

Local Issues: Part 1

Practicing when it gets tough: small teams, isolated teams and midyear

1. Introduce ourselves, explain our involvement with quizzing
 - a. Tina
 - b. Tracie
2. Ideas for studying the scripture/devotions (~15 min)
 - a. Teaching the Scripture
 - b. Questions to guide the study
 - c. Small group reading/reflection
 - d. Getting quizzers involved in leading devotions
 - e. Opinion questions
 - f. Meet with another church group
3. Ideas for practice time (games/activities) (~15 min)
 - a. King of the Hill
 - b. Quizzer Quest
 - c. Quizzer Feud
 - d. Buttus-uppus Olympic quizzing
 - e. Power Quiz (using Power Quiz cards from Youthquiz)
 - f. Team speed drills
 - g. Quizzing scavenger hunt
 - h.
 - i. Freeze quiz
4. Ideas for trying to build the small program (encouraging new kids to join/new quizzers to keep quizzing) (~15 min)
 - a. Get parents involved
 - b. Get youth leaders and pastoral staff behind quizzing. Look at how teen quizzing can fit into the overall ministry goals for the church.
 - c. Welcome all levels of teen quizzers – from social quizzers to memorizers
 - d. Quizzer bonding/team-building
 - e. Children's quizzing program. Recommend pre-teen quizzing
 - f. Pastors vs. quizzers
 - g. Quizzing demo for youth group/Sunday school classes
 - h. Travel to tournaments – take interested kids with you
 - i. Teen quizzers who enjoy quizzing are the best tools for recruiting other quizzers
5. Q and A/discussion (~10 min)
6. Our info:

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Activity name: Buttus Uppus Olympic Quizzing

Purpose: To help quizzers work on their quiz jump and other aspects of quizzing in a fun activity.

Number of quizzers required: 3 or more quizzers

Number of rooms required: Recommend 1 room for every 8 quizzers

Time required: 30 – 45 minutes

Outline of activity: Many quizzers start out in teen quizzing with a large awkward jump. This activity can help quizzers work on their jump technique while having fun.

Quizzers start out on the jump seats as individuals. There are no teams for this event. Quizzers jump to answer questions. Instead of being counted correct or incorrect, they are judged on a scale of 1 to 10 in the following 3 categories:

Content of answer

Size of jump (smaller being better)

Speed and clarity of answer

Ideally there will be 3 different judges in a quiz room judging the 3 categories with the quizmaster judging the content category. A quizzer can be awarded a partial score for their content if they are partially correct. The 3 judges' scores are added up and that becomes the score for that quizzer on that question (ranging from 1 to 30). If you have more than 5 quizzers, each quizzer is only permitted to answer 4 questions per round, regardless of their scores. At the end of the activity candy bars (or other rewards) can be awarded to the gold, silver and bronze medalists.

Variations: Different categories could be substituted for the above categories, such as confidence of the answer or looking or not looking at the quizmaster while answering.

Observations: This activity provides a way for quizzers to work on their jump technique. Coaches can also use an activity like this to help quizzers change bad quizzing habits (ex. Slurring their answers, using an illegal jump, et.)

Activity name: Team Speed Drills

Purpose: A quick activity to help teams learn to react fast and work as a team

Number of quizzers required: 2 or more quizzers split into 2 or more teams

Number of rooms required: May need to have teams split out into different rooms to reduce the noise factor

Time required: 15-30 minutes depending on how well the quizzers know the material.

Outline of activity: Teams split out into different areas of a room with a coach or sponsor. Each coach is given the same number of quiz sets (3 or more). The sets should be unique between the different teams. When the leader starts the activity the coach will then start rapidly asking questions to their team. If a team misses an answer the coach reads the correct answer and comes back to that question later.

A team must correctly answer a set number of the questions in a round before advancing to the next round (i.e., 10, 12, or whatever is appropriate for the number of quizzers on the team). In addition, if there are 4 or more quizzers on a team, every member of the team has to answer at least two questions and no one team member is allowed to answer more than 6 questions in a round. The first team to successfully complete all the rounds wins the challenge.

Variations: When mixing teams from different divisions we will sometimes give teams in the lower divisions less sets of questions than the varsity teams. Also, the maximum number of questions answered by a quizzers can be adjusted as necessary based on the number of quizzers.

Observations: This simple activity provides a quick way for teams to go over a lot of questions in a short amount of time. The activity can help teams learn their strengths and weaknesses. This activity covers more questions in a smaller amount of time than most of the other quizzing activities.

Activity name: King of the Hill

Purpose: To encourage quizzers to compete against each other to get the top spots in a room.

