



How to Create a Match Label Items UniSAnet Quiz

- What is a UniSAnet match label items quiz?
- Creating a match label items quiz
- Building the quiz

Introduction

This teaching guide will take you through the process of creating a UniSAnet match label items quiz. You are provided with information in a concise bullet point format and each step is supported by images of the object creator screen sequence.

By the time you have completed this teaching guide, you should be able to:

- prepare material for a match label items quiz
- create a quiz object
- add questions
- add images
- add answers
- add feedback on questions
- set availability of quiz sections
- set options for selecting questions
- check the completed quiz.

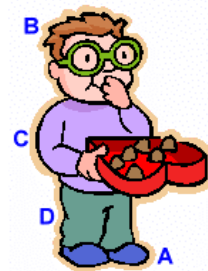
At the end of the teaching guide you will find information on how to obtain help if you are having difficulty creating a match label items quiz.

What is a UniSAnet match label items quiz?

The match label items quiz is formative in nature. There is no scoring available to the lecturer, only the student. It presents a picture with labelled items to the learner. A task is then presented, asking the learner to match components of the picture to the correct labels. Identification is made by selecting from multiple choice options (see example below). Positive feedback can be given if the answer selection was correct or advice on possible action if the selection was incorrect.

Question 2

Match each letter on the image to the correct label.



A	Arm	▼
B	Arm	▼
C	Arm	▼
D	Arm	▼

Creating a match label items quiz

Preparation

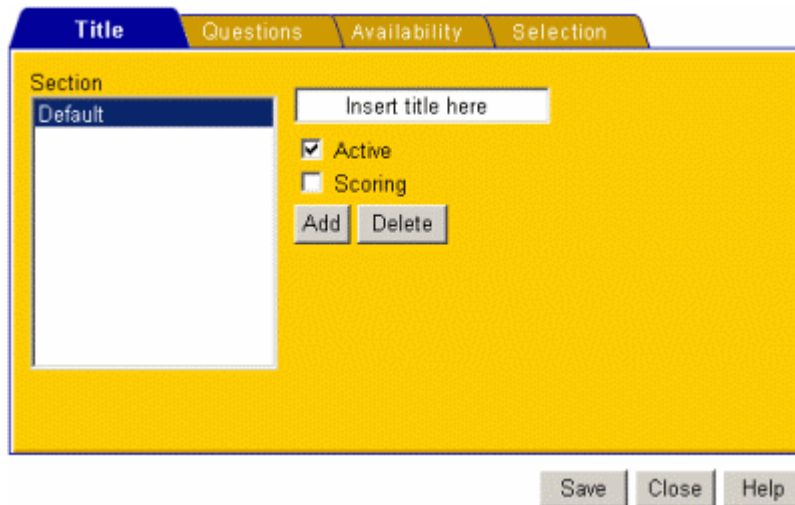
When creating a match label items question you need to:

- select a graphic
- add labels to the graphic
- write the questions/tasks
- write the answer options
- develop feedback for each question.
 - This allows you to make the quiz a formative learning experience by providing information about why the answers were right or wrong and where to find additional information.

Creating the quiz

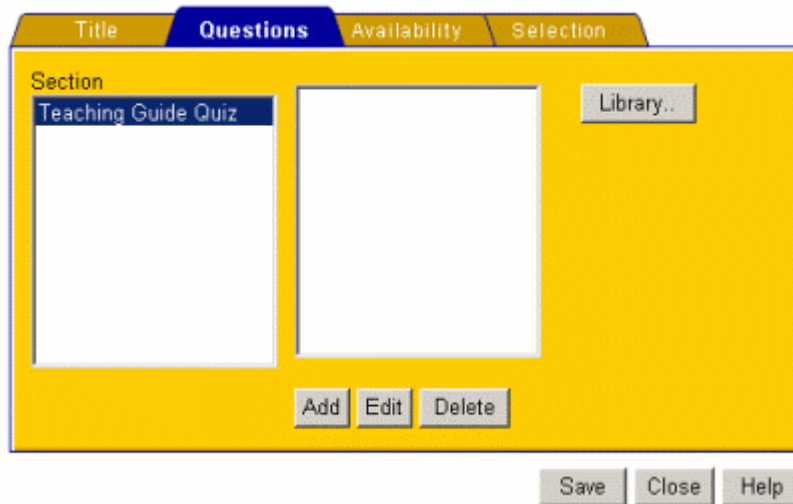
You can create a quiz through the UniSAnet **Content object** screen.

