

How to create a Quiz in Moodle 2.

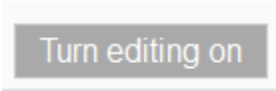
The Quiz activity module allows the teacher to design and set quizzes consisting of a large variety of Question types, among them multiple choice, true-false, and short answer questions. These questions are kept in the course Question bank and can be re-used within courses and between courses. Quizzes can allow multiple attempts. Each attempt is automatically marked, and the teacher can choose whether to give feedback and/or show the correct answers.

Feedback on performance is a critical part of a learning environment and assessment is one of the most important activities in education. As educators, we can't tell what's going on inside the heads of students, so we need a way for them to demonstrate what they understand and what they don't. A well-designed test, even a multiple-choice test, can give you critical information about student performance. If the feedback is rapid enough, it can also be a critical tool for students to gauge their own performance and help them become more successful.

Moodle's quiz module has a large number of options and tools, making it extremely flexible. You can create quizzes with different question types, randomly generated quizzes from pools of questions, allow students to have repeated attempts at a question or retake quizzes multiple times, and have the computer score it all.

Take the following steps to create a Quiz.

Turn on editing mode.

A rectangular button with a light gray background and a thin border. The text "Turn editing on" is centered in a dark gray font.

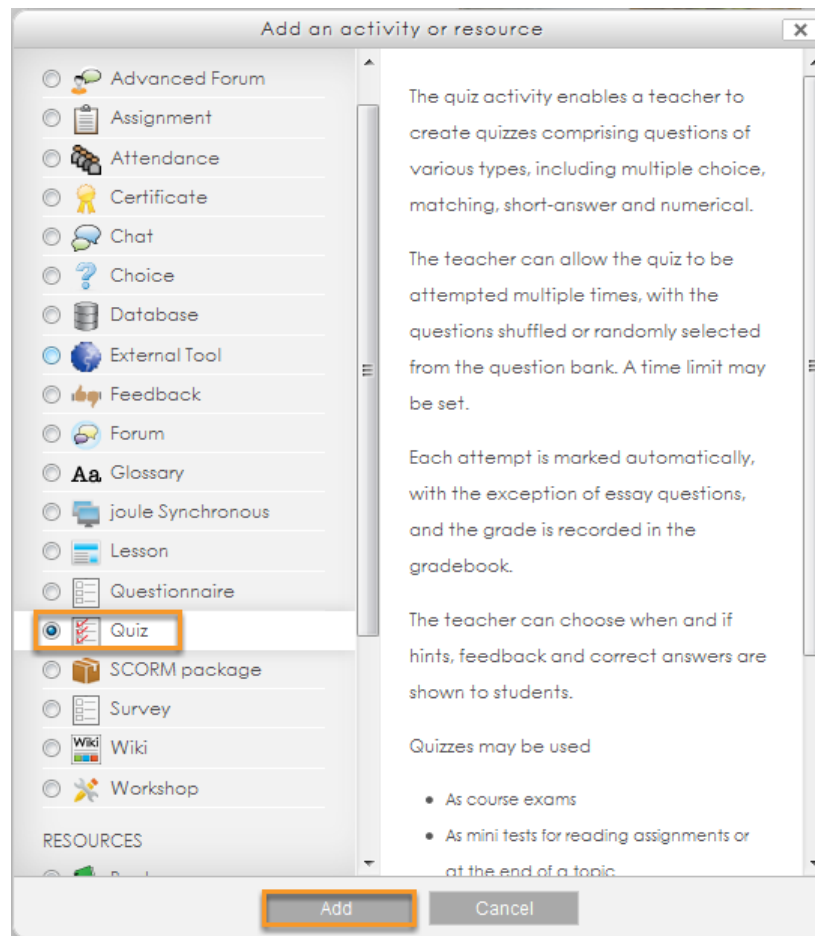
[Click here to learn how.](#)

Select a topic and click "Add an activity or resource" to open the Activity chooser.