Number of quizzers required: Anywhere from 3 to 30 quizzers

Number of rooms required: Recommend 1 room for every 6-8 quizzers

Time required: 30 – 45 minutes

Outline of activity: Place quizzers in a line on quiz seats. The quizzer on the left is in the king or queen seat and the quizzer on the right is in the lowest seat. I typically arrange quizzers so that the weaker quizzers are on the left and the stronger quizzers are on the right in the lowest seats. The goal of quizzers is to take over the king or queen seat. If splitting up into multiple rooms then I tend to group quizzers in rooms based on their quizzing ability.

If a quizzer jumps and answers a question correctly then they get to move up two chairs with the quizzers ahead of them moving down. If a quizzer answers a question incorrectly then they move down a chair. If there are 5 or more quizzers, they are given a limit on the number of questions they can answer in a round (correct or incorrect). I usually place a limit of 6-7 questions per quizzer depending on the number of quizzers in a room. This forces quizzers to strategically use their jumps.

Quizzers are sometimes given funny hats to wear if they are in one of the top seats in a room to designate them as king or queen. At the end of the designated practice time those quizzers in the top 3 seats receive a candy bar.

Variations: Have the quizzer roll a dice after a quizzer answers a question correctly. If the dice roll is a 1 or 2 the quizzer moves up one seat. If the dice roll is a 3 or 4 the quizzer moves up two seats. If the dice roll is a 5 or 6 the quizzer moves up three seats. This provides some randomness and fun to the activity.

If there are multiple rooms, start out with stronger quizzers in the lowest room and weaker quizzers in the highest room. Then see if quizzers can work their way through multiple rooms in the allotted time. If a quizzer answers a question in the king seat in one room then they get to replace the lowest quizzer in the highest room.

Observations: This activity is good for having quizzers of similar ability quiz against each other. The limit on the number of questions is designed to prevent one or two quizzers from getting all the jumps in an activity. However, It is also an activity that can be done with a smaller number of quizzers.

Activity name: Freeze Quiz

Purpose: To have fun in a different way that adds strategy to deal with unexpected situations.

Number of quizzers required: 4 or more

Number of rooms required: 1

Time required: 20 - 30 minutes

Outline of activity:

1. Teams will form their lineup and hand it in to the freezkeeper. Both teams must hand in their lineups before taking the seats.
2. Freeze quiz will begin as a normal round with normal jumping. Correct questions are worth 20 points and bonus questions are worth 10 points.
3. If a quizzer jumps and answers a question correctly then they get to "freeze" the quizzer on the other team sitting on the same numbered seat as them. The quizzer then can point at the quizzer across from them and say "Freeze", causing the quizzer to be frozen in place. (example – Jane is on seat 2 and answers a question correctly. Joe is sitting on seat 2 across from her. When Jane points at Joe and announces "Freeze" then Joe must freeze, not moving or saying anything except for answering bonus questions). The quizzer will remain frozen until unfrozen by a teammate or until the 5th, 10th or 20th question. Unfreezing will be explained below.
4. If a quizzer jumps and answers a question incorrectly then they quizmaster instead of calling them incorrect will point to the quizzer and say "Freeze", freezing them in place for 2 questions.
5. A quizzer may be frozen while standing or sitting. A quizzer's light will be turned off if they are frozen while not on their seat.
6. A quizzer who answers a question correctly has two options. They may choose to unfreeze one of their teammates who is frozen or they may instead freeze the quizzer on the other team on the same numbered seat.
7. Quizzers who are frozen may not move at all and may not speak except when answering bonus questions. Frozen quizzers may still answer bonus questions. A quizzer who moves or speaks while frozen will cause their team to lose 10 points.
8. After every 5 questions all quizzers on both teams will be unfrozen . Option: At this point, teams get off their seats, and can secretly turn in a new lineup.
9. Quizzers will quiz out after getting 6 questions correct. Quizzers will error out after receiving 4 errors. Quizzers who quiz out or error out will leave the seats and cannot answer bonus questions.
10. Any fouls will cause a quizzer to be frozen for 3 questions and their team to lose 10 points.
11. The team who has the highest score at the end of freeze quiz will receive a candy bar. The losing team will receive ice cubes.

Activity name: Quizzer Quest

Purpose: For quizzers to either individually or working as teams overcome a series of challenges to complete the quizzer quest.

Number of quizzers required: 4 or more quizzers is ideal.

Number of rooms/areas required: 4-6 (or you can use partitioned stations within the same area)

Time required: 45 – 60 minutes

Outline of activity: Quizzers split up into several groups, either individually or working in teams. They then have to overcome various challenges in the rooms and complete all the rooms in order to complete the quest.

The rooms can contain quizzing related activities combined with semi-quizzing activities. The rooms are labeled with signs on the outside, but no information about the activity is given. Once a quizzer or team enters a room or area they are not permitted to leave that area until they have completed the quest in that area.

When working with teams, quizzers are encouraged to bring cell phones to communicate with their other teammates and coaches regarding the nature of the challenge. Coaches were permitted to either do the activities with their teams or serve as a coordinator. Coaches were given one token which could be used to free up one or multiple quizzers from a room or area where they were stuck (“Get out of activity free!”)

