

POSITIONING / SURVEY



Self-evaluation

To assess the degree of understanding of the training topics, followed by an exercise plan in a real-life situation scenario.



Profiling

Profiling questionnaire: each question has three possible answers. Each answer is associated with a specific profile.



Recommendation quiz

A questionnaire enabling bespoke training pathways to be created based on learners' answers. *N.B: this is a course featuring an activity.*



Survey

Perfect to round off with, this activity allows you to survey learners using a scoring system or open questions.

LESSONS/FURTHER KNOWLEDGE



Mobile course

4 card types for hassle-free lesson creation: info card, flash, quiz or transition.



Flash game

Flash cards: learners swipe the card right if they know the answer or left if they want to revise it.



Toolbox

A set of memory cards to collate key information (summary, further knowledge).



Weblink

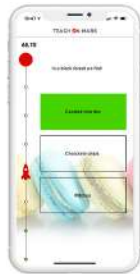
Perfect for supplementing your course with additional content.

SINGLE ANSWER/MULTIPLE CHOICE



Challenge

Single answer, correction possible. *5 questions minimum.*



Quiz game

Single answer, correction possible. Solo or dual mode. *8 questions minimum.*



Multiquiz

Multiple Choice: for each question, several answer cards are displayed. Learners must decide if they are correct or not.



Training game

Multiple Choice: simulation exercise with 3 possible answers: right/neutral/wrong. *Image required.*



Pick a word

Multiple Choice: the question appears on the screen and the answers are displayed. Learners must move the cursor to select the right answers.

NAMING



Scramble game

Learners must reorganise the letters to form a word or reorganise the words to form a sentence.



Guess what

Learners must guess the answer using one or 4 images. Against the clock or anchoring mode. *Image required.*



FILL THE GAP

Fill the gap

Learners complete a series of sentences with their missing word. For each sentence, three annotated rockets move across the screen from bottom to top. Learners select the rocket containing the right word.

ASSOCIATION



Wordspool

Learners move the cursor to the centre of the screen to associate the word shown with the right category. *4 categories maximum.*



Sushi game

The words/images appear on a conveyor belt and learners drag them to the matching category. *3 categories maximum.*

SCORM



Web activity

Even more possibilities with the web activity; find the list of compatibilities in the help centre.

Key :

Timed activity

Image adding possible

Do you want to try out all the activities?

Head to the Teach on Mars app by scanning this QR code!