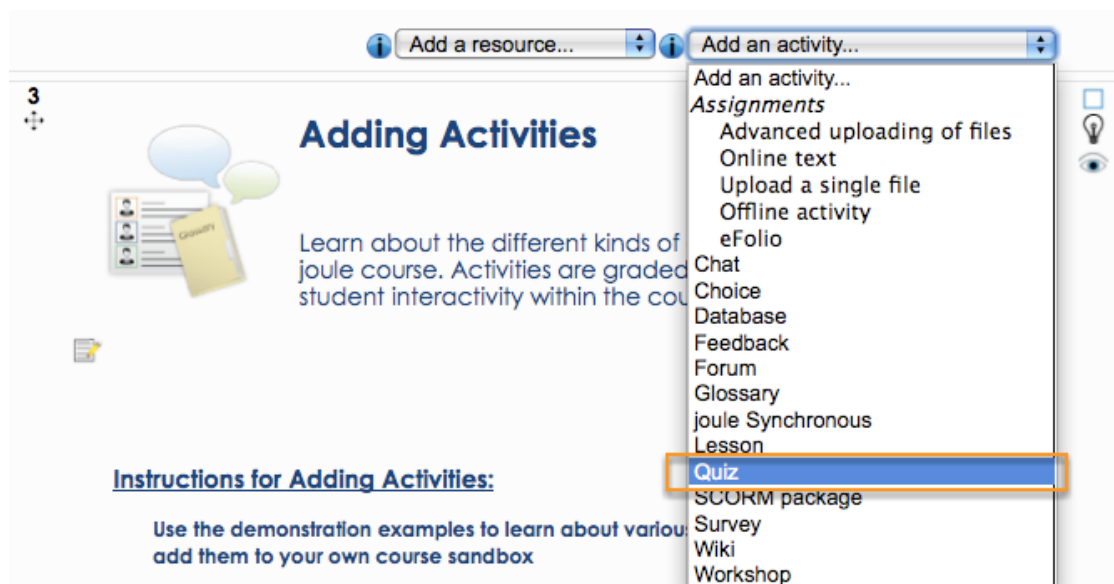
A rectangular button with a white background and a thin border. On the left is a green plus sign icon. To its right, the text "Add an activity or resource" is written in a blue font.

[Click here to learn how to add an Activity in Folder View.](#)

Select "Quiz" and click the "Add" button.



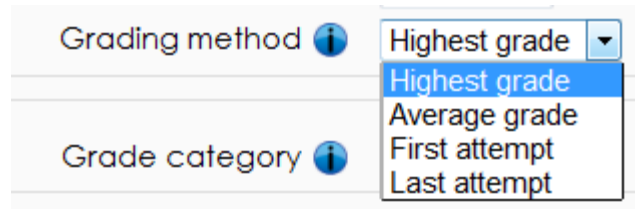
If the Activity choose is off, expand the "Add an activity" drop-down menu and select "Quiz"



c. Attempts must be submitted before time expires, or they are not counted.

4. Select grace period.

Choose the grading method for the quiz.



The screenshot shows two rows of settings. The first row is labeled 'Grading method' with an information icon. A dropdown menu is open, showing four options: 'Highest grade' (highlighted in blue), 'Average grade', 'First attempt', and 'Last attempt'. The second row is labeled 'Grade category' with an information icon.

When multiple attempts are allowed, there are different ways you can use the grades to calculate the student's final grade for the quiz.

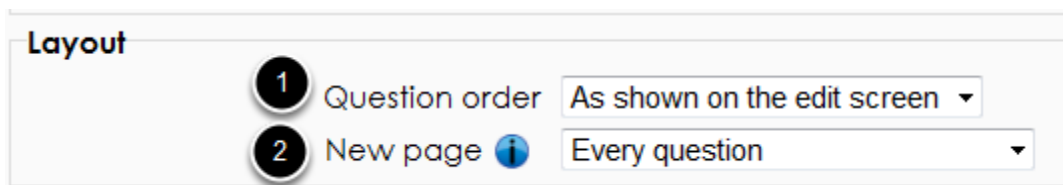
*Highest grade :The final grade is the highest (best) grade in any attempt.

