

Activity name: Multi-Room Madness

Purpose: To get quizzers jumping and moving from room to room in an organized semi-chaotic quizzing activity.

Number of quizzers required: 8 or more is ideal

Number of rooms required: 4 or more

Time required: 30 – 45 minutes

Outline of activity: Set up 4 or more quiz rooms for jumping. Number the rooms from highest to lowest (usually 1 as the highest and 4 as the lowest). If possible use jump seats for each room but if not then have quizzers say “pop” as they jump. Assign a quizmaster and 3 sets of questions to each room.

Number each of the quizzers off from 1 to the number of rooms being used. The distribution is usually random with quizzers of all levels mixed together. Try to keep no more than 6 quizzers in any one room. As soon as the quizzers reach the rooms have them start jumping. There should be a designated ending time to the activity.

A quizzer quizzes out when they answer 3 questions correct and errors out when they have 2 questions incorrect. If a quizzer quizzes out then they advance to the next highest room. If they error out then they go down to the next lowest room. If a quizzer quizzes out of the highest room then they advance to the lowest room. If a quizzer errors out of the lowest room then they go to the highest room. If a quizzer comes to a room with 6 quizzers already present then they go to the next highest or lowest room. Note – often quizzers may get stuck in a room. If that happens then I will often repeat the same set of questions multiple times until a quizzer starts recognizing the questions and answering them correctly.

The goal of a quizzer is to quiz out of all of the rooms. If a quizzer skips a room earlier then they have to go back and quiz out of that room. A quizzer may trade places with another quizzer to do this. If a quizzer quizzes out of all of the rooms then they get to replace a quizmaster. If all of the quizmasters are replaced before the ending time then all of the quizzers receive a candy bar.

Variations: One variation is to cover different chapters in each of the rooms. This helps quizzer work on their weaknesses.

Another variation is to pair up the quizzers in groups of two and travel from room to room together. The rule for the pair of quizzers is that when one quizzer jumps the other quizzer must finish the question and give the answer. This encourages quizzers to get to know each other's strengths. This can also encourage timid quizzers to jump when paired with a more experienced quizzer.

Observations: This activity usually results in quizzers going up and down between different rooms. Having quizzers replace a quizmaster if they quiz out of all the rooms removes the top quizzers from the

activity. This gives the rest of the quizzers more chances to jump and also gives quizzers some experience at being a quizmaster. I recommend having an adult that can direct traffic and keep the quizzers moving from room to room.