

Goal: To create a class and student in the **MindPoint® QuizShow SE Instructor Utilities**

The steps show how to create a Grade 7 Math Class.

1

Start the **QuizShow SE Instructor Utilities** software.



2

Click **Edit Class Preferences**.

3

In the *Edit Class Preferences* window, click the **New** button to create a new class.

4

Name your class.
Type “Grade 7 Math.” Click **Save**. Then click **OK**.

5

Click **Done**. You have successfully created a class in **QuizShow**.

6

To create a student, click **Update Player Information** from the welcome screen in Step 1. In the *Update Player Information* window, click **New**.

7

Enter the student’s information. Then click **OK**.

8

You have successfully created a student for the Grade 7 Math class.
Click **Done**.

On Your Own: Follow the steps to create a class in **QuizShow**.

- Start the **QuizShow SE Instructor Utilities** software.
- Create a Grade 8 Math class.
- Select the **Game** tab.
 - Change the maximum number of questions per game to 15.
- Save your class and exit the software.

Create New Class

Class Name:

*** None of the class preferences affect team play. ***

General Settings

Allow access to media links associated with question sets

Randomize game questions

Calculate new algorithm values for each game

Maximum number of questions per game:

Time limit for single-character responses: seconds

Time limit for keyed responses: seconds

Single Player: Race the Clock

Total game time available: minutes

Award bonus points for finishing the game with time left

Single Player: Challenge the Computer

Allow player to select difficulty level

Lock player to difficulty level below


Smart

Smarter

Smartest

Goal: To take a quiz in **MindPoint® QuizShow SE**

The steps show how to take a single player, Grade 7 math quiz.

- 1** Start the **MindPoint QuizShow SE** software. 
- 2** Select a game mode. Select the **Single Player** button.
- 3** Select a class and player. (Click **Edit** to modify existing player information. Click **New Player** to add a student to a class.) Then click **Next**.
- 4** Enter the student's password. Then click **OK**.
- 5** Select a game type. (Click **Help** to view information about each game type.) Click **Race the Clock**. Then click **Next**.
- 6** Select a question set. Select **BIL BIM Red Grade 7**. (Click **Main** to return to the welcome screen in Step 1.) Click **Next**.
- 7** Select a quiz show bank for a particular chapter. Select **QuizShow Bank Chapter 2**. Click **Next**.
- 8** The *Pre-Game Overview* screen allows the player to review information before beginning the game. (Click **How to Play** to learn how to play *Race the Clock*.) Click **Start** to begin the game.
- 9** Answer each question. Click **Final Answer** to check your answer. Click **Next** to move onto the next question.
- 10** After the last question is answered, a *Final Results* screen appears. Click **Done** to finish the game.

On Your Own: Follow the steps to take a quiz.

- Start the **MindPoint QuizShow SE** software.
- Play a *Race the Clock*, single player game.
- The quiz should consist of material from Chapter 2 of BIL BIM Red Grade 7.
- Play the game.
- View and print out the results of the quiz.

Quiz Show Bank Chapter 2 - Red		Friday, August 14, 2009
Player Name	Questions Correctly Answered	Points
Laurn Cullen	14/15 (93%)	2217

MULTIPLE CHOICE

Add. Write fractions in simplest form.

1. $-\frac{7}{10} + \frac{2}{5}$

a. $1\frac{1}{10}$

b. $\frac{9}{50}$

c. $-\frac{3}{10}$

d. $\frac{3}{5}$

✓ Laurn Cullen: C
Correct Answer: C

Multiply. Write your answer in simplest form.

2. $-53.4 \cdot (-0.16)$

a. 333.75

b. -8.544

c. -333.75

d. 8.544

✓ Laurn Cullen: D
Correct Answer: D

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