

# Matrix/Kprime Question

Match the adult to their young:

	Tadpole	Joey	Foal	Puppy
Poney	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
Dog	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
Kangaroo	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Frog	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

An example of All or Matrix/Kprime question type

## Overview

Matrix/Kprime Question type allows students to match the answers with different questions in a table format.

## What to know

Matrix/Kprime Question type is suitable for a series of similar questions with confusing answers. Students need to match the answers to each question. The question format is very clear and easy to conduct.

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Step 1: Access the Quiz activity where you want to create the question

In your module area/course, click the link of the Quiz activity where you want to create a new Multiple Choice question.

▼ Topic 5

☒ Example Quiz

Receive a grade

Opened: Wednesday, 8 November 2023, 1:31 PM

Note: If an appropriate Quiz activity doesn't exist in your module area/course, please see [Add a Quiz](#) for details of how

to create one.

## Step 2: Questions editing page

1. Click the 'Questions' tab.

The screenshot shows the 'Example Quiz' interface. At the top, there's a pink icon with a checkmark and the title 'Example Quiz'. Below it is a navigation bar with tabs: 'Quiz', 'Settings', 'Questions' (highlighted with a red box), 'Results', 'Question bank', and 'More ▾'. Under the 'Questions' tab, there's a 'Receive a grade' button. Below that, it says 'Opened: Wednesday, 8 November 2023, 1:31 PM'. There's a blue 'Preview quiz' button and 'Attempts allowed: 1' at the bottom.

## Step 3: Add a new question

1. On the following page, click the 'Add' link.
2. Click the 'a new question' link in the drop-down menu.

The screenshot shows the 'Example Quiz' interface with the 'Questions' tab selected. The page title is 'Questions'. Below it, it says 'Questions: 1 | This quiz is open'. On the right, there's a 'Maximum grade' field set to '100.00' and a 'Save' button. Below that, there's a 'Total of marks: 1.00'. There are two buttons: 'Repaginate' and 'Select multiple items'. A 'Shuffle' checkbox is also visible. The main content area shows 'Page 1' and a list of questions. The first question is 'The Loch Ness Monster is a type of?'. To the right of the question list, there's an 'Add' button with a dropdown menu. The dropdown menu is open, showing three options: '+ a new question' (highlighted with a red box), '+ from question bank', and '+ a random question'.

## Step 4: Choose a question type

1. Locate and select the Matrix/Kprime question type from the pop-up window.
2. Click the 'Add' button.



Question name: It will be shown when you are searching the questions in question bank, but students can't see the question name.

Question text: It describes the question itself and students will see it when taking the quiz.

Default mark: Please set the default mark as 1. We can change the marks later when you are editing the whole quiz.

General feedback

T

B

I

U

Words:0

ID number

Allow multiple responses per answer statement?

Scoring method

Subpoints

Kprime (at least one correct, no wrong answer)

Kprime1/0

Use drag & drop ?

Shuffle answer statements?

General feedback: General feedback is shown to the student after they have completed the question. Unlike specific feedback, which depends on the question type and what response the student gave, the same general feedback text is shown to all students. You can use the general feedback to give students a fully worked answer and perhaps a link to more information they can use if they do not understand the questions.

ID number: If used, the ID number must be unique within each question category. It provides another way of identifying a question which is sometimes useful, but can usually be left blank.

Scoring method: There are some options of the scoring method for you to select.

- Subpoints:

The student is awarded subpoints for each correct response.
- Kprime:

The student receives one point, if all responses are correct, half a point if one response is wrong and the rest of responses are correct, and zero points otherwise.
- Kprime1/0:

The student receives one point, if all responses are correct, and zero points otherwise. The scoring methods Kprime and Kprime1/0 should only be used for questions with exactly four answer statements.

Use drag & drop: An option to use drag and drop method to choose answers. The layout of the question will look like the following example:

Match the adult to their young:

Poney

Frog

Kangaroo

Tadpole

Joey

Foal

Puppy

Shuffle answer statement: It will shuffle the answers for each attempt if you tick it.

## Step 6: Response Matrix

Type in the questions and answers.

	Tadpole	Joey	Foal	Puppy	Feedback
Poney	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	...
Frog	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	...
Kangaroo	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	...
Dog	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	...

Left column: Type in the questions

Top arrow: Type in the available answers

Tips:

1. Please click the button with cross icon to add more questions or answers.



2. If you want to make some more editing of the text, please click the dash icon to expand the text editor:

...

Description

Description

Words:0

## Step 7: Tags (Optional)

If you are using tags, you can easily search for the question by the tag in the question bank.

▼ **Tags**

Tags

Any tags

Search ▼

## Step 8: Save changes



Please click the "Save changes and continue editing" or "Save changes" to save your changes.

Save changes and continue editing


Save changes Cancel


Tips: You can also preview the questions by clicking:


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  **Matrix/Kprime question example** Match the adult to their young:

Always latest ▼





1.00 

Other guides you may be interested:

1. [Matching question](#)
2. [Drag and drop matching](#)

Online URL: <https://knowledgebase.xjtlu.edu.cn/article/matrix-kprime-question-26.html>