# St George's Central CE Primary School and Nursery

# Computing Y5/6 – Who wants to be a Quizionaire?

#### What will we learn:

- To create a picture-based quiz for young children.
- To learn how to use the question types within 2Quiz.

### **Prior Learning**

#### In Y3/4 I learnt:

- To sort objects using just 'yes' or 'no' questions.
- To complete a branching database using 2Question.
- To create a branching database of the children's choice.

## Resources that are going to help me achieve my learning.



## **Future Learning in KS3**

Design, use and evaluate computational abstractions that model the state and behaviour of real world problems and physical systems

Understand how instructions are stored and executed within a computer system.

To know how various types of data including text, sounds and pictures can be manipulated digitally in the form of binary digits.

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

Vocabulary	
Audience	The people giving attention to something.
Collaboration	The action of working with someone to produce something.
Concept Map	A tool for organising and representing knowledge. They form a
	web of ideas which are all interconnected
Database	A structured set of data held in a computer, especially one that is
	accessible in various ways.
Quiz	A test of knowledge, especially as a competition between
	individuals or teams as a form of entertainment.

#### **Fun Facts:**

- The aim of the quiz; is it for fun like a game, or to make sure that the user has learnt something.
- There are many different types of quiz question including:
- Multiple choice
- Labelling
- Sequencing
- Text based
- Grouping and sorting
- A title screen and instructions for the user are often used in quizzes to make them want to do it.
- Feedback for the user can be included as well as time limits
- Images make the quiz seem fun and more interesting

# 'Never settle for less than your best'