

## **Cyber Savvy Survey**

### **Instructions for the facilitator:**

*Cyber Savvy* is a series of interactive web-based activities that reinforce instruction in the *Consumer Savvy* program for grades 4-12.

Students should be able to complete the activities for their grade level in less than 30 minutes. Each activity provides directions for playing. This survey will help us to evaluate whether *Cyber Savvy* activities are easy to use, instructional, and fun. You may copy and distribute the survey below to students, or ask the questions verbally, and then record student responses.

Please forward the completed surveys to Rebecca J. Travnichek, Andrew County Extension Center, PO Box 32, Savannah, MO 64485.

Thank you for helping us make these activities and this web site more fun and interesting for youth.

**Grade Level:**      **4-5**              **6-8**              **9-12**      **(please circle the level of the games you played)**

Please circle your choice/answer to each statement below.

1 = Yes                      2 = No                      3 = Not Sure

- |  |   |   |   |
|--|---|---|---|
| 1. The activities were easy to learn.  | 1 | 2 | 3 |
| 2. I understood what I needed to do to complete each activity.                         | 1 | 2 | 3 |
| 3. I liked the colors and design of the activities.                                    | 1 | 2 | 3 |
| 4. The sound effects helped me know whether my answer was right or wrong.              | 1 | 2 | 3 |
| 5. I liked the voices used.  | 1 | 2 | 3 |
| 6. I understood what the different buttons were for.                                   | 1 | 2 | 3 |
| 7. The activities helped me remember what I learned in the <i>Consumer Savvy</i> book. | 1 | 2 | 3 |
| 8. The activities were interesting.  | 1 | 2 | 3 |
| 9. Receiving points for correct answers made the activities more fun.                  | 1 | 2 | 3 |
| 10. I would recommend these activities to my friends.                                  | 1 | 2 | 3 |

**If you answered "No" to any question above, please tell us how we could make the activities better.**

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