

Presented By  
Ben Whitaker

THE **IDEAS** GUY

# AUTHENTIC ASSESSMENT IN THE AGE OF AI

**QUIZIZZ**



**DOES TRADITIONAL  
TESTING ALLOW ALL  
STUDENTS TO THRIVE?**



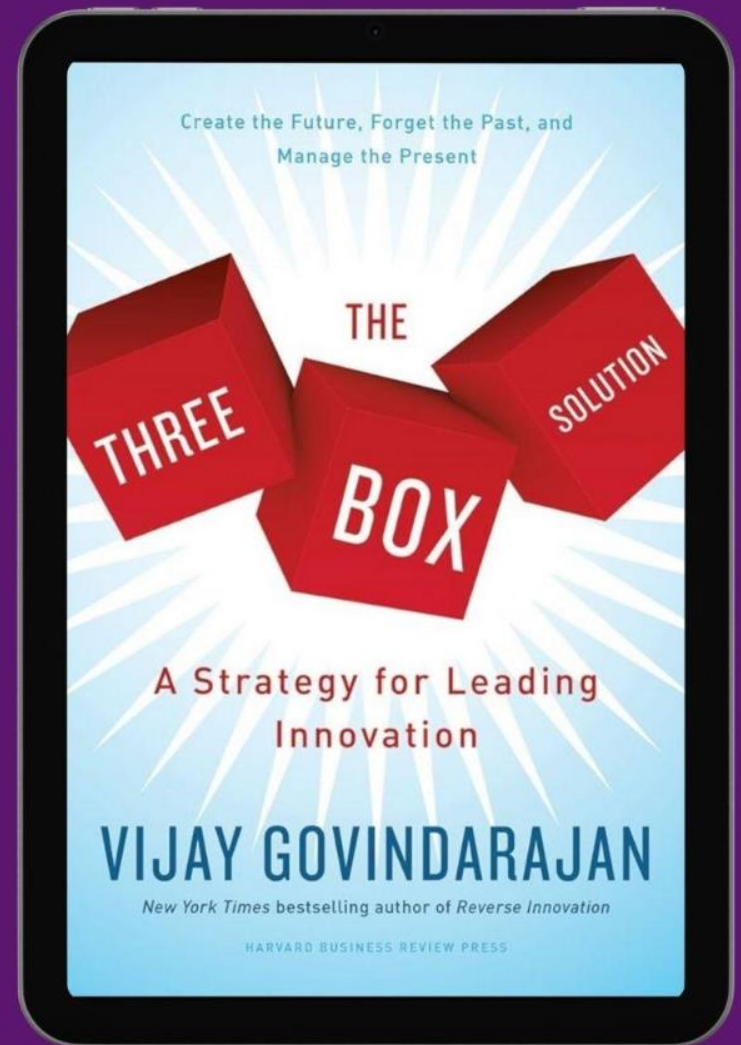
“

ORGANISATIONS THAT  
DO NOT CONTINUOUSLY  
LEARN NEW THINGS  
WILL DIE.

”



VIJAY GOVINDARAJAN



# ABOUT ME

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## Hello, I am Ben Whitaker

An Ideas Guy

Former Assistant Principal and Teacher of Religious Studies & Sociology  
Primary Chair of Governors

Podcast Presenter and Director @ Edufuturists. Founder @StopPress

Google Certified Educator, Trainer, Innovator, Coach

Author of *The Ideas Guy: Unleash Your Inner Genius*

Quizizz Evangelist

— @itsbenwhitaker



THE **IDEAS** GUY



- **Why alternative and authentic assessments are essential**
- **How Quizizz makes these practical for every classroom**

# Challenges of traditional assessment

# QUIZIZZ



Focus on  
memory & fact  
recall

# QUIZIZZ



Focus on  
memory & fact  
recall



Stress & inequity  
for students of  
determination



# QUIZIZZ



Focus on  
memory & fact  
recall



Stress & inequity  
for students of  
determination



Disconnect from  
real-world  
examples



Authentic assessment addresses challenges outside the classroom by measuring students' ability to apply knowledge and skills to real-world tasks





**Rob Houben @  
Agora School,  
Netherlands**

**Alan Tang @  
Collaboration  
Laboratory  
(Online)**





**Will Goldsmith  
@ Bedales, UK**

Personalised

Exploratory

On-Demand

Creative

Accessible

Collaborative

**QUIZIZZ**

# **How Quizizz is transforming assessment**

# Quizizz in the UK



**Free For Schools**  
Chat to find out more!



**11k schools**



**2 billion answers!**

**UK Learners  
have answered**

**questions on  
QUIZIZZ**





# Where Quizizz started



Gamified quizzes

# Instructional Suite

Adapt anything in your curriculum with an assist from AI when you want it



Assessments



Passages



Lessons



Interactive Video

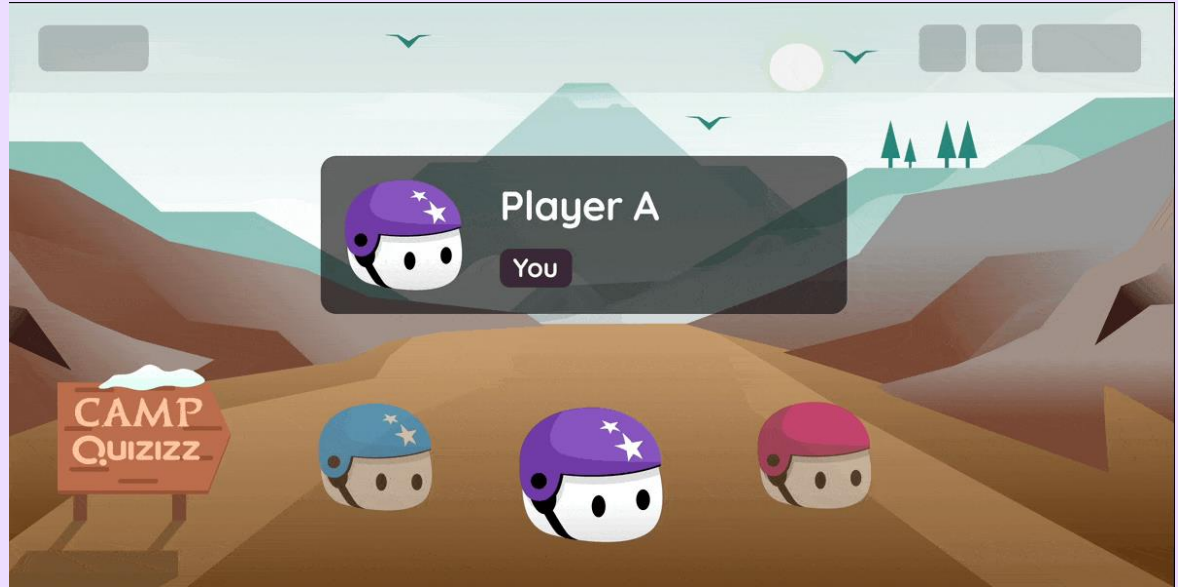


Flashcards

NEW

## Assessments

- Multiple **game modes**
- **Engage** on any device
- **Powerful** reports for formative diagnostics



## Interactive Video

- Create even quicker with AI-generated questions
- Re-teach concepts
- Assign as homework



## Passages

- Incorporate literacy across the curriculum
- Create questions from your favorite reading material
- Select a narrative style from fiction and non-fiction options



## Accommodations

SUPPORTIVE UNIVERSAL DESIGN

Support inclusive and accessible education by personalizing the way information is presented to students.

These accommodations align to the UDL framework.

