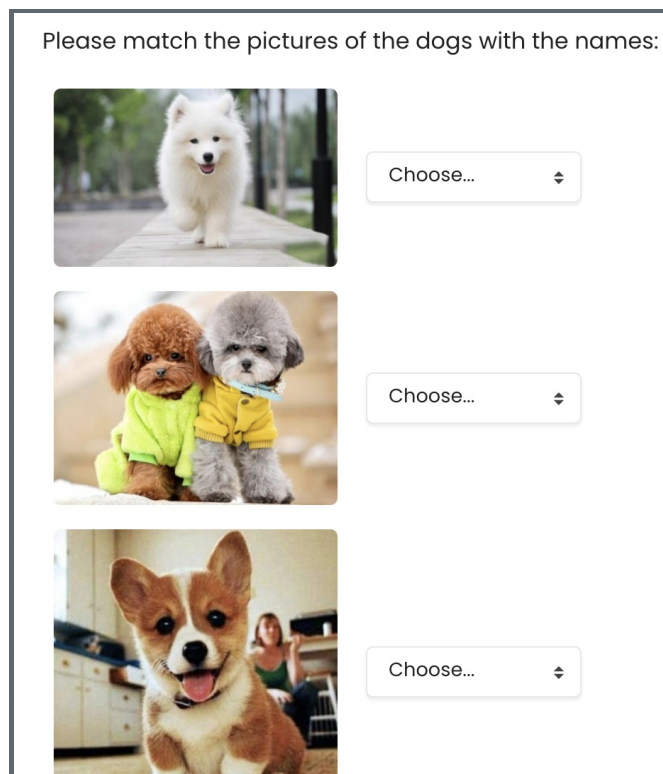
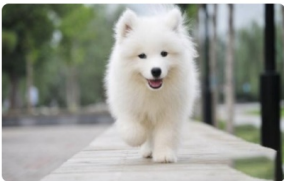




Matching Question

Please match the pictures of the dogs with the names:



	<input type="text" value="Choose..."/>
	<input type="text" value="Choose..."/>
	<input type="text" value="Choose..."/>

An example of the matching question

Overview:

This guide will show you how to create a matching question type within the Quiz activity.

What to know:

The matching question type allows students to select words by clicking on them. It can be a useful question type for language learning.

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Step 1: Access the Quiz activity

In your module area/course, click the link of the Quiz activity.

▼ 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 [How to add a Quiz activity](#) 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 left is a pink square icon with a white checkmark. To its right is the title 'Example Quiz'. Below the title is a navigation menu with tabs: 'Quiz', 'Settings', 'Questions', 'Results', 'Question bank', and 'More'. The 'Questions' tab is highlighted with a red box. Below the navigation menu is a 'Receive a grade' button. Underneath that is the text 'Opened: Wednesday, 8 November 2023, 1:31 PM'. At the bottom left is a blue 'Preview quiz' button. Below the button is 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 dropdown menu.

Example Quiz

Quiz Settings Questions Results Question bank More ▾

Questions

Questions: 1 | This quiz is open

Maximum grade Save

Repaginate Select multiple items

Total of marks: 1.00

Page 1

1 The Loch Ness Monster is a type of? The Loch Ness Monster ... Always

Shuffle

Add ▾

- + a new question**
- + from question bank
- + a random question

Step 4: Choose a question type

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

Choose a question type to add

QUESTION TYPES

- Multiple choice
- True/False
- Matching
- Short answer
- Numerical
- Essay
- All-or-Nothing Multiple Choice
- Calculated
- Calculated multichoice
- Calculated simple
- CodeRunner

The answer to each of a number of sub-question must be selected from a list of possibilities.

Add Cancel

Step 5: Configure general settings

Category:

You can choose which category you would like to put your question in from the dropdown menu. If you have not created any category in your question bank, you can put the questions in the default category.

Question name:

