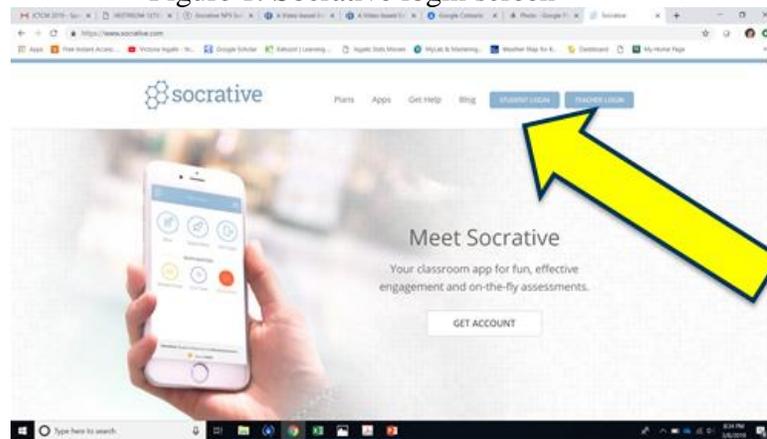# SOCRATIVE APP FOR ACTIVE STUDENT RESPONSES

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This presentation begins by showing you my motivation to engage people in their learning. I have five wonderful daughters, and I want to make sure that the students that I teach get the amount of care and classroom attention as if they were my own children. I find that expending the energy necessary to engage students in their learning, appreciating their short attention spans, and providing opportunities for them to re-engage digitally helps them maximize their chances for success. I do this with a smartphone app called Socrative Student. The software is also offered for real-time use through the website www. socrative.com.
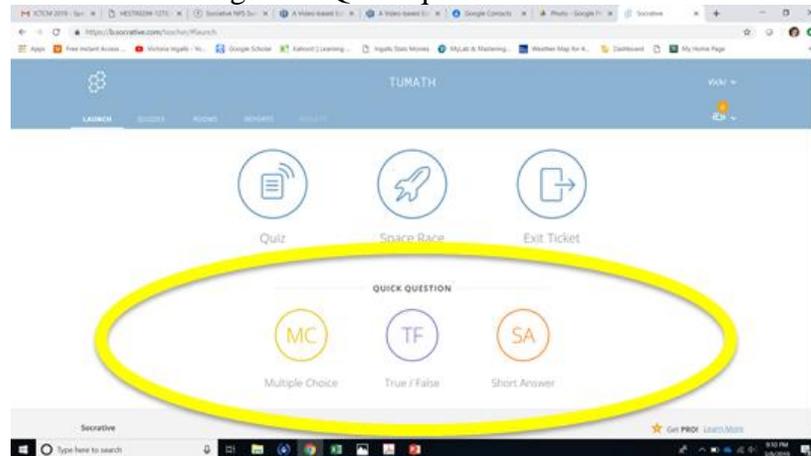
For the first part of the presentation, I want you to pretend that you are a student who needs to be engaged, just like my children and my students. Please go to www.Socrative.com and choose the student login. As students you can see that there is no need to sign up for an account. The "room name" is provided to you by the instructor.

