

SoftChalk-QuizPopper

This element allows you to insert a single quiz question anywhere within the lesson. A placeholder for the question will appear when in creation mode. The question will appear when the lesson is displayed in the Web browser. There are seven types of QuizPoppers. They are Multiple Choice Question, True/False Question, Multiple Answer Question, Short Answer Question, Matching Exercise, Ordering Exercise, and Essay Question.

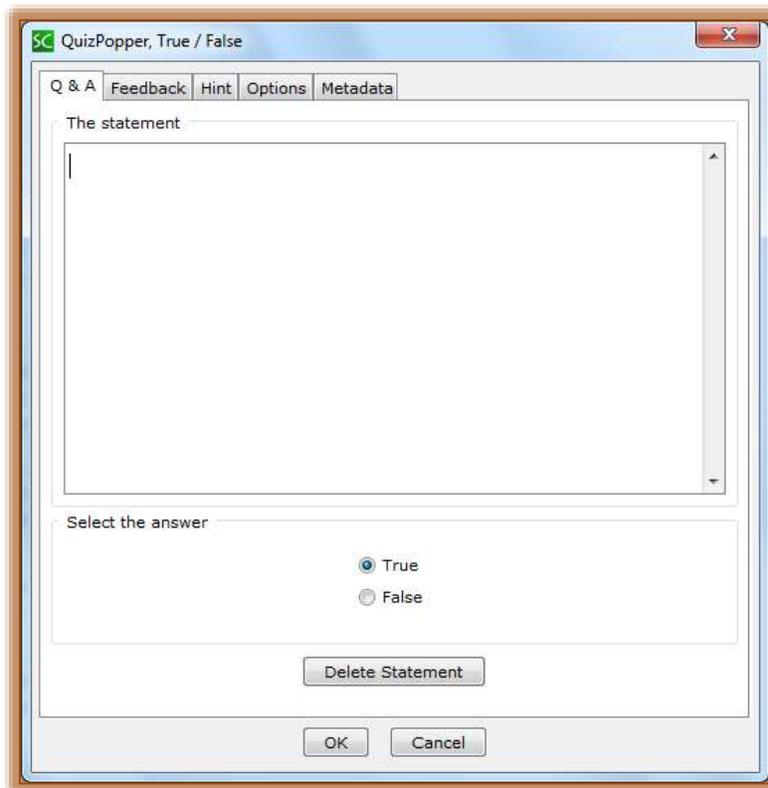
With QuizPoppers, it is possible to:

- ✓ Insert questions anywhere within a lesson.
- ✓ Paste text from other programs into the QuizPopper.
- ✓ Insert as many questions as you want into a lesson.
- ✓ Keep track of the scores of students.

QuizPoppers cannot be copied. However, they can be saved to the Library and re-used in the same lesson or in a different lesson.

TRUE/FALSE

- 📄 Click in the area of the lesson where the **QuizPopper** is to be inserted.
- 📄 Click **Insert** on the **Menu Bar**.
- 📄 Move the mouse pointer over **QuizPopper**.
- 📄 Select the type of question that is to be used for the **QuizPopper**.
- 📄 The **QuizPopper True/False** window will display (see illustration below).

