

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

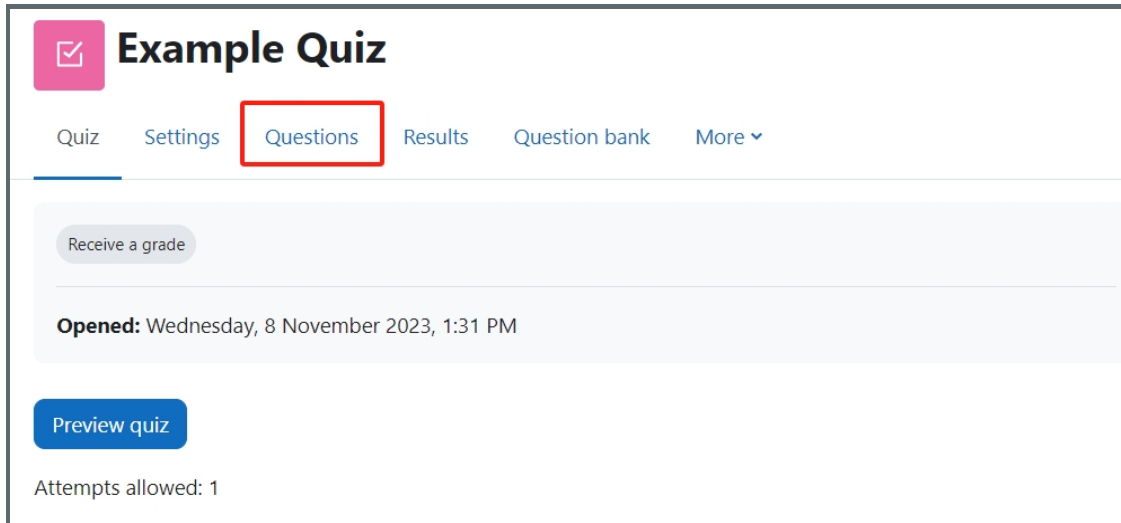
Opened: Wednesday, 8 November 2023, 1:31 PM

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

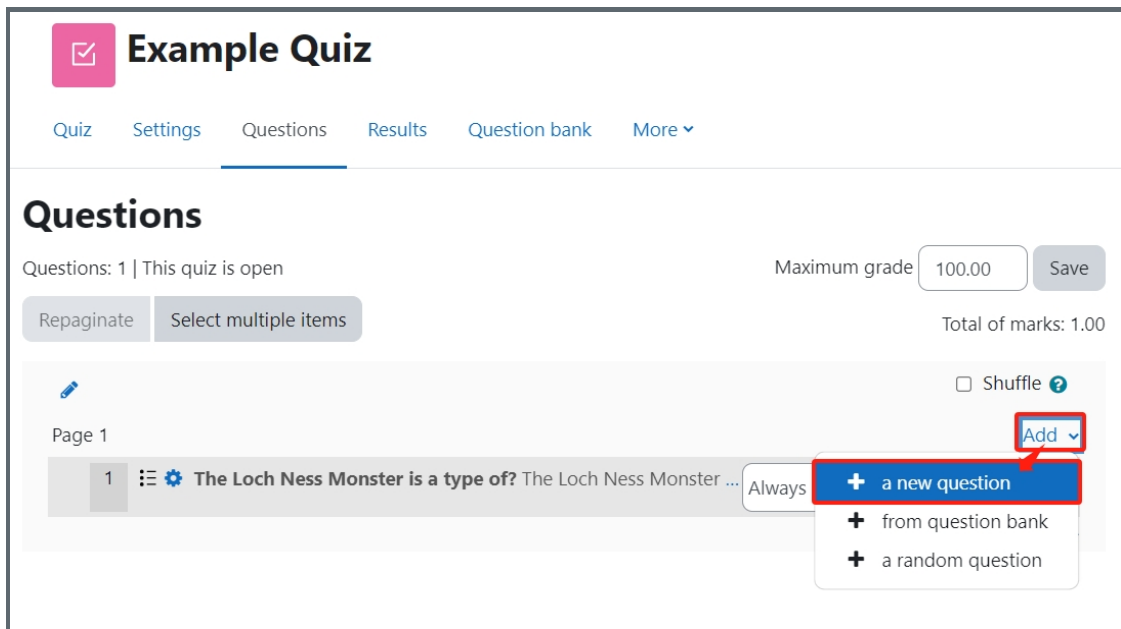
1. Click the 'Questions' tab.



The screenshot shows the 'Example Quiz' interface. At the top, there is a navigation bar with tabs: 'Quiz', 'Settings', 'Questions' (highlighted with a red box), 'Results', 'Question bank', and 'More'. Below the navigation bar, there is a 'Receive a grade' button. The main content area displays 'Opened: Wednesday, 8 November 2023, 1:31 PM'. At the bottom, there is a 'Preview quiz' button and the text 'Attempts allowed: 1'.

