

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: 6 or more quizzers is ideal.

Number of rooms/areas required: 4-6

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.

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.

Team Quiz Room (Team format only) – A team has to win a round of 10 questions against another team to leave the room. If there is no other team present then a team has to wait until another team enters the room to have a chance to leave the room.

Outdoor (or gym) activity (Could be for teams or individuals) – A quizzer or team has to answer 5 questions correctly. If they answer the questions correctly then they have to run a certain distance and back. If they miss one of the questions then they still have to run the same distance for each time a question is missed. 4 sets of 5 questions have to be answered before advancing.

Memory Verse Room – (Recommended for teams) – A team has to answer 5 memory verses correctly before advancing to the next room.

Signatures: Quizzers or teams are given a signature page. After the challenge in a room has been completed the judge in that room signs the line verifying that the activity has been completed.

Room 1 \_\_\_\_\_

Room 4 \_\_\_\_\_

Room 2 \_\_\_\_\_

Room 5 \_\_\_\_\_

Room 3 \_\_\_\_\_

Room 6 \_\_\_\_\_

The final quest can be one last challenge that the team or quizzer has to complete. The final challenge can be hard or easy. In one case all the team had to do was score a goal in foosball against a coach.

Observations: We have done this activity both with individual quizzers and as teams. When doing the activity as individuals the individual quest rooms should probably not be quite as difficult.

The activity for teams can expose the weaknesses of teams. It also causes coaches and teams to have to adapt, think and plan quickly. It can be interesting if not amusing to see teams get stuck when they don't have the right members of their team in the right place.