*Average grade: The final grade is the average (simple mean) grade of all attempts.

*First grade: The final grade is the grade gained on the first attempt (other attempts are ignored).

*Last grade: The final grade is the grade gained on the most recent attempt only.

Define Layout settings.



The screenshot shows a 'Layout' section with two settings. Setting 1 is 'Question order' with a dropdown menu set to 'As shown on the edit screen'. Setting 2 is 'New page' with an information icon and a dropdown menu set to 'Every question'.

1. Choose whether questions should be shuffled within the quiz attempts.

2. Choose how many questions to display per page.

Select Question Behavior settings.

Question behaviour * Hide advanced

1 Shuffle within questions Yes

2 How questions behave Deferred feedback

3 Each attempt builds on the last* No

1. If enabled, the parts making up each question will be randomly shuffled each time a student attempts the quiz.

2. Select one of the options for question behavior:

- a. Adaptive mode: Allows students to have multiple attempts at the question before moving on to the next question. The question can adapt itself to the student's answer, for example by giving some hints before asking the student to try again.
- b. Adaptive mode (no penalties): The same as Adaptive mode but doesn't include penalties.
- c. Deferred feedback*: Students must enter an answer to each question and then submit the entire quiz, before anything is graded or they get any feedback.
- d. Immediate feedback*: Similar to interactive mode in that the student can submit their response immediately during the quiz attempt, and get it graded. However, they can only submit one response, they cannot change it later.
- e. Interactive mode with multiple tries: After submitting one answer, and reading the feedback, the student has to click a 'Try again' button before they can try a new response. Once the student has gotten the question right, they can no longer change their response. Once the student has gotten the question wrong too many times, they are just graded wrong (or partially correct) and the student is shown the feedback and can no longer change their answer. There can be different feedback after each try the student makes.
- f. Manual grading: Used for essay questions (irrespective of what the quiz is set to) but you can now choose to have every question in the quiz manually graded, if you wish.

*Certainty-based marking (CBM) is available for both deferred feedback and immediate feedback. With CBM, the student does not only answer the question, but they also indicate how sure they are they got the question right. The grading is adjusted by the choice of certainty, so that students have to reflect honestly on their own level of knowledge in order to get the best mark.

3. Decide whether each quiz attempt builds on the last.

Select Review options.

Review options ⓘ

During the attempt	Immediately after the attempt
<input checked="" type="checkbox"/> The attempt	<input checked="" type="checkbox"/> The attempt
<input checked="" type="checkbox"/> Whether correct	<input checked="" type="checkbox"/> Whether correct
<input checked="" type="checkbox"/> Marks	<input checked="" type="checkbox"/> Marks
<input checked="" type="checkbox"/> Specific feedback	<input checked="" type="checkbox"/> Specific feedback
<input checked="" type="checkbox"/> General feedback	<input checked="" type="checkbox"/> General feedback
<input checked="" type="checkbox"/> Right answer	<input checked="" type="checkbox"/> Right answer
<input type="checkbox"/> Overall feedback	<input checked="" type="checkbox"/> Overall feedback
Later, while the quiz is still open	After the quiz is closed
<input checked="" type="checkbox"/> The attempt	<input checked="" type="checkbox"/> The attempt
<input checked="" type="checkbox"/> Whether correct	<input checked="" type="checkbox"/> Whether correct
<input checked="" type="checkbox"/> Marks	<input checked="" type="checkbox"/> Marks
<input checked="" type="checkbox"/> Specific feedback	<input checked="" type="checkbox"/> Specific feedback
<input checked="" type="checkbox"/> General feedback	<input checked="" type="checkbox"/> General feedback
<input checked="" type="checkbox"/> Right answer	<input checked="" type="checkbox"/> Right answer
<input checked="" type="checkbox"/> Overall feedback	<input checked="" type="checkbox"/> Overall feedback

