Summative Assessment

As it's important in education to be able to evidence what students have learnt. **Frog**Play's self-marking assessment approach provides a simple, yet effective way of evaluating student understanding, in a well-constructed environment.

- ☑ **Frog**Play provides the ideal mechanism to create high stakes summative assessments such as, end of unit or end of stage testing.

- ☑ The powerful learning analytics within **Frog**Play allow summative assessments to be compared against a number of standards such as bespoke groups, classes and school year.

- ☑ Using **Frog**Play's progress measuring tools, data from summative assessments can be applied formatively when students or teachers use it to guide efforts and activities.

- ☑ **Frog**Play provides a consistent framework for summative and formative assessments across all subjects areas, providing high stakes to key stakeholders.

"My son mastered the maths quizzes and would challenge himself to do harder questions. Combining this with gamification made it exciting."

Parent of **MOHAMMED HAAROON HUSSAIN**
Westminster Primary

frog

Would you like to engage students and enrich homework tasks?

Then you should see **Frog**Play in action! Book a demonstration with a Frog expert to discover how you can reduce teacher workload and engage your students.

GET IN TOUCH

www.**frog**education.com

hello@**frog**education.com

+44 (0)1422 250 800

FrogPlay

We'll help you engage students, enrich homework tasks and save thousands of hours of teachers' time

FrogPlay

Engaging pupils outside the classroom

Save teachers' time and deliver a totally **unique learning experience** using over 300,000 curriculum mapped quizzes to engage pupils.

- Reduce teacher workload - choose from over 300,000 pre-built curriculum mapped quizzes

- Access comprehensive question level analysis on students' usage and subject attainment

- Apply gap analysis to identify weaknesses and provide opportunities for effective feedback

- Quickly create or tailor topical quizzes using a variety of different questions types

- Include video content to support learning in Maths and English (KS1-4)

- Encourage students with reward based gamification in an engaging and competitive environment.

"*We've seen tremendous engagement and progress made by students across all quizzes. We now have a sustainable whole school homework strategy that everybody is engaged with.*"

DAVID POHL
Deputy Headteacher
Yardleys School

Engage Learners and **Extend Learning**

Alongside a range of tasks to support variation, **FrogPlay** boasts a unique games based approach, proven to encourage independent learning in a motivating environment.

300,000+ Pre-built resources to reduce workload

Using **FrogPlay** teachers gain access to a wide range of pre-built content, instantly removing the need to create homework topics from scratch. Pupils can lead their own learning whilst teachers can rapidly set comprehensive homework tasks.

Flip the classroom to focus learning

It's easy to implement flipped learning and maximise contact time with **FrogPlay**. Simply select a pre-built quiz to test knowledge ahead of a classroom lesson and adapt content to address learning needs. Quickly identify those individuals requiring additional support and tailor homework accordingly.

Motivate pupils through games-based quizzing

FrogPlay encourages pupils to learn beyond the classroom. The powerful quiz engine automatically releases new gameplay on successful completions. This motivates students to answer more questions which improves their worldwide leaderboard position and status. The extra learning serves to generate richer data on a student's strengths and weaknesses.
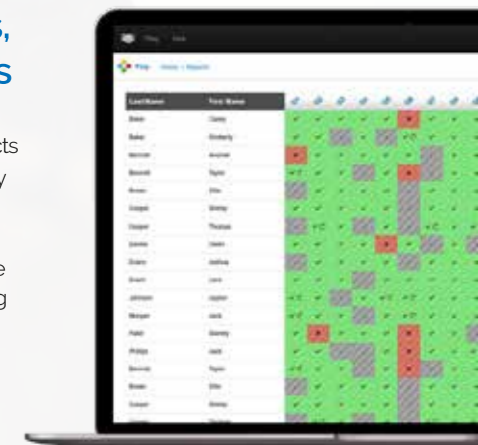
The more they learn, the greater the play!

Learners in one academic year showed
8.6%
Average result improvement*

One hour of usage each week resulted in
13.5%
Improvement in results*

*Source: Frog Impact Report

Works on mobiles and tablets

Powerful reports, powerful insights

With deep insight into all aspects of **FrogPlay**, teachers can easily identify where to focus their effort, whilst middle and senior leaders can ensure compliance with the schools' home learning policy, check completion rates, and assure quality of tasks set.

Gamification Rewards

Get students excited about completing revision and homework in an engaging and competitive environment. Incentivise independent learning with reward based gamification.

12
Question types

OVER
100
Games to choose from

12
Report types

Find out more and book a demo online...

frogeducation.com/**play**