

# Ensure Students Are Learning: Faculty Descriptions of Innovative Teaching Practices

## Game Using QR Codes Allows for Immediate Assessment and Feedback

### Innovative Teaching Practice Description:

Plickers is an interactive quiz game activity that can be used to assess learning, help students prepare for upcoming exams, or review vocabulary. This activity requires three essential components: 1) a mobile device with the Plickers software used by the instructor, 2) answer cards for the students, and 3) a PowerPoint presentation or other similar way to display questions. The instructor downloads the software to their mobile device and provides students with Plickers answer cards. These cards can be purchased or downloaded and printed free of charge directly from the website. Use of the answer cards eliminates the need for each student to have a mobile device or individual clicker. Each square-shaped answer card contains an enlarged QR code. Each side of the square has a letter (A, B, C, or D) that corresponds to an answer choice. Once the instructor displays a question with the multiple choice options, students turn the card so that their answer choice is facing the top. To minimize cheating, each QR code looks different and the font of the letters is small. Students hold up their answer card so that the QR code faces the front of the room. The instructor then uses their mobile device to “scan the room.” The Plickers program captures and analyzes each of the answer cards in the room then immediately provides feedback to the instructor. The instructor receives a general tally of how many students answered the question and how many did so correctly or incorrectly. The program offers different display options to show student responses. Each card has a corresponding number so that instructors can assign cards to students if they want to assess individual learning and participation.