These options control what information users can see when they review a quiz attempt or look at the quiz reports. You can select to display each option during the following four time frames:

- During the attempt: Shown during the attempt.
- Immediately after the attempt: Within two minutes of the student clicking "submit all and finish."
- Later, while the quiz is still open: After two minutes, but before the close date (if the quiz does not have a close date, this phase never ends).
- After the quiz is closed: Means what it says (you never get here for quizzes without a close date).

Configure how the information about the user and the user's grade will display.

Display

Show the user's picture ⓘ

Decimal places in grades ⓘ

Decimal places in question grades ⓘ

Show blocks during quiz attempts* ⓘ

1. If enabled, the student's name and picture will be shown on-screen during the attempt, and on the review screen.

2. By using this setting you can select the number of digits that should be shown after the decimal point when displaying student scores or grades. For example choosing '0' means the displayed grades will be rounded to integers.

3. This setting specifies the number of digits shown after the decimal point when displaying the grades for individual questions.

4. If set to yes then normal blocks will be shown during quiz attempts.

Add Extra restrictions on attempts.

Extra restrictions on attempts

1 Require password Unmask

2 Require network address

3 Enforced delay between 1st and 2nd attempts 0 minutes Enable

Enforced delay between later attempts 0 minutes Enable

4 Browser security* None

Overall feedback None

Full screen pop-up with some JavaScript security

1. Decide whether you want to require a password for the quiz.

2. Configure whether you want to require all students to be a the same network address.

3. Decide if you would like to impose delays between attempts.

4. Choose whether you want to require a secure browser. If "Full screen pop-up with some JavaScript security" is selected:

- * The quiz will only start if the student has a JavaScript-enabled web-browser

- * The quiz appears in a full screen pop up window that covers all the other windows and has no navigation controls

- * Students are prevented, as far as is possible, from using facilities like copy and paste

Create Overall grade feedback.

Overall feedback ⓘ

Grade boundary 100%

Feedback

Font family Font size Paragraph

B *I* U ABC x₂ x₃ [List icons] [Link icon] [Image icon] [Table icon] [Code icon] [HTML icon]

Path: p

Grade boundary

Overall feedback is text that is shown after a quiz has been attempted. The grade value of the quiz is defined later in the edit screen. By specifying additional grade boundaries (as a percentage or as a number), the text shown can depend on the grade obtained.

Define Common module & Restrict access settings.

Common module settings * Show advanced

1 Group mode ⓘ No groups

Visible Show

ID number ⓘ

Restrict access

Allow access from ⓘ 12 September 2012 00:00 Enable

Allow access until ⓘ 12 September 2012 00:00 Enable

2 Release code ⓘ

Grade condition ⓘ (none) must be at least % and less than %

Add 2 grade conditions to form

Completion condition ⓘ (none) must be marked complete

Add 2 activity conditions to form

Before this can be accessed Show this greyed-out, with restriction information

1. Select Common module settings. [Click here to learn how.](#)

2. Determine Restrict access conditions. [Click here to learn how.](#)

Select Activity completion settings.

Activity completion

1 Completion tracking

Require view Student must view this activity to complete it

Require grade Student must receive a grade to complete this activity

2 Expect completed on Enable

If enabled, Activity completion is tracked, either manually or automatically, based on certain conditions. Multiple conditions may be set if desired and the activity will only be considered complete when ALL conditions are met.

1. Select Completion tracking method.

2. Select date when the Activity is expected to be completed. The date is not shown to students and is only displayed in the Activity completion report. [Click here to learn how to view the Activity completion report.](#)

Scroll to the bottom of the page and "Save and return to course."