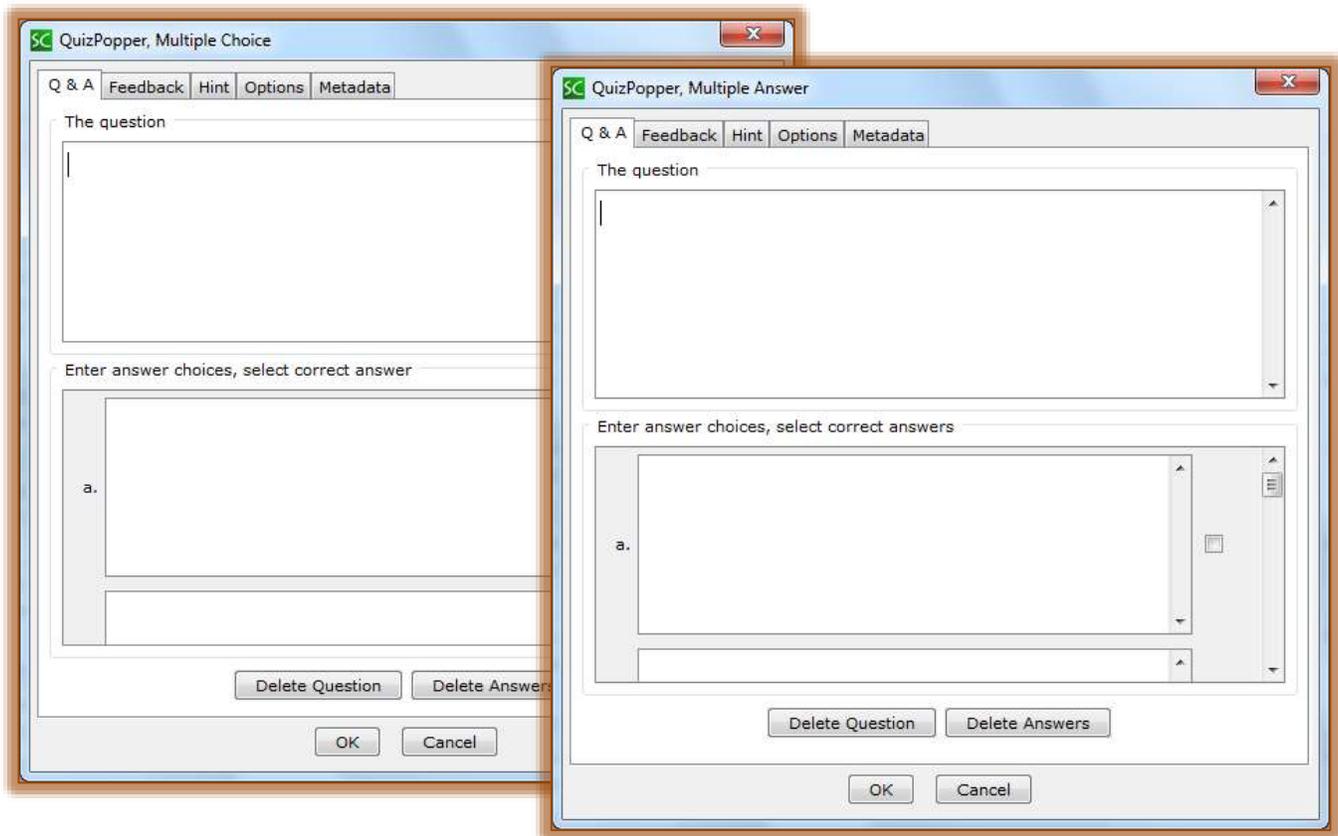


- 📄 Fill in the information for the question.
- 📄 Select the correct answer.
- 📄 Click **OK**.

- ☞ The **QuizPopper** will appear in the lesson.

MULTIPLE CHOICE

- ☞ Click in the area of the lesson where the **QuizPopper** is to be inserted.
- ☞ Click **Insert** on the **Menu Bar**.
- ☞ Move the mouse over **QuizPopper** and then select **Multiple Choice**.
- ☞ The **QuizPopper Multiple Choice** window will display (see illustration below).
- ☞ Input the question into the proper box.
- ☞ Enter the answer choices into the boxes. You can enter up to eight choices.
- ☞ Click the option button next to the correct answer choice.
- ☞ Click **OK** to add the **QuizPopper** to the lesson.



MULTIPLE ANSWER

- ☞ Click in the area of the lesson where the **QuizPopper** is to be inserted.
- ☞ Click **Insert** on the **Menu Bar**.
- ☞ Move the mouse over **QuizPopper** and then select **Multiple Answer**.
- ☞ The **QuizPopper Multiple Answer** window will display (see illustration above).
- ☞ Input the question into the proper box.
- ☞ Enter the answer choices into the boxes. You can enter up to eight choices.
- ☞ Click the check boxes next to the correct answer choices.
- ☞ Click the **Feedback** tab to input a message to the students when they answer the question.
- ☞ Click the **Hint** button to input a hint that will help the students answer the question.
- ☞ Click the **Options** button to specify additional options for the question (see illustration above right).

