

Lucid Software

Entity Relationship Diagram (ERD) Tutorial - Part 2

I – Communication practice

The goal is to design a **MCQ** (multiple choice quiz) based on the video content and implement it with the **kahoot!** website. You will work in pairs on **only one part of the video** (a group of five consecutive paragraphs), assigned to you by your teacher.

- 1. With your colleague, prepare a list of ten questions about the video.
 - This work will be done as a *text format document* which will be printed. Don't forget to type both your names on it.
 - Each question will have *four possible answers*, only one of them being the correct answer. Moreover:
 - each answer should be *short* (no full sentences, only a few words);
 - they should be written just below the question, with a *bullet-point* paragraph format;
 - the correct answer should be put in *bold type*.
 - Your list will be evaluated and corrected before creating the MCQ.
- 2. With your colleague, create a MCQ based on your list questions corrected by your teacher.
 - This work will be done on the *kahoot!* web site.
 - First, you need to **sign up** as a student with an email address and a password on the kahoot.com web page. When logged in, scroll down and click on the link "use kahoot for free".
 - Then, you should find all the help you need to create a *kahoot* quiz in the *tutorial* accessible via the following link: https://youtu.be/KJgZZQcsSPk
 - For each question, it would be nice if you added a *screenshot* from the video or a *pertinent image* downloaded from the Internet (only if they are registered under a free license). You can even create an animation if it helps understanding the question.
 - Once everyone's quiz is ready, we will *play* them *in the classroom* one by one and all the student will *compete* to try to answer the questions as quickly as possible.
 - Each student will need a *smartphone* to participate.
 - To participate in a quiz, you need:
 - to go the kahoot.it web page and type the pin number of the quiz that will be displayed on the classroom whiteboard;
 - choose a *nickname* to be identified by the application.