



# THE GERMAN QUIZ CHALLENGE

**HANDBOOK  
FOR LANGUAGE TEACHERS**

**GOETHE  
INSTITUT**

Sprache. Kultur. Deutschland.

# THE GERMAN QUIZ CHALLENGE

## Manual for Teachers

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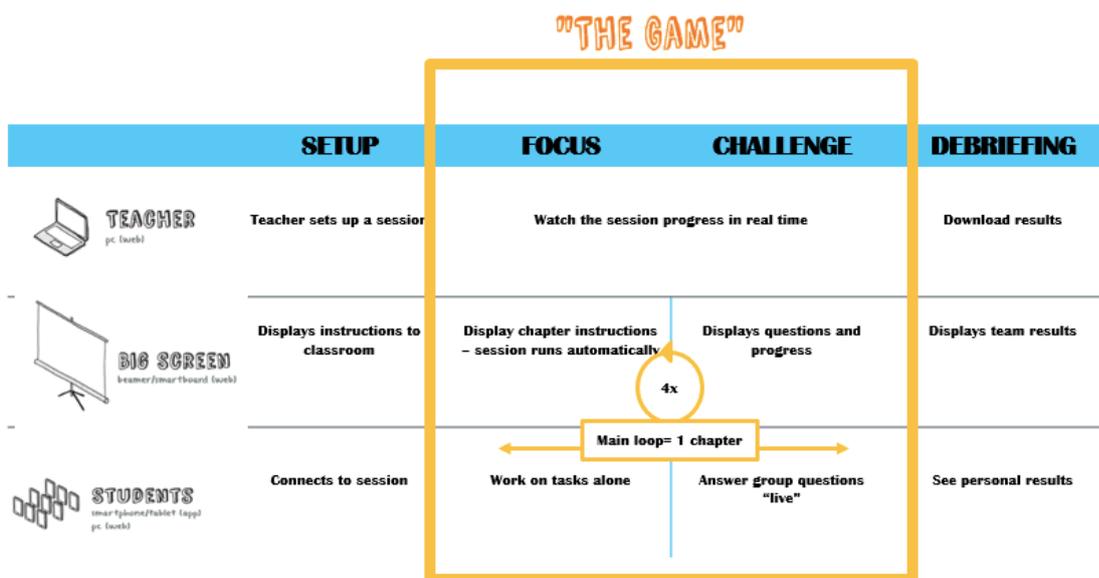
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## 1. PROJECT DESCRIPTION

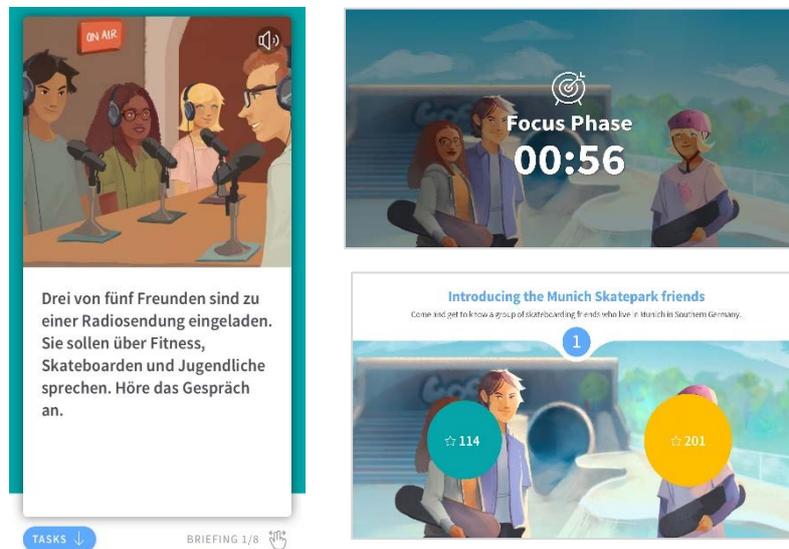
The GERMAN QUIZ CHALLENGE (GQC) is the second assessment and learning tool produced and developed by the Goethe-Institut London in partnership with Ovovs. Our goal was to develop an engaging assessment tool that both improves the quality of German lessons and student motivation to study the German language. The target age is 13 to 16 years old.

The game enables teachers to track the development of their students' knowledge and their ability to use the language. At the same time, it increases the students' motivation to learn, as the nature of this assessment tool as a game makes the evaluation process enjoyable and stress-free.

To play the GQC, students can use their personal smartphones: a device and communication tool that they know well and use on a daily basis. To make the game available within educational institutions, the App can also be played on laptops, desktop computers and tablets. The game is available as a free online application on Apple and Google Play Stores. Students split into two teams to reinforce the team spirit of the class and reduce the fear of individual failure during a test. The teacher starts, oversees and ends a gaming session, during which each player can choose to use an avatar and a nickname to remain anonymous.



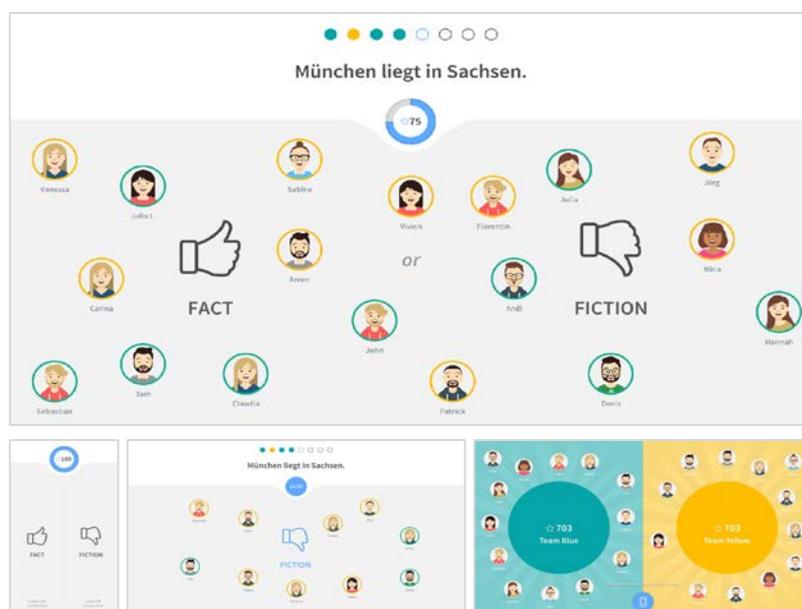
The game alternates between a *Focus Phase* and a *Challenge Phase*. The *Focus Phase* presents a storyline that focuses on five German friends living in Munich who share their passion for skateboarding. Different daily life scenes are the background to a series of tasks that students have to complete. The tasks which test their knowledge of vocabulary, listening and reading comprehension and grammar are up to a level equivalent to A2 of the Common European Framework of Reference for Languages.