Click **OK** to add the **QuizPopper** to the lesson.

SHORT ANSWER

Click in the area of the lesson where the **QuizPopper** is to be inserted.

Click **Insert** on the **Menu Bar**.

Move the mouse over **QuizPopper** and then select **Short Answer**.

The **QuizPopper Short Answer** window will display (see illustration on next page).

Input the question into the proper box.

Enter up to eight correct answer choices into the appropriate boxes.

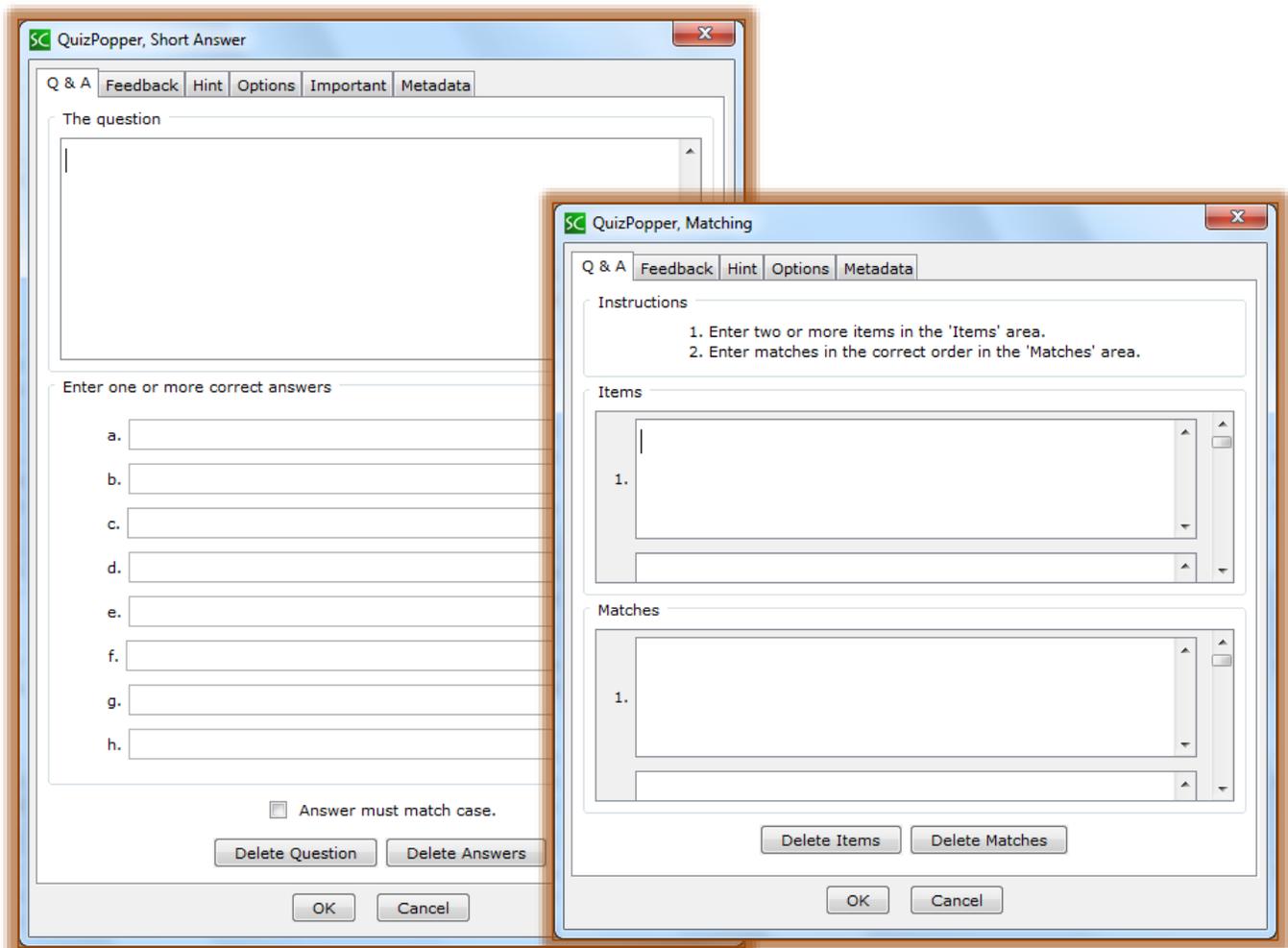
Select whether the answer should match the case.

