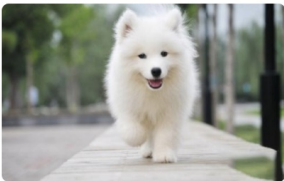




# Matching Question

Please match the pictures of the dogs with the names:

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 light gray bar containing a 'Receive a grade' button. Underneath this bar is another light gray bar with the text 'Opened: Wednesday, 8 November 2023, 1:31 PM'. Below that is a blue button labeled 'Preview quiz'. At the bottom of the page, it says '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:

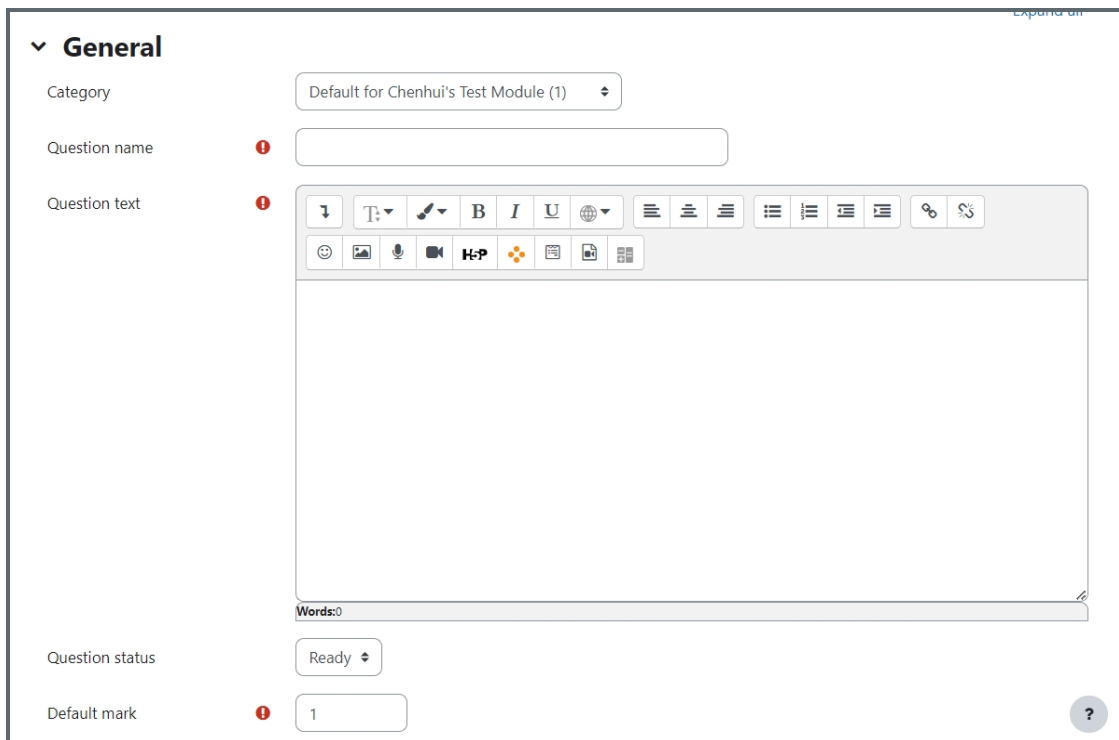
The question name is to help you to identify your questions. It is extremely useful when you view your questions in the question bank. It is recommended you put in enough information in the question name to help you to identify your questions quickly, especially in the question bank. A good example will 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:** An empty text input field with a red information 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 toolbar is a 'Words:0' counter.
- Question status:** A dropdown menu with the text 'Ready'.
- Default mark:** A text input field containing the number '1' with a red information icon to its left.

A small 'Expand all' link is visible in the top right corner of the form area.

### 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.



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>