Once quizzers complete the quest they then have to complete the “Final Challenge” to win the activity.

Here are some examples of rooms that have been used for quizzer quest:

Boggle Cube Room – There are several words from a quiz verse hidden in a boggle cube. Quizzers have to make a list of words in the cube and then find the verse from which those words come. Not all the words of a verse need to be in the cube but enough words need to be present to uniquely identify the verse.

Book and Chapter Room – Give quizzers a list of phrases from the material. Quizzers then right down the book and chapter from which the phrase is taken. However, to make things more interesting some of the phrases could come from quiz material from other years. A couple of the phrases could even be taken from non-quizzing books (ex. Moby Dick, Twenty Thousand Leagues under the Sea, Green Eggs and Ham, etc.). The non-quizzing books should be in the same room as a resource to the quizzers.

Quiz Out Room – A quizzer simply needs to answer 4 questions correct within a round of 20 questions to leave the room. The same set of 20 questions can be repeated until quizzers quiz out.

According To Room – A quizzer or team has to answer 5 according to questions before being permitted to leave. The quizmaster does not read the question past the verse number. The same set of according to questions can be repeated as many times as necessary.

Activity name: Quizzer Feud

Purpose: To get quizzers to work both as individuals and as teams in a fun activity loosely based on Family Feud.

Number of quizzers required: 4 or more quizzers

Number of rooms required: Recommend 1 room for every 8 quizzers

Time required: 30 – 45 minutes

Outline of activity: Two teams will be quizzing in a room. Teams arrange themselves as they wish on the seats. However, only the seat closest to the quizmaster on both sides will actually be turned on. When the quizmaster reads the question, the two quizzers on either team closest to the quizmaster will jump. At this point the following scoring options are available:

Quizzer jumps before the question is complete and gets the answer correct without help from their team: 30 points

Quizzer jumps at the end of the question and gets the answer correct without help from their team: 20 points

If a quizzer jumps but they decide they want help from their team they can get the following points:

Quizzer pre-jumps and with the team's help finishes the question and gets answer correct: 20 points

Quizzer jumps at end of question and gets help from their team and gets answer correct: 10 points

In the event that a quizzer or team misses a question, the other team can work together to attempt to steal the question. If the question was not finished and the other team can finish the question and give the answer they receive 20 points

If the question was finished or the question was not finished and the team chooses to hear the rest of the question and they can answer the question correctly then the team will receive 10 points

Each side only has 30 second to attempt to answer or steal a question. At the end of a question, the quizzers on each team closest to the quizmaster move to the outside seats and the rest of the quizzers slide towards the middle seats.

In this format there are no quiz outs or error outs. However, teams will start to lose 10 points for their 5th team error in a round on toss-up questions (not on bonus questions).

Observations: I like the idea of uneven teams (3 on 1 team and 2 on another, 4 and 3, etc.) which results in quizzers matching up with different quizzers on the other team. This activity encourages quizzers who may not know as much material to jump early anyway and rely on their teammates to help them. It also helps them start to get a feel for when they should jump.

Activity name: Quizzing Scavenger Hunt Activity

Purpose: To help teams work together physically, mentally and creatively in a team building activity

Number of quizzers required: 2 or more teams of quizzers (can be less than 5 quizzers on a team)

Number of rooms required: It is good to have either a lot of rooms inside and/or lots of area outside to do this activity.

Time required: 60-90 minutes

Outline of activity: Start off teams by doing a quick team drill of 3 sets each. After the conclusion of the quick team drill have teams head outside where they are given a list of items they have to find. We used the following items:

1. A container of Play-Doh.
2. A small stone with a face drawn on it.
3. A piece of grass wide enough to use as a whistle.
4. A drawing stencil.
5. A DVD case (must be found outside).
6. A golf ball.

After collecting all of those items, teams are given another set of questions to answer. After completing that set of questions, they are given the task of retrieving the next set of questions without getting wet. At the next location, the sets of questions should be kept in plastic baggies with a sponsor guarding the question sets with water guns. If a member of the team is shot with a water gun they have to retreat a certain distance before trying again to retrieve the set of questions. Teams are encouraged to use teamwork to come up with strategies to retrieve the questions without getting wet. Teams are not allowed to touch the sponsor holding the water gun. Once that set of questions has been retrieved and answered, teams then have to go to another outside area and perform an original team cheer for the judge in that area. The cheer should not be a team cheer that has been used previously. Once that team cheer has been performed then the final set of questions can be handed to the team. The first team to answer that final set of questions and return to the starting point wins.

Variations: There are a lot of ways a scavenger hunt/adventure activity can be done. This is just one of many, many options.

Observations: This is an involved activity that we have only done once. The quizzers seemed to really enjoy this activity. It does take a lot of time to set up an activity like this but it is worth it.