

How to Enable Negative Marking in Quizzes

You can motivate your learners to think carefully before answering questions by using negative marking in your quizzes. By penalizing wrong answers, you discourage random guessing and help learners to focus on getting answers correct the first time and avoid hasty responses. Conversely, you can also [award learners bonus points](#) for meeting or exceeding certain test parameters.

With negative marking enabled, the lowest score that anyone can get is still zero and never negative. However, you can also do negative marking with [custom grading](#), as it allows you to set points to be added or subtracted for every answer option. This means you can set it up such as +1 points are allocated when option A is selected, while -1 is allocated when option B is selected.

Follow these steps to assign negative marks to quiz questions:

Step 1: Navigate to "Settings" -----> "General Settings," and select "Assign points to each question" for the Scoring option. Click "Manage Point Assignment" to assign points to each question.

Radio Knowledge Test

[General](#) [Security](#) [Notifications](#) [Price](#) [Theme](#) [Social Media](#)

Score & Time

Scoring:

Assign points to each question ▼

[Manage Point Assignment](#) ⓘ

Assign total points to the quiz

Assign points to each question

Time to Complete Quiz:

Step 2: Enable "Negative Marking," and assign positive and negative points to each question. Click "Save" to secure the changes.

Assign points to each question

Grading Type: Regular Grading Negative Marking: Assign Tags:

Questions	+ Points	- Points
Q. 1: Injury Accident(Squad Dispatched)	<input type="text" value="3"/>	<input type="text" value="1"/>
Q. 2: Fire	<input type="text" value="3"/>	<input type="text" value="1"/>
Q. 3: Suspicious Person/Vehicle	<input type="text" value="3"/>	<input type="text" value="1"/>
Q. 4: OFFICER DOWN/OFFICERS NEED IMMEDIATE HELP	<input type="text" value="3"/>	<input type="text" value="1"/>
Q. 5: Non-Injury Accident	<input type="text" value="3"/>	<input type="text" value="1"/>
Q. 6: Come to the station (or given location)	<input type="text" value="3"/>	<input type="text" value="1"/>
Q. 7: See Complainant; Take Report	<input type="text" value="3"/>	<input type="text" value="1"/>
Q. 8: Telephone the Station (Ext. 2197)	<input type="text" value="3"/>	<input type="text" value="1"/>

Related Articles:

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[How to Show Scoring Based On Tags In Learners' Reports](#)

[How Does Automatic Grading Work?](#)