- Click the **Learning objects** tab.
- Click **Quiz**.
- Enter the name of your quiz..
- Click the **Create** button.
- Select the **Edit existing** tab and select the quiz you have just created from the drop-down menu.
- Click the **Edit** button and the following screen will appear.



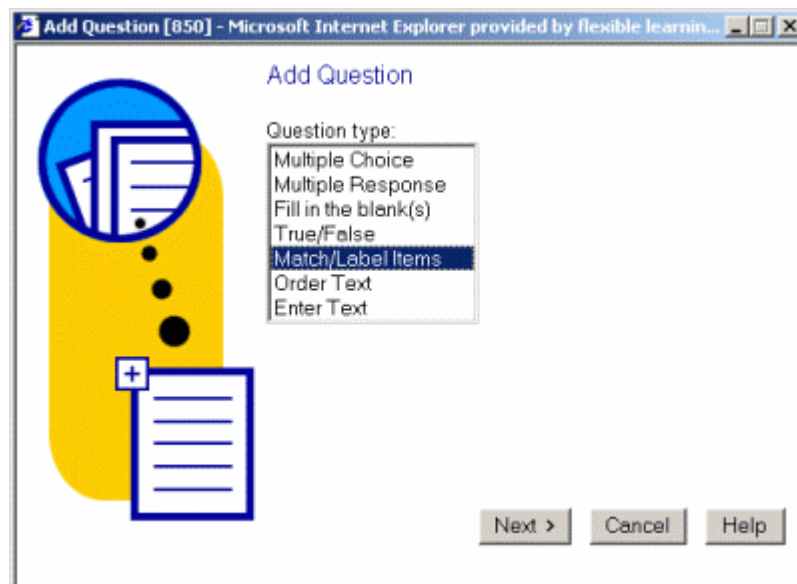
The screenshot shows a web interface with a yellow background. At the top, there are four tabs: 'Title' (selected), 'Questions', 'Availability', and 'Selection'. Below the tabs, there is a 'Section' label and a list box containing 'Default'. To the right of the list box is a text input field with the placeholder text 'Insert title here'. Below the input field are two checkboxes: 'Active' (checked) and 'Scoring' (unchecked). Below the checkboxes are two buttons: 'Add' and 'Delete'. At the bottom right of the interface are three buttons: 'Save', 'Close', and 'Help'.

- Each quiz can contain several sections within the one quiz.
- Insert your quiz section title in the box in the top center of the screen by typing over the **Default** text which is shown as “Insert title here” in the image above.
- If you wish to add more sections click **Add** and type your title in the box.
- Highlight each section title. For each one you will need to check the **Active** box if you want a link to appear on your course homepage.
- Checking the **Scoring** box is not necessary as this option is not yet functioning.
- Click **Save** and the screen will move to the **Questions** tab.

