

eTools: Using Quizlet in the Classroom

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Introduction

When students are unable to successfully master the lower levels of Bloom's Taxonomy, they often struggle with constructing effective summative assessments that focus on the higher levels of Bloom's Taxonomy, including synthesis and analysis. Many students fail to recognize, comprehend, or incorporate course concepts, which can result in lower exam and summative assessment scores. To address these needs, several digital learning tools, including Quizlet, have emerged to provide students with a means to enhance their rote memory and to better understand course content.

What is Quizlet?

Quizlet is an online software application that provides users with free customizable study tools in which instructors and learners can construct, store, edit, and publically share study sets. After constructing study sets (e.g., vocabulary list, questions), users can utilize one of seven activities and games--either independently or collaboratively at home or in the classroom--to learn course concepts. Quizlet is available for use on computers, tablets, or smartphones (both iOS and Android). When an internet connection is unavailable, users can access study sets by downloading the sets to their device.

How can I get Quizlet for use in the classroom?

To obtain Quizlet, instructors and students can register for a free account at www.quizlet.com. (While students do not need an account to access or use the study sets shared by their instructors, they will need an account to construct their own study materials.) The free instructor account includes access to search existing shared study sets as well as the ability to create an unlimited number of study sets; this account also provides instructors with access to all six study modes, Quizlet Live, and Quizlet Diagrams. A subscription to a premium instructor upgrade (one year for \$34.99, two years for \$59.99, or three years for \$84.00) allows instructors to add images and audio, track student progress, turn off advertisements (for both students and instructors), and engage in continuous game play. Quizlet does offer a 20% discount for 2 to 49 upgraded accounts and a 25% discount for 50 or more upgraded accounts. If desired, students also can purchase an upgrade for \$14.99 per year.

How can I use Quizlet in the classroom?

Instructors can employ Quizlet as interactive gaming tool in the face-to-face classroom or it can be used as a reusable learning object in all classroom settings (face-to-face, flipped, hybrid, and online). Specifically, Quizlet can be used as:

1. *an interactive learning activity (Quizlet Live) in the traditional classroom.*

Quizlet Live is a collaborative classroom game that instructors can use to review content or to preview new material as a means for encouraging metacognitive learning. Not only will students enhance their memory and gain a better understanding of course material,

but they also will develop stronger interpersonal relationships with their classmates.

After an instructor constructs a game from a chosen study set, students use their computer, tablet, or smartphone to gain admission to the game (by entering the game's "join code") at <https://quizlet.com/live>. Quizlet requires that six players (i.e., students) be present in order to create a team, which is randomly assigned by the program. If a team answers a quiz question incorrectly, they have to start over and go back to the beginning of the quiz. Therefore, the program focuses on accuracy versus speed. Furthermore, each player will receive different answer selections to the question, thus requiring team members to communicate with each other before answering each question. The conversation generated during game play will increase knowledge transfer and learner comprehension. To add excitement to the game, teams can watch their progress against each other in real time by displaying the web page on a classroom projection screen. Instructors also can construct tournaments to increase student engagement and enthusiasm.

2. a learning object for an online learning activity or for students to study independently for exams. Instructors can embed study sets into a course management system (LMS) or web site to allow students to interact with course content through any of six study modes (i.e., flashcards, write, spell, test, match, and gravity). When a Quizlet study set is embedded into the LMS, the program allows learners to choose any of the six activities, thus providing them with the ability to individualize their learning. Students

can use these learning objects to familiarize themselves with new information or to study for exams.

3. a *“diagram” learning object for an online learning activity*. This new feature allows instructors or students to upload and annotate images for free. Once a diagram is created and uploaded, students can use four of the six study modes (i.e., learn, write, match, or live) to learn the course material that is embedded in the image. For example, communication instructors could create, upload, and annotate theoretical models or communication scenarios to enrich cognition and memory retention.

Conclusion

Quizlet is an interactive educational tool that stimulates student cognition and encourages both collaborative and individualized knowledge acquisition for learners of any age. By improving the comprehension and recall of course materials, students are more likely to improve their abilities to successfully analyze complex theories and challenging information. Instructors can easily incorporate this digital program into any modality of curriculum delivery and will experience resounding success with students.