 <p>Question Settings</p>	Extra Time Reduce Answer Choices	Participant Attempts Redemption Questions
 <p>Reading Support</p>	Translate Read Loud Dyslexia Font	Font Size Font Spacing Bilingual Dictionary
 <p>Learning Environment</p>	Don't Show Leaderboard	Turn off Sound Effects

## Accommodations

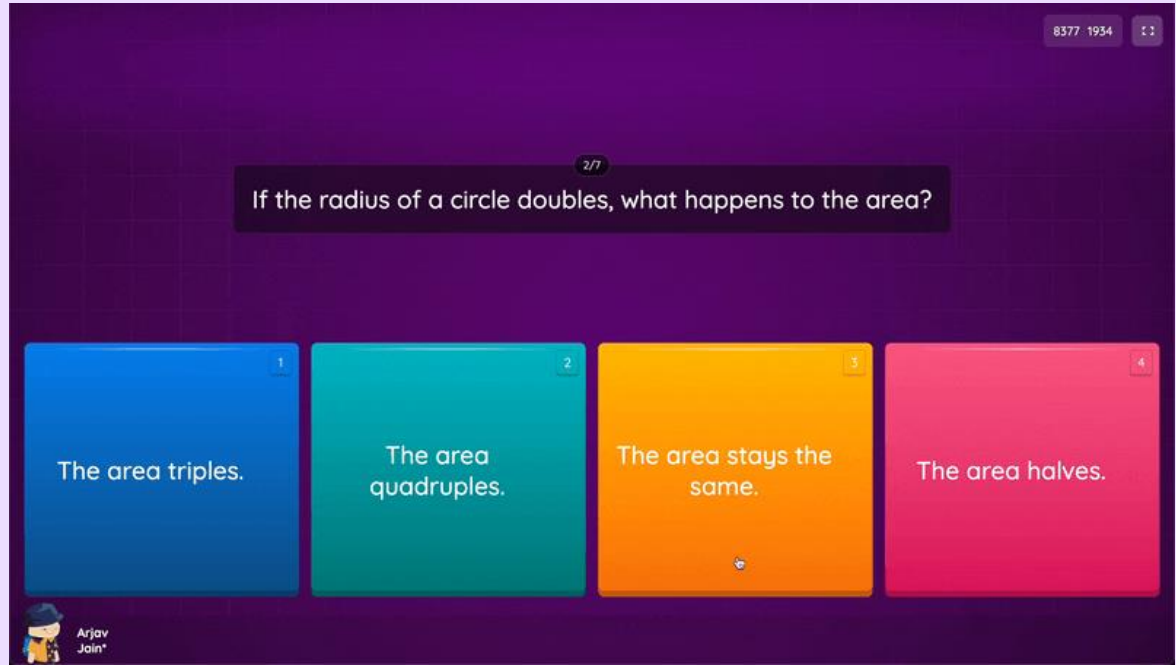
Click the video to see it in action



## Answer Breakdown

SUPPORTED LEARNING

Assisting students who want to figure out why or how they went wrong.



8377 1934

2/7

If the radius of a circle doubles, what happens to the area?

- 1 The area triples.
- 2 The area quadruples.
- 3 The area stays the same.
- 4 The area halves.

Arjav Jain\*

The screenshot shows a Quizizz question interface. At the top right, there is a user ID '8377 1934' and a settings icon. The question is 'If the radius of a circle doubles, what happens to the area?' and is labeled '2/7'. There are four answer options: 'The area triples.', 'The area quadruples.', 'The area stays the same.', and 'The area halves.'. A mouse cursor is hovering over the third option. At the bottom left, there is a user profile for 'Arjav Jain\*'.



Explanations are generated automatically.

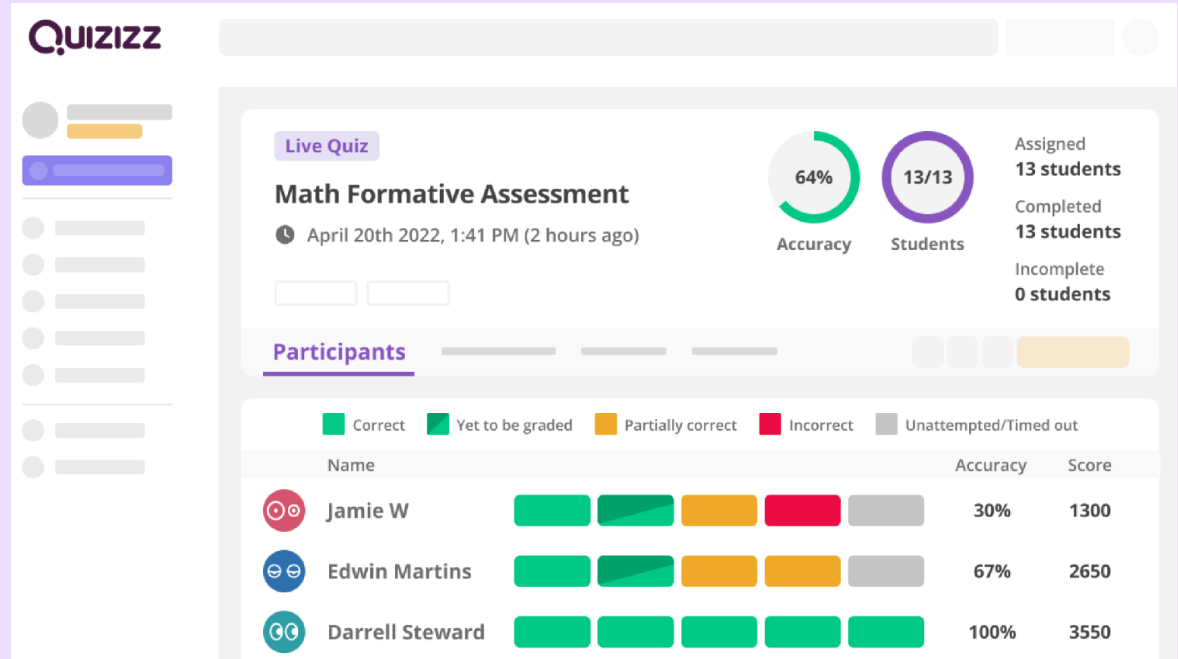


# Reporting

FORMATIVE DIAGNOSTICS

Gain quick and clear insights on student understandings and misconceptions.

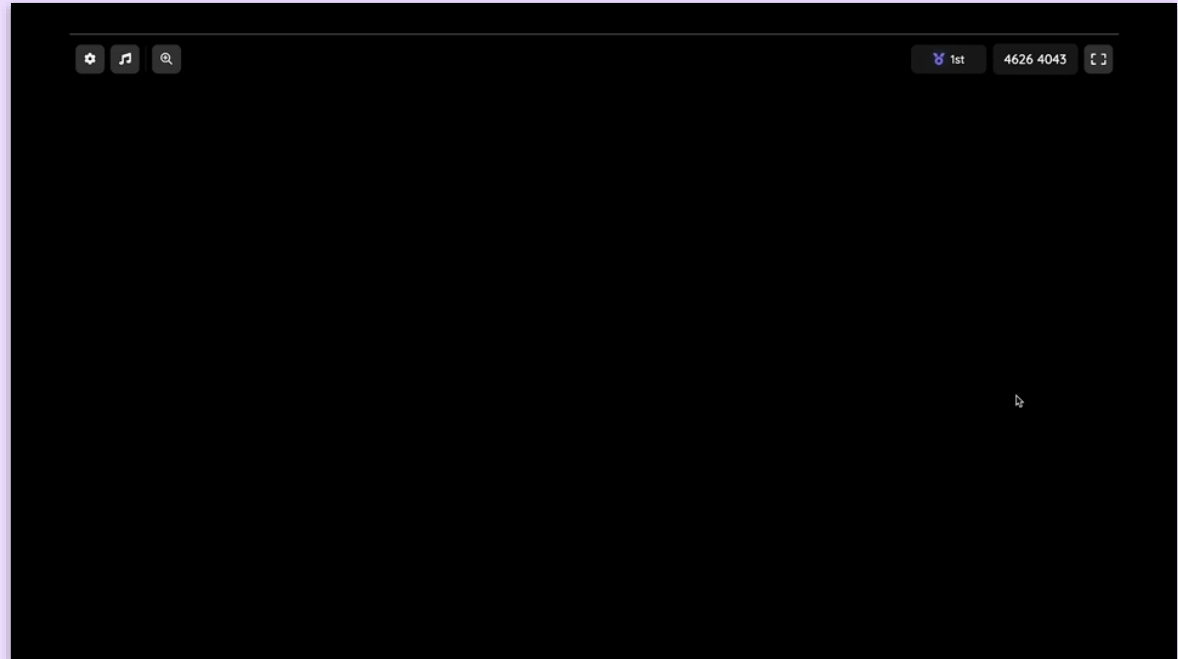
Encourage accountability and goal-setting with individual student feedback.



# Redemption Quiz

FORMATIVE DIAGNOSTICS

Students are able to redo questions at the end of a session for a chance to increase their score!



Engaging

Modes

GAME ON!