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In the *Challenge Phase*, students team up and play a timed quiz which tests their general knowledge of the German-speaking world.

The GQC-App also contains two chapters of extra materials which use the same content as the game and introduce the class to the game and the storyline.



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## 2. STORYLINE AND CHARACTERS

The game is divided into four *Focus Phases*, the content of which is organized in the following way:

1. Focus Phase: Introduction to the five friends. Who are they? What do they like?
2. Focus Phase: Everyday situations and topics, i.e. *At the coffee shop, Theft, Poverty and Pollution*
3. Focus Phase: Travelling in Europe and friends abroad
4. Focus Phase: Travelling in Europe and friends abroad (continuation)

Each of the tasks are short scenes that describe a particular situation. They do not relate to each other, but they come under the general topics outlined above.

Jonas, Julia, Milen, Leonie and Lara are five friends who live in Munich, all aged between 16 and 17 years old. They have different interests and ambitions, but they have one thing in common: they enjoy skateboarding. When they meet up at the skate park in Munich or eat vegan food at a café, they talk about their hobbies, holiday preferences and their friendships. The extra materials provided in the app contain a more detailed description of the single characters, so that students playing the game can familiarize themselves with them.

### Die fünf Freunde im Skatepark

**JONAS**



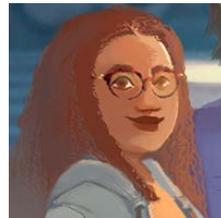
**LEONIE**



**JULIA**



**LARA**



**MILEN**



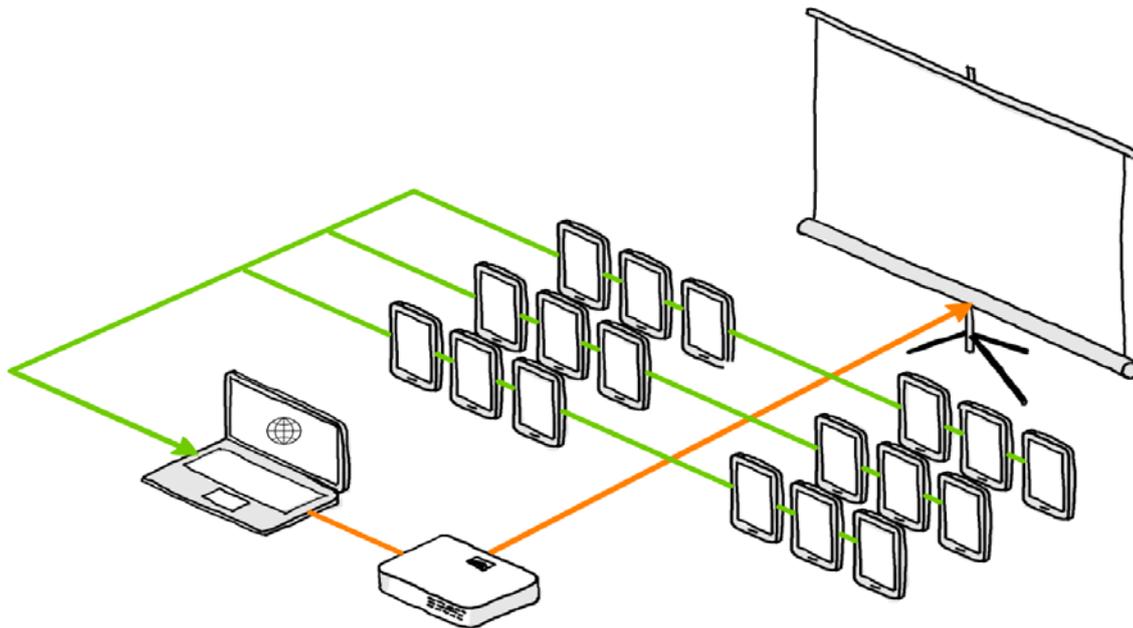
## 3. TECHNICAL REQUIREMENTS - PLAYING THE GAME IN THE CLASSROOM

To play the game in the classroom, you will need

- One computer or laptop for the teacher, to start the game session
- One projector, for the challenge phase

- Smartphones or tablet for each of the students to play the game session \*In the case of students using laptops to play the game, see *Chapter 4, HOW TO START A SESSION-GAME IN BROWSER*
- Headphones for each of the students
- WIFI connection for all the devices

The setup of the gaming session in the classroom is shown in the following illustration:

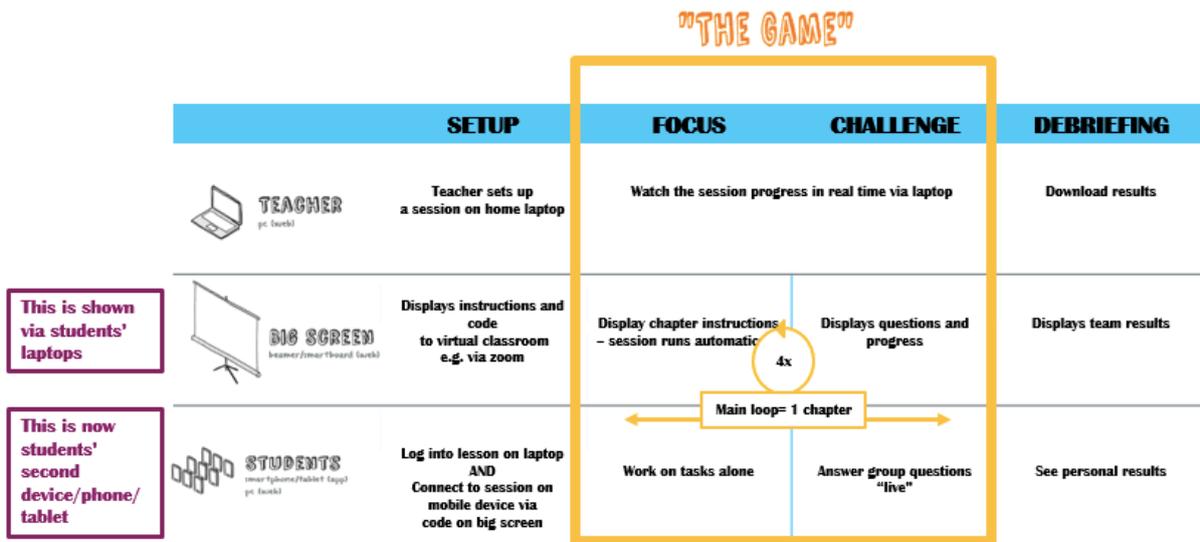


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### 3.1 TECHNICAL REQUIREMENTS - PLAYING THE GAME REMOTELY

It is possible also to play the game remotely, within the setting of a virtual classroom. For this, you will need to use a meeting platform such as Skype, Zoom or Microsoft teams, provided this is allowed by your school. The requirements for the session are the same as for a classroom. However, students will now require two devices: a laptop, or larger device with which to log onto the class via the meeting platform, and a smaller device or phone on which to play the game. The larger device will be used as their own personal classroom screen, so to speak, and the teacher will set up the session as detailed below in the next section and share their screen with the students. This allows the class to see the code and instructions provided on the larger screen, and also log onto the game on their smaller device. We recommend the use of headphones for the smaller device. Alternatively, students can mute their microphones in the virtual classroom and play the game out loud. If students do not have access to a second device,

it is possible for the student to SPLIT the screen on their laptop, and have the classroom open on one side, and access the game via a browser on the other.



## 4. PLAYING THE GERMAN QUIZ CHALLENGE

Before starting a gaming session, we recommend that all users read the TERMS AND CONDITIONS of the game and make sure that it aligns to the relevant Data Protection policy. In addition, we recommend making sure that students are allowed to bring and use their own smartphones into the classroom. Some schools operate a strict no phones policy, in which case, the gaming session should take place on laptops. In order for the game to most effectively assess the students' language skills, a language teacher starts and monitors a gaming session. During a gaming session, the teacher will be able to follow the students' progress in the game.

### 4.1 Terms and Conditions

We recommend all teachers read the game's TERMS AND CONDITIONS of use before signing up and starting a session. Teachers should make sure that the Terms and Conditions are aligned with the schools' GDPR and Data Protection policy, as data is stored throughout a playing session.

Students and teachers register for the game by clicking on REGISTRIEREN, and then filling out the form by inserting an **EMAIL (optional)**, a **NAME** and a **PASSWORD**. This information is saved in the system for future Log Ins. It is important that the students keep the same account to be able to make a comparison between results collected during different gaming sessions. Please note that if students use their personal email addresses, we cannot guarantee complete anonymity. Using an email address is useful when the student forgets the chosen password. If the student does not use an email address to log in and forgets the password, he/she will need to create a new account.

Please find some recommendations to ensure that the students remain anonymous in the system:

- **USE NICKNAMES:** In order for the students to be able to play anonymously, the teacher will want to match their real names with nicknames. This is best done on a separate piece of paper that is only for the teacher to use and can be destroyed once it is no longer needed. It is recommended that the same nicknames are kept during each session with a class. Each class can be given a topic to choose nicknames. For example, all the students in one class can be named after colours or pop stars.
- **USE one of the suggested AVATARS:** When students first log in, they can choose an AVATAR that will appear on the Projector when they access a gaming session.

There is also an option to upload a personal picture to use it as a profile picture. The profile picture is also saved in the system. If the students want to play anonymously, we recommend they use one of the suggested avatars. The avatar can be changed in the EINSTELLUNGEN section in the menu.

- TOP TIP! If teachers are worried about students forgetting passwords and user names, you might consider pre-creating accounts for your class members, using nicknames and passwords on a theme, such as, for example, German footballers. The teacher can then hold on to the passwords.

If a teacher realizes after signing up and playing that the Terms and Conditions are not aligned with the school's GDPR, please get in touch. The GQC-Team will be able to remove all relevant data manually.

## 4.2 Starting a Gaming Session

For TEACHERS

**The TEACHER DASHBOARD:** is accessed through the following link: [gqc.app.ovosplay.com/admin/](http://gqc.app.ovosplay.com/admin/). Use **CHROME** or **SAFARI** as a web browser, the link will not work properly with Internet Explorer.

The Teacher REGISTERS first. We recommend that registration happens outside the school hours planned for the actual gaming session.

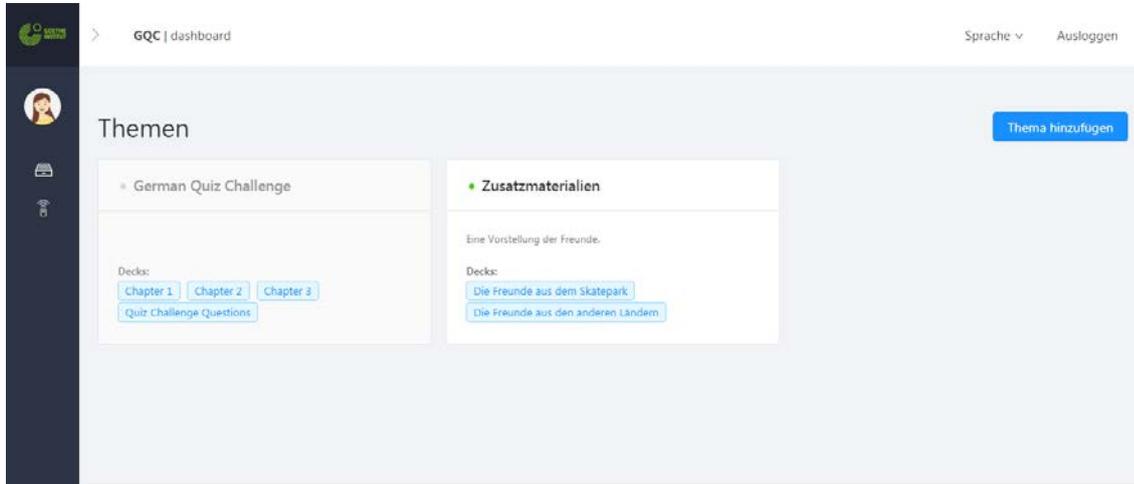
**REGISTER** as a Teacher, choose a **Username**, insert an **Email** and create a **Password**, accept *Terms and Conditions* and then LOG IN.

