



<https://igrainternet.ru/vic2/?section=en&lang=en>

Quick access

To load the Quiz, sign in or create an account on the “Study the Internet – Govern It” website <https://igrainternet.ru/>. Then:

- open Games and trainers in the site menu;
- find the Quiz block and open it.

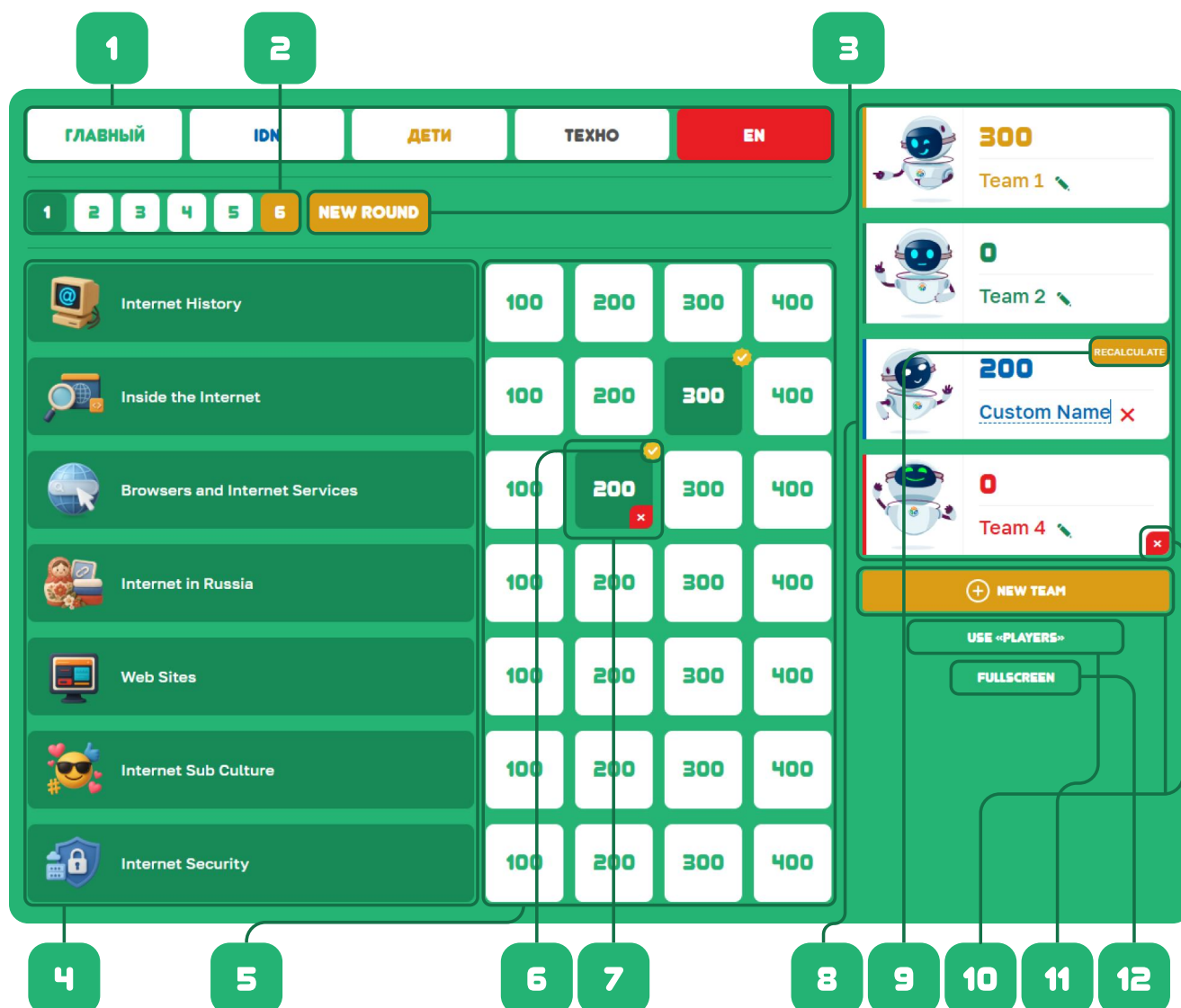
The Quiz is an offline tool of the “Study the Internet – Govern It” project. It can be used as an interactive activity at events, at the end of a lesson, or as a warm-up during the main part of a lesson.

One Quiz round can include 3 to 10 players (a “player” may be an individual participant or a team; the host decides the team size based on the goals of the game and the number of people who want to play).

By default the board shows 3 “Player” or “Team” cards. If needed, the host adds cards with “New player” or “New team”.