Save and return to course

Click "Save and display."

Save and return to course **Save and display** Cancel

Click the button "Edit quiz" to set grade value and create questions.

Grading method: Highest grade

No questions have been added yet

Edit quiz

Back to the course

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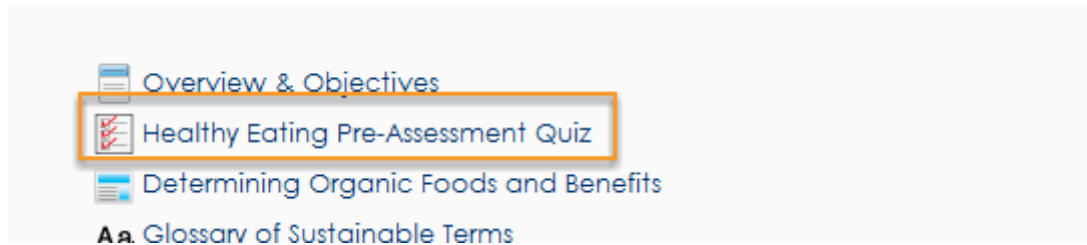
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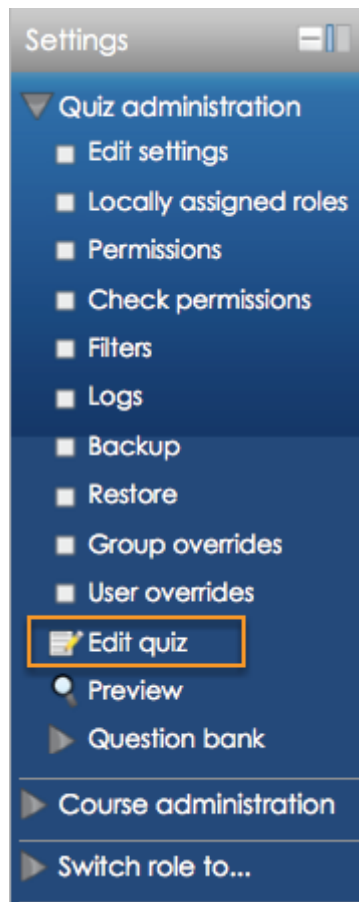
How to add questions to a Quiz in Moodle 2.

This lesson reveals how to create new questions in a Quiz.

Enter the Quiz.