The image shows two side-by-side web forms. The left form is titled 'GQC | ovos play admin' and has three input fields: 'Benutzername oder E-Mail', 'Passwort', and a 'Login' button. Below the form are two links: 'Als Lehrer anmelden...' and 'Passwort vergessen...'. The right form is titled 'GQC | Lehrer Anmeldung' and has four input fields: 'Benutzername', 'E-Mail', 'Passwort', and 'Zusätzliche Infos' (with a small icon in the bottom right corner). Below these fields is a blue 'Registrieren' button and a link 'Zurück zum Login...'.

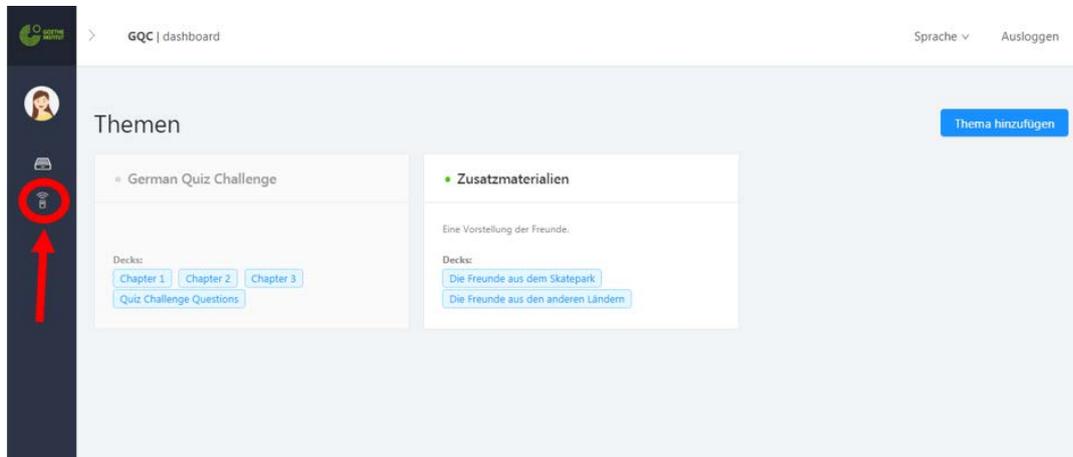
## START A SESSION

Once you are logged in, you have access to the Teacher Dashboard. You will want to choose the second icon on the far left of the page and choose SESSION MANAGER.

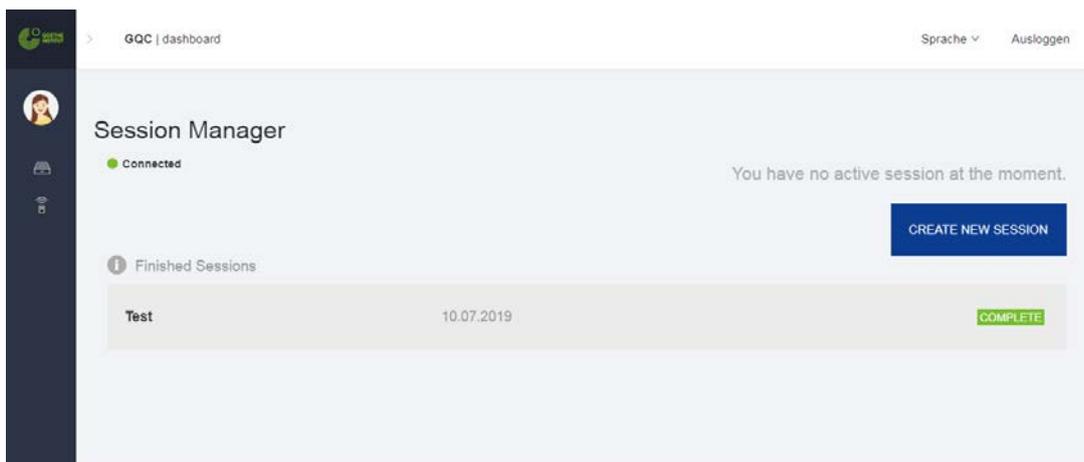
### Teacher Dashboard



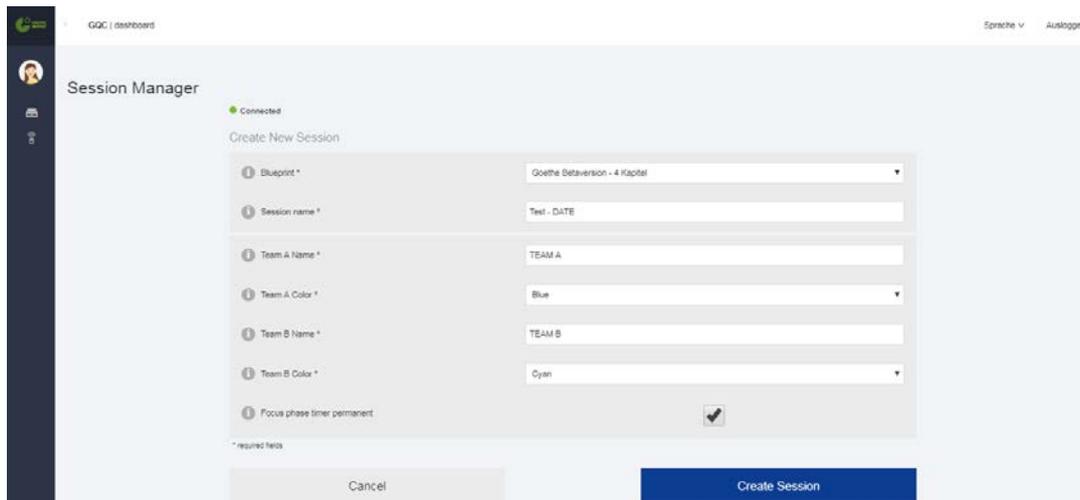
Choose SESSION MANAGER (Second Icon under the Profile Image)



