

4. TEAM QUIZ

Approx. duration: 45-60 min
Groups of: 5-6
Competencies involved: S, L, R, W
Level: All

Required Material

·Whiteboard and marker or large piece of paper/cardboard (optional)
·Notebook)

Activity Description

In this activity, students compete against their team members by answering questions they have created. Team quizzes are used to “[...] complement[t] didactic lectures and improv[e] students' learning and comprehension [by enhancing] active participation and encourage[ing] regular feedback mechanisms.” [1]

After a lecture or a lesson by the teacher or by another student within their team, students form two teams inside their group (excluding the presenter, if applicable). The teams can be uneven (2 vs 3, for instance). Each team must then prepare two closed questions and one open question based on the notes they actively took during the presentation. [2] The questions must be elaborate enough to ensure an interesting level of competition. This should take about 10 minutes.

Next, after having determined which sub-team would go first, a sub-team representative selects a member of the other sub-team to respond to a closed question. If the answer is correct, the sub-team gets one point. Then, the other team retaliates, and the process is repeated until all questions have been answered. The open question should be the last question and is worth two points.

The teacher can take this activity a bit further by having sub-teams then compete with other sub-teams from other teams until there is a final winning sub-team. The questions and answers can be saved and used as revision material ahead of an exam (if applicable).



TEACHER

- Lecture or lesson preparation (if applicable)
- Presentation topics selection and assignment for students (if applicable)
- Assessment and/or feedback tool preparation (optional)
- Activity instructions
- Team formation

STUDENTS

- Lesson preparation (if applicable)
- Review of the evaluation criteria (if applicable)

Preparation

TEACHER

1. Gives a lesson or a lecture (if applicable).
2. Gives the activity instructions.
3. Walks around the classroom to verify the students' progress.
4. Ensures transitions between activity steps.
5. Proceeds with a collective recap.

STUDENTS

1. Give their lesson (one at a time immediately followed by quiz, if applicable).
2. Select a team representative.
3. Create questions.
4. Answer questions.
5. Take part in the final collective recap.

Workflow

TEACHER

- Students' presentations assessed using evaluation criteria that have previously been shared with them, e.g. based solely on presentation skills
- Questions that have been created by the students can be evaluated (formative or summative)

STUDENTS

- Formative or summative assessment of other students' presentations based on the teacher's criteria

Evaluation options

Tips

·It's important to remind students what open and closed questions are, and to give them examples before starting the activity.

·Team quizzes can easily be combined with a peer teaching activity or a short lecture. They are even better used before an exam since they improve student performance on tests. [1]

[1] Dengri C, Gill A, Chopra J, et al. (2021). A Review of the Quiz, as a New Dimension in Medical Education . Cureus 13(10): e18854. doi:10.7759/cureus.18854

[2] Thiagarajan, S., Richter, M., Richter, E. (2024). Interactive techniques for learning. LAD Press.