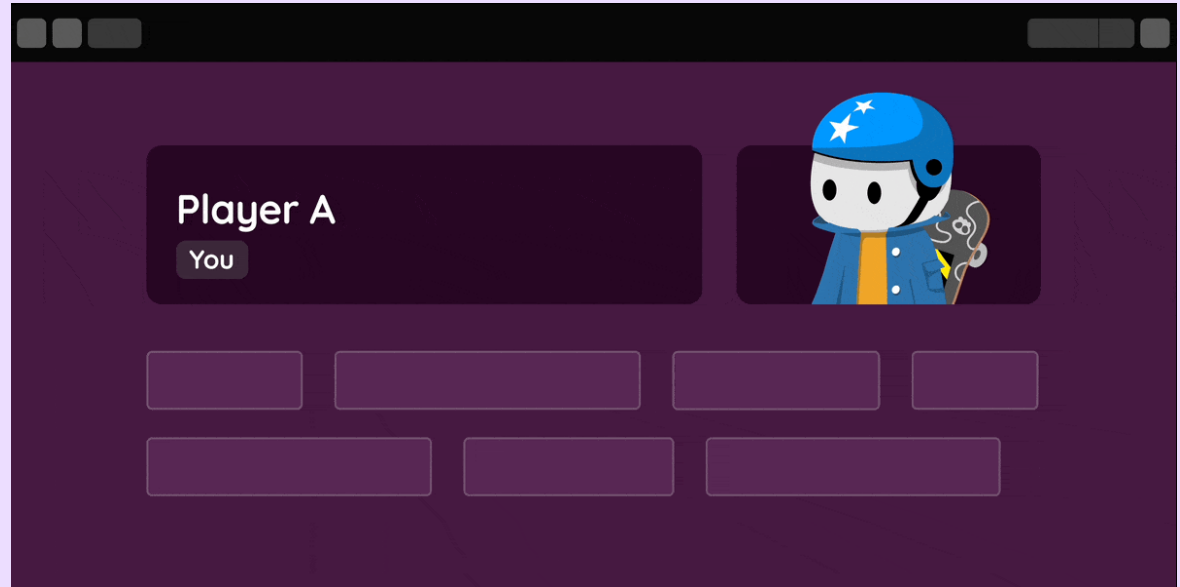


# Classic

COMPETITIVE AND GAMIFIED

A classic game mode where students answer at their own pace and you see a leaderboard with live results.

Educators can also use fun memes to keep students engaged.

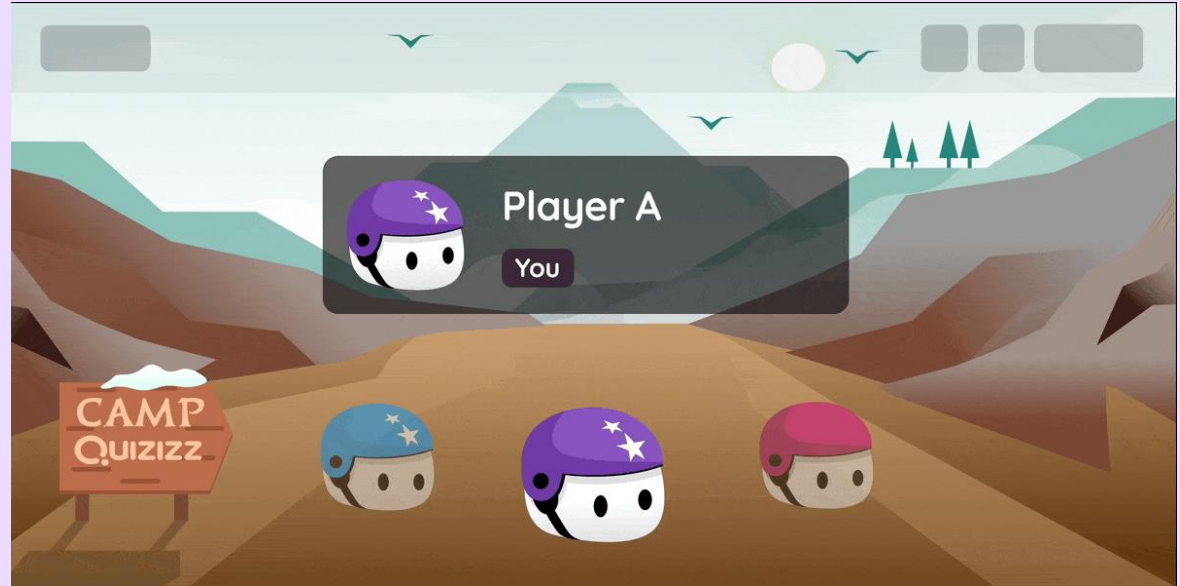


## Mastery Peak

KNOWLEDGE OVER SPEED

A gamified mode featuring repeated practice where students play at their own pace and progress based on skill mastery.

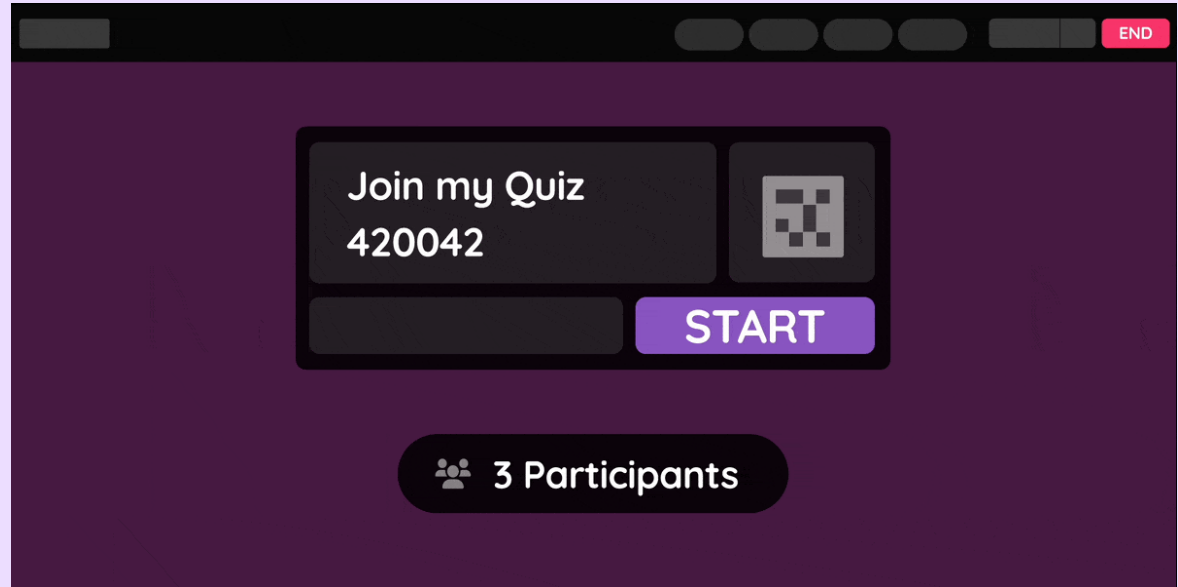
Teachers observe progress in real time.



## Instructor Paced

TEACHER CENTERED ACTIVITY

Control the pace so everyone advances from one question to the next.

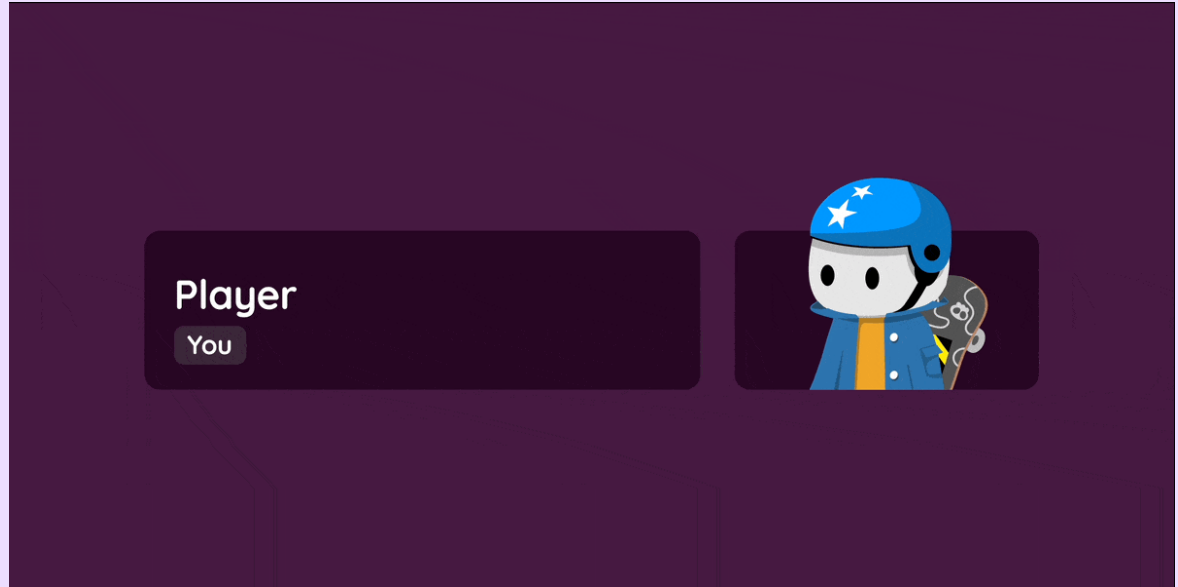


## Team Mode

WORKING IN GROUPS

Individual students answer at their own pace, but scores are grouped by the collective team.