Click on CREATE NEW SESSION



Fill in all the required fields, see underneath for further explanations:



The screenshot shows the 'Session Manager' interface. At the top, it says 'GQC | dashboard' and 'Sprache v Ausloggen'. The main heading is 'Session Manager' with a 'Connected' status indicator. Below this is the 'Create New Session' form. The form has the following fields:

- Blueprint \***: A dropdown menu with 'Goethe B2aversion - 4 Kapitel' selected.
- Session name \***: A text input field containing 'Teil - DATE'.
- Team A Name \***: A text input field containing 'TEAM A'.
- Team A Color \***: A dropdown menu with 'Blue' selected.
- Team B Name \***: A text input field containing 'TEAM B'.
- Team B Color \***: A dropdown menu with 'Cyan' selected.
- Focus phase timer permanent**: A checkbox that is checked.

At the bottom of the form, there are two buttons: 'Cancel' and 'Create Session'. A small asterisk and the text '\*required fields' are located at the bottom left of the form area.

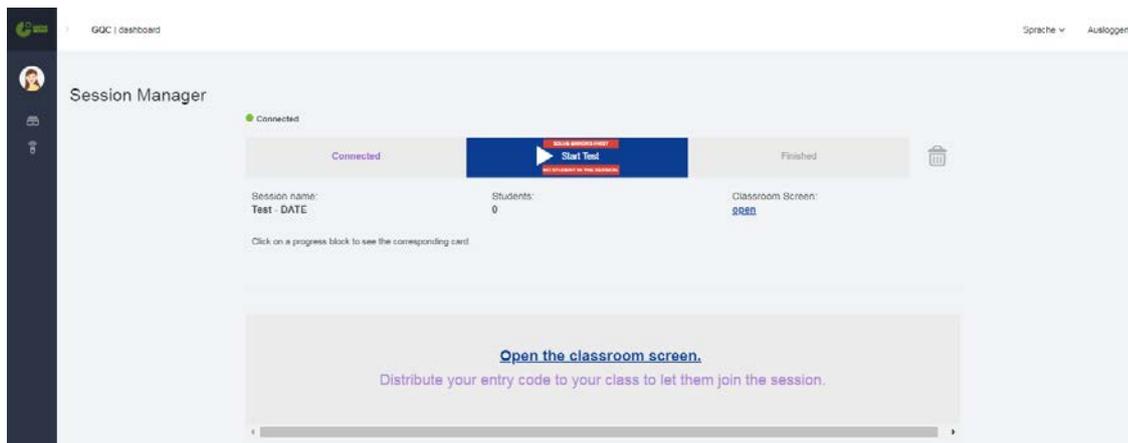
**Blueprint :** Choose the **GERMAN QUIZ CHALLENGE 4** Kapitel Version.

**Session Name :** Choose a name for the session. Suggestion: always put a date here as well, in case you want to compare sessions, you have a clear reference to the time the session took place.

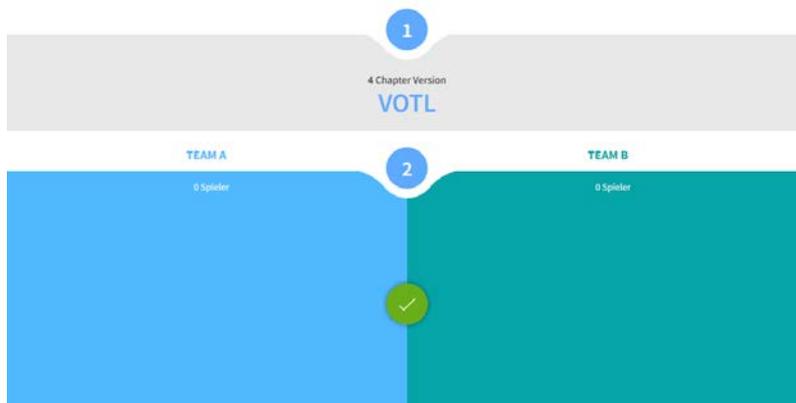
**Name and Colour Team A/B** It is up to the teacher to decide whether to fill in these fields or let the students choose themselves. From experience it takes a lot of time for the students to pick a name, so in order to avoid that, it is better to just use a given name (also to avoid silly suggestions from the students). Once you have filled in the form, click on "Create Session" to continue.

**Focus Phase Timer Permanent** The Teacher can choose whether to have a timer visible on the projector during the whole game or not. Sometimes it can be quite stressful to see a countdown for students, so this feature is optional.

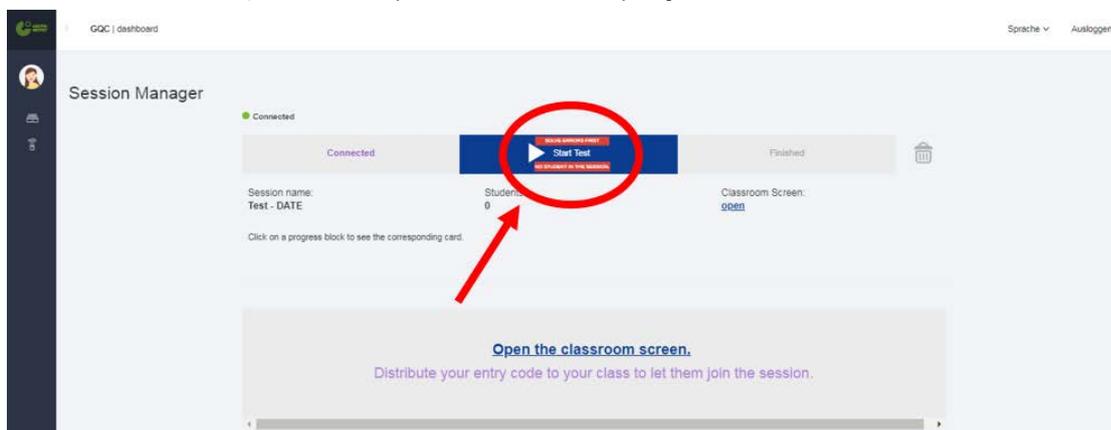
Click on CREATE A SESSION and open a second screen "Open the classroom screen", click on full screen mode.