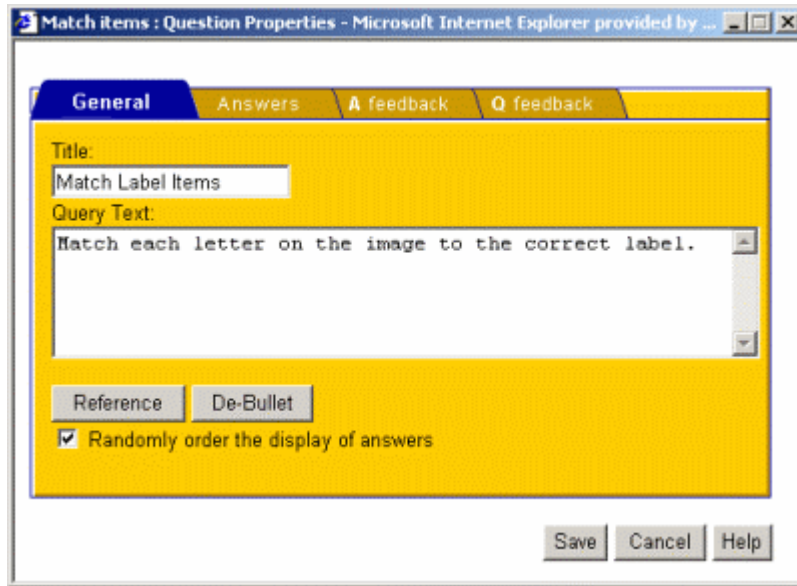


Add questions

- Highlight the section to which you want to add questions.
- Click the **Add** button to add a question to the quiz. The following screen will appear.



- Highlight **Match/Label Items** and click the **Next** button. The following screen will appear.



- Enter the **Title** of your question.

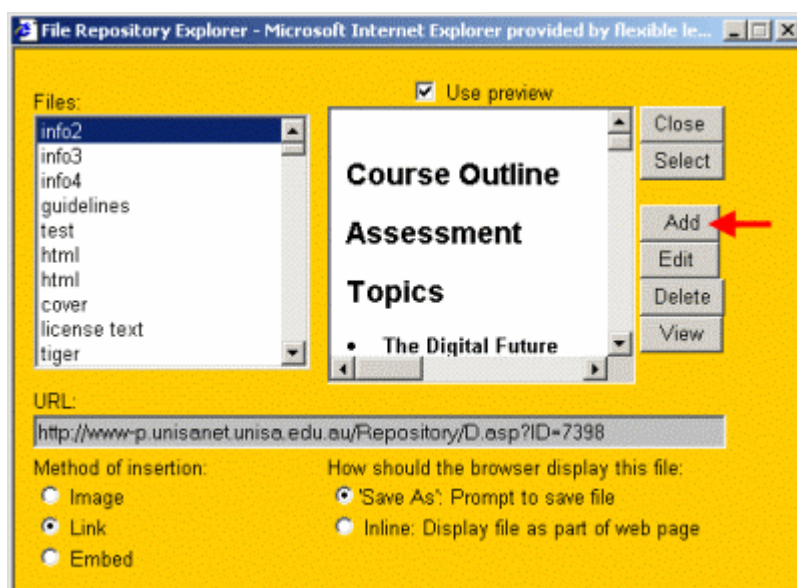
It is necessary to add a title because the wizard may use this label when constructing feedback. A title as simple as “Question 1” or “Q1” will suffice, but a short phrase that encompasses the principle of the question is most helpful. When you begin managing question libraries you appreciate more descriptive names as this is the only way you have of telling one question from another.

- Type the question in the **Query Text** box.

