

# Educators Pre Questionnaire

Thank you for participating in this study. This questionnaire should take less than 5 minutes.

EngAGe is a tool that will allow you to make the most of using educational games in your classroom. And, participating in this experiment, you will have access to some educational games that you are free to use in your teaching!

How it works:

1. First, complete this short questionnaire.
2. Go to <http://engage.yaellechaudy.com/documentation/tutorialTeachers> and follow the tutorial to learn how to use the tool
3. Use any of the games and tools freely for as long as you want
4. Complete the post questionnaire to let me know what you think of the tool

Many thanks!  
Yaelle

\*Required

## Demographic Information

**Email adress \***

**How old are you?**

**Are you male or female? \***

**What is your nationality?**

**What do you teach? \***

- Reading, writing and/or literature
- Mathematics
- Science
- Social studies
- Foreign language
- Technology
- Arts
- Physical education
- Other:

**What level do you teach \***

- Pre-primary



|  | Strongly disagree     | Disagree              | Neither agree nor disagree | Agree                 | Strongly agree        | I don't know          |
|--|-----------------------|-----------------------|----------------------------|-----------------------|-----------------------|-----------------------|
| Lack of time for you to research available games   | <input type="radio"/> | <input type="radio"/> | <input type="radio"/>      | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| The games provide very little information about how your students learn                        | <input type="radio"/> | <input type="radio"/> | <input type="radio"/>      | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |
| The games provide very little information about how long and how many times your students play | <input type="radio"/> | <input type="radio"/> | <input type="radio"/>      | <input type="radio"/> | <input type="radio"/> | <input type="radio"/> |

**Please list any other limitations that you can think of**

**How would you use computer games in your classroom? \***

|  | Absolutely not        | No                    | Maybe                 | Yes                   | Absolutely            | I don't know          |
|--|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|
| As optional homework                         | <input type="radio"/> |
| As compulsory homework                       | <input type="radio"/> |
| As a break/free time activity                | <input type="radio"/> |
| During the class, to practise current notion | <input type="radio"/> |
| As an assignment (for assessment)            | <input type="radio"/> |

**Please list any other ways you would use computer games in the classroom.**

**Grade the following question: Do you trust a game's assessment?**

All of your students achieved a good score in a game related to your lesson. Would you consider the notion learnt and move on to the next?

- 1 - No, I would still give the students a paper-based test.

- 2
- 3 - No, I would ask the students questions in class before moving on.
- 4
- 5 - Unsure / Average
- 6
- 7 - Yes, but I would ask a few questions at random before.
- 8
- 9 - Yes, I would totally trust the game.

**Comments**

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