



**Year Five and Six
Programme B**

Topic – Quizzing (Digital Literacy)

Term: Summer 2

Key Learning

To create a picture-based quiz for young children.
To learn how to use the question types within 2Quiz.
To explore the grammar quizzes.
To make a quiz that requires the player to search a database.
To make a quiz to test your teachers or parents.

Key Vocabulary

Audience - the people giving attention to something.
Collaboration - the action of working with someone to produce something.
Concept map - a tool for organising and representing knowledge. They form a web of ideas which are all interconnected.
Database - a structured set of data held in a computer, especially one that is accessible in various ways.
Quiz - a test of knowledge, especially as a competition between individuals or teams as a form of entertainment.

Key Skills

Digital Literacy

- ▶ Demonstrate that they can identify the risks involved with content and contact and they know a wide range of ways of reporting any concerns they have.
- ▶ Use strategies to verify and evaluate the reliability and accuracy of information on the internet and understand what copyright and plagiarism is and how it relates to their work.

Learning Links

Y5

Creating and searching a database for information
Wording of questions to be effectively answered by searching a database
Creating game environment
Writing instructions
Considering playability and challenge for audience