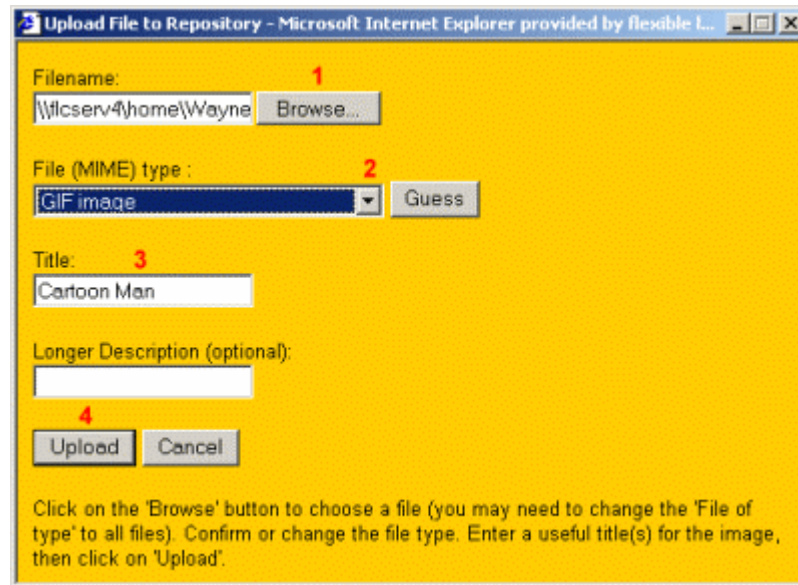
Adding images

You now need to add the image that will appear under the question.

- Click the **Reference** button and the **File Repository Explorer** screen will appear.



- Click the **Add** button and the **Upload File to Repository** screen will appear.



Upload File to Repository - Microsoft Internet Explorer provided by flexible L...

Filename: **1**

File (MIME) type : **2**

Title: **3**

Longer Description (optional):

4

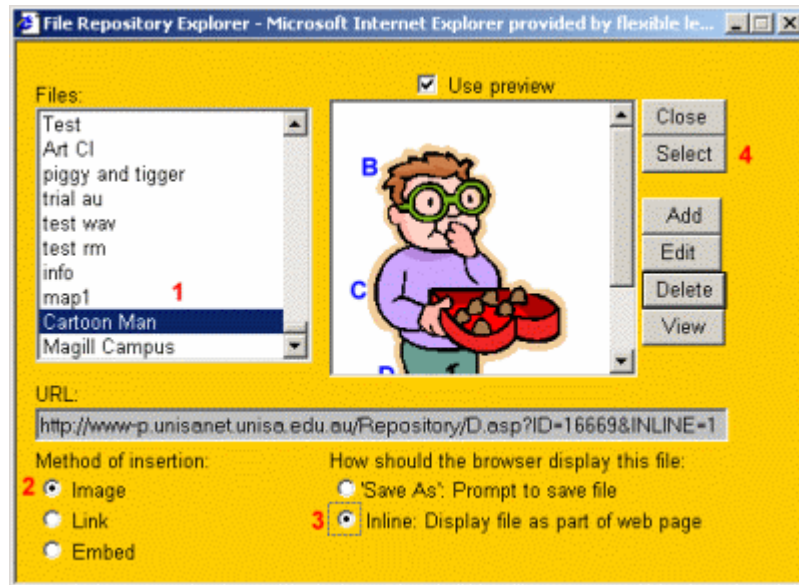
Click on the 'Browse' button to choose a file (you may need to change the 'File of type' to all files). Confirm or change the file type. Enter a useful title(s) for the image, then click on 'Upload'.

- 1 Click the **Browse** button and navigate through your folder structure to select the image file.
- 2 Select the **file type** by clicking the down arrow and then clicking the appropriate file type from the drop-down box.
- 3 Enter a **Title** for the image.
The Optional **Longer Description** creates the “alternative text” (alt. text) that will appear when the learner moves the mouse over the image. It is considered good web protocol to include alternative text with images. It is also important to assist accessibility. It is critical for the learner with a visual disability that alternative text is included. Text readers use alternative text to produce an audible indication that an image is present on the page. From this perspective, you should create alternative text that is succinct and meaningfully describes the image.

In the context of a quiz, it may be important to construct alternative text so that it does not provide the learner with the answer to the question as they move the mouse over the image.

