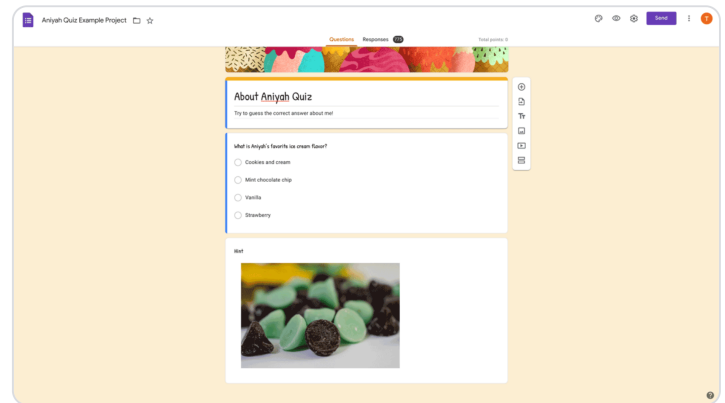


LESSON PLAN FOR EDUCATORS - MIDDLE/HIGH SCHOOL

Create a Guessing Game

Lesson overview

In **Create a Guessing Game**, students make a guessing game about themselves and challenge others to guess the correct answer. First, they create a quiz in Google Forms and add a question. Then, they customize the question and apply a theme to change how the quiz looks. Finally, they send the to quiz to their classmates and review the results.



Learning objectives

By the end of this lesson students will be able to:

- Create a quiz in Google Forms.
- Add questions, answers, and an answer key to a form.

What's inside this lesson plan

- [Digital skills](#)
- [Terms and concepts](#)
- [Video overview](#)
- [Extension videos](#)
- [Procedure: Before the lesson](#)
- [Procedure: During the lesson](#)
- [Procedure: After the lesson](#)
- [Assessment](#)
- [Customize the lesson](#)
- [Build more digital skills](#)
- [Quiz and answer key](#)

Additional resources

- [Example project](#)
- [Rubric](#)
- [Certificates of Completion](#)
- [Download all lesson videos](#)
- [General teaching resources](#)



CONTENT OVERVIEW

When students have completed this lesson, they will be able to:

Complete these digital skills:

- ☐ Create a form.
- ☐ Adjust the settings in a form.
- ☐ Type in a form.
- ☐ Format text in a form.
- ☐ Add an image to a form.
- ☐ Add and customize theme.

Define these terms and concepts:

- ☐ **DIGITAL FORM:** A method of gathering information from people online using questions or surveys.
- ☐ **ANSWER KEY:** In Google Forms, an option that allows you to choose correct answers for quiz questions.
- ☐ **THEME:** An option that allows you to customize the colors and appearance of a form or other digital project.

 **TIP:** [Download](#) and teach these terms and concepts before beginning the lesson.



LESSON VIDEOS

As students complete this lesson, they will watch videos and create an original project to demonstrate understanding of the skills and concepts introduced. Approximate lesson time: 45 minutes.

 **TIP:** Start each class with a 5-minute introduction and end each class with a 5-minute closing.

VIDEO 1	Introduction to Create a Guessing Game	Students are introduced to the lesson, create a new form, make it a quiz, and give it a title. → Watch video 1 → View project in progress (video 1)
VIDEO 2	Add questions and answers	Students add a description to their form, enter a question, and add the correct and incorrect answers. → Watch video 2 → View project in progress (video 2)
VIDEO 3	Add a hint and an answer key	Students add an image to their form that is a hint for the correct answer. Students also add an answer key, and then add feedback to an answer option on their form. → Watch video 3 → View project in progress (video 3)
VIDEO 4	Add a theme, play the game, and see results	Students customize the look of their form, preview it, and send it to other students in their group. Students then complete each other's forms and view the results. → Watch video 4 → View completed project (video 4)
VIDEO 5	Create a Guessing Game wrap-up	Students wrap up the lesson and discover how the skills they learned can apply to other tasks. → Watch video 5

 **TIP:** Help students who are struggling with the pace of the lesson. Encourage them to complete the tasks related to each video before moving on to the next video in the lesson.