On the Team Screen, everybody will be able to see the two teams and an automatically generated **CODE** (in this case VOTL) will appear. The players (students) need to insert this code onto their devices. As soon as they are connected and they choose a team, their profiles will pop up in the chosen Team.



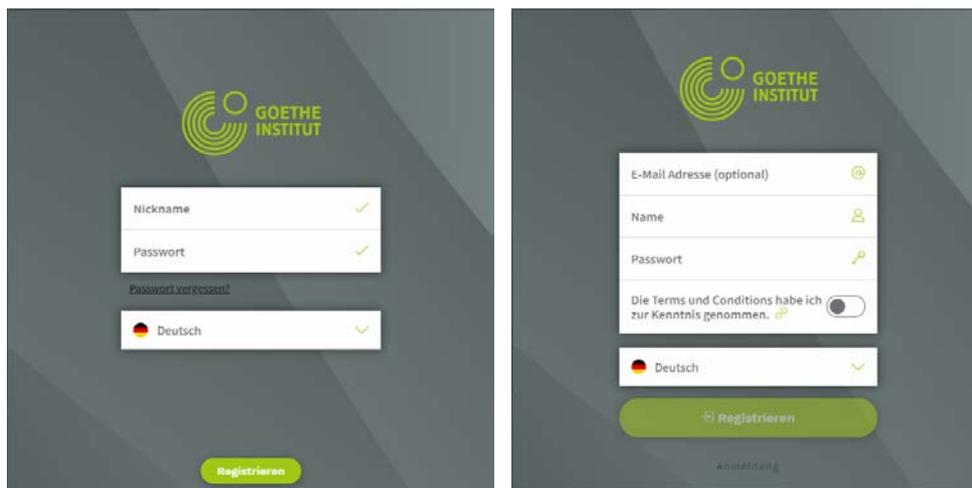
Once everyone is connected and the teams are even, you can go back to the first screen and click on START TEST. The countdown starts from this moment on. Once you have started a session, it is NOT possible to add players.



## For STUDENTS

**The GAME IN BROWSER:** The German Quiz Challenge is available for free as an online App on Apple Stores and Google Stores. If the students play on a laptop or computer, they access the game through the following link: [gqc.app.ovosplay.com](http://gqc.app.ovosplay.com); the game will not work properly with Internet Explorer, use **Chrome** or **Safari** instead.

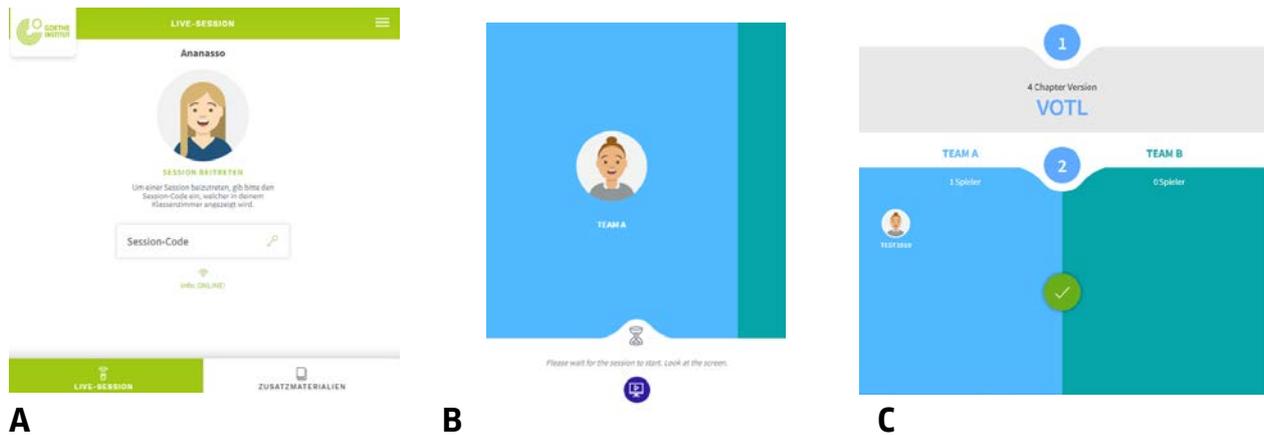
After downloading the App, students click on REGISTRIEREN, adding an **Email Address (optional)**, a **Name** and a **Password**. The “Select Language” Button is to choose the support language; it is not related to the game language. Therefore, if German is not the students’ first language, it is better for them to choose English.



The image displays two screenshots of the Goethe Institut registration app interface. The left screenshot shows the registration form with fields for Nickname, Password, and Language (Deutsch). The right screenshot shows the same form with an additional field for E-Mail Adresse (optional) and a checkbox for terms and conditions.

Once they have logged in, students can choose an avatar and they are redirected to the Code-Page **(A)** in the App. At this point, they are ready to insert the automatically generated SESSION CODE, visible on the TEAM Screen

The students clicks on the three bars at the top right **(A)** and then choose **Live Session**. Now they will have to insert the SESSION CODE, which is generated automatically on the Team Screen, (in this example VOTL). By inserting this code and choosing a Team **(B)**, the students will now be visible on the Team Screen on the projector **(C)**.



Once all the students are visible on the Team Screen and are online, you are ready to go and you can click on START A SESSION.

Top Tip! During a gaming session, the teachers will want to be able to see the students' progress without them being able to see the Teacher Dashboard screen. The best way to achieve this is to freeze the Team Screen, so that the students can just see the game in browser screen.

FOR A REMOTE SESSION, the registration process is the same, and the teacher screen is simply shared with the students via a meeting platform, such as Skype, Zoom, or Microsoft Teams. Please check with your school that the platform is approved before using.

### 4.3 During a Session

#### FOR TEACHERS

Teachers can follow the progress of each of the students throughout the game. The progress is shown on the Teacher Dashboard. The colours indicate whether the answer given is right (green) or wrong (red). Grey bars are for questions that have not been answered. A more detailed explanation of the numerical results is provided in Chapter 4.4 *Ending of a Session*.