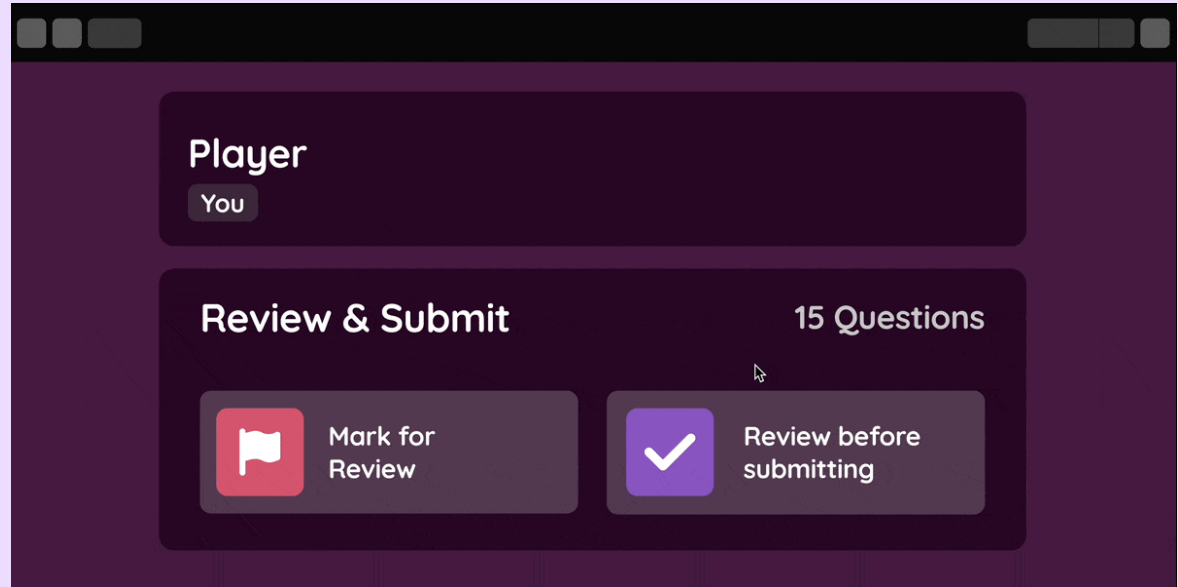
Teachers can edit teams to fit class needs.



# Test Mode

EXAM READINESS TRAINING

A no-frills mode for tests with timers and anti-cheating features.



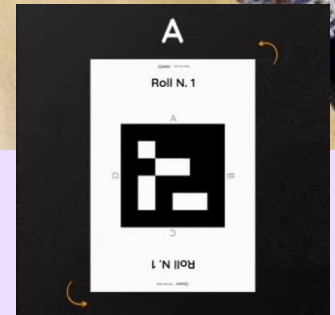


## Paper Mode

NO STUDENT DEVICES REQUIRED

Pre-print unique QR codes for each student.

Project questions on your computer and scan student responses using the Quizizz mobile app.



Quizizz AI

“

"Quizizz's AI tools have been a game changer for our teachers, making it easier for them to save time and enhance the way we assess our students. The AI doesn't just provide answers; it offers detailed explanations for both right and wrong responses, helping students grasp essential concepts and learn from their mistakes."



**Holly Hunt, Basingstoke College of Technology**

”

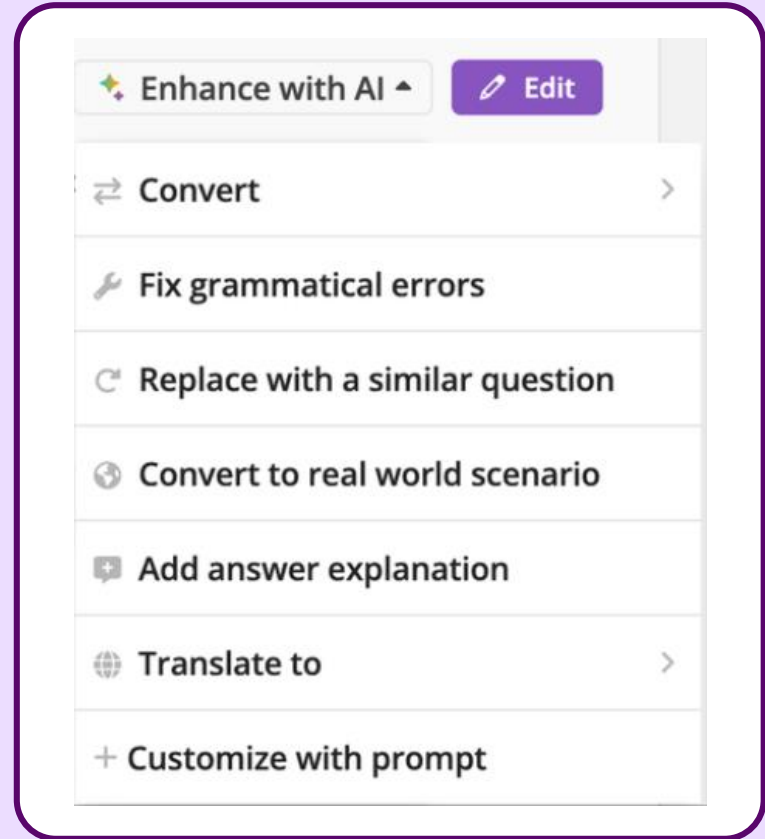
QUIZZZ

QUIZZZ AI

Everything is possible  
and faster with teacher-  
powered AI

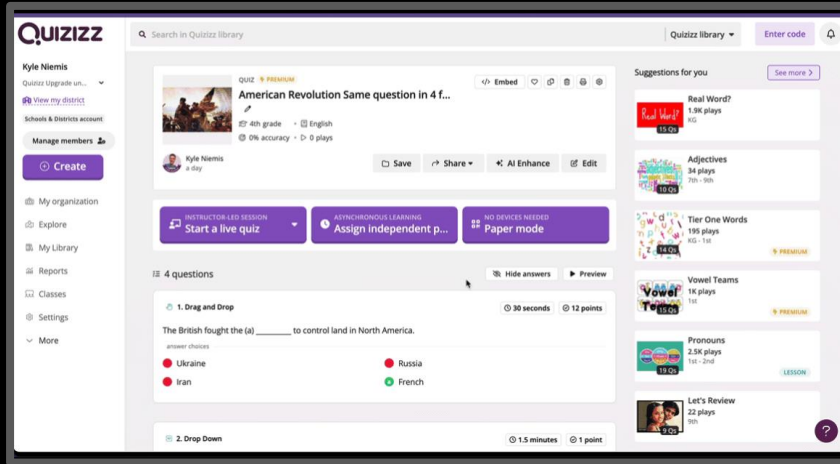


Use AI to **augment** and **differentiate** on the fly!

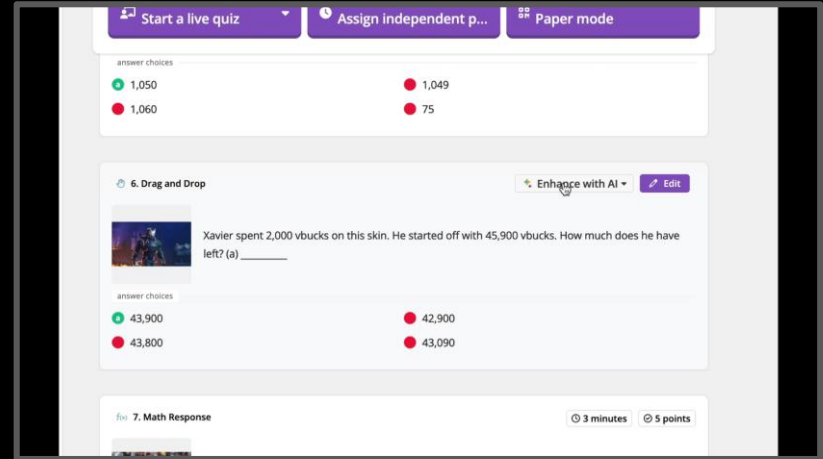




# Here are two Quizizz AI Enhance favourites:



Translate to  
another language



Make it  
sound like

# Moving **Beyond** Multiple Choice!



“

Our staff have used Quizizz to convert existing materials such as exam papers, worksheets and videos into interactive quizzes in a fraction of the time. The ability to gamify these and retrieve immediate insights has been a game changer for engagement and providing timely feedback, as well as reducing teacher workload.