The Quiz can also be used as a lightning round for everyone in the room. The first person to raise a hand answers. After a correct answer, that listener chooses the next question (category and difficulty). After an incorrect answer, the right to answer passes to another listener.

Let's look at the Quiz elements:



1 Quiz section:

- The **EN section** checks knowledge of how the Internet and digital technologies work, in English. It consists of 6 rounds of 28 questions each.

2 Rounds of the EN section. Rounds are numbered. You can start from any round. Each round has 7 topics with 4 questions.

3 The "New round" button. It resets scores and played questions in all rounds of the EN section. The previous score cannot be restored. After the reset, rounds can be started again.

4 Question topics. They may differ depending on the round number inside the EN section.

5

Round questions. Questions are arranged by difficulty: from 100 points for the easiest to 400 points for the hardest. Questions are not repeated across rounds.

- A white cell means the question is available.
- A green cell means the question has already been played.

6

A yellow "v" on a question cell means the player answered correctly and received the points. No mark means the answer was incorrect.

7

A red "x" on a cell returns the question to the game and removes the points awarded for it. The option is available **only** until the next question is opened: as soon as a new question is opened, the previous action can no longer be undone — the cross disappears.

8

Player cards. Each card includes:

- a scoreboard;
- a field for a player name or team name; the name can be changed with the pencil icon.

The game starts with 3 cards — they cannot be deleted. The number of cards can be increased to ten.

9

The "Recalculate" button. It corrects the last points award — it takes points from one player and gives them to another who answered correctly.

- **When it appears:** right after points are awarded to a player.
- **When it is available:** only until the next question is opened. After "Show answer" is pressed, the previous result cannot be changed.

10

The "+ New team" / "+ New player" button adds a "Player" or "Team" card to the board.

- **Deletion:** starting from the fourth card, each new card has a red "x" that removes the extra card from the board.
- If the removed player already had points, those points are cleared and the related questions become white again — they can be chosen once more.

11

The “Use players” / “Use teams” button. It labels the people playing as teams or players: the cards show “Team 1” or “Player 1”. Names the host has already typed on the cards are not removed.

12

The “Fullscreen” button. It expands the board on a computer (this button is not shown on a smartphone or tablet). Leave fullscreen with “Exit fullscreen” or the Esc key.

When planning a Quiz as part of a lesson, organizers may adjust the rules.

General information

Anyone may take part, with no age limit. The Quiz module is available only to a signed-in user of <https://igrainternet.ru/>. The host does not answer the questions.

Questions are grouped by topic and by the points awarded for a correct answer. Players have 15 seconds to answer. For clarity, the host may start the timer by clicking the matching icon. When the time is up, the player must give an answer. If the answer is incorrect, the turn passes to the next player in order. Points are awarded for a correct answer.

The maximum possible score is shown on the question buttons. Points add up within the selected round. Points do not carry over from one round to another.

To start the rounds again, press “New round” in the top-right corner of the board. Scores and played questions will reset in all rounds of the EN section.

Running the Quiz

To become a Quiz host, register or sign in at <https://igrainternet.ru/>.

The Quiz is in Games and trainers and can be opened from the site menu or via <https://igrainternet.ru/vic2/?section=en&lang=en>.

Load the Quiz once while online — after that the game works without a network. If the connection is lost, do not switch to the Russian-language sections: each such switch reloads the page from the network and will break the offline session.