This means the answer would be case sensitive.

The students would have to input the correct caps and lower case letters in order for the answer to be correct.

Click the **Important** tab to read a message about inserting double-quotes and the backslash into the answer fields.

Click **OK** to add the **QuizPopper** to the lesson.



MATCHING

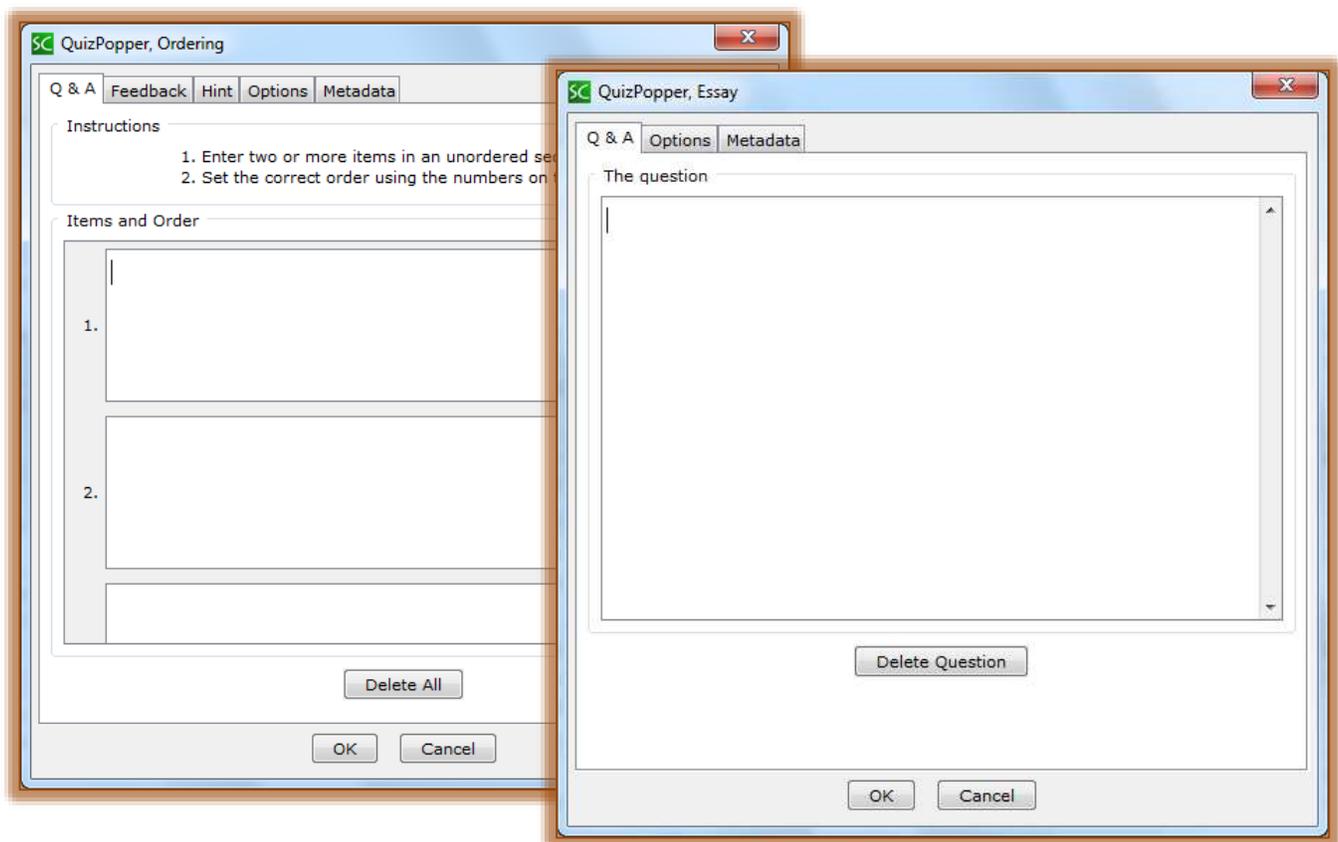
Click in the area of the lesson where the **QuizPopper** is to be inserted.

