

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: 6 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 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 (5 on 1 team and 4 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.