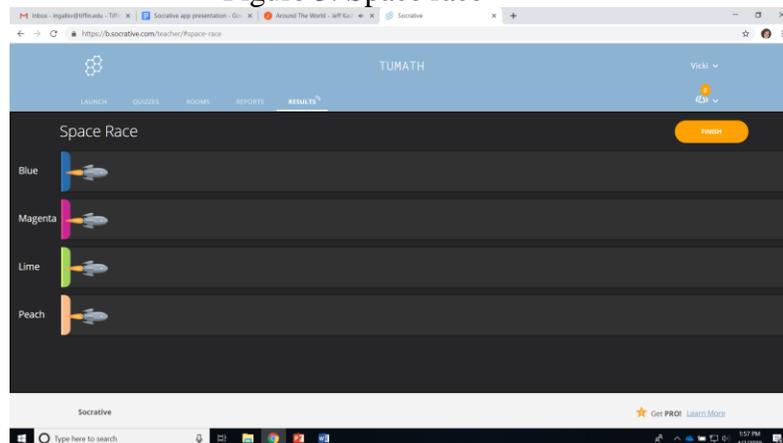Figure 1: Socrative login screen

Now, answer this question: how many classes do you teach each term it each semester? This multiple-choice question has live results on the screen, viewable by all. Our next question is a True/False type; please tell me if this is your first ICTCM conference. Again, you can see the results on the screen, but also note that you retained your anonymity. No one knows who is who, despite having 25 Socrative participants in the room. As the last "quick question, an open-ended version, please tell the group what university or company you are from. I use this open-ended type of quick question the most frequently during a class session. When teaching math with Socrative, I can re-engage the students by asking an "on-the-fly" question and informally evaluate if the students are understanding the material.

Figure 2: Quick questions

Beyond just the quick (and often unplanned) class session questions, another feature of the Socrative software and app is the "Space Race." Again, pretend that you are a student. After joining the room again, the Socrative app will randomly assign you to a color group. The color will be at the top of your smartphone above the question. To continue practicing the student's viewpoint, please group yourself with people who also have the same color, whether it be blue, yellow, magenta, lime green, etc. You may choose to each look at personal screens showing the questions, discuss/collaborate, and each push the agreed-upon answer, or you may opt to gather around one person's screen, talk about the answer, and then have only one person click in. As in the case of the quick questions, participants can watch these results live on the screen to determine the winner of the "Space Race."

Figure 3: Space race

As a student, you may be asked for an exit ticket. Pre-programmed into the software, this option of Socrative asks three questions:

    1) How well did you understand today's material?
    2) What did you learn in today's class?
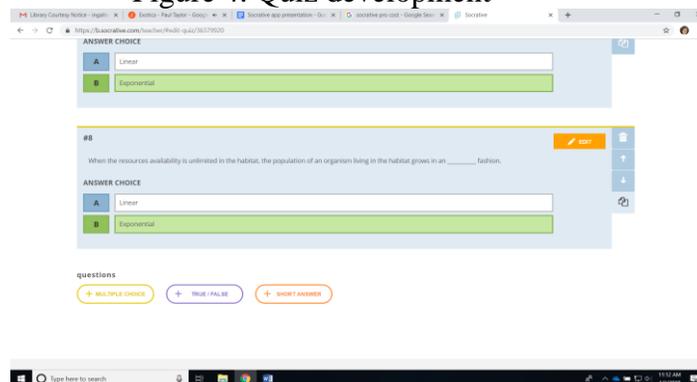   3) Please answer the teacher's question.

Similar to the all of the quick questions and the space race, all of these results are saved in the reports function of the software and/or exported as an EXCEL file to be accessed and graded later.

Switching perspectives to look at the software from the instructor point of view, revisit each of the Socrative features with a professorial lens. The app only allows for up to 50 users in any one room at a time for the free version. This means if you teach for classes of 25, they can all use the free version, since they are accessing you "room" at different class times. However, if you teach a class section that has 100 students, you would need to buy the pro version of the app. The current cost for the pro version is $59.99 per year.