Click **Insert** on the **Menu Bar**.

- ☞ Move the mouse over **QuizPopper** and then select **Matching**.
- ☞ The **QuizPopper Matching** window will display (see illustration on previous page).
- ☞ Insert two or more items into the **Items** area. You can add up to 10 items.
- ☞ Enter the matches for each of the items in the correct order. There must be a match for each item.
- ☞ When all the items and matches are entered, click the **OK** button to insert the **Matching Exercise** into the lesson.

ORDERING

- ☞ Click in the area of the lesson where the **QuizPopper** is to be inserted.
- ☞ Click **Insert** on the **Menu Bar**.
- ☞ Move the mouse over **QuizPopper** and then select **Ordering**.
- ☞ The **QuizPopper Ordering** window will display (see illustration below).
- ☞ Input the items for the **Ordering Exercise**. You can add up to eight items.
- ☞ Select the **Order Number** from the list arrow on the right-side of the **Item** box.



ESSAY

- ☞ Click in the area of the lesson where the QuizPopper is to be inserted.
- ☞ Click **Insert** on the **Menu Bar**.
- ☞ Move the mouse over **QuizPopper** and then select **Essay**.
- ☞ The **QuizPopper Essay** window will display (see illustration above).
- ☞ Insert the **Question**.
- ☞ Click the **OK** button to insert the **Essay Question** into the lesson.

