Workshop 2 – Problem Based Learning (PBL), Online Quizzes and Logical Tasks

Session 4: Using Web 2.0 tools for creating quizzes and logical tasks

**Expected Learning Outcomes**

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

**Teaching Methods/Approaches**

* Teacher presentation and demonstration
* Discussion
* Individual activity
* Group activity - collaboration

**Sources of training materials**

* Dabar, međunarodno natjecanje iz informatike I računalnog razmišljanja: <http://ucitelji.hr/dabar/> (30.6.2018.)
* Bebras, International Challenge on Informatics and Computational Thinking: <https://www.bebras.org/> (30.6.2018.)
* LearningApps: <https://learningapps.org/> (4.7.2018.)
* E-laboratorij CARNet, ankete/kvizovi: <http://e-laboratorij.carnet.hr/category/ankete-kvizovi/> (4.7.2018.)
* E-laboratorij CARNet, ankete/kvizovi: <http://e-laboratorij.carnet.hr/category/interaktivni-sadrzaji/> (4.7.2018.)

Web 2.0 tools:

* Kahoot: <https://kahoot.com/> (30.6.2018.)
* Wizer: <https://app.wizer.me/> (30.6.2018.)
* Match the memory: <https://matchthememory.com/> (4.7.2018.)

**Duration:** 3 hours (135 minutes)

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| **Topic/Sub-topics** | **Learning Objectives** | **Evaluation** |
| **1. WEB 2.0 TOOLS FOR CREATING QUIZZES AND LOGICAL TASKS** | *Participants will be able to identify the advantages of using Web 2.0 tools for creating quizzes and logical tasks.* | Learners explore examples and resources in order to discuss the potentials of Web 2.0 tools for creating quizzes and logical tasks (group activity). |
| 1.1. Investigate examples of Web 2.0 tools for creating quizzes and logical tasks. | 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** | *Participants will be able to create an online quiz and interactive worksheet.* | Learners solve online quizzes and interactive worksheets (group activity) made by teacher. |
| 2.1. Creating an online quiz | Create an online quiz and interactive worksheet for the preselected task |
| 2.2. Creating interactive worksheet | Learners create an online quiz and an interactive worksheet (individual activity) which will be evaluated by the teacher. |
| **3. DEVELOPMENT OF EXAMPLES OF LOGICAL TASKS** | *Participants will be able to create examples of logical tasks, appropriate for different school subjects.* | Learners discuss the 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 additional school subjects | Create new examples of logical tasks based on given examples  Prepare new examples of logical tasks for algorithmic thinking |
| 3.2. Development of examples of logical tasks |