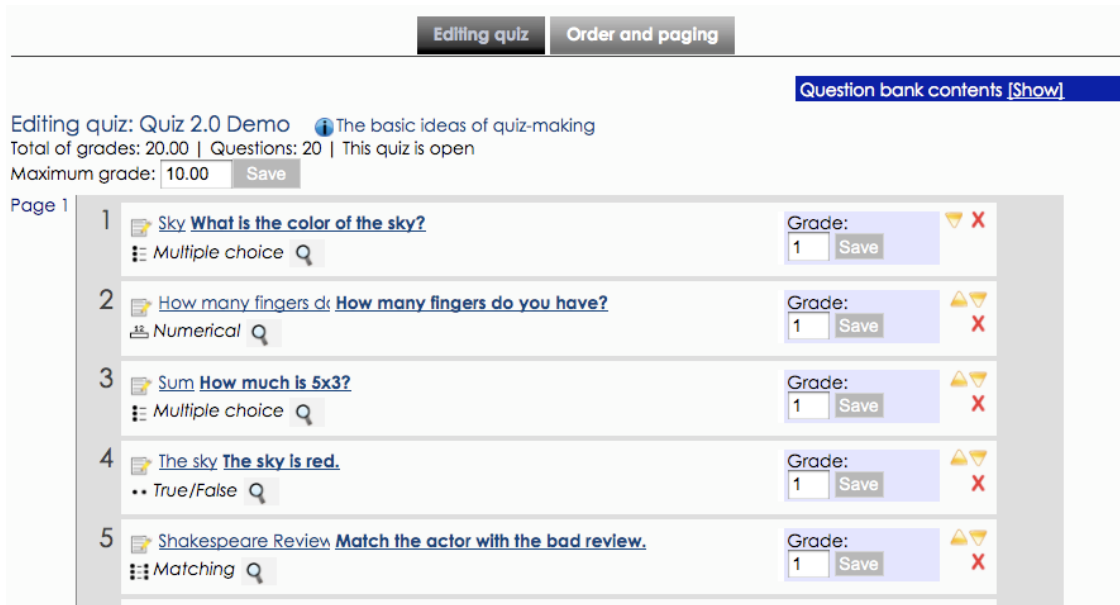


Go to the Quiz administration panel in the Settings Block and click "Edit quiz."



Please note it is impossible to edit questions or add questions after attempts have been made on that quiz.

Review Editing quiz page.



The screenshot shows the 'Editing quiz' interface. At the top, there are tabs for 'Editing quiz' and 'Order and paging'. A blue button labeled 'Question bank contents [Show]' is visible. Below this, the quiz details are displayed: 'Editing quiz: Quiz 2.0 Demo', 'The basic ideas of quiz-making', 'Total of grades: 20.00 | Questions: 20 | This quiz is open', and 'Maximum grade: 10.00' with a 'Save' button. The main area shows 'Page 1' with a list of five questions:

- 1. Sky [What is the color of the sky?](#) Grade: 1 Save [X]
- 2. How many fingers do [How many fingers do you have?](#) Grade: 1 Save [X]
- 3. Sum [How much is 5x3?](#) Grade: 1 Save [X]
- 4. The sky [The sky is red.](#) Grade: 1 Save [X]
- 5. Shakespeare Review [Match the actor with the bad review.](#) Grade: 1 Save [X]

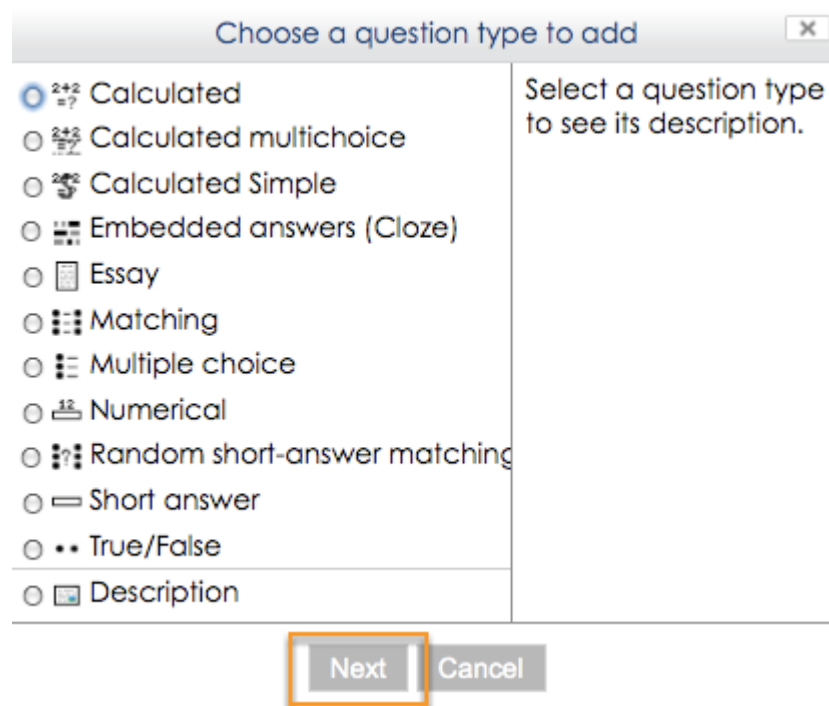
This is the first page after clicking "edit quiz" in the Settings Block.

Scroll down and click "Add a question" to create a new question.