**Daren White, Lift Schools Academy Trust**

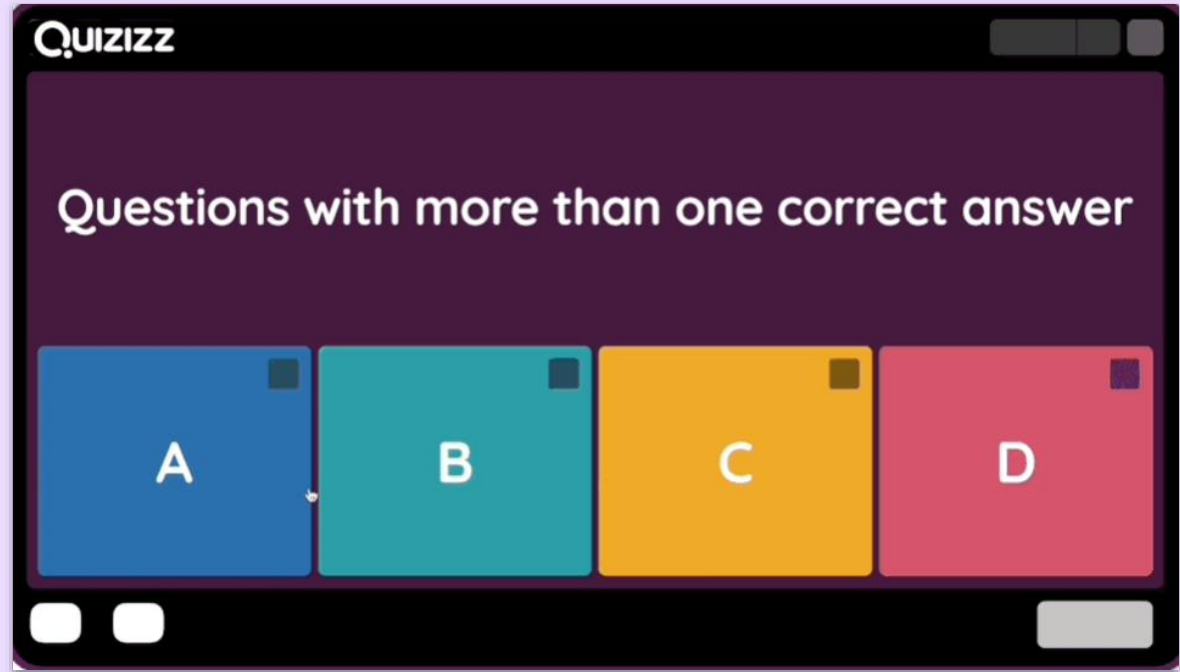
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## Multiple Choice

LOWER DEPTH OF KNOWLEDGE

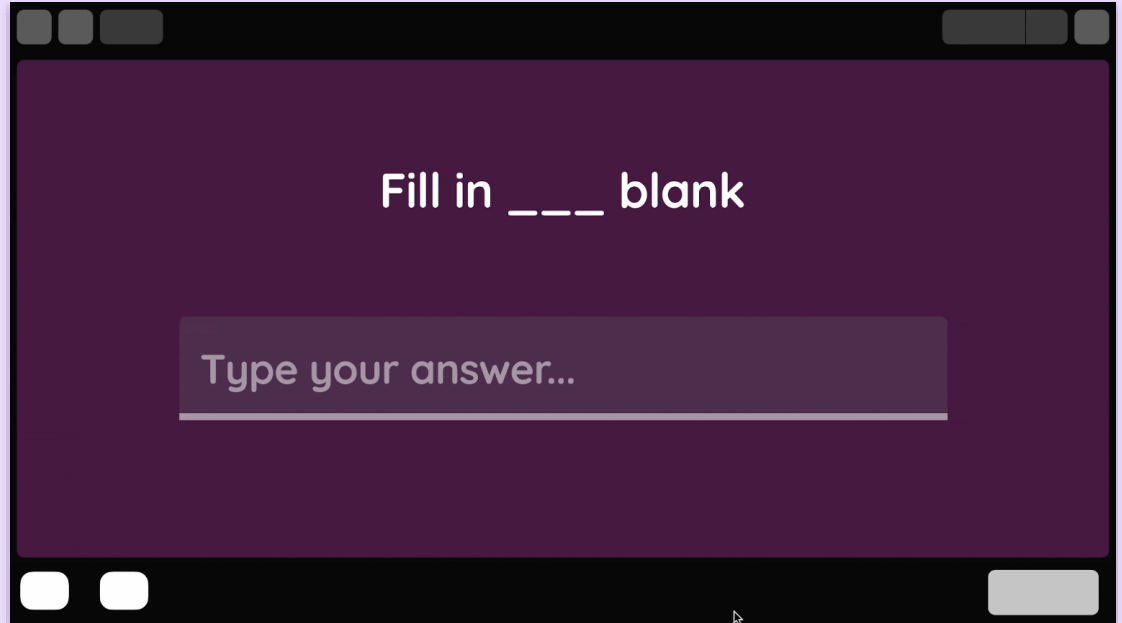
Give students up to five possible answers, with an option for multiple correct answers



## Fill in the Blank

LOWER DEPTH OF KNOWLEDGE

Flexibly assign points for exact words or numbers (e.g. for math skills) or answers that contain them (e.g. for defining vocabulary)

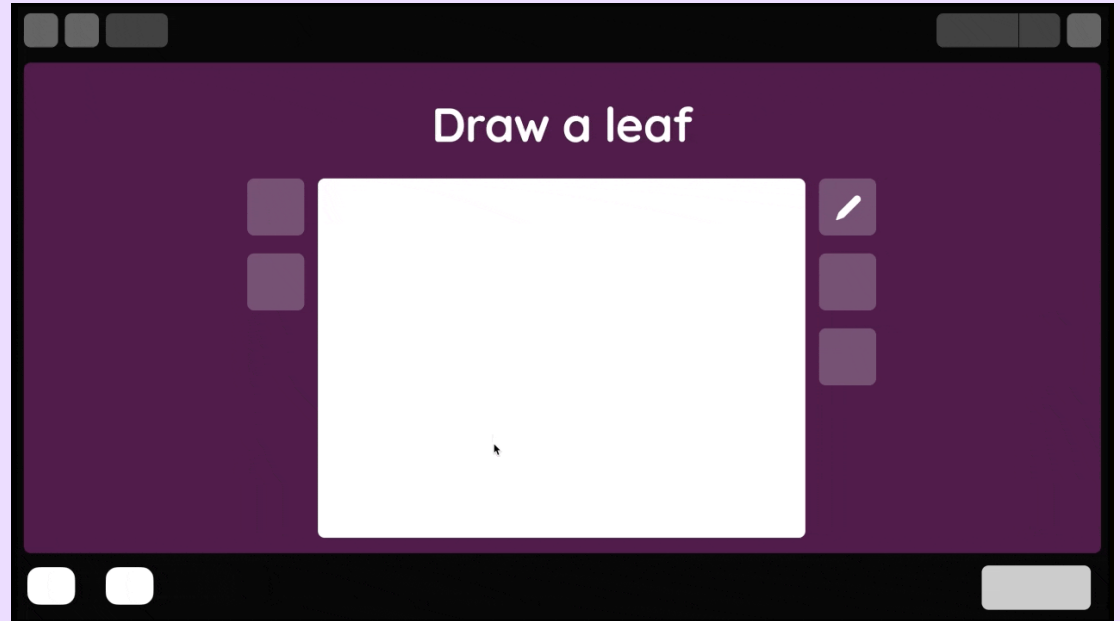


Fill in \_\_\_ blank

# Draw

OPEN ENDED RESPONSE

Nurture creativity and recall as students draw a plant cell, mark locations on map, or solve a math problem.



# Open Ended

OPEN ENDED RESPONSE

Practice writing across the curriculum and autograde responses.

