Quizlet

<u>Purpose</u>: With Quizlet, teachers can create study sets that provide differentiated learning activities so students can learn at their own pace. This technology tool works well with terminology and definitions or concepts and examples.

Getting started:

- 1. Go to <u>www.quizlet.com</u> and sign up for a FREE account.
- 2. You can search ("Search" in the toolbar) existing Quizlet games or create your own ("Create" in the tool bar).
- 3. If you choose to create your own Quizlet, you will see the following screen:

Quizlet Q Search 🗗 Create			Upgrade to Teacher		CarolWooten
Create a new study set					Create
Subject, chapter, unit					
TITLE + Import from Word, Excel, Google Docs, etc.		Visible to everyone Change	Only editable by me Change	e	
*	Add and label a diag Drag and drop any image or choo				()
1 Enter term TERM	Enter def			=₊ [
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Create a name for your activity and then enter a term and definition. You can also select an image to correspond with your term.

Note: Once you input your list of terms and definitions, the Quizlet program will use this information to develop each of the above games.

Student log in:

1. Students can go to quizet.com and search for the activity by name. Or, you can create a hyperlink on your website that students can click on and go directly to the game.

A digital copy of this document can be found at http://carolwooten.weebly.com under the "NC Association of Elementary Educators (NCAEE) Conference" tab

2. Students can choose to study using a variety of games.



Description of games (all FREE):

- 1. <u>Learn</u>: Provides the student with the definition and illustration/picture with four choices of terms. Students select the correct term from the choices provided.
- 2. <u>Flash cards</u>: This game has the definition with illustration/picture on one side. Students click on the bottom right of the card, "Click to Flip," to view the term/word.
- 3. <u>Write</u>: The definition and illustration/picture are provided. Students type the word/term.
- 4. <u>Spell</u>: This game provides the illustration/picture and definition. The answer is stated verbally and students type what they hear in the space provided. They may have the term/word repeated if they press the sound icon.
- 5. <u>Test</u>: The tool creates a practice test with fill-in-the-blank, matching, and multiple choice items.
- 6. <u>Match</u>: Cards with (1) the word and (2) the definition and illustration/picture that appears on the screen. Students the corresponding word box to the box that contains the definition, illustration/picture. If it is a match, the boxes disappear. Continue matching until there are no boxes remaining.
- 7. <u>Gravity</u>: This game is challenging. You can choose to have the word of definition descend. If the definition descends, you have to type in the word quickly before the definition reaches the bottom of the screen. If you select the word to descend, you have to type the definition before the word reaches the bottom of the screen.

<u>Quizlet Live</u>: NEW and FREE. Go to Quizlet Live (located to the right of the Gravity game online). Find the study set you want to use and click "Create Game." Each student will need a device. Students go to **quizlet.live** and enter the provided code. Students enter their first name and Quizlet assigns teams for you. Students work as a team to be the first to 12 points. If a team misses a question, they start back at zero points. Guided tour: https://quizlet.com/239806378/live