



Quizizz.com

LiepU

PROJECT REFERENCE NUMBER
[TECCHED.EU](https://tecched.eu)



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1 Introduction to (Quizizz.com)

Quizizz is a game-based learning platform that offers multiple tools for classroom fun and formative assessment.

2 Classification

Classification Tag	Mark with an X if applies	Criteria
Purpose of tool		Climate change specific
	x	Generic
Phases in where it can be used		Preparation/ Planning/Design
	x	Implementation
	x	Evaluation
Type of tool		Web-based
		Mobile
	x	Hybrid (web/mobile)
		Computer-based program/software
		Cloud-based platform
		Other

3 Description

Quizizz.com is an online quiz tool, that provides you with an opportunity to create lessons, conduct formative assessments, assign homework etc.

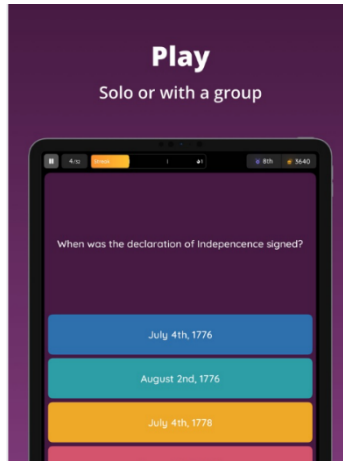
You can create your own quizzes embedding different types of questions – multiple choice, open ended, polls, fill in the blanks etc. and media (images, videos, voice clips and audio recordings)

Students have an ability to take quiz privately or as a class. Teacher can assign individual quizzes suited to each student or to work as a class.

This tool makes learning more fun with game-based interactions and ability to work through a quiz using their own devices.

To join a teacher-created quiz and be able to complete it on their phone, participants must log in to joinmyquiz.com and enter the game code.





This tool makes the teaching of climate change issues active and exciting, and it also gives an opportunity to assess the students' performance in the lessons.

Limitations of the tool – without payment you can only use version with basic options. For full service you need to pay monthly.

4 When and how to use this tool

- *To use this tool, you must create an account on www.quizizz.com. For creating your account, you need to log in with your email account (gmail.com, microsoft.com, icloud.com etc.). After log in, chose your role – teacher or student.*
- *To create desired activities, you have opportunity to chose option “create”. If you want, you can use various activities created by others, just use subject of interests.*
- *When your activity is ready, it is stored in your library. When you need it, you can play it with one of three options – live quiz, instructor-paced or assign as a homework.*

5 Material needed

To create activities you need an computer with internet connection. Each participant need phone or tablet with internet connection. Game basically is played in participants device.

6 Resources

Links:

“What Is ‘Quizizz and How to Use It With Your Students”:

<https://www.educatorstechnology.com/2022/10/what-is-quizizz-and-how-to-use-it-with.html>

Videos:

“Getting started with Quizizz”:



<https://www.youtube.com/watch?v=7sP2jX9kHvY>

Papers:

Handoko, W. et al. (2020). Gamification in Learning using 'Quizizz Application as Assessment Tools. Annual Conference on Science and Technology Research (ACOSTER). DOI: doi:10.1088/1742-6596/1783/1/012111

Maryo, F.A.A., Pujiastuti, E. (2022). *Gamification in EFL Class using 'Quizizz as an Assessment Tool*. Proceedings Series on Physical & Formal Sciences, Vol. 3. DOI: <https://doi.org/10.30595/pspfs.v3i.268>