IMAGE, HYPERLINK, WIDGET, MATH EQUATION

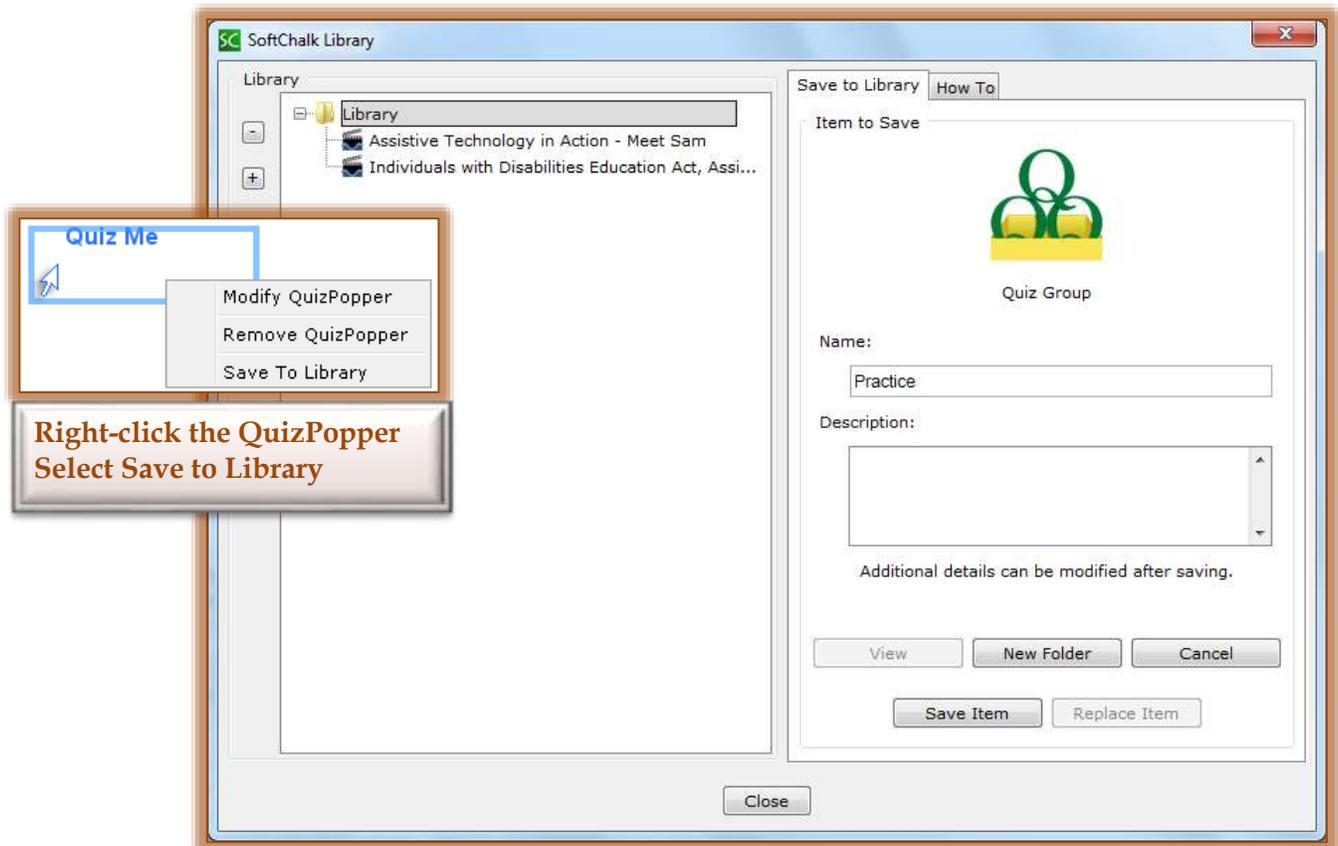
When creating a QuizPopper, it is possible to insert one of the above items into the question or exercise.

- ☞ Click **Insert** on the **Menu Bar**.
- ☞ Move the mouse pointer over **QuizPopper** and then select the type of question or exercise that is to be created.
- ☞ Right-click in the **Question** box.
- ☞ Select the type of media to insert from the list that appears.
- ☞ The dialog box for the object will appear.
- ☞ Input or select the appropriate information.
- ☞ Click the **OK** button to exit the dialog box.
- ☞ Finish inputting the information for the question or exercise.
- ☞ Click the **OK** button to insert the question or exercise into the lesson.

SAVE TO LIBRARY

This feature is only available in the desktop version of SoftChalk. It allows you to save images, equations, media, QuizPoppers, Quiz Groups, and Activities for re-use in the same lesson or in a different lesson. When an item is inserted into a lesson from the Library it can be edited.

- ☞ Right-click the **QuizPopper** that is to be added to the **Library**.
- ☞ Click **Save to Library** (see illustration below).
- ☞ The **SoftChalk Library** dialog box will display (see illustration below).