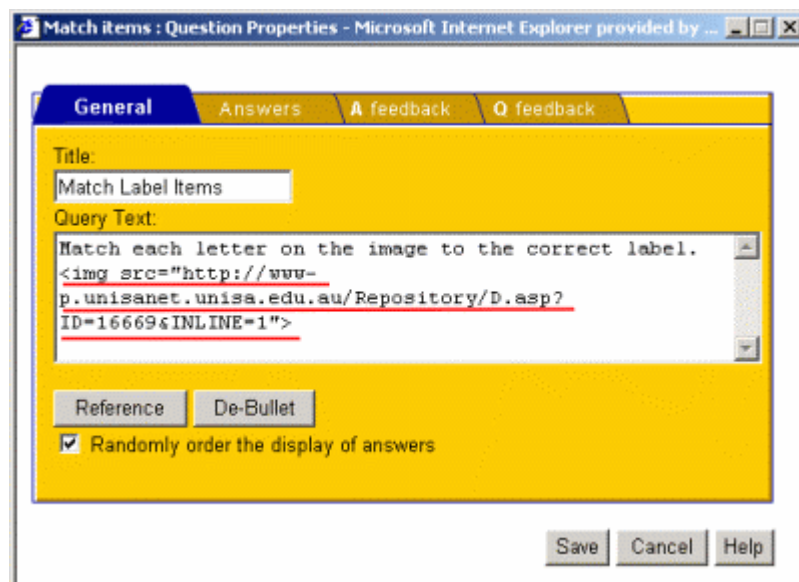
- 4 Click the **Upload** button

The **File Repository Explorer** will appear again, containing the image you have just uploaded.



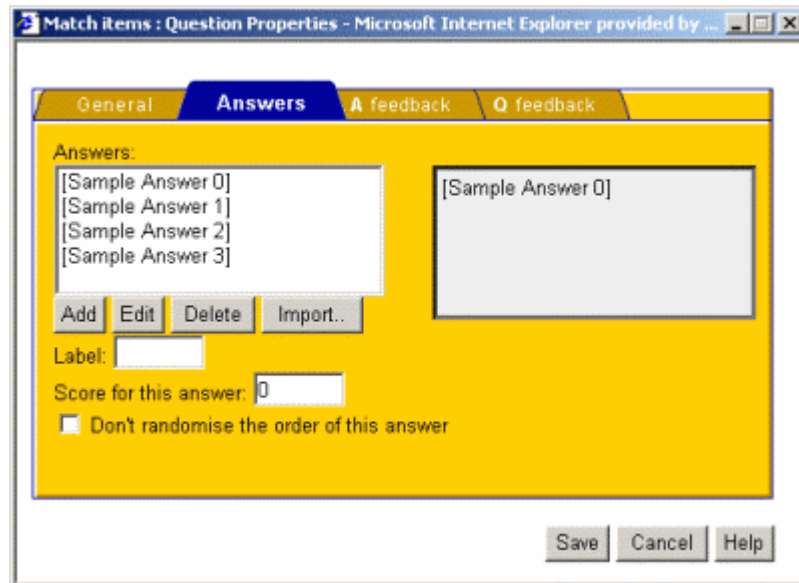
1. **Highlight** the newly uploaded file in the **Files** window.
2. Ensure that Image is checked.
3. Check **Inline: Displays file as part of web page**.
4. Click **Select**.

The image is now inserted into the quiz. It is important not to change any of the html code contained within the brackets <>.



Add answer options

- Click the **Answers** tab.

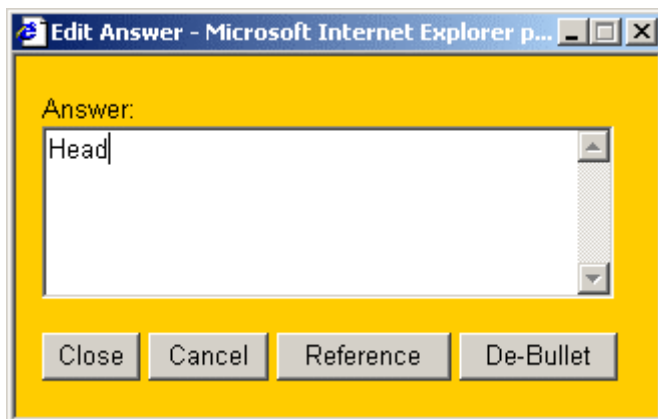


Four sample answers will appear in the Answers box on the left.

