Quiz game lesson plan

**Lesson complexity:** Intermediate  
**Grades:** From grade 4  
**Subjects:** Any  
**Created by:** CoSpaces Edu

**Introduction:**

As teachers know very well, it’s when we’re able to explain something, that we have truly understood it. Or as Albert Einstein puts it: "If you can’t explain it simply, you don't understand it well enough." Then, what a great way to let your students demonstrate their learnings by asking them to create their own quiz game! This lesson plan will teach students to design and code their own quiz in CoSpaces Edu, while letting them review the learning material and practice digital literacy skills.

**Student benefits:**

- Learn basic 3D creation skills  
- Practice basic coding and computational thinking  
- Demonstrate student learnings  
- Collaborate with other students

**Preparation:**

- Assign your students a topic on which they’ll have to create a quiz, or ask them to come up with a subject that they’re particularly interested in.

- Ask your students to come up with questions and answers and to design their own interactive quiz using CoBlocks code and the ‘quiz panel’ available.

- You can also give your students some time to freely create a nice background environment related to their quiz and including 3D objects, images, GIFs, etc.

- Let your students share their quiz with their classmates and test themselves with the other quizzes created!
Creation guide

First, define the exact subject of your quiz. In this example, the quiz is about space and will include questions about solar systems, our sun, planets, etc.

Write down the questions you would like to include in your quiz and prepare 2 to 4 answers to choose from.

Once the material for your quiz is ready, it's time to start creating it!

Let's create a first quiz panel.

You'll create one quiz panel for each question in your quiz.

To start creating your quiz, open the Code editor and click on CoBlocks to create a CoBlocks script.

Drag and drop the show quiz panel with question CoBlock into the CoBlocks workspace.
Define when you would like the quiz panel to show. For example, the panel could appear once you've clicked on an object or a character.

Add objects from the Library to your scene and let's code the objects to make them interactive.

Place the quiz panel CoBlock under the when is clicked CoBlock.

You can use objects from the Library or build your own object using the building blocks available.

In this example, various stations will let the player open space-related quizzes and try to answer them.

Several stations will be set up around the scene and will serve as interactive elements for the player to click on to open the quizzes.

This example quiz station was built by combining the reading lamp and the tablet from the Library. The lamp was then attached to the Capsule object from the Building category.

Make sure to give your station a name as you’ll need to use it in your code!
Hit **Play** and click on the object you’ve coded to test it!

Did your quiz panel show up?

Time to define the questions and the answers in your quiz!

In the first field just after **show quiz panel with question**, enter the first question in your quiz. In the fields below, enter the different answers.

Next to the **correct answer** CoBlocks, choose the correct answer from the dropdown to indicate the correct one.

You can click the Settings wheel to add or remove answers.

Try testing your quiz! Hit **Play** and click on an object to open your quiz.

Click on an answer to the question in your quiz panel. Then, click on the small arrow at the bottom of the quiz panel to continue.

The answer that you’ve defined as the correct one will get a green check mark. The incorrect ones, a red cross to show they’re wrong.
At the end of the quiz panel CoBlock, you can define what happens after answers are clicked **when correct** or **when incorrect**.

Drag and drop additional CoBlocks to define whatever you want to happen in these two cases.

For example, count correct answers with the variable `correctAnswers`.

Give it an initial value of 0 and add 1 when the answer is correct.

To make your quiz nicer, why not design an environment related to the topic of your quiz? Get creative!

This example takes place in a space station in which you can fly around to go to the quiz stations. In the end, you’re shown how many answers you got right.
Example space

Space Quiz

View example space

Have the MERGE Cube add-on?

You can also create an interactive game quiz to be played with the MERGE Cube!