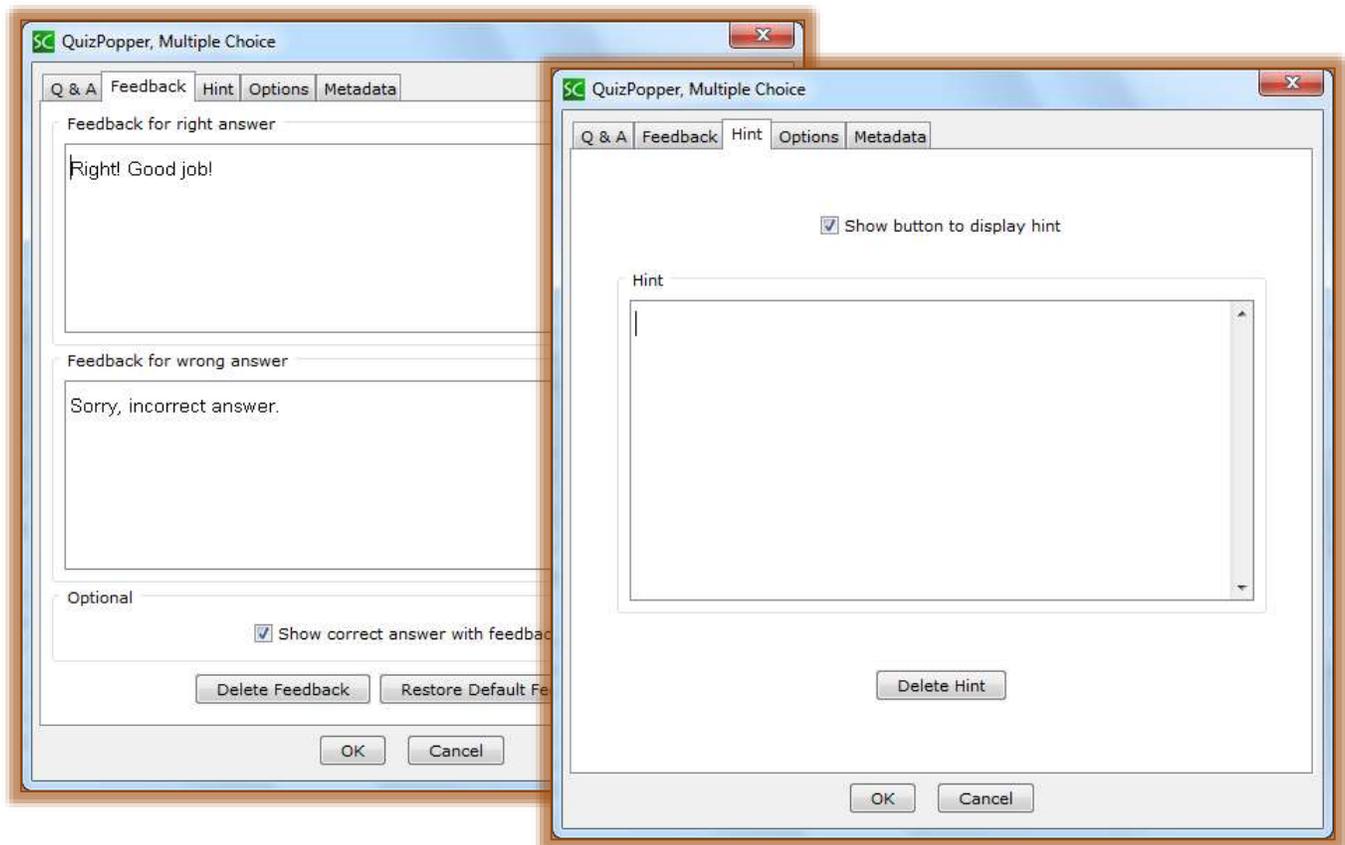
- ☞ Under the **Save to Library** tab, input a **Name** for the **QuizPopper**.
- ☞ Input a **Description** for the **QuizPopper**.

- Click the **New Folder** button to create a folder where the **QuizPopper** will be stored.
- Click **Save Item** to save the **QuizPopper** to the selected folder.

FEEDBACK TAB

When creating a QuizPopper, it is possible to add feedback for a correct answer and an incorrect answer. It is not possible to add feedback for more than one wrong answer.

- Click the **Feedback Tab** in the **QuizPopper** window.
- If the **QuizPopper** window is closed:
 - Right-click the **QuizPopper**.
 - Select **Modify QuizPopper**.
 - Click the **Feedback Tab**.
- The **Feedback** window will display (see illustration below).
- Input the **Feedback** for the right and wrong answer.
- Choose whether or not to display the correct answer with the feedback.
- Click **OK** to accept the changes.