- Click **Add** to insert answers over and above four.

We will assume that four answers are sufficient and use this for the following example.

- Highlight the first answer and click the **Edit** button.

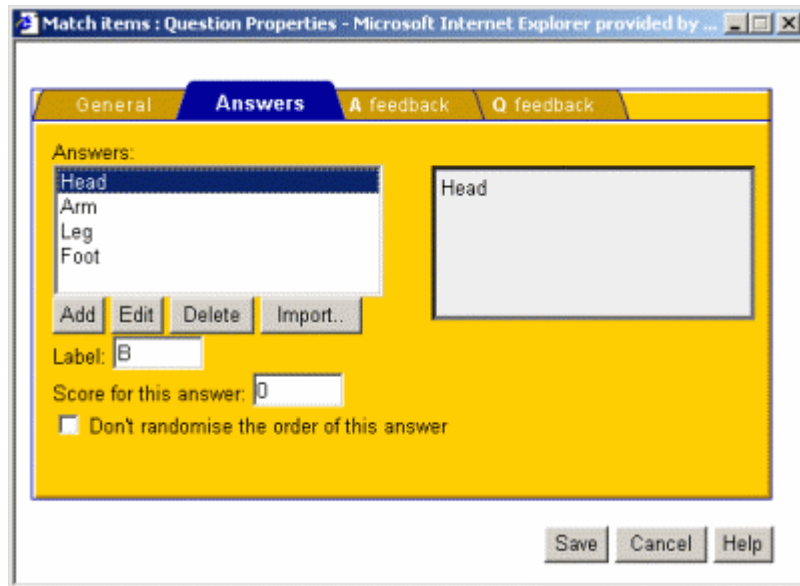


- Type your answer option in the new small **Answer** box and click the **Close** button.

Your first answer option has been saved.

- Repeat the process for all answer options.

When you have created all the answers your screen should look something like the following image.



Identify the correct image label for each answer.

- **Highlight** the answer.
- Enter the **label** in the Label box.
- Repeat the process for each answer or the quiz will function incorrectly.

If the appearance order of the answer options is important to the design or the question, you will need to select each answer option individually and check the box next to **Don't randomise the order of this answer**.

Feedback

It is important to offer feedback to the learner. Positive if the correct answer was selected, and guidance if not. Author-generated feedback in UniSAnet quizzes can be very powerful as it is contextually relevant for the learner. If you do not provide author-generated feedback then UniSAnet will present some default comments to the learner, which may not always be suitable for your question.

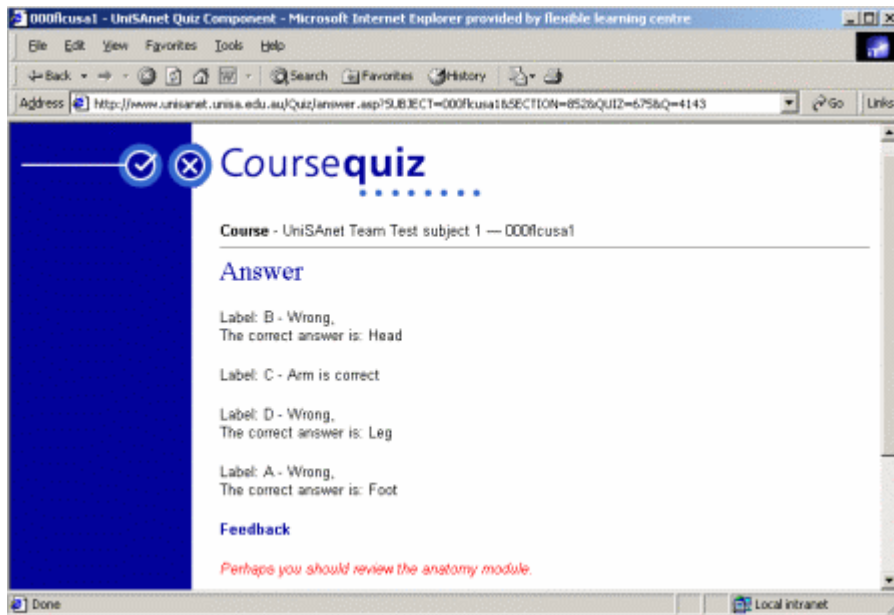
Author-generated feedback can be offered in two ways:

