

Career Quiz Game Assignment 4

This is the last part of the Career Quiz Game Project. Please follow the directions below to create your final flipchart.

Step 1: Create a new flipchart file (easily done by just opening ActivInspire) and **save it as something that uses your chosen career in the filename**. This will be the quiz flipchart you are building throughout this assignment.

Step 2: Open your flipchart that contains your title page and the page templates. Also open **your Word document** that has your 10 questions in it.

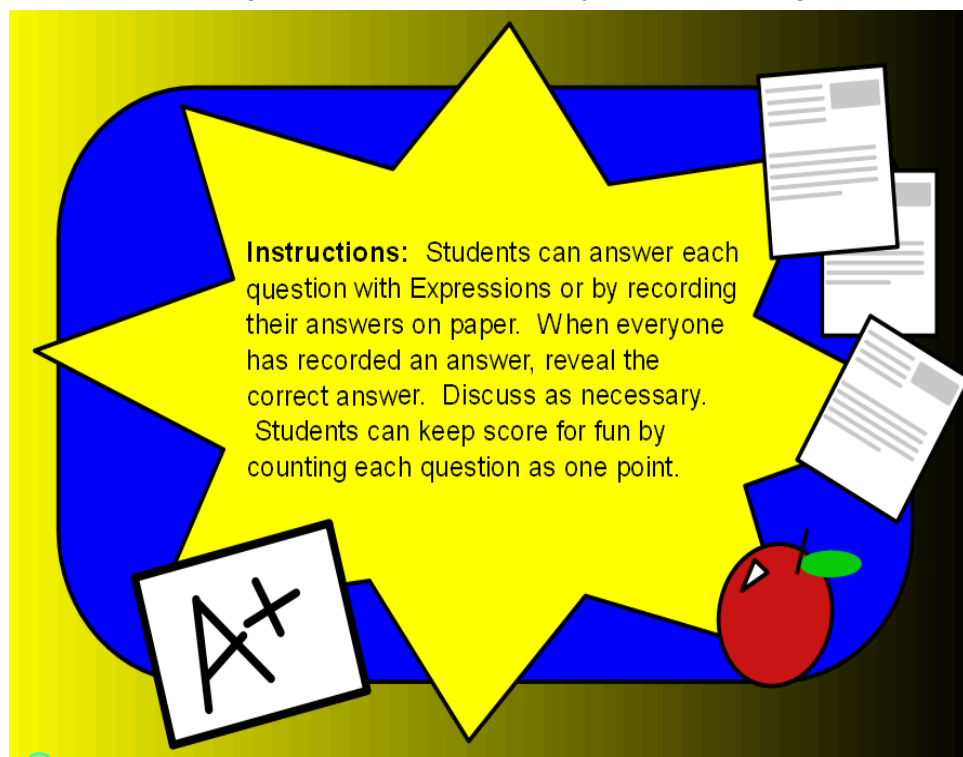
Step 3: Copy the title page from the one flipchart and **paste it into your quiz flipchart**.

Step 4: Make a page of instructions in your quiz flipchart by following these directions.

- First, duplicate your title page by right clicking on it and choosing **Duplicate**.
- On the new page, delete the title text and make space or a background if necessary.
- Type the following directions into your flipchart:

Instructions: Students can answer each question with Expressions or by recording their answers on paper. When everyone has recorded an answer, reveal the correct answer. Discuss as necessary. Students can keep score for fun by counting each question as one point.