Team	Progress	Correct	Incorrect	Percentage
B		31	11	57%
A		36	13	66%
B		25	12	46%
A		32	6	59%
B		23	20	42%
A		24	21	44%
A		22	14	40%
A		28	17	51%
A		37	11	68%
B		25	9	46%

### APP/GAME IN BROWSER

It is important to remind students that Focus Phases are played individually with their own devices. The Challenge Phase, on the other hand, is played in teams and the questions will only appear on the Projector in class. During our piloting phase, the GQC-Team witnessed on several occasions how the Challenge Phase makes all students enthusiastic and willing to give their best to win the competition.

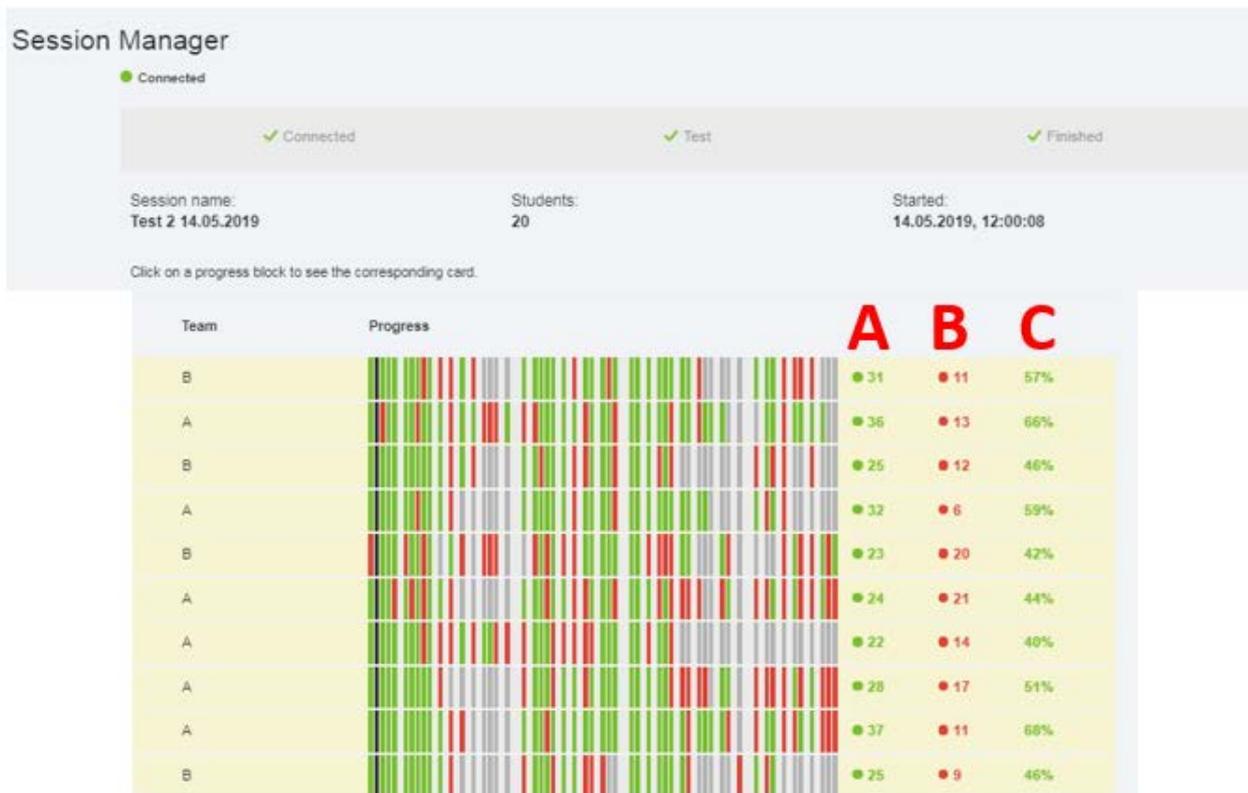
The Challenge Phase is a time-based quiz. This means that the two teams have 30 seconds to answer the question on the screen. The points are given to the team that gives the correct answer in the least amount of time; this means that the majority of team members have to give the correct answer.

### **4.4 Ending a Session**

#### FOR TEACHERS

The gaming session ends automatically after the fourth Challenge Phase. Once it is over, the teacher will have all results on the Teacher Dashboard. As mentioned above, colours indicate correct (GREEN) and incorrect (RED) answers. GREY is used for unanswered questions. The result is then summed up numerically on the right side of the screen counting

- A)** the total number of correct answers given
- B)** the total number of incorrect answers given and
- C)** the percentage of correct answers in total (calculating them in relation to all the questions asked in all four Focus Phases).



By clicking on the individual bars, the teacher will also be able to match the correct/incorrect results with the corresponding task. By clicking on any bar, it will turn dark grey and the task will appear on the side of the Teacher Dashboard. By answering the questions, the teacher will receive immediate feedback and see which answer is the correct one. By clicking on the audio icon, teachers will be able to listen to the listening exercise and evaluate the difficulty level of the task.

This tool allows teachers to evaluate the type of mistakes made and the difficulties encountered during the gaming sessions. Moreover, teachers can identify the more challenging tasks and approach them individually in class outside of the gaming session.



## APP/GAME IN BROWSER

At the end of a session students receive individual feedback on their devices about their performance during the gaming session. 86 is the total number of tasks in all Focus Phases, the Challenge Phase is not included. The feedback includes the following data:

- Number of tasks that have been solved in relation to the total number of tasks (86)
- Total number of correct answers, total number of incorrect answers, and total number of unanswered questions
- For each of the chapters, the chart indicates how many questions were answered correctly and how many incorrect answers were given.



