

NetSupport School Question and Answer Module

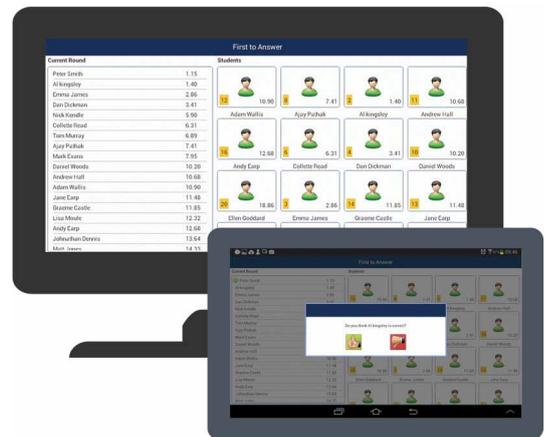


Built around current teaching practices for the continual assessment of learning, the Question and Answer Module is a unique collaborative tool that enables teachers to reinforce key learning points and instantly gauge student understanding during a lesson.

Assessment of student understanding is a key strand within education. It is well recognised that there are many approaches that can be employed to gauge student understanding and progress. NetSupport School already provides a number of tools to aid in the process, these are:

The Testing Module that facilitates tests containing text, imagery, video and audio content to be included within a traditional exam environment and where the teacher can monitor in real-time progress and results achieved.

Survey Mode that allows for simple questions to be asked and a selection of answers in multiple choice format to be presented to the student so they can 'vote' on the correct answer or statement. Again, student responses are automatically collated and, where appropriate, groups can be created based on their responses, so a teacher can revisit a topic with just those students who provided incorrect answers.



Both these modules add significant value to a classroom, but both have a limitation that prevents instant assessment. Both Tests and Surveys require teachers to plan and pre-enter questions for assessment; involve individual assessment; and do not automatically cater for a topic to be expanded instantly based on responses. With that in mind, NetSupport has worked with educators to develop our new Question and Answer module. It removes the necessity for prior preparation, allows a teacher to develop a questioning theme and crucially, develops both individual and peer assessment in the classroom.

Based on well-respected education standards, the **Question and Answer Module** is built around the concept of **Pose, Pause, Pounce and Bounce** - a strategy for structuring questions in the classroom, ensuring thinking time, selecting students to answer and collaborative sharing of ideas and response.



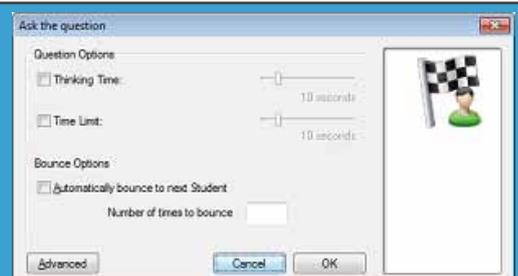
- 1. **Pose** - teacher poses the question for all to consider | 2. **Pause** - teacher provides thinking time to consider
- 3. **Pounce** - a student is selected to provide an answer | 4. **Bounce** - the answers are bounced from student to student to develop the idea



Pose – NetSupport's Question and Answer module is designed to facilitate verbal questioning - the teacher does not need to prepare or enter any content. One question type does allow for an answer to be entered, typically for quick assessment of simple maths questions or perhaps spelling tests. Initially they simply choose a question type (random selection, first student to answer, first team member to answer or auto-mark entered answers). Once a question type is set, a teacher can then decide whether points will be awarded for correct answers, whether they wish to select multiple students to automatically bounce the question, and much more. The question criteria only needs to be selected once - from then on, a teacher can pose question after question of the same type with a single click or, when required, switch to a different question style.



Pause – The teacher can specify thinking time before the students are able to respond, as well as specify a time window when answers can be given. This allows a teacher to manage the pace of the session and adjust based on the ability of their students. Based on a game show-style theme, students see a countdown clock when answering questions.





Pounce – the Question and Answer module does the pouncing for the teacher. In random selection mode, the selector randomly moves between all student screens for a few seconds, before randomly selecting a student. The purpose of this mode is to ensure students don't feel they are being singled out but, more importantly, it is well evidenced that when a class of students understand that anyone may be selected to answer the next question, there is an improved level of attention. This feature removes the tendency of some students to stay quietly below the radar of the lesson. The second question type uses response speed to select the students, allowing the top 'X' fastest respondents to be selected. This introduces a level of competition and is most notably a positive impact with boys' engagement in the exercise. When selecting say, the top 5 fastest responses, it allows the teacher to develop the question between each selected student and develop the questioning. In 'enter the answer' questions, the teacher enters the answer on their screen (which is masked in case the teacher's screen is visible on a whiteboard) and then proceeds to ask the question, for example, "what is 8 x 8". The students enter their response on their screen and those that are correct are awarded a star. Finally 'team mode' is offered where students can be automatically grouped, randomly grouped, or grouped in pre-set teams such as their school house. In this mode, points are awarded to the teams and students can see a running total.



Bounce – the final part of the process and without doubt the key to the product. Once a question has been answered by a student, the teacher can bounce the question to a second student and develop the question or ask them to assess the response of the first student. The question can be bounced any number of times. The beauty of this approach, linking verbal questions with an electronic module, is that the teacher can refine their questions depending on the each recipient and their academic ability.

Let's share an example:

Teacher "What is the largest planet in the solar system?"

Student 1 "It's Venus" (Bounce Question to Student 2)

Teacher "Student 2, is Student 1 correct?"

Student 2 "Yes sir, it's definitely Venus"

Teacher "Ok, well done. If Venus is the largest, which is the smallest?" (Bounce Question to Student 3)

Student 3 "It's Pluto sir!" (Bounce Question to Student 4)

Teacher "Student 4, is she right?"

Student 4 "No sir, Pluto isn't classed as a planet any more"

Select a question type

 **First to answer**
Students are asked a question and have to answer as quickly as possible

 **Enter an answer**
Tutor enters the answer and Students have to answer as quickly as possible

 **Pot luck**
Students selected at random and asked a question

 **Team first to answer**
Students are asked a question and have to answer as quickly as possible

 **Team enter an answer**
Tutor enters the answer and Students have to answer as quickly as possible

The Question and Answer Module also allows the teacher to undertake a full **Peer Assessment** from the whole class at any time:

Teacher "Ok Class, Student 4 says Pluto isn't a planet any more....who thinks he is right?"

All Students Presented with a thumbs up / thumbs down response box.

The Question and Answer Module delivers huge flexibility, but underpinning this is its structure - to be simple and quick to use by teachers and, of course, to engage students. The student interface is presented in a game show-style to encourage participation and engagement. Scores are recorded and, as with all features in NetSupport School, can be recorded in the Student Journals. Where greater management is required, it also provides a selection of more detailed options such as excluding students who answered correctly from taking part in the next round(s)...another way of ensuring all students get an opportunity to be included.



More info and
FREE 30 day trial
available here

 **Real world feedback**
on
NetSupport School