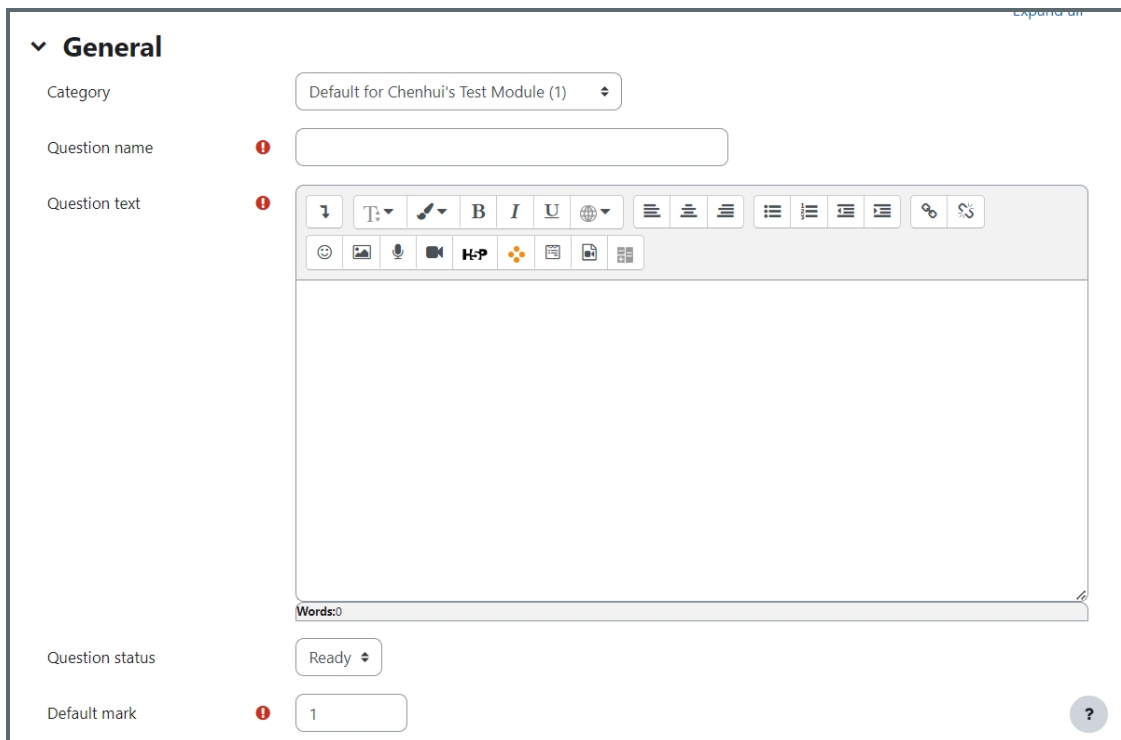
The question name is to help you to identify your questions. It is extremely useful when you view your questions in the question bank. It is recommended you put in enough information in the question name to help you to identify your questions quickly, especially in the question bank. A good example will be a question name like "Week1-location of XJTLU". Vague question names like "Q1" should be avoided. This section is mandatory. **Please note, students will not see the question names.**

Question text:

Question text is a place where you can put in the question or instructions. This section is mandatory. It is also possible to put images or videos in the question text.

Default mark:

This is where you put the mark of the question. You can change the mark even during and after the quiz.



The screenshot shows a 'General' configuration form for a question. It includes the following fields and controls:

- Category:** A dropdown menu with the text 'Default for Chenhui's Test Module (1)'.
- Question name:** A text input field with a red warning icon to its left.
- Question text:** A large text area with a rich text editor toolbar above it. The toolbar contains icons for undo, redo, text color, background color, bold, italic, underline, link, unlink, bulleted list, numbered list, indent, outdent, link, and unlink. Below the text area is a 'Words:0' counter.
- Question status:** A dropdown menu with the text 'Ready'.
- Default mark:** A text input field containing the number '1' and a red warning icon to its left.


A 'Expand all' link is visible in the top right corner of the form area, and a help icon (?) is in the bottom right corner.

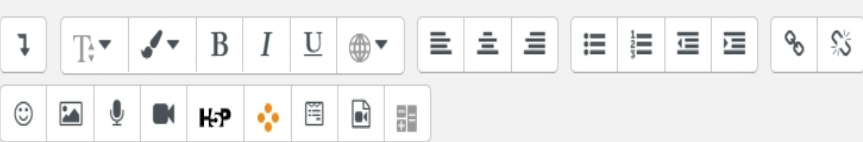
General feedback:

Feedback can be given to your students at different stages of the quiz depends on how the settings are configured.


ID number:

Please leave it blank.

General feedback 



Words:0


ID number 

Step 6: Configure answer settings

Shuffle:
If enabled, the answers will be randomly presented in each attempt, provided that "Shuffle within questions" in the activity settings is also enabled.

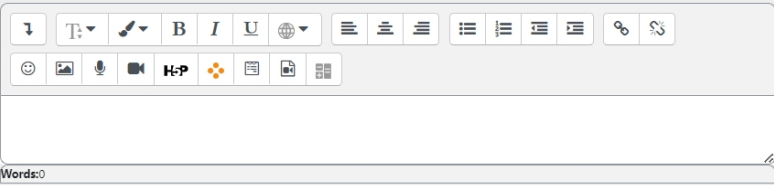
Question 1:
Question text is a place where you can put in the question. It is also possible to put images or videos in the question text.

Answer:
This is where you put in the answer. This section is text only.

Shuffle 

Answers

Available choices You must provide at least two questions and three answers. You can provide extra wrong answers by giving an answer with a blank question. Entries where both the question and the answer are blank will be ignored.

Question 1 

Words:0


Answer


Step 7: Add tags if needed

You can put in a tag or several tags by key in the tags. Click "x" to delete a tag. Tags can help you to organize your questions in your question bank. Read more about the use of Tag from this article ([link](#)). Tags are designed for your question management purpose. It will not be displayed to students

Tags

Tags

Click "x" to delete a tag 

Key in one tag at a time and press "enter" 

Other guides you may be interested:

1. [Drag and drop matching](#)
2. [Matrix/Kprime question](#)

Online URL: <https://knowledgebase.xjtlu.edu.cn/article/matching-question-74.html>