

Decision-Making Matrix – “Plickers”

PLICKERS

Context	My high school seminary students need to pass a learning assessment each trimester in order to receive credit, and they need to be familiar with specific scripture passages (i.e., know the reference and what the passage means). Plickers would be used to help the students review for the assessment and review and recall the scripture passages.
Type of Tool	Interactive learning game
Problem It Solves	Solves the problem of assessing student understanding of concepts and finding a way for the students to review key concepts in a safe manner.
Privacy & Data	Only log-in required is the teacher, who inputs first and last name, email, and a password. Students do not need to input any information. Additionally, as many students do not like answering wrong in front of others, the answers they hold up are written in small print to help protect their privacy.
Cost	Free for student and teacher
URL	www.plickers.com
Description	The teacher prints off answer cards containing a large code that can be scanned by a smartphone. Students turn their card a certain direction to reveal their answer (A, B, C, D), which the teacher then scans and reveals on the screen how many guessed the correct answer, and what the correct answer is. The answers ABCD are written very small so only the student can see their individual answer.
Platform	Web
Best Used For	Classroom review of already learned concepts
Level of Expertise	Teacher: Intermediate knowledge of Plickers and basic knowledge of scanning with smartphone; Student: basic knowledge of concepts and use of cards
Cautions	If a student does not have good eyesight to read the small printed letters on their code, they might not be able to guess accurately. Additionally, some students may choose to goof off by turning their card in any direction, thus fouling up the results.
Overcoming Cautions	The teacher should check with the students to ensure they can see the small printed answers. If not, they have access to print out cards with larger print. Teachers also should help students understand the why behind the review, and help them see that taking the game more seriously is to their advantage.
Accessibility Concerns	Availability: Available to all students; Accessibility: Accessible to all if teacher has smartphone, and if students can all read the small print on cards.
Special Equipment	Smartphone with QR reader for teacher; printed out cards
Additional Vocabulary	None
Training and Resources	https://plickers.zendesk.com/hc/en-us