- **Answer feedback**, which allows you to provide feedback on each of the answer options.
- **Question feedback**, which allows you to provide overall feedback on correct and incorrect answer options.

It is only necessary to provide one form of author-generated feedback. Providing both forms can become confusing to the learner, particularly when it is combined with default UniSAnet feedback.

Feedback should be meaningful to the learner and assist cognitive processes. You can be creative with your feedback. Why not provide a hyperlink embedded in the feedback that will take the learner to appropriate web resources?

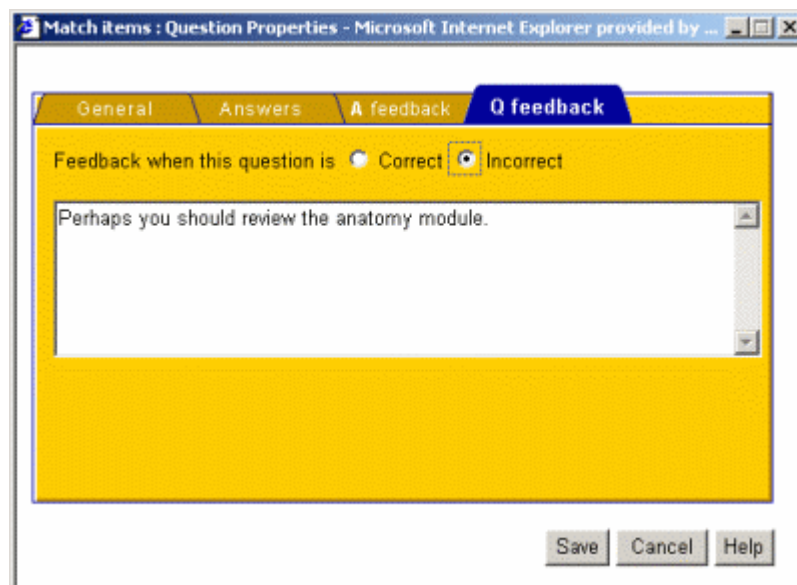
The match label items quiz generates automatic answer feedback as shown in the following image, so you will only need to add question feedback.



Add question feedback

Feedback should be provided on the overall question response.

- Click the **Q feedback** tab.



- Check **Incorrect** and type your feedback for an incorrect response to the question.
- Check **Correct** and type your feedback for a correct response to the question.
- **Click Save when finished or your work will be lost**

The questions wizard will close and your **Quiz object creator** screen will be visible.

Set quiz section availability

You have already set the availability of the overall quiz at the beginning of the creation process. You now have the option to set availability of various sections within your quiz. You can determine the date and time your quiz section becomes available and unavailable. Both options do not need to be selected. You can set an available date and time without setting the unavailable option.