EXTENSION VIDEOS (optional)

Use extension videos to reinforce learning or practice new skills.

 **TIP:** These activities will take up to an additional 45 minutes.

EXTN. 1

Add sections to your form

Students add sections to organize the information on their form.

→ [Watch video](#)

→ [View example project](#)

EXTN. 2

Add a video

Students add a video to support the information on their form.

→ [Watch video](#)

→ [View example project](#)

EXTN. 3

Score your quiz

Students add point values to questions to score their quiz.

→ [Watch video](#)

→ [View example project](#)



PROCEDURE

Step-by-step instructions for completing the lesson and independent project.

Before the lesson

Prepare materials.

1. COMPUTERS WITH INTERNET ACCESS (one per student)
Don't have consistent internet access? [Download the videos](#) on the lesson page (under Teaching Materials) before beginning the lesson.
2. HEADPHONES (per student)
Don't have a computer or headphones for each student?
 - Pair or group students: Assign one student as the “driver” who controls the computer and one as the “instructor” who describes what to do. Switch roles every five minutes.
 - Complete as a class: Project the videos on a screen that all students can see. After watching the introduction video, ask students to suggest how you might complete the project.
3. SIGN IN TO [Applied Digital Skills](#).
4. DOWNLOAD OR PRINT THE LESSON PLAN, rubric, and any additional materials.
5. DISTRIBUTE THE **CLASS CODE** TO YOUR STUDENTS. For help setting up an Applied Digital Skills account or a class code, read our [Get Started Guide](#) or watch our [Applied Digital Skills Tutorials](#).

During the lesson

Introduce the lesson, app, and project goal.

1. ASK GUIDING QUESTIONS:
 - Have you ever played a guessing game or taken an online quiz?
 - How is a guessing game similar to a quiz?
 - Have you ever created a quiz or a form before?
 - Can you think of a question to ask in a guessing game about you?
2. DESCRIBE THE ACTIVITIES AND OUTCOMES FOR THE LESSON. Say: In this lesson, you will use Google Forms to make a guessing game where you create a question about yourself and challenge others to guess the correct answer.
3. BRAINSTORM IDEAS. Prompt students to think about ways a form could be used to create a guessing game.
4. START THE LESSON. Say: To get started and join our class, go to g.co/applieddigitalskills and select “Sign In.” Click on your Google account (or create one), choose “I am a student,” and enter our class code. *[Teacher note: Locate the class code on your dashboard.]* After you join our class, proceed to Video 1 and begin watching.

5. CHECK IN WITH STUDENTS. Meet one-on-one or in small groups as students watch videos. You may need to pause or replay the videos to demonstrate skills or allow students to practice what they've learned.
6. MONITOR STUDENT PROGRESS. Over the course of the project, students should complete the following:
 - ☐ Create a new form in Google Forms, make it a quiz, and rename it. (*Video 1*)
 - ☐ Add a description, a multiple choice question, and answer options to the form. (*Video 2*)
 - ☐ Select the correct answer to the question and insert an image to act as a hint. (*Video 3*)
 - ☐ Pick a theme for the form and customize it. (*Video 4*)
 - ☐ Preview the quiz, send it to the group, and view responses. (*Video 4*)

After the Lesson

Reflect on the lesson, assess skills learned, and apply concepts to future projects.

1. WRAP UP THE LESSON. Say: In this lesson, you created a question about yourself that others had to guess the answer to. You created a quiz in Google Forms and added a multiple choice question and answers, and added an image as a hint.
2. REFLECT ON THE LESSON. Say:
 - What question did you choose to ask about yourself?
 - Which was harder: creating a question or thinking of answers?
 - Was it hard to find an image for your hint?
 - Aside from using an image, what are some ways you could add a hint to your quiz?
 - Can you think of other uses for a form or quiz?



ASSESSMENT

Evaluate student understanding of the skills and concepts covered in the lesson.

