

# True and False question

The highest mountain peak in the world is the Mount Everest of Himalayan.

Select one:

True

False

An example of True and False Question type

## Overview

True or False question type is one of the simple and often-used question types. Usually, it will ask a student to judge a statement, and give the answer like "True" or "False". It is also a kind of on-answer only question type.

## What to know

True and False question type allows students to judge a statement with a "True" and "False" option for them to select.

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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 True and False question.

▼ **Topic 5**

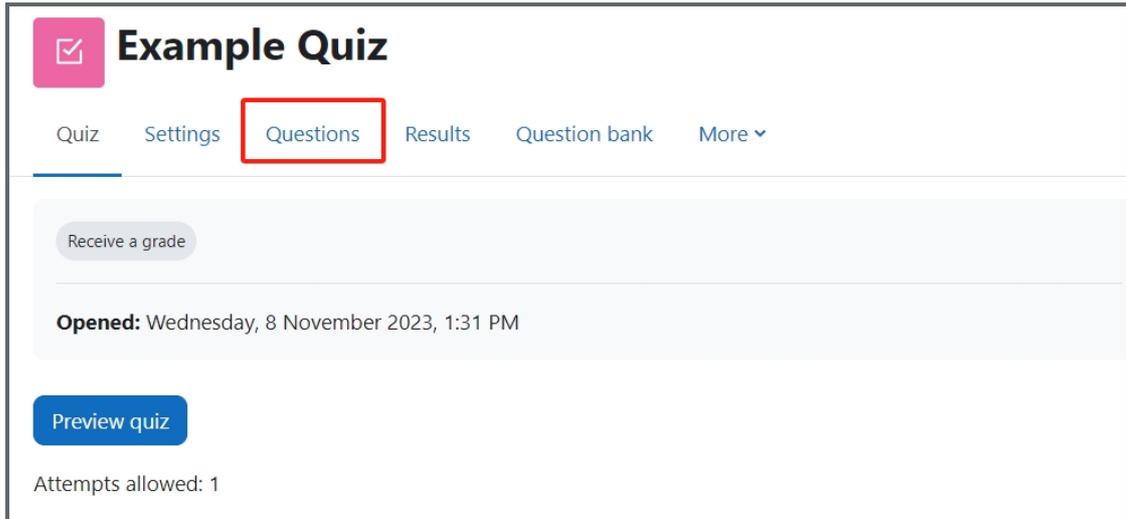
 [Example Quiz](#) Receive a grade

**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

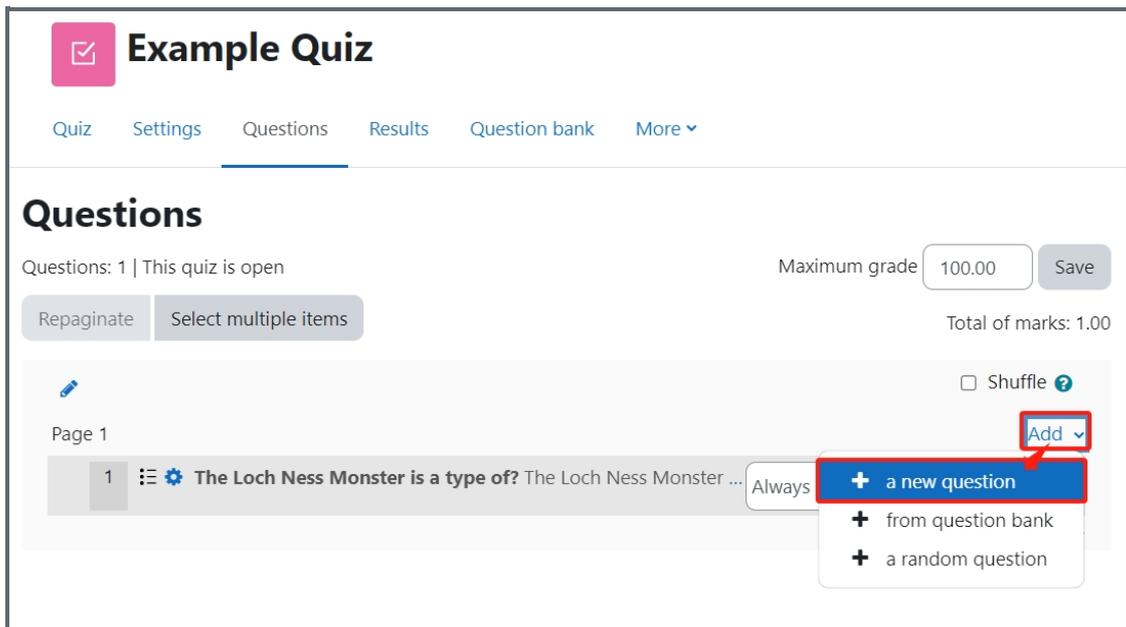
1. Click the 'Questions' tab.



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' and a 'Preview quiz' button. At the bottom, it shows 'Attempts allowed: 1'.