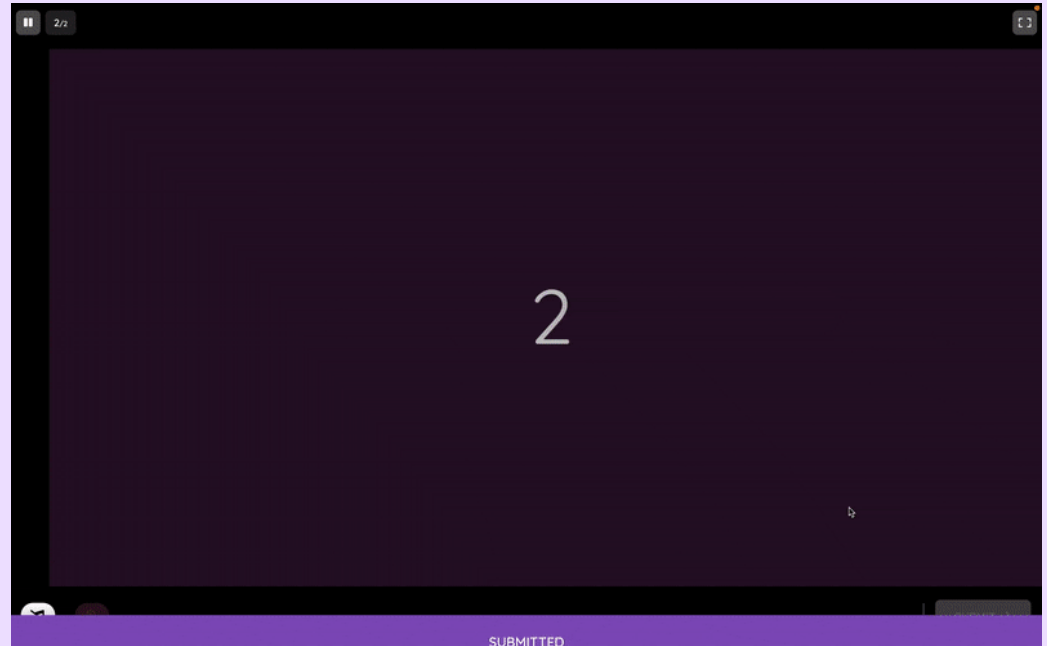


Enhanced with autograding

## Video Response

OPEN ENDED RESPONSE

Let students show what they know by acting out a scene from their reading, showing an example of a science concept, or presenting on a topic.



## Audio Response

OPEN ENDED RESPONSE

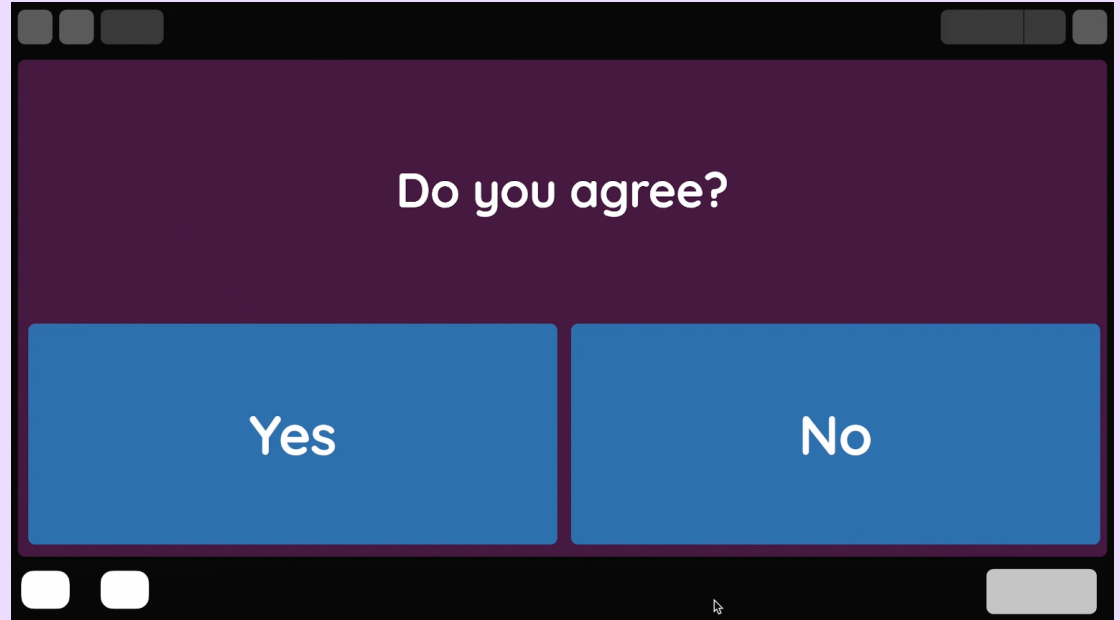
Give students a voice with a prompt to recite a poem, demonstrate reading skills, and/or work on pronunciation.



## Poll

OPEN ENDED RESPONSE

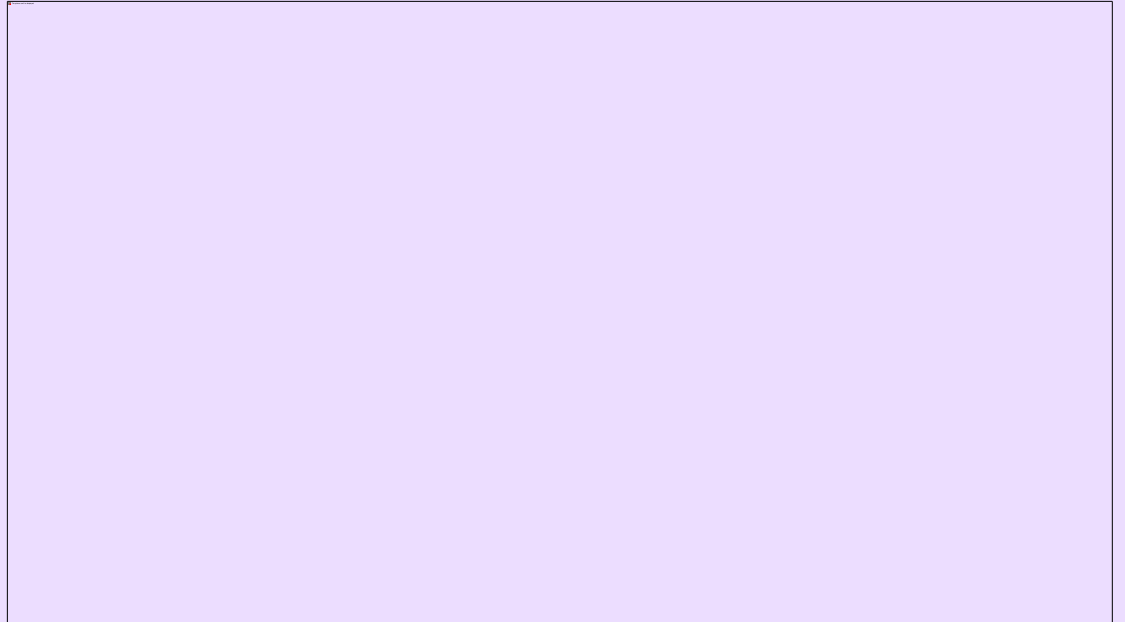
For those times, where there is no right answer and you want real time feedback.



## Match

HIGHER ORDER THINKING

Students engage with concepts physically as they match capital cities with states, fractions with their percentages, and more.





# Reorder

HIGHER ORDER THINKING

Students engage with concepts physically as they arrange words to form a sentence, order WWII battles chronologically, and more.

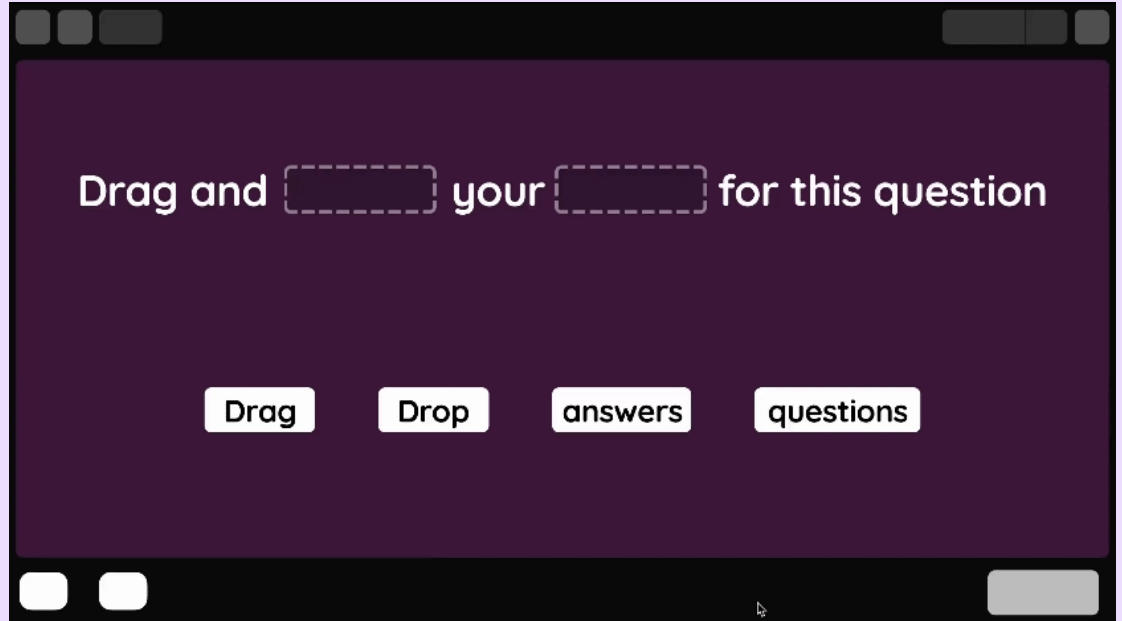


The picture can't be displayed.

