list-style-type: none"> <li>Bad or irregular internet connection.</li> <li>Problems with devices (e.g. computer, phone, tablet). The device battery is empty, no software update has been performed, no plug-ins have been applied.</li> <li>Power outage.</li> </ul>				
<b>Methodological indications for trainers/teachers</b>	How the solution can be used (or is designed to use) during a lesson: <ul style="list-style-type: none"> <li>To involve students in the learning process.</li> <li>A test / quiz is performed to recall the previous topic.</li> <li>To evaluate what is learned in the course.</li> <li>Ask for feedback or information from students.</li> </ul> Needed preparatory activities: <ul style="list-style-type: none"> <li>Instruct students in using the platform.</li> <li>Explanation of evaluation criteria (verbally or in writing).</li> <li>Check that the equipment is working and can be used in the classroom.</li> </ul> De-briefing solutions to be adopted: <ul style="list-style-type: none"> <li>The teacher should be able to use at least two platforms in case something happens to one.</li> <li>The platform has the option to print a test.</li> </ul>				
<b>Describe the use onsite of that solution</b>	To involve students in the learning process. <ul style="list-style-type: none"> <li>A test / quiz is performed to recall the previous topic.</li> <li>To evaluate what is learned in the course.</li> <li>Ask for feedback or information from students.</li> <li>Instruct students in using the platform.</li> <li>Explanation of evaluation criteria (verbally or in writing).</li> </ul>				

<p><b>Describe the use in the distance setting of that solution</b></p>	<ul style="list-style-type: none"> <li>● The teacher has created a course where at the end of each topic the student can take a test to test their knowledge. Or there is one great assessable test at the end of the whole course.</li> <li>● The teacher can add to the online test the time when the test is open to students. Or send a link at a time when the student needs to take the test.</li> <li>● Ask for feedback or information from students.</li> <li>● Instruct students in using the platform.</li> <li>● Explanation of evaluation criteria (in writing or in video).</li> </ul>
<p><b>Main pedagogical problems that can be occurred</b></p>	<ul style="list-style-type: none"> <li>● Taking the test may not show the student's actual knowledge. By adding open-ended questions to the test, the teacher can assess more of the learner's knowledge of the topic.</li> <li>● In distance learning, such as taking a test at home, someone can help the student take the test, so the test result does not show the student's actual knowledge. The result is not valid.</li> <li>● The student has anxiety about taking the test (fear of the exam).</li> </ul>
<p><b>Troubleshooting suggestions</b></p>	<ul style="list-style-type: none"> <li>● Restart the computer.</li> <li>● Check the network connection, restart if necessary.</li> <li>● Restart your Internet browser.</li> <li>● Update plugins.</li> </ul>
<p><b>Role of the teacher/trainer</b></p>	<p>The teacher creates a test and prepares a guide for taking and evaluating the test. The teacher is responsible for ensuring that the test is valid, evaluates learning outcomes and complies with the curriculum.</p> <p>The student takes the test using a computer, tablet or mobile phone. Depending on the type of test, the student will know the results and feedback immediately or when the teacher reviews the test.</p>
<p><b>Strengths</b> <i>(regarding contents, techniques and processes)</i></p>	<ul style="list-style-type: none"> <li>● The created tests/quizizz can be linked to different courses.</li> <li>● The platform creates a question bank of test questions. They can be used to create a new test with different questions.</li> <li>● Tests can be performed on many participants at one time.</li> <li>● Instant feedback on learning results.</li> <li>● Immediate evaluation of learning results.</li> <li>● The use of technology in teaching increases students' motivation and involvement in the learning process.</li> <li>● The use of technology in the learning process increases students' motivation to learn.</li> <li>● Increases teachers' digital competence.</li> <li>● Increases students' digital competence.</li> <li>● The student can take the test anytime and anywhere.</li> <li>● The tests created on the platform can also be printed on paper.</li> </ul>
<p><b>Weaknesses</b> <i>(regarding contents, techniques and processes)</i></p>	<ul style="list-style-type: none"> <li>● Bad internet connections can interrupt the test.</li> <li>● Outdated software does not support the platform on which the test was created.</li> <li>● Students do not have the appropriate equipment at home.</li> </ul>

	<ul style="list-style-type: none"> <li>• The teacher does not have the skills and knowledge to use the equipment and create a test using the platform.</li> <li>• In general, the best platforms are in English. Lack of language skills can make it difficult to use the platform.</li> <li>• Creating an effective test / quizz is a time consuming job</li> </ul>																																								
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<b>Other relevant information</b>	Moodle and Google Classroom are learning management systems that offer the creation of an entire course with a grading system. They can be used to create interactive tests / quiz with many additional options.																																								
Comments	<p>Interactive tests are engaging and at the same time test the knowledge that students have learned. This solution simplifies teachers' work, and the platform automatically evaluates and provides feedback to students.</p> <p>Creating a test by a teacher is a time-consuming job, but it pays off later because the test is created once and can be used repeatedly later.</p> <p>Knowledge of practical activities (work technique, work procedure) can be assessed in the test with the help of videos, animations and pictures.</p> <p>Creating a test should not be too difficult, otherwise teachers will not use it. The test should also be able to link to learning management systems (LMS) and other platforms. The platform could have a question bank option and a grading system.</p> <p>The platform would be free for teachers to use.</p>																																								
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