## Step 3: Add a new question

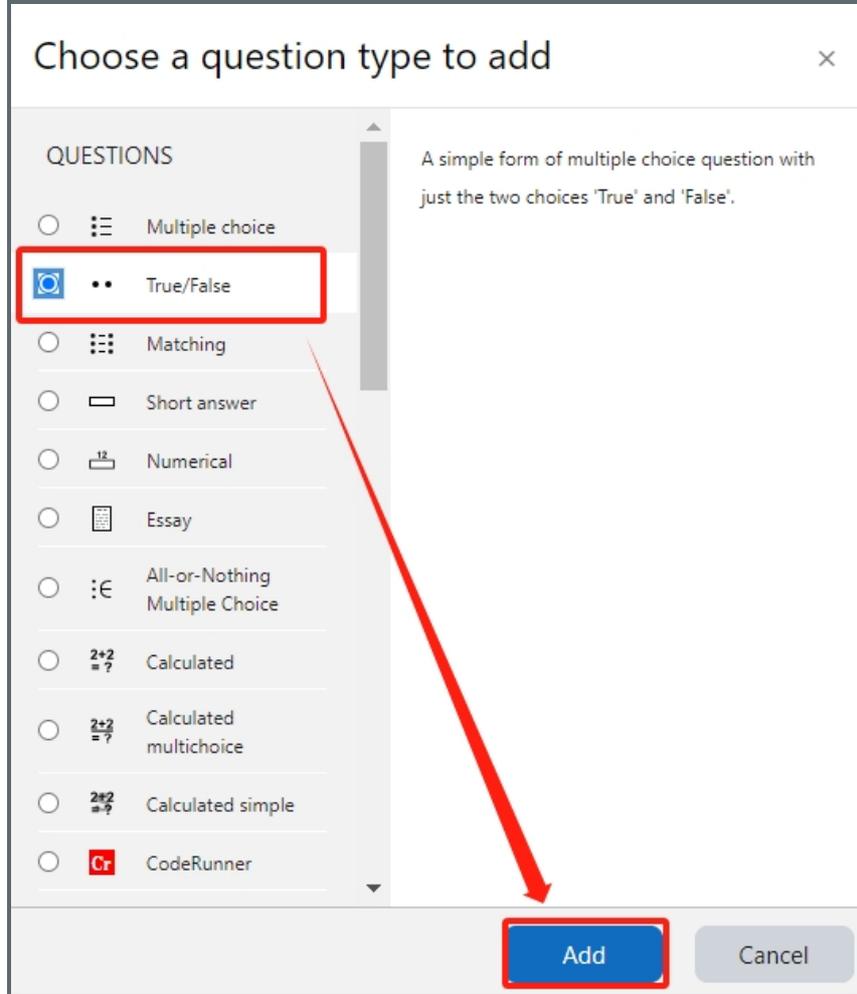
1. On the following page, click the 'Add' link.
2. Click the 'a new question' link in the drop-down menu.



The screenshot shows the 'Example Quiz' interface with the 'Questions' tab selected. The page title is 'Questions'. Below the title, there is a status bar: 'Questions: 1 | This quiz is open'. To the right, there is a 'Maximum grade' field set to '100.00' and a 'Save' button. Below this, there are buttons for 'Repaginate' and 'Select multiple items'. On the right side, there is a 'Total of marks: 1.00' and a 'Shuffle' checkbox. The main content area shows a list of questions. The first question is 'The Loch Ness Monster is a type of? The Loch Ness Monster ...' with a 'Always' dropdown. A red box highlights the 'Add' button in the top right corner of the question list, and a red arrow points to the 'Add' dropdown menu. The dropdown menu is open, showing three options: '+ a new question', '+ from question bank', and '+ a random question'.

## Step 4: Choose a question type

1. Locate and select the True and False 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 displays a quiz editor interface with several sections for configuring feedback and question details. On the left, there are labels for 'General feedback', 'ID number', 'Correct answer', 'Show standard instructions', 'Feedback for the response 'True'', and 'Feedback for the response 'False''. The 'General feedback' section contains a large text area with a rich text toolbar above it. Below this is a 'Words:' counter. The 'ID number' section has a text input field. The 'Correct answer' section has a dropdown menu currently set to 'False'. The 'Show standard instructions' section has a dropdown menu currently set to 'No'. The 'Feedback for the response 'True'' and 'Feedback for the response 'False'' sections each have their own text areas and rich text toolbars. A 'Words:' counter is also present at the bottom of the 'False' feedback section. A small question mark icon is visible in the bottom right corner of the editor area.

**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 did 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.

**Correct answer:** If the correct answer of the T/F question is "True" or "False".

**Feedback for response "True":** Message the student will see when they select "True". (Optional)

**Feedback for response "False":** Message the student will see when they select "False". (Optional)

## Step 6: Multiple tries

When questions are run using the '*Interactive with multiple tries*' or '*Adaptive mode*' behaviour, so that the student will have several tries to get the question right, then this option will be useful to control how much they are penalised and what hint you will receive for each incorrect try :

The screenshot shows a configuration box for 'Multiple tries'. It features a dropdown arrow on the left, followed by the text 'Multiple tries' in bold. Below this, there is a label 'Penalty for each incorrect try' followed by a question mark icon and the number '1'. The entire box is enclosed in a thin black border.

Penalty for each incorrect try:

When questions are run using the 'Interactive with multiple tries' or 'Adaptive mode' behaviour, so that the student will have several tries to get the question right, then this option controls how much they are penalised for each incorrect try.

The penalty is a proportion of the total question grade, so if the question is worth three marks, and the penalty is 0.3333333, then the student will score 3 if they get the question right first time, 2 if they get it right second try, and 1 if they get it right on the third try.

For some multi-part questions this scoring logic is applied separately to each part of the question. The details depend on the question type and can be complicated, but the principle is to give students credit for the knowledge they have demonstrated as fairly as possible.

## 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

▼

## Step 8: Save changes

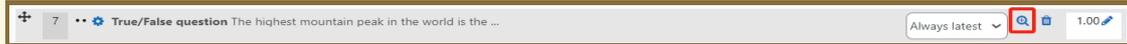
Please click the "Save changes and continue editing" or "Save changes" to save your changes.

Save changes and continue editing

Save changes

Cancel

Tips: You can also preview the questions by clicking:



Online URL: <https://knowledgebase.xjtlu.edu.cn/article/true-and-false-question-9.html>