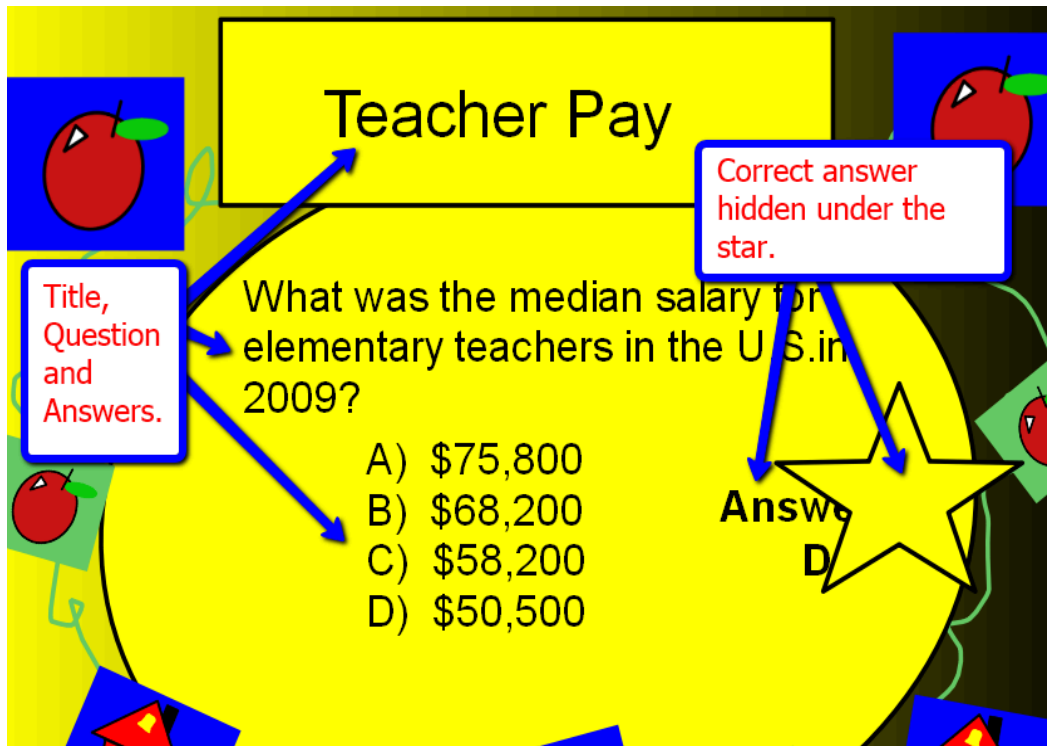
Here's how this might look after I modified my sample title page:



Step 5: Make the question slides. To do this, you will repeat this process for each of your 10 slides:

- **Copy one of your template pages to the quiz flipchart.** It doesn't matter which one, but try to alternate the pages so there aren't several in a row that look the same.
- **Type or copy/paste your question title, question text and possible answers** from your Word document to your template page.
- **Write your answer somewhere on the slide and cover it with a graphic.** In this sample, it is covered with a star. The teacher would move the star to reveal the answer after everyone made their guess.

Sample question slide with all parts:



Save your flipchart regularly while you build your quiz flipchart.

Step 6: Set up each page so your quiz works with the Expressions. This is a final change you need to make on each page that has a question so your game will be interactive. Follow these steps:

Go to the **Insert** menu and select **Questions....** It will open a box like the one below. Follow the four steps after the picture.

The screenshot shows a quiz creation interface. At the top, there is a toolbar with icons for adding, deleting, and saving questions. Below the toolbar is a table with columns: Question, Question Type, Options, and Correct Answer. The first row contains a question mark, 'Multiple Choice', 'Option 1; Option 2; Option 3; Option 4', and 'Option 2'. The second row is a placeholder: 'Type here to add a new question', 'Multiple Choice', and empty option fields. To the right of the table is a 'Question Properties' panel. It shows the question type as 'Multiple Choice', a question text box with a question mark, and four options labeled A, B, C, and D. Option B is selected as the correct answer. There are 'X' buttons next to each option to remove them. At the bottom of the panel, there are settings for 'Number of responses required' (set to 1), 'Assign correct answer' (checked), and 'Time limit' (set to 0).

Question	Question Type	Options	Correct Answer
1 ?	Multiple Choice	Option 1; Option 2; Option 3; Option 4	Option 2
2 Type here to add a new question	Multiple Choice		

Question Properties:

- Question Type: Multiple Choice
- Question Text: ?
- Options:
 - A Option 1 ☐ Correct answer
 - B Option 2 ☒ Correct answer
 - C Option 3 ☐ Correct answer
 - D Option 4 ☐ Correct answer
- Number of responses required: 1
- Assign correct answer: ☒
- Time limit: 0

- 1) Put a question mark or any other character in this box just so it activates a question.
- 2) Make sure this shows **Multiple Choice**.
- 3) **Click the X on any options you don't need.** Since my question had 4 options, I closed 5 and 6.
- 4) **Optional:** Put a check in the box that has the correct answer if you want the correct answer to show up in green. Note: To encourage discussion after answering, I usually do not do this. The teacher can reveal the answer as shown in step 5, so I prefer to have no correct answer shown automatically.

Click **Done** when you're finished. That adds the question to the Flipchart so the Expressions will send and receive the information necessary to play the game.

Repeat all parts of step 6 for any page that has a question on it.

Step 7: Save your flipchart quiz when it is finished.

When you are sure all four assignments in this project are complete, submit them to the appropriate assignment links on Blackboard.