## Drag and Drop

HIGHER ORDER THINKING

Challenge students to think more critically by using visually interactive drag and drop questions.



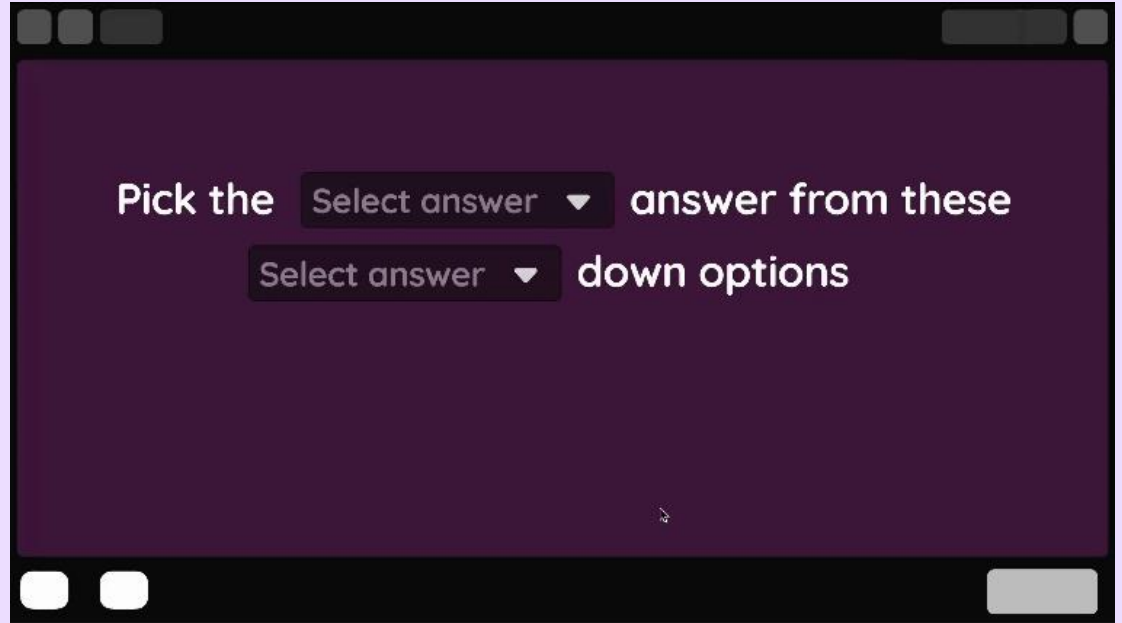
## Drop Down

HIGHER ORDER THINKING

Upgrade your fill in the blanks to easy drop down questions so students can select from a list of options.



Create incorrect answer options with AI.



# Hotspot

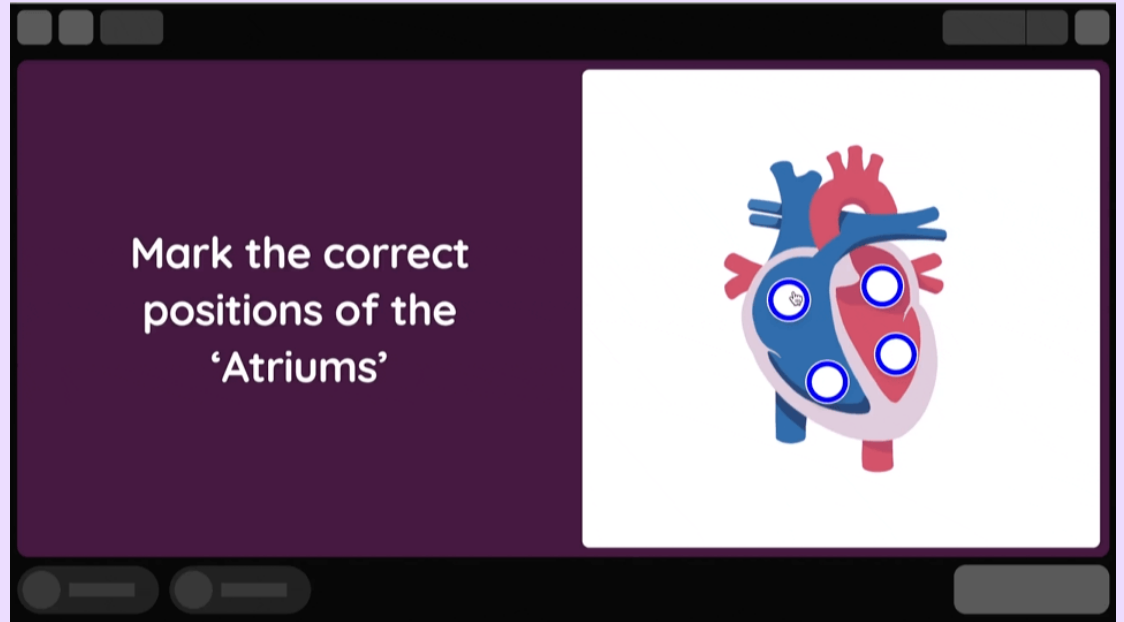
HIGHER ORDER THINKING

Upload images and have students identify a specific area in that image.



ENHANCED

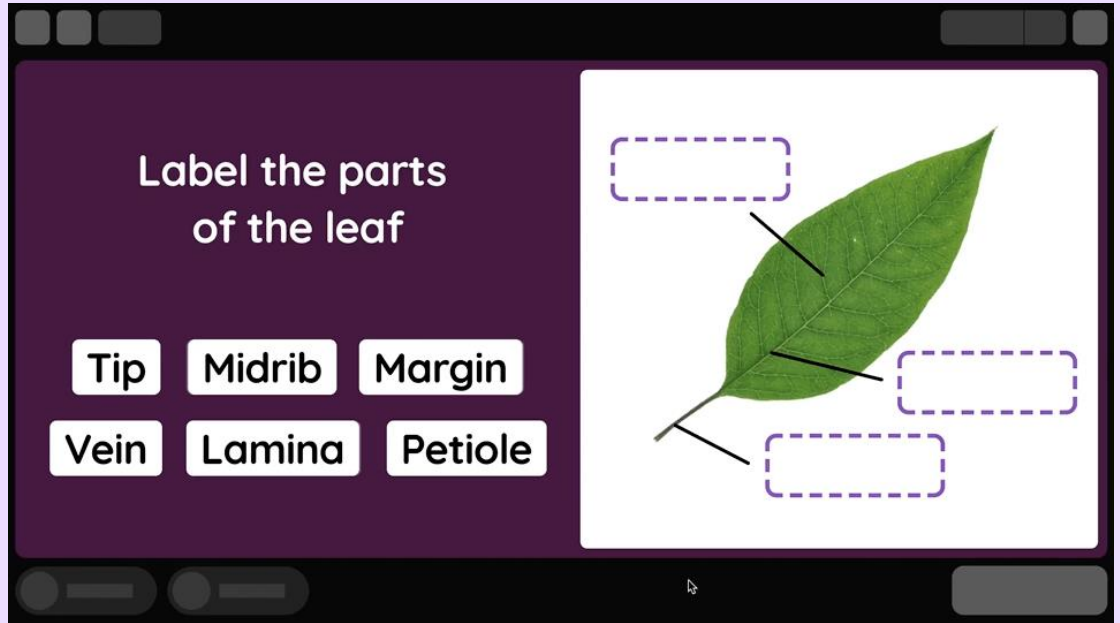
Identify and create hotspots automatically



# Labeling

HIGHER ORDER THINKING

Drag and drop labels onto any picture! Great for math and science diagrams, parts of a sentence, maps and more!