Step 3: Add a new question

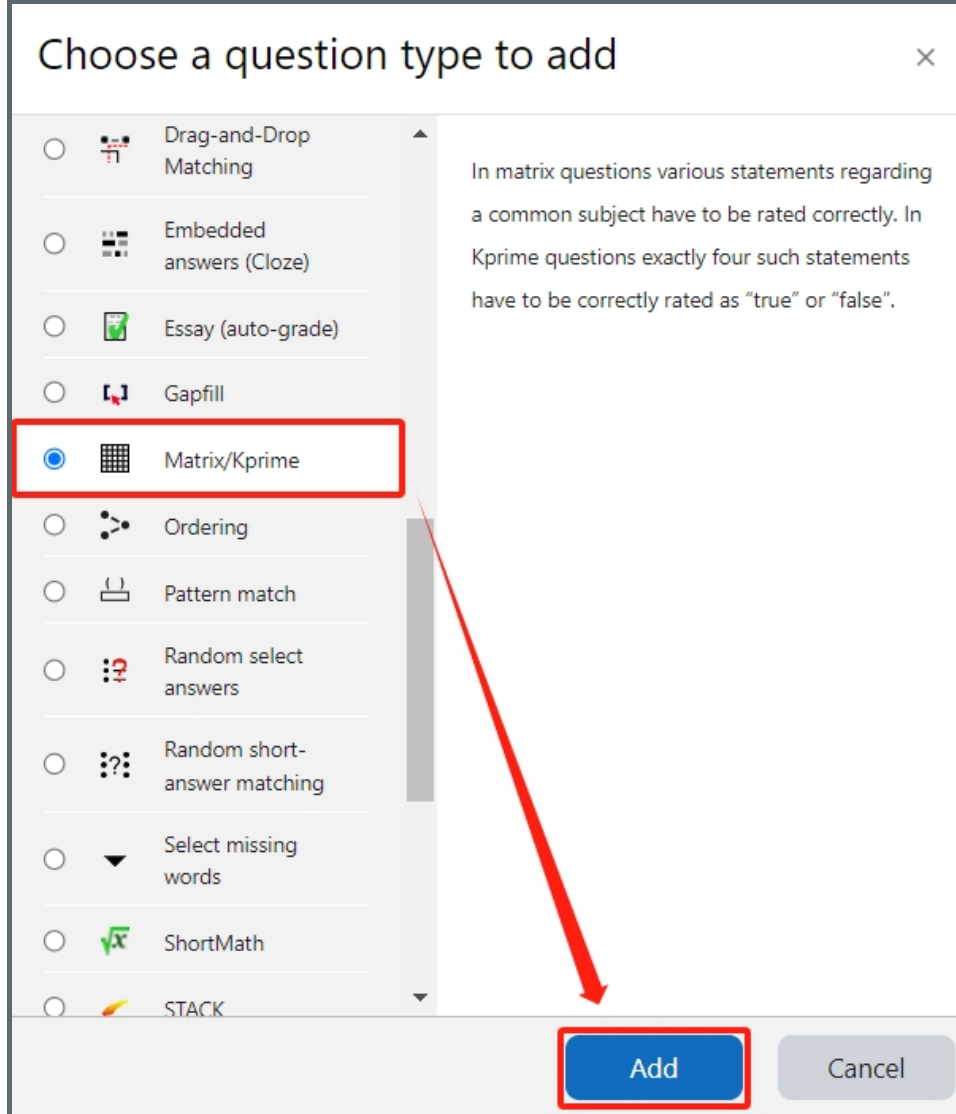
1. On the following page, click the 'Add' link.
2. Click the 'a new question' link in the drop-down menu.



The screenshot shows the 'Example Quiz' interface on the 'Questions' page. The navigation bar includes 'Quiz', 'Settings', 'Questions' (highlighted with a red box), 'Results', 'Question bank', and 'More'. The main content area displays 'Questions: 1 | This quiz is open' and 'Maximum grade 100.00' with a 'Save' button. Below this, there are buttons for 'Repaginate' and 'Select multiple items', and a 'Total of marks: 1.00' indicator. A 'Shuffle' checkbox is also visible. The 'Add' dropdown menu is open, showing options: '+ a new question' (highlighted with a red box), '+ from question bank', and '+ a random question'. The question list shows 'Page 1' and a question: '1 The Loch Ness Monster is a type of? The Loch Ness Monster ... Always'.

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.



Step 5: General settings

Set the general information of the question by:

General

Category: Default for Chenhui's Test Module (1)

Question name:

Question text:

Question status: Ready

Default mark: 1

Words: 0

Category: Where you want the question to be saved.

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.

The screenshot shows a question editor interface. On the left, there are three sections: 'General feedback' with a text area and a rich text toolbar; 'ID number' with a text input field; and 'Scoring method' with several radio button options. The 'Scoring method' options are: 'Subpoints', 'Kprime (at least one correct, no wrong answer)', 'Kprime1/0' (which is selected), 'Use drag & drop?', and 'Shuffle answer statements?' (which is checked). A 'Words: 0' counter is visible below the feedback text area. A question mark icon is in the bottom right corner of the editor.

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:

The example shows a matching question titled 'Match the adult to their young:'. It features a table with four columns labeled 'Tadpole', 'Joey', 'Foal', and 'Puppy'. To the left of the table are three boxes containing the words 'Poney', 'Frog', and 'Kangaroo'. The 'Frog' box is being dragged into the 'Tadpole' column, and a small 'x' is visible next to the word 'Frog' inside the 'Tadpole' column, indicating a match.

	Tadpole	Joey	Foal	Puppy
Poney				
Frog	Frog ^x			
Kangaroo				

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.

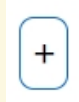
	Tadpole	Joey	Foal	Puppy	Feedback
Poney	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	...
Frog	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	...
Kangaroo	<input type="radio"/>	<input checked="" type="radio"/>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

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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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>