Knowing these things, please go back to www.Socrative.com and choose teacher login to set up an account. You may also opt to download the Socrative Teacher app to open the account and set up login credentials. The developers only ask for your name and email, so the login is quickly attained. As an instructor, please once again click through the quick questions. For instance, on the home screen you see a variety of icons. Socrative refers to this as the launch page, once again showing the multiple choice, true/false, and short answer formats. There are also quizzes that serve as a repository for anything you have built ahead of time, as well as a place for different "rooms" to separate and access separate class sections if you choose to do so. I choose to have all mine as one class.
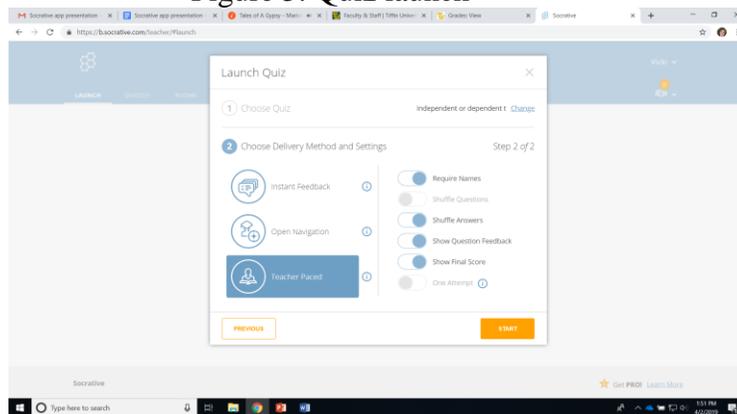
Another instructor option is the quiz function. Inside the quiz tab, you would click on add quiz, create new or import, change the name from untitled quiz to a more descriptive name, and then choose the type of question you want to ask first. For instance, if I click on multiple-choice, I am able to add a picture and or question then put in potential answer choices. Next, mark the correct answer(s). You may also opt to provide an explanation of the correct answer. Click save. Next, add another type of question. I can once again choose from multiple-choice, true false, or short answer question types. If you want to duplicate a previously-saved question, click the double page icon in gray on the far right edge of the screen. After saving the question, it can also be re-ordered by choosing the up and down arrows. When all questions are completed, click on the save and exit button. Your created quiz will now show in the quiz tab for you to use from the launch screen as either a space race or formative/summative assessment quiz.
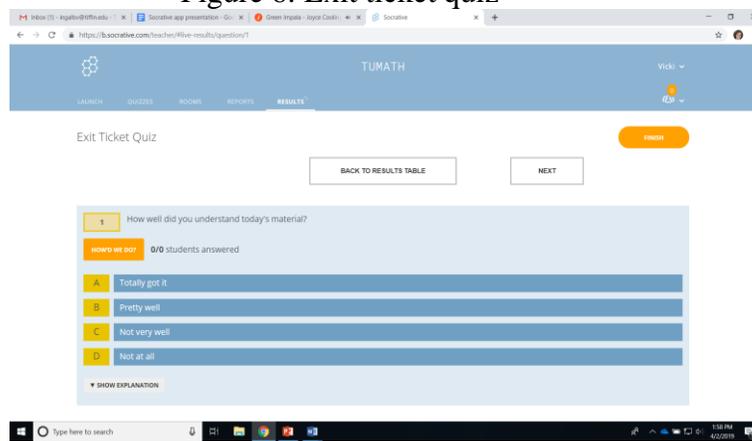
Figure 4: Quiz development

When giving students the electronic quiz with Socrative, you have the choice of using any developed quiz with instant feedback, open navigation by the students, or a teacher-paced quiz. Additionally, there are toggle buttons to require names, shuffle questions, shuffle answers, show question feedback, show final score, and/or to limit the number of attempts. Some quiz formatting choices toggle automatically based the type of delivery method. For instance, if I opt for an instant feedback quiz, "require names" and "show question feedback" are automatic but I may deselect them. Likewise if I choose "open navigation," students' names are automatically required but can be deselected if I want the activity to serve as a formative student experience rather than a summative grade. Lastly, teacher-paced quizzes will need the students to have their questions in the same order, but you could still shuffle answers, allow feedback comments to students, and/or show the final score. Once the quiz type and options are appropriately chosen, click start. Please note that setting up the options in real time on the screen in front of students takes just mere seconds of class time.

Figure 5: Quiz launch

The last option of Socrative is the exit ticket, as explained above. Students can progress through this 3-question activity on their own pace. The results can also be saved with names or without and allows for export to allow for future grading.

Figure 6: Exit ticket quiz

In conclusion, I have been using the Socrative app for approximately 4 years and have published and presented research studies concerning its effectiveness in the classroom. From the first point of contact with the software, I was able to immediately implement the activities directly into the seated classroom with just minutes of experience. As you have seen in this presentation, the learning curve for this technology is not steep at all so I hope that your students find higher degree of engagement and classroom success in your mathematics classrooms with it. Since neither the smartphone app nor the website are content-driven, they may implanted into any classroom. My hope is that you will share your experiences with your colleagues to increase student engagement and success with any subject matter. If there are there any questions, my email address is Ingallsv@tiffin.edu. Please contact me if you would like more information.