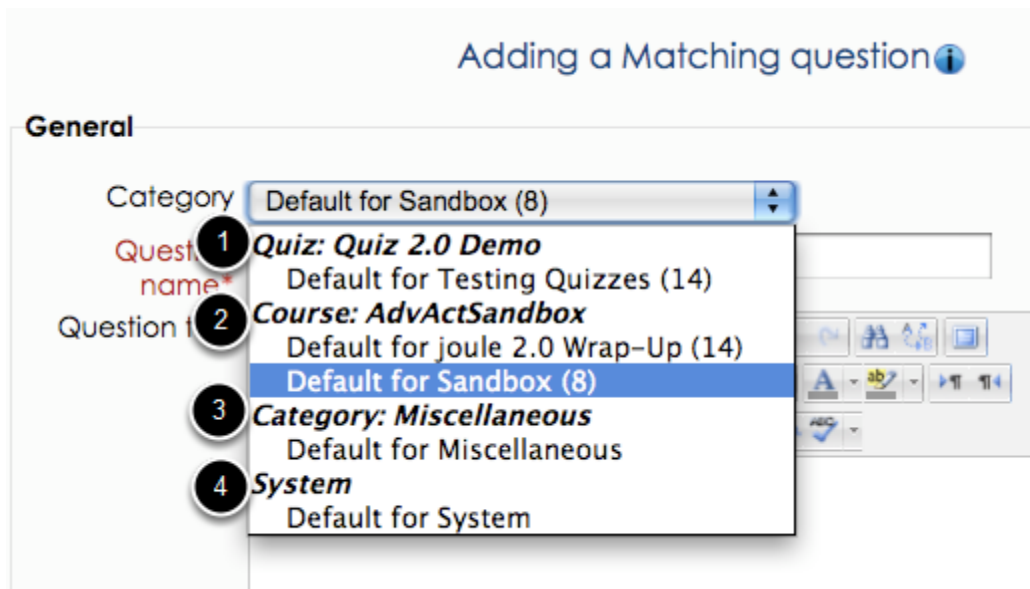
The screenshot shows the bottom of the quiz editing interface. It displays question number 20: 'File Management [Moodle 2.0 creates a significant sav](#) Grade: 1 Save [X]'. Below the question, there are two buttons: 'Add a question ...' (highlighted with an orange box) and 'Add a random question ...' with an information icon. At the bottom right, there is a button labeled 'Add page here'.

Choose a question type to create and click "Next."



Question descriptions will automatically display once a type is selected.

Select the question Category.



Quiz questions are stored in categories. The categories of questions can be stored within different contexts within the site.

1. This question category is the default category for this particular quiz instance. These questions

are only available within the context of this particular quiz.

2. This question category is the default category for this particular course. These questions are available to any quiz within the course.

3. This question category is the default category for this particular course category. These questions are available to any quiz within any course within this course category. (Very useful, if all the courses within a department are organized within the same category).

4. This question category is the default category for any course on the entire site.

Complete General settings for the question.

General

Category: Default for System

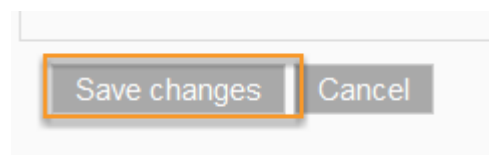
Question name*

Question text

Path: p

Default mark* 1

Scroll down and click "Save changes."



The new question will now appear in the list of available questions.



Note that you will get a notification if you have forgotten to add text in one of the question variables.

