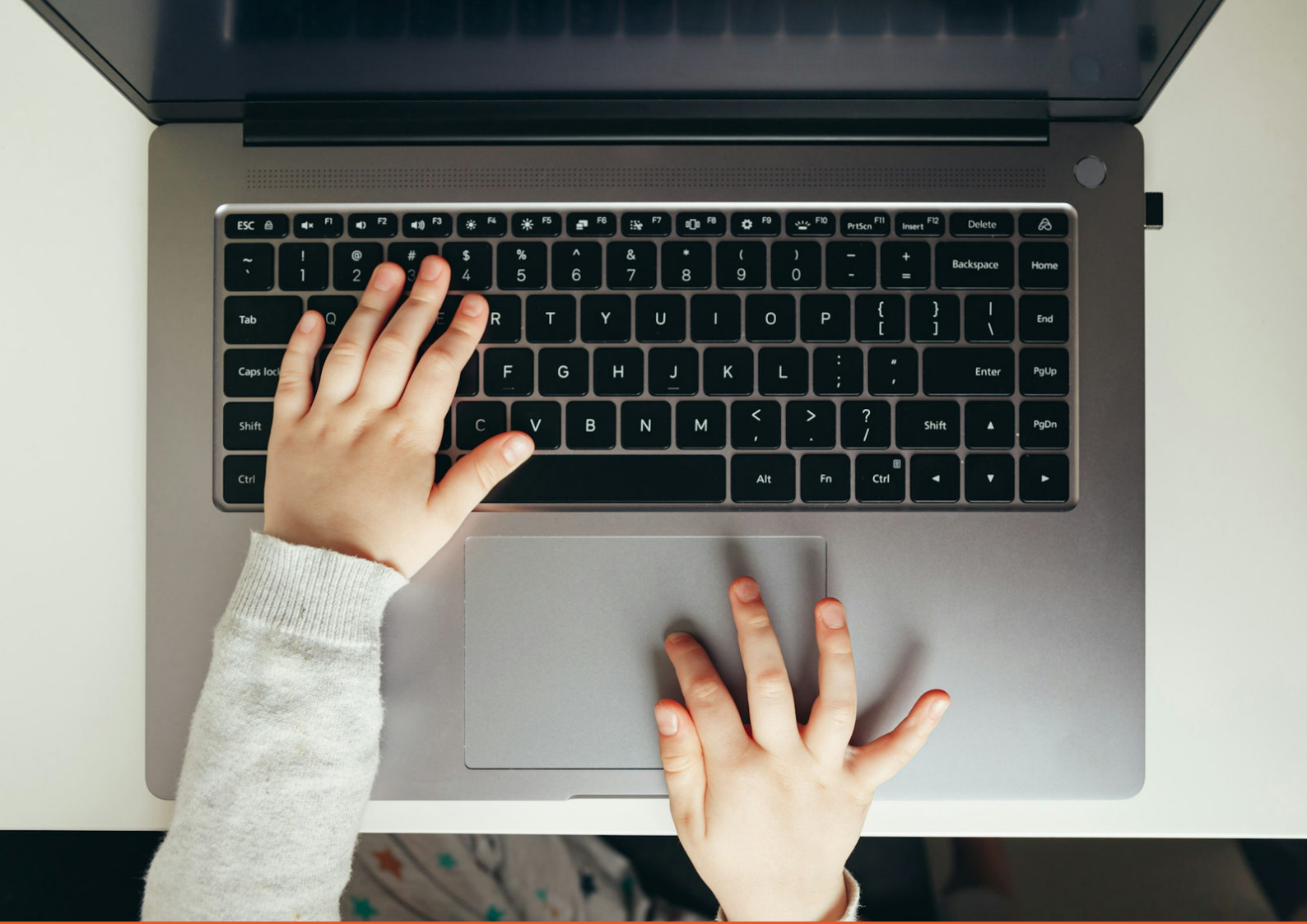




EduTrend Contents

EDUTECH · FUTURE TRENDS AND INNOVATIONS IN GAMIFICATION · MIDDLE SCHOOL

Paper Adaptive Quiz

Play a branching quiz that changes difficulty like adaptive software, then weigh its pros and cons

Ages 12–14

Level: Intermediate

50 minutes

Pairs · up to 30

Activity 04

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 student worksheets · assessment checklist

ACTIVITY 04 · AT A GLANCE

Paper Adaptive Quiz

Pairs play a paper branching quiz: a correct answer sends them to a harder card, a wrong answer to an easier one with a hint. Each pair records their path. The class then compares paths and discusses what adaptive software does well, such as keeping challenge suitable, and what it risks, such as separate paths with little shared discussion or unclear reasons for choices.

Learning outcomes

By the end of the session students can:

- experience adaptive difficulty;
- record and compare learning paths;
- identify benefits and risks;
- explain why teachers need to see decisions.

KEY WORDS

adaptive · branch · difficulty · path · transparency · teacher

CURRICULUM LINKS

Maths or any subject: practice.
Computing: algorithms. PSHE: fairness.

1**GOAL**

What is the learning goal?

2**CHALLENGE**

What is the task?

3**FEEDBACK**

How do players know?

4**PROGRESS**

How is growth shown?

5**RETRY**

Can they try again?

6**REFLECT**

Did it help learning?

Materials (per pair)

- Branching quiz cards (15 cards)
- Path record sheet
- Flowchart poster
- Worksheets 1, 2 and 3

Before the session

- Write 15 questions at three levels.
- Label branches on each card.
- Print path sheets.
- Draw the flowchart.

SAFETY

Paths are private. Discuss differences without labelling pupils.

ACTIVITY 04 · SESSION PLAN

Step by step

Show the flowchart after play so pupils see how the rules worked.

Time	What happens	Say or ask
0–5 min Launch	Explain branching rules.	<i>“What happens if you get it wrong?”</i>
5–25 min Play	Pairs play and record paths.	<i>“Which level are you on?”</i>
25–35 min Compare	Compare paths with the flowchart.	<i>“Why did paths differ?”</i>
35–50 min Debate	Benefits and risks.	<i>“What should a teacher be able to see?”</i>

CHALLENGE CARD (print or copy onto the board)

Play the adaptive quiz, map your path and decide whether adaptive difficulty helps your class learn together.

ACTIVITY 04 · FACILITATOR NOTES

The innovation know-how in brief

Adaptive software uses rules or models to choose the next question from a learner's previous answers.

Adaptive challenge can keep learners at a suitable level, but teachers still need to bring the class together and see why the software made each choice.

Common ideas to listen for

- "Adaptive means the computer knows best." Teachers still judge.
- "Easier questions mean failure." They build towards harder ones.
- "Everyone should take the same path." Paths can differ fairly.

Adapting the activity

Support

Use two levels instead of three.

Stretch

Design a rule that adds a hint after two wrong answers.

WORKSHEET 1

Our path

Name: _____

Class: _____ Date: _____

Record each card.

Our path

Card	Level	Right or wrong	Next card

WORKSHEET 2

Benefits and risks

Adaptive software.

Benefits and risks

Benefit	Risk

WORKSHEET 3

Should our class use it?

Give a reasoned view.

Adaptive quizzes would help or not help our class because...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight students; copy as needed.

Student	Records path	Identifies benefits and risks	Argues a view

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Paper Adaptive Quiz is a sample activity from the EduTrend Contents Edutech Future Trends and Innovations in Gamification programme (middle school, level: intermediate). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.