## 5. EXTRA MATERIALS

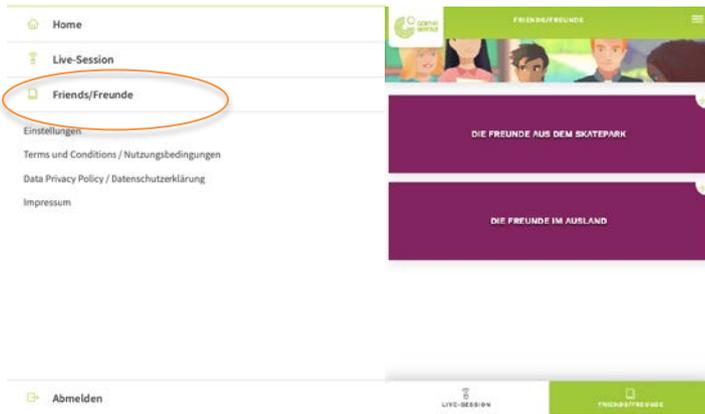
Alongside the game, the GQC-Team has produced extra materials under the section FRIENDS/FREUNDE that can help prepare the class for a gaming session. The two chapters of extra materials help the teacher introduce the characters and topics of the game and help users familiarize themselves with the App and devices used.

The extra materials can be found in the App, and can be accessed directly by the students. Teachers do not have direct access to the extra materials through the Teacher Dashboard. The task and questions contained in the extra materials are designed for self-study: the student receives feedback directly while answering the questions.

The extra materials are divided into two chapters. The first chapter focuses on the five friends in Munich. A full profile for each of the characters is provided, accompanied with a set of true/false/not in the Text format questions. The second chapter focuses on the friends abroad which are mentioned in the third and fourth *Focus Phase* of the game. Along with a full profile of the friends abroad, the various countries mentioned in the game are presented. The choice of the countries in the project correspond to the countries of the project partners. Each profile is accompanied by a set of true/false questions. The teacher should plan a whole lesson hour to make sure that the students can try out both chapters of the extra materials.

### Accessing the Extra Materials (FRIENDS/FREUNDE SECTION)

To access the extra materials, choose the FRIENDS/FREUNDE tab at the bottom of the screen. Alternatively, students click on the three bars on the top right, as if accessing the menu. The students choose FRIENDS/FREUNDE and download the two chapters of the extra materials. By clicking on either chapter, the student can start swiping through the tasks and questions. The content of these chapters centre around getting to know the five friends from the skate park (Die Freunde aus dem Skatepark) similar to chapter 1 of the game, and learning more about Europe and the countries mentioned in chapters 3 and 4.



## **6. FAQs and TROUBLESHOOTING**

### **Who can use THE GERMAN QUIZ CHALLENGE?**

The GERMAN QUIZ CHALLENGE has been designed to enable schools to evaluate the German language skills of students aged 13-16.

### **How much does the game cost?**

The Game is free of charge. The App can be downloaded from the Apple or Google Play Store. For the Teachers to register, a link is provided.

### **Where can I find the game?**

The App to access the game is available on all Apple and Google Play Stores. Access to the Teacher Dashboard is granted through the following link:

**[gqc.app.ovosplay.com/admin/](http://gqc.app.ovosplay.com/admin/)**

### **Where do I register as a teacher?**

Teachers register through the following link: **[gqc.app.ovosplay.com/admin/](http://gqc.app.ovosplay.com/admin/)**. At registration, teachers are asked to insert a full name, an email address and to set a password.

### **How long is the game?**

The teacher can choose from different versions of the game of differing lengths by selecting a different blueprint when setting up the session. These include a minimum of one chapter and a maximum of four. The entire gaming session (including set-up) should take around an hour.

### **How often can I play the game with my students?**

We recommend playing the game twice in a school year, once at the beginning and once towards the end, in this way, the results are easily comparable and a progression can be seen.

### **Are the tasks always the same?**

The tasks in the Focus Phases are always the same and remain in the same order. A shuffling function makes sure that the questions in the Team Challenge are different for each gaming session.

### **How can I prepare the pupils for the game? Is there a list of vocabulary that you could send me?**

Yes – there are supporting materials, including a vocabulary list which has been produced by the Goethe-Institut. A full script of the game is also available online. Please check the German Quiz Challenge section of the Goethe-Institut website for more details.

### **What kind of data is being collected for the game?**

Content data of the results is collected during the game, along with the information inputted by the students and teachers when registering. For this reason, participants should choose a nickname, temporary email address, and avatar. For more information, please see the Data Protection Policy.

### **What happens to the data after the game has been completed?**

The data named above and in the Data Protection Policy is stored until the user decides to delete their account, or informs the Goethe-Institut via [teacher-services-london@goethe.de](mailto:teacher-services-london@goethe.de) that the account should be deleted.

### **What are the minimum system requirements for playing THE GERMAN QUIZ CHALLENGE?**

For teachers:

- A laptop or desktop computer running Windows (7 or above) or OSX (not tested on Linux)
- An internet connection (The traffic of the game is low. If the connection works for surfing the internet then it is sufficient for the Teacher Dashboard).
- An updated version of a modern internet browser: Firefox, Chrome, Edge, Safari, but not Internet Explorer!
- A TV or projector connected to the computer (able to display a browser window)

For students playing the web version:

- A smartphone or Tablet running either Android (Version 7 or higher) or iOS (Version 11 or higher)
- Internet connection (The traffic of the game is low. If the connection works for surfing the internet then it is sufficient for the game to run.
- Headphones

### **My students are struggling to move through the questions. What can I do to help?**

The swiping direction is automatically set to go from left to right. Some students intuitively swipe right to left. For this reason, the gaming technology has the option to choose the swipe direction. This can be altered in the EINSTELLUNGEN section of the app (go to the menu button which has three lines at the top right of the screen, and click on the slider "Invertiere die Wischrichtung").

### **My students want to change their nickname and password. How do I do this?**

The nickname and password can be altered in the EINSTELLUNGEN section of the menu. Passwords can be recovered if an email address was given during registration. If not, the student should simply re-register for the game. Avatars can also be altered via the EINSTELLUNGEN section.

### **What can I do if my students experience technical problems during gameplay?**

Depending on the kind of problems you are experiencing, a good solution is often to refresh the game: you can restart the app during gameplay, or refresh the web page running the game. Don't be afraid of refreshing the game - the session will not be lost! After starting up, it will automatically continue from the last point.

Please also check our minimum system requirements and our setup guide to avoid errors caused by your local hardware or system setup.

If you keep experiencing a problem, please contact us directly, we are here to help.

Contact for questions: [teacher-services-london@goethe.de](mailto:teacher-services-london@goethe.de),