



2nd workshop – Problem Based Learning (PBL), online quizzes and logical tasks

Session 3: Using Web 2.0 tools for creating quizzes and logical tasks

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Expected Learning Outcomes

1. Identify the advantages of Web 2.0 tools for quizzes and logical tasks.
2. Create quizzes, logical tasks and interactive worksheets using Web 2.0 tools.
3. Create new examples for quizzes, logical tasks and interactive worksheets.

Teaching Methods/Approaches

1. Teacher presentation and demonstration
2. Group activity
3. Individual activity

Sources of training materials

Dabar, međunarodno natjecanje iz informatike I računalnog razmišljanja. Available: <http://ucitelji.hr/dabar/> (Accessed: 30.06.2018.)

Bebras, International Challenge on Informatics and Computational Thinking. Available: <https://www.bebas.org/> (Accessed: 30.06.2018.)

LearningApps Available: <https://learningapps.org/> (Accessed: 04.07.2018.)

e-laboratorij CARNet, ankete/kvizovi. Available: <http://e-laboratorij.carnet.hr/category/ankete-kvizovi/> (Accessed: 04.07.2018.)

e-laboratorij CARNet, ankete/kvizovi. Available: <http://e-laboratorij.carnet.hr/category/interaktivni-sadrzaji/> (Accessed: 04.07.2018.)

Web 2.0 tools:

- Kahoot. Available: <https://kahoot.com/> (Accessed: 30.06.2018.)
- Wizer. Available: <https://app.wizer.me/> (Accessed: 30.06.2018.)
- Match the memory. Available: <https://matchthememory.com/> (Accessed: 04.07.2018.)

Duration: 195 minutes





Topic/Sub-topics	Learning Objectives	Evaluation
1. WEB 2.0 TOOLS FOR CREATING QUIZZES AND LOGICAL TASKS	<i>Participants will be able to identify advantages of using Web 2.0 tools for creating quizzes and logical tasks.</i>	1. Learners explore examples and resources in order to discuss potentials of Web 2.0 tools for creating quizzes and logical tasks.
1.1 Introduction to the Web 2.0	1. Identify the advantages of using Web 2.0 tools.	
1.2 Investigate examples of Web 2.0 tools	2. Use the preselected Web 2.0 tools (Kahoot, Wizer, Match the memory) to create quizzes, interactive worksheets, memory cards, etc.	
2. CREATING QUIZZES AND INTERACTIVE WORKSHEETS	<i>Participants will be able to create online quiz and interactive worksheet.</i>	1. Learners solve online quizzes and interactive worksheets (group activity) made by teacher. 2. Learners create online quiz and interactive worksheet (individual activity) which will be evaluated by teacher.
2.1 Creating online quiz	1. Create online quiz and interactive worksheet for the preselected task.	
2.2 Creating interactive worksheet		
3. DEVELOPMENT OF EXAMPLES OF LOGICAL TASKS	<i>Participants will be able to create examples of logical tasks, appropriate for different school subjects.</i>	1. Learners discuss potentials of digital tools and create new examples for logical tasks that encourage algorithmic/computational thinking (group activity).
3.1 Modification and adaptation of examples of logical tasks for another school subject.	1. Create new examples of logical tasks based on given examples. 2. Give new examples of logical tasks for algorithmic thinking.	
3.2 Development of examples of logical tasks		