



Tech Tool

Series

Getting Started With Quizizz

Engaging Assessments
(Gamification)

Presented by:

maren.™

COURSE
DESCRIPTION

Getting Started With Quizizz

TTGS-Quizizz

This course is designed to introduce the student to Quizizz website application for the purpose of educational content development. We will review the Quizizz interface, accessing assessments, and creating engaging assessments. Interact with your audience by implementing gamification with Quizizz!



MAREN PATTERSON

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INSTRUCTOR INTRODUCTION:

Maren Patterson has been a digital content developer for 18 years and has guided teams to successful publications of various projects. Mr. Patterson is highly recommended from several of his most recent employers and is recognized as having achieved advanced knowledge and skill set in every subject matter that he is presented with. He is a quick learner, focused performer, and goal achiever. His experience with applications ranges a wide spectrum of use relating to varying projects developed, such as Adobe Creative Suite, Black Magic's DaVinci, Apple's Final Cut Pro and Logic Pro, Avid's ProTools, as well as Microsoft's Office Suite, and Apple's Office Suite, just to name a few. Additionally he has experience with HTML, CSS, WordPress, and several design methodologies applied to his work. Mr. Patterson is a courteous, kind, and motivational person continuing to progress to positively affect his community. Several examples of brief projects and a more in-depth depiction of his experience may be reviewed at www.marenpatterson.com

WORKSHOP MATERIALS

Required

For the learner to be successful, he/she will need the following items.

1. Stable internet connection
2. Computer with Windows OS or MacOSX
3. Web browser application installed
4. Speakers or headphones

Additional resources may be found at the following links.

1. <https://quizizz.com/>
2. <https://www.opera.com>

Each participant should have the ability and knowledge to navigate the internet, a basic understanding of navigating the operating system of choice, and create folders and store files. This course is specific to a website application, therefore a student must have internet access and to be successful within this course.

Evaluation

At the conclusion of the workshop please complete an evaluation or rate the instructor. I will review every rating and submission in an attempt to enhance this workshop. I appreciate and value your participation. Thank you in advance. *The rating and evaluation can be found on the courses homepage, the right or third column, second box from the top.

Recommended

For the learner to be successful, I recommend the following items.

1. High speed internet connection
2. Computer 2013 or later
3. Mac OSX or Windows OS current version installed
4. Opera or Safari web browser installed

OUTCOMES

At the conclusion of this course each student will have the ability to:

1. Identify application of Quizizz for relevant educational content development.
2. Navigate the Quizizz interface.
3. Develop assessments utilizing the Quizizz platform.

Overview (Module 1)

At the conclusion of this Module the student will have the ability to identify appropriate application of Quizizz in an educational environment.

Learning the interface!

(Module 2)

Upon successful completion of this module the learner will have the ability to:

1. Navigate the Quizizz website interface.

Creating a Quiz!

(Module 3)

Upon successful completion of this module the learner will have the ability to:

1. Develop assessments utilizing Quizizz