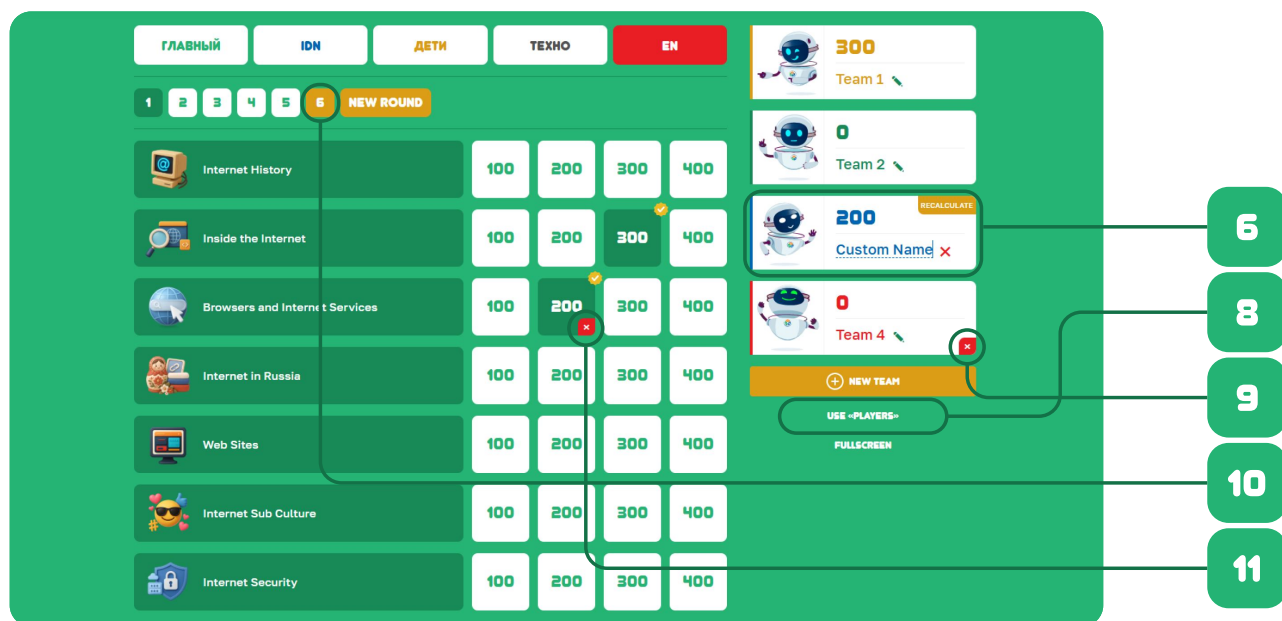
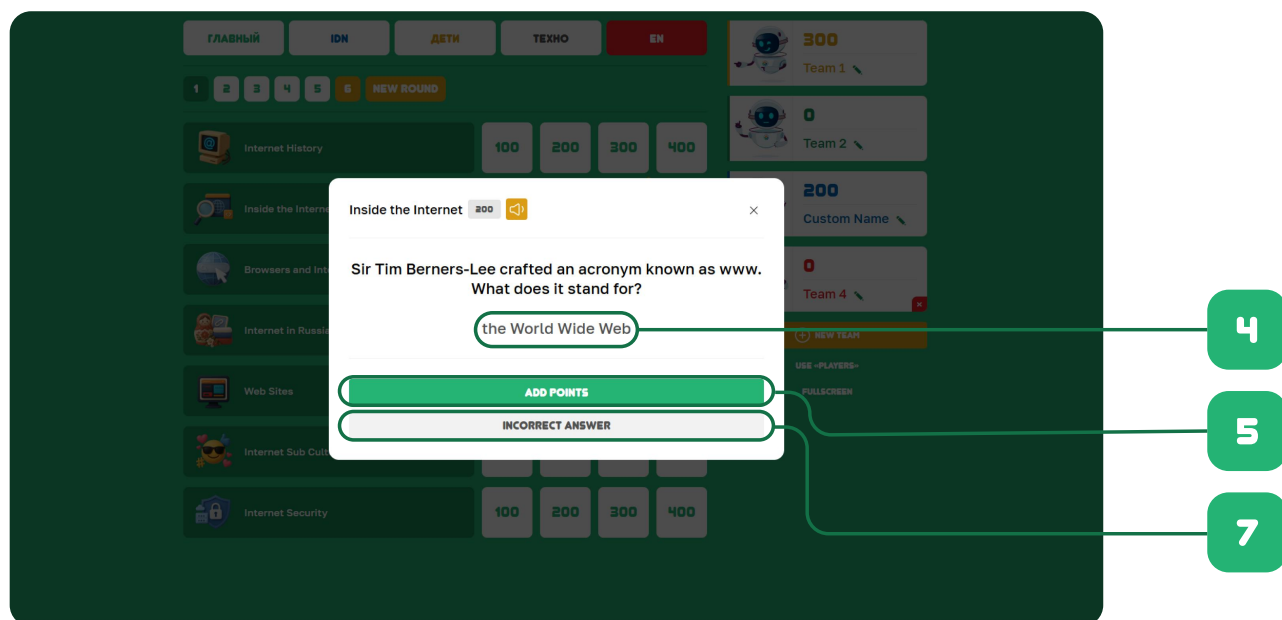
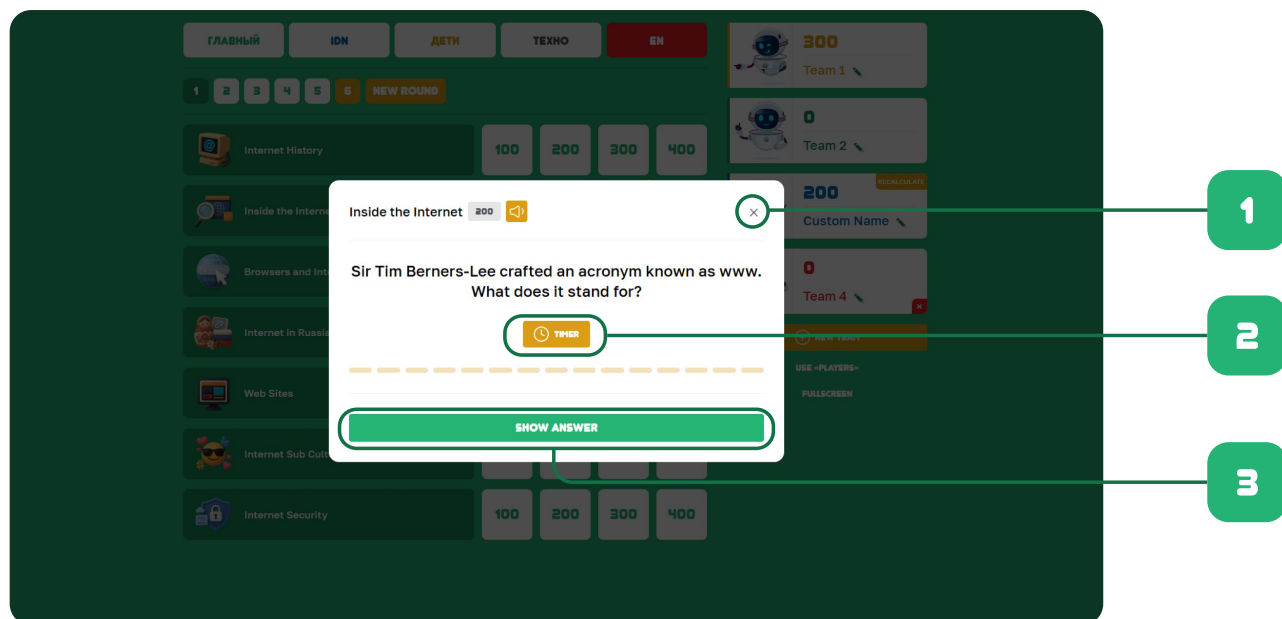
If you already know which EN round you need, open that page directly. The EN version has its own independent pages for each round.