1. **COMPLETE THE QUIZ.** After completing the lesson, students are asked to complete a reflection survey on the Applied Digital Skills website, which assesses what digital skills, terms, and concepts students have learned. Review your students' responses and the correct answers in the quiz results section of your class dashboard.
2. **ASSESS THE PROJECT.** Rubrics are linked in each lesson plan to evaluate student work. Share a copy of the rubric with students before they turn in their projects. Then, use it to evaluate student work, if you'd like.
[Download or print this lesson's rubric.](#)

EXAMPLE STUDENT OUTCOME

The screenshot shows a Google Form titled "About Aniyah Quiz" with a colorful, abstract background. The form is divided into two tabs: "QUESTIONS" and "RESPONSES". The "QUESTIONS" tab is active, showing a single question: "What is Aniyah's favorite ice cream flavor?". The question has four multiple-choice options: "Cookies and cream", "Mint chocolate chip", "Vanilla", and "Strawberry". Below the question is a hint section with the text "Hint" and an image of green and brown ice cream toppings. The form is annotated with red arrows and text labels indicating customization options:

- "Title the form" points to the title "About Aniyah Quiz".
- "Add a description" points to the text "Try to guess the correct answer about me!".
- "Add a question" points to the question text "What is Aniyah's favorite ice cream flavor?".
- "Add multiple choice options" points to the list of four ice cream flavors.
- "Add a title for the image" points to the "Hint" label.
- "Add an image as a hint" points to the image of ice cream toppings.
- "Add a theme to customize the background" points to the colorful abstract background.

EXAMPLE PROJECT (Google Forms):

Make a copy of the example project (File > Make a copy) to see the final project.



CUSTOMIZE THE LESSON

Applied Digital Skills lessons are designed to meet your unique classroom needs!

1. SHORT ON TIME? Try these options.

- Break the lesson up over 2 or 3 class periods.
- Assign the lesson (or part of the lesson) as homework or free period assignment.
- Instead of asking students to think of their own questions for the quiz, provide a list of questions they can choose from.
- Suggest students skip adding a theme in video 4. (Be sure to update the rubric accordingly.)
- Adjust the playback speed in the video settings.

2. LONG ON TIME? Try these options.

- Assign one or more of the extension projects to your students.
- Encourage students to create additional questions for their guessing games.
- Assign a subject-aligned option (below) as an additional project to reinforce learning.

3. WANT TO ALIGN TO YOUR CORE SUBJECT? Try these options.

- **Social studies educators:** Instead of creating a quiz about themselves, ask students to make a guessing game about a person from history.
- **Computer science educators:** Have students [save the responses to a spreadsheet](#) and make charts to visualize the results.
- **Science educators:** Instead of creating a quiz about themselves, ask students to make a guessing game about a scientific concept they are studying.

4. NEED MORE ACCOMMODATIONS? Try these options.

- Change the project to suit your students' grade or ability level. You might choose a lesson intended for an adult audience and change the example project to suit younger students. Or, vice versa.
- Allow more time for learners who need additional time to watch the videos or complete the project.
- Use the closed captions or change the playback speed on the videos to assist students' comprehension.
- Before the lesson, use the example project to create a template for students to use as a rough draft or for practice before they start their own project.
- Provide graphic organizers or other visual support for different learning styles.



BUILD MORE DIGITAL SKILLS

After you complete the lesson, choose a new activity to explore.

WANT MORE FORMS? Try these lessons.

- [Quiz Your Classmates About the Palace of Versailles](#)
- [Ask for Feedback](#)
- [Build an Order Form](#)
- [Create Quizzes in Google Forms](#)

WANT MORE SELF-EXPRESSION? Try these lessons.

- [Introduce Yourself in Google Slides](#)
- [Create a Personal Timeline in Google Drawings](#)
- [Celebrate Your Accomplishments with Google Docs](#)
- [Create Papel Picado in Google Slides](#)



LESSON QUIZ AND ANSWER KEY

After students complete the lesson, they can demonstrate their understanding of the topic by taking the [quiz](#) provided online. (You must be signed in to Applied Digital Skills to see the quiz.)



[Print a version of the quiz](#) to give to students. (Correct answers are provided at the end.)