Quizizz

Getting Started

***Teachers go to www.quizizz.com**. (You DO NOT have to have an account to play a Quizizz, but you must have an account to create and save a Quizizz of your own.)
-Click on "Get Started!".
-Search for a game.
-Select it and click on "Play".
-Select your options while students sign in.
-Click on "Proceed" to begin.
***Students go to join.quizizz.com**.
-They enter a game code to join a game.
-They enter their names.
-They complete the quiz at their own pace.

Creating a Quizizz

*Go to www.quizizz.com and select "Get Started!". If you don't see an option to join, choose "Log In" in the upper right corner. Then choose "Sign Up!" to create your account.
*After logging in, you can choose "Create your own quiz" from the center of the screen or choose "Create" from the top menu bar.
*Type in your questions and answers.
-Upload a picture if you wish.
-Be sure to choose a correct answer.
-Add questions with the "+ New Question" button.
-Choose "Finish" when done.
-Choose a grade level(s) and enter tags.

Data options
*You will see real-time data on your screen as students complete questions.
*Be sure to "Save Data" at the end of the game if you want to keep the results.
*You can see game data at any time by going to "My Reports" in the top menu bar.
*You can see individual student data and percentages by downloading a spreadsheet from the reports page.

Differences between Kahoot! and Quizizz

-Students see the questions on their devices...you do not have to project it to play.
-Students work at their own individual paces, although questions are still timed.
-Students see the correct answer on their screens and can review the answers at the end.
-Students see memes after each question completed (unless you turn off this option.)
-Student name will be remembered on the device so they do not have to enter it each time.