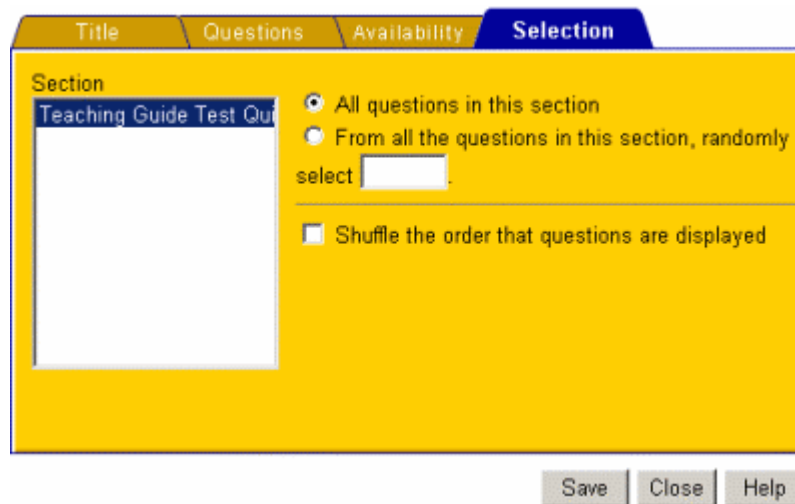
The screenshot shows a software interface for setting quiz section availability. It features a yellow background and four tabs: 'Title', 'Questions', 'Availability', and 'Selection'. The 'Availability' tab is selected. On the left, a 'Section' list contains one item: 'Teaching Guide Test Qu'. To the right, there are two main sections: 'Available from:' and 'Unavailable from:'. Each section includes a checkbox for 'Enabled', a 'Date' field with a placeholder '[dd mmm yyyy]', and a 'Time' field with two dropdown menus. At the bottom right, there are three buttons: 'Save', 'Close', and 'Help'.

If you wish to activate this feature you will need to:

- Click **Enabled** in the **Available from** section and enter the date and time at which the quiz section is to become available.
- Click **Enabled** in the **Unavailable from** section and enter the date and time at which the quiz section is to become unavailable

Set question selection options

You don't have to use all the questions in a selection. This gives you the flexibility to offer a variety of questions to different learner groups.



- Click the **Selection** tab.
- Highlight the selection for which you are setting the parameters.
- You have the option to **click** and:
 - select all questions in this selection
 - specify a number of questions that will be selected at random
 - shuffle the order that questions are displayed. This is a useful learning tool if the learner is making several attempts at a quiz.
- Click **Save** or your work will be lost.

Check the completed quiz

It is important to check the quiz to ensure that it is functioning correctly from the learner's perspective. To view the quiz in the UniSAnet Object creator:

- Click **View quiz** in the left hand menu bar.
- When the quiz screen appears click **Start quiz**.

Alternatively, if the quiz has been activated previously it can be viewed by:

- navigating to the course home page
- scrolling the navigation frame to **Learning resources specific to this course**
- clicking the quiz name.

Run through the quiz completely selecting a variety of correct and incorrect answers. Check all functionality to ensure that everything is working correctly for the learner. You can use the web browser back button to select different answers in the same question.

To make changes to any part of the quiz while reviewing it, click the **Change button** on the bottom of the quiz question screen. This will activate the quiz wizard through which you can make your edits. You can also add new questions to an existing quiz while reviewing it by clicking on the **Change** button on the quiz start page.

Although not covered in this guide, it is possible to add images to quizzes in the question and answer areas. The *How to: Create a Match Label Items UniSAnet Quiz* guide includes instructions for this.

Getting Help

It does take time and practice to become proficient at using the UniSAnet object creator to create a match label items quiz. This teaching guide is the starting point. If you are having difficulty and need additional assistance, remember that your campus **Online Adviser** is only a phone call away. He or she will be happy to provide guidance in how to create a quiz or any other aspect of the UniSAnet authoring environment.

Teaching guides detailing how to create other styles of quiz can be found at the Teaching and Learning Website.

<i>Teaching guides</i>	This is one of a series of guides on teaching and learning at the University of South Australia prepared by staff from Learning Connection. Other guides can be accessed at http://www.unisanet.unisa.edu.au/learningconnection/teachg/index.htm
<i>For further information</i>	<ul style="list-style-type: none">• Talk to your Dean: Teaching and Learning• Visit Learning Connection on your campus or online at http://www.unisanet.unisa.edu.au/learningconnection/staff.htm
