CREATE GOOGLE FORM

| Module III	Course Testing Business Ideas	Topic 4 Experiments	Lesson 2 Discovery Experiment

Activity

- **Short Description**: In an individual activity, each student should create a Google Form for the topic of interest.
- **Methodology**: Research-based learning
- **Duration:** 1h
- **Difficulty (high - medium - low)**: Low
- **Individual / Team**: Individual
- **Classroom / House**: House
- **What do we need to do this activity?**
    - **Hardware** (Computer)
    - **Software** (Web browser)
    - **Other resources** (None)

Description

- **Text description**: Once when the lesson is presented by the teacher, each student should create a Google Form for the topic of interest.
- **illustration**:
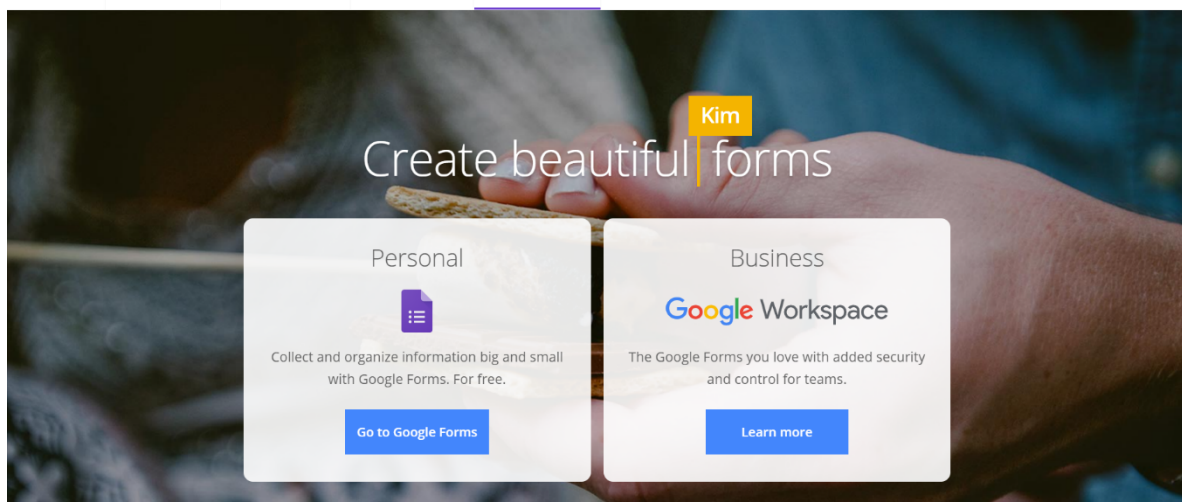
Instructions

1. STEP 1: Set up a new form
2. STEP 2: Edit and format a form
3. STEP 3: Send your form for people to fill out

Expected outcomes

- Students will learn how to make their own Google Form as one type of experiment.

This activity can be used in other (module, course, topic, lesson):

- **Module III, Testing Business Ideas, Topic 4, Lesson 2**

DIGICOMP (Competences developed): *Interacting through digital technologies, Sharing through digital technologies*

ENTRECOMP (Competences developed): *Creativity, Learning through experience*

ANNEX:

DIGCOMP	ENTRECOMP
1. INFORMATION AND DATA LITERACY 1.1 Browsing, searching and filtering data, information and digital content 1.2 Evaluating data, information and digital content 1.3 Managing data, information and digital content	**1. IDEAS AND OPPORTUNITIES** 1.1 Spotting opportunities 1.2 Creativity 1.3 Vision 1.4 Valuing ideas 1.5 Ethical and sustainable thinking
2. COMMUNICATION AND COLLABORATION 2.1 Interacting through digital technologies 2.2 Sharing through digital technologies 2.3 Engaging in citizenship through digital technologies 2.4 Collaborating through digital technologies 2.5 Netiquette 2.6 Managing digital identity	**2. RESOURCES** 2.1 Self- awareness and self- efficacy 2.2 Motivation and perseverance 2.3 Mobilizing resources 2.4 Financial and economic literacy 2.5. Mobilizing others
3. DIGITAL CONTENT CREATION 3.1 Developing digital content 3.2 Integrating and re-elaborating digital content 3.3 Copyright and licences 3.4 Programming	**3. INTO ACTION** 3.1 Taking the initiative 3.2 Planning and management 3.3 Coping with uncertainty, ambiguity and risk 3.4 Working with others 3.5. Learning through experience

4. SAFETY 4.1 Protecting devices 4.2 Protecting personal data and privacy 4.3 Protecting health and well-being 4.4 Protecting the environment	
5. PROBLEM SOLVING 5.1 Solving technical problems 5.2 Identifying needs and technological responses 5.3 Creatively using digital technologies 5.4 Identifying digital competence gaps	