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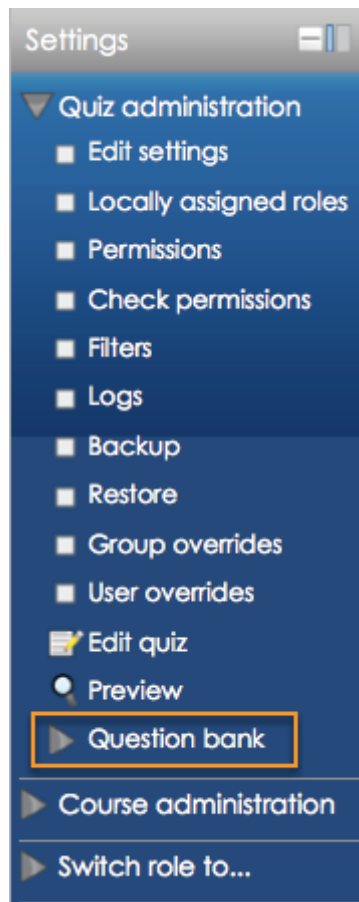
How to edit a Quiz question in the Question Bank in Moodle 2.

Follow the steps below to update quiz questions directly in the question bank of a Quiz.

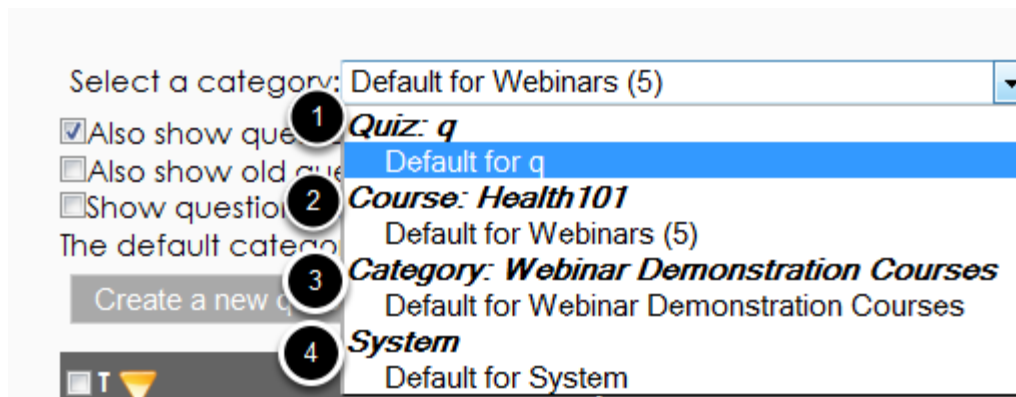
Enter the Quiz.



Go to the Quiz administration panel in the Settings Block and click "Question bank."



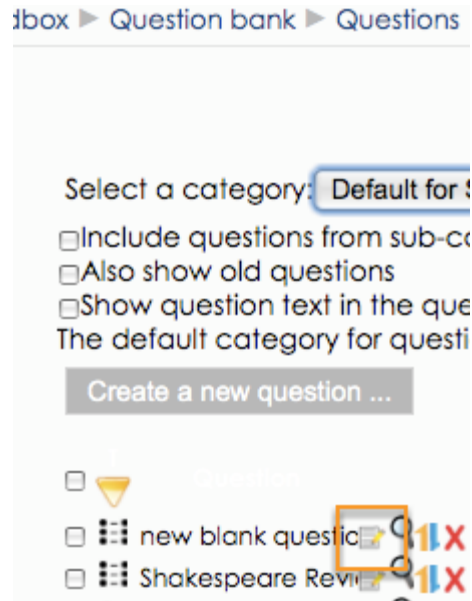
Select the question bank category.



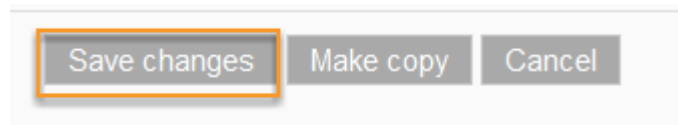
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3. This question category is the default category for this particular course category. These questions are available to any quiz within any course within this course category. (Very useful, if all the courses within a department are organized within the same category).
4. This question category is the default category for any course on the entire site.

Select the question and click the Edit icon to update the question.



Edit the question then scroll to the bottom and select "Save changes."



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