

Course/Topic: STLD/ **Combinational circuits**

Course Outcome:

Activity Chosen: Quiz

Faculty: M.U.Suseela

Quiz:

A quiz can be defined as a game or brain teaser to test knowledge. It can contain an element of competition when participants play against each other to get the highest score, which helps participants become more engaged. The quiz consists of a large variety of Question types, including multiple choice, true-false, short answer and drag and drop images and text. These questions are kept in the Question bank and can be re-used in different quizzes.

Learning Outcome: The students will be able to understand the different functionalities of Combinational• Logic Circuits.

Justification for choosing the topic using Quiz activity:

The present study attempts to introduce quiz as an innovative learning method. A quiz is a quick way of gathering information on how well our students are meeting their learning objectives. Quiz is like simple intervention and it can make a significant improvement in the knowledge of engineering students and help them to develop interest in Combinational Logic Circuits.

Implementation(Plan & Execution):

Quiz is one of the assessment tool with the following characteristics:

1. Specific questions are asked, specific answers are required; either in a word or in a couple of sentences.
2. The correct answers are pre-determined, not affected by students opinionating or reasoning.
3. The exercise is conducted in a controlled, monitored framework (a classroom or an online quiz area), usually within a short time limit.

In my subject quiz was conducted for Unit-II Combinational Logic Circuits at the completion of unit through Google forms. 20 questions are posted to the students College email id using Google forms. The students are answered the Questions within a week.

Benefits:

The quiz was conducted with multiple choices. The answers reflect the students' understanding, ability to recall, as well as the ability to apply a concept learnt in the class. Fairness is implemented in the objective nature of the quiz, i.e students do not feel that they are being judged by a different measure than that of any other student. Students can display their knowledge by overcoming certain difficulties faced by them by a paper assignment for eg. Language skills, paper anxiety, viva anxiety, word limitations etc. After the quiz, students gain knowledge by learning the correct answers to any questions they missed, can highlight the areas requiring improvement or reconsider their study habits



Challenges:

Few students take more than the time given for this activity

Reference:

M. Morris Mano and Michael D. Ciletti, "Digital Design", 5th Edition, Pearson, 2014. • CO2: The students will be able to design and implement various combinational digital circuits using logic gates.