HINT TAB

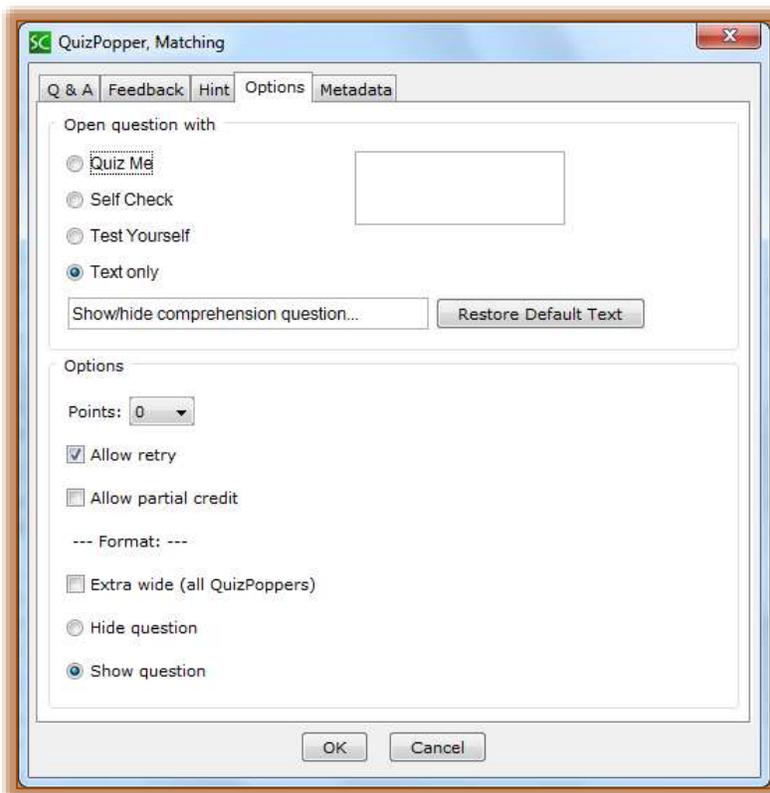
- Click the **Hint Tab** in the **QuizPopper** window.
- If the **QuizPopper** window is closed:
 - Right-click the **QuizPopper**.
 - Select **Modify QuizPopper**.
 - Click the **Hint Tab**.
- The **Hint** window will display (see illustration above).
- Click the **Show button to display hint** check box.

- ☰ Input the **Hint** for the students.
- ☰ Click **OK** to accept the changes.

OPTIONS TAB

This tab is used to change some of the options for the QuizPopper, such as the clickable graphic that displays the question. You can also use text instead of the graphic.

- ☰ Click the **Options Tab** in the **QuizPopper** window.
- ☰ If the **QuizPopper** window is closed:
 - ☞ Right-click the **QuizPopper**.
 - ☞ Select **Modify QuizPopper**.
 - ☞ Click the **Options Tab**.
- ☰ The **Options** window will display (see illustration below).



- ☰ Under **Open question with** select the graphic that is to be used to open the **QuizPopper** or select **Text Only**.
- ☰ Under the **Options** section input the number of points for the question.
- ☰ Select any of the other available options.
 - ☞ **Allow Retry** – This option should be selected if the students will be allowed to access the QuizPopper more than one time.
 - ☞ **Allow Partial Credit** – To specify whether students will receive partial credit for the QuizPopper, select this option. Allow partial credit is only available for Matching, Ordering, and Multiple Answer QuizPoppers.
 - ☞ **Extra Wide** – With this option, all the QuizPoppers in the lesson will expand to the width of the Web browser window.

- 🔒 **Hide Question** – Select this option if the question should display in the window all the time or only when students click on the QuizPopper. This is a good option to choose if there are several QuizPoppers in the lesson.
- 🔒 **Show Question** – This option will allow students to view the questions in the lesson all the time. It won't be necessary for them to click on the QuizPopper to access it.
- 📄 When all the options have been selected, click the **OK** button to save the changes.

MODIFY/REMOVE QUIZPOPPER

Right-click the item and select **Modify QuizPopper** to modify the QuizPopper. The QuizPopper window will display.

Right-click the item and select **Remove QuizPopper**. The QuizPopper will be removed from the lesson.