



Sample Lesson Plan
The Big Bus Module: Whiz Quiz



Whiz Quiz

Title

Using *The Big Bus Whiz Quiz* to stimulate the recall of general knowledge facts.

Introduction

A fast, interactive quiz for 6 to 9 year olds.

Playing against the clock in a multiple-choice format, a breakdown at the end of the quiz provides feedback on how the children performed. Combining competition with the motivation of using the computer, repeated attempts at the quiz will also help to widen the children's general knowledge base.

In this lesson

The children are shown how the quiz interface operates, then encouraged to make multiple attempts at the quiz, aiming for increasingly higher scores.

Age Range: 6 – 9 years

Lesson Plan

Learning objectives

Having completed this module most children will have developed their ability to:

- Recall general knowledge facts
- Use the computer mouse with speed and accuracy.

Technical preparation

Install *The Big Bus* CD-ROM on to the computer. After a short opening sequence select the button to take you to **Explorers' World**. Open the notebook index and scroll through the available activities. Select **Whiz Quiz**.

Previous experience

The program draws on a wide range of information and experience. A sound general knowledge will help the children enjoy success with this module.

Introducing the module

Gather the children around a large computer monitor or interactive whiteboard.

Explain that they are going to be taking part in an interactive quiz to test their general knowledge. Each time they play the quiz, they will be presented with different questions, drawn from a pool of 250.

Direct the children's attention to the computer monitor or white board then select "**Start the activity**". The screen will show the front page explaining how to play the quiz.

By logging on with their name, the children can become part of a competition to find the four highest scores in their group. Point out that the quiz is timed, and they lose points for wasted time, and for incorrect answers.

Go through the log in procedure, and then press **Start**. The quiz starts immediately with the first question being presented. The children must choose one of four possible answers by clicking on their chosen box. Point out the timer counting down in the corner.

Sixteen questions are presented that must be answered as quickly and accurately as possible. Having started with 1000 points, the aim is to achieve a final score as close to this as possible.

Run through one complete quiz, and then take the opportunity to discuss the questions that are shown again on the score page, along with a break down of the performance. Return to the Front page to show the children how previous scores are now displayed in rank order.

After the initial demonstration, and if more than one computer is available, the children could now break into working groups of up to four and undertake the module for themselves. Remind them that they will achieve the highest scores if they answer both quickly and accurately.

Allow the children about 20 minutes to complete the module, and then gather them back together to discuss how they got

on. Which member of each group was leading by the end of the competition? What was the highest score in the class? Does this type of module help them learn new facts? Are they surprised about how much they already know?

Classroom management

A single classroom computer running *The Big Bus*, using a large monitor or interactive whiteboard, is an effective whole class teaching resource. Introduce the module to the whole class before pupils break into their groups.

If you have access to a computer suite this module can be completed as a whole class lesson.

If you have access to only one or two computers, pupils will need to complete the module on a rotational basis.

Duration

Each group of children will require approximately 15 minutes of computer time. The teacher introduction and follow-up time will take approximately 15 minutes and 10 minutes respectively.

Differentiation

- Careful group selection will keep competition open within each group.

Extending the module

- Challenge the children to create their own sets of multiple choice questions based on areas they are currently studying.

Curriculum Information

General Knowledge drawn from all areas of the curriculum.

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