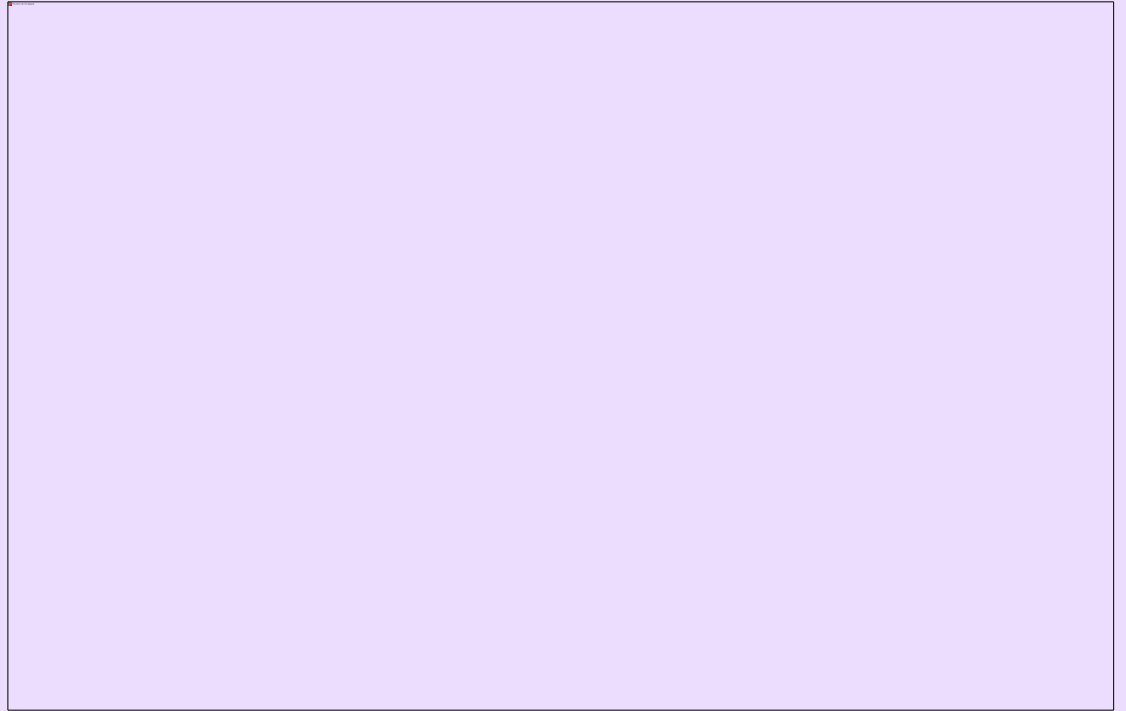
Generate new label names automatically

## Categorize

HIGHER ORDER THINKING

Put multiple items into the correct categories.

Answers can be text or images!



## Math Response

MATHEMATICS

Students can use a math editor to write responses in the form of numerals, fractions, expressions, equations, or irregularities!

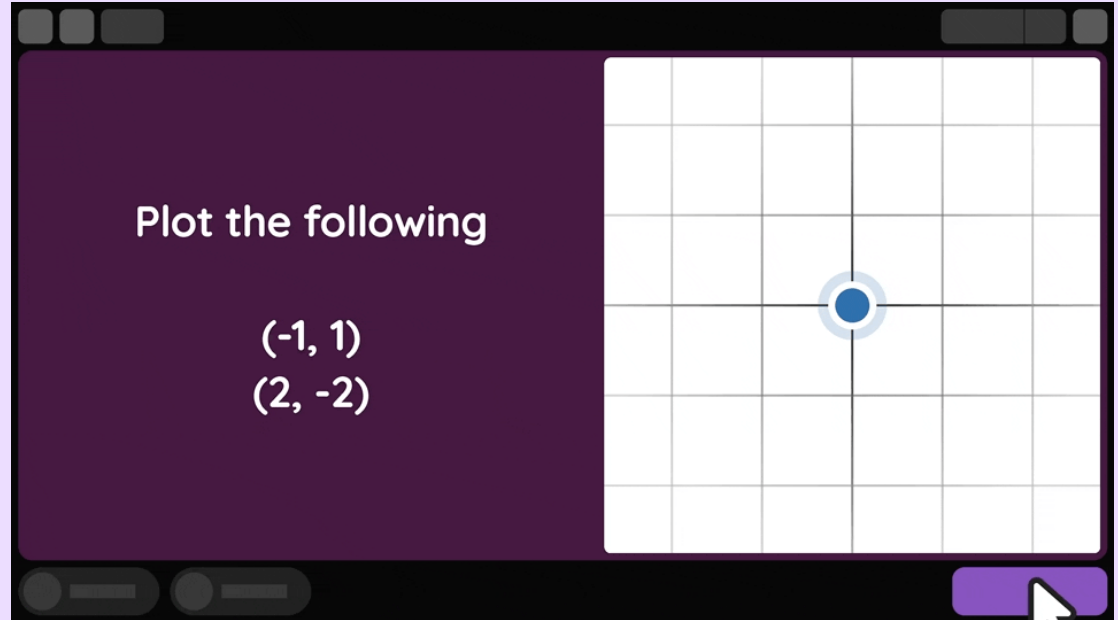
The screenshot shows a math editor interface. On the left, the text "Expand" is displayed above the mathematical expression  $(x + y)^2$ . On the right, there is a text input field containing the placeholder text "Type your answer...". Below the input field is a calculator keypad with the following buttons:

$x$	7	8	9	$\div$	$\frac{\square}{\square}$
$y$	4	5	6	$\times$	$\frac{\square}{\square}$
$\square^2$	1	2	3	$-$	$( )$
$\sqrt{\square}$	.	0	$=$	$+$	$\pi$

# Graphing

MATHEMATICS

Give students the ability to plot a range of mathematical relationships on a graph (coordinate plane) and have them automatically graded!





# Let's go deeper into learning!

Question types to engage students at every DEPTH of KNOWLEDGE level.

1

Recall

2

Skill /  
Concept

3

Strategic  
Thinking

4

Extended  
Thinking

## Recall

LEVEL ONE DEPTH OF KNOWLEDGE

Rooted in simple exercises and procedures, students must remember facts, terms and formulas.

There is little to no need for extended processing, as there aren't opportunities to "solve" anything.

ENGLISH

Select the Proper Nouns in the paragraph.  
**(hotspot)**

MATHS

Simplify the algebraic expression.  
**(math response)**

HISTORY

Label locations on a map.  
**(labeling)**



SCIENCE

Identify the states of matter.  
**(match)**

LANGUAGES

Identify the images that represent nouns.  
**(hotspot)**

## Skill/Concept

LEVEL TWO DEPTH OF KNOWLEDGE

Students must choose the appropriate route to correctly solve a question, making decisions and completing distinct steps along the way.

ENGLISH

What word could we use in the sentence instead?  
**(drag and drop)**

MATHS

Graph the quadratic function in standard form.  
**(graphing)**

HISTORY

Is the listed historical event a cause or effect?  
**(labelling)**



SCIENCE

Which materials are conductors of electricity?  
**(hotspot)**

LANGUAGES

Conjugate the verbs and organise the sentences.  
**(reorder)**

## Strategic Thinking

LEVEL THREE DEPTH OF KNOWLEDGE

Students face problems and scenarios that are more abstract than those in the previous level.

Often, there may be different correct steps and answers. As a result, they'll likely reach dissimilar conclusions.

ENGLISH

Revise the given piece of writing  
**(open ended)**



MATHS

Given the perimeter, what is the greatest area?  
**(draw)**

HISTORY

Defend your position as a short podcast.  
**(audio response)**

SCIENCE

What criteria do you need to test this hypothesis?  
**(audio or video response)**

LANGUAGES

Describe your favourite place to visit and why.  
**(audio or video response)**

## Extended Thinking

LEVEL FOUR DEPTH OF KNOWLEDGE

Students will get a mental workout.

To complete a given challenge, they must gather information from different sources and disciplines.

ENGLISH

How would a different narrator tell the story?  
**(audio)**

MATHS

Which one doesn't belong and why?  
**(audio or video response)**

HISTORY

Write a new law and why it is important.  
**(open ended)**

SCIENCE

Alternative explanation for experiments result.  
**(open ended)**

LANGUAGES

Write a jingle to advertise a product.  
**(audio response)**



# Stay Connected!

-  [jon@quizizz.com](mailto:jon@quizizz.com)
-  [quizizz.com](https://quizizz.com)
-  See you at BETT!