The EN player list is separate from the Russian-language sections and is not synced with them.

To start the game:

- open [the Quiz module](#) in the site menu (Games and trainers – “Игры и тренажеры” in Russian);
- in the module, stay in [the EN section](#);
- choose the round number;
- the player chooses the topic and the point value;
- the host opens the question with one click on 100, 200, 300 or 400 in that topic’s row.

This sequence opens the question window:



1

The cross closes the question window, for example if nobody is ready to answer or you need to return to the board.

- Until the host presses "Show answer", the cell stays white and the question can be opened again.
- If the host pressed "Show answer" and then the cross, the same window can be opened again to award points or mark an incorrect answer; until one of those actions is done, a new question will not open.
- After "Add points" or "Incorrect answer", the question cell becomes green / inactive.
- If the answer is incorrect and the question window is still open, the right to answer can be passed to another participant (a lightning round).

2

The stopwatch icon starts the timer — a 15-second countdown for players. The countdown is shown with an orange progress bar. During the countdown the host can stop the timer ("Stop") or start it again ("Timer"). Music plays in the background; the sound in the question window can be turned off with the matching icon.

3

The "Show answer" button lets the host check the player's answer.

4

The answer appears in the same window as the question, in a lighter typeface.

5

The "Add points" button. The host presses it if the player answered correctly. The question cell becomes green / inactive. A yellow "v" appears on the cell (points have been awarded) and a red "x" (to reset the result if the button was pressed by mistake).

6

To award the points, the host must click the chosen player's card. If "Add points" has already been pressed but the player card has not been clicked, another question will not open — the system will ask to finish awarding first.

7

The "Incorrect answer" button. The host presses it if there is no correct answer. The question cell becomes green / inactive. Only a red "x" appears on the cell (to reset the result if the button was pressed by mistake).

8

The “Use players” / “Use teams” button. It switches the labels on the player cards. Names the host has already typed are not removed.

9

A red “x” on a player card (from the fourth card on) deletes the card. Points awarded to that team are removed, and the related questions become white again — available to choose.

10

If a round button is orange, choosing that round may open a short note.

11

A red “x” on the last question cell returns that question to the game.

The Quiz interface is simple and intuitive: it works well in class and for homework on a smartphone. It is a practical tool for a teacher — to introduce a topic, practise it, and check what students have learned.