

Conducting a Club Quiz Bowl

Importance of the Activity

Have you ever wondered if your 4-H'ers are really learning anything about their projects? One fun way to help both you and your members find out how the learning is progressing is through a project bowl. You will discover that both adults and youth will enjoy demonstrating their project knowledge in a thought stimulating setting as a project bowl where attitudes of friendliness and fairness prevail.

A project bowl is simply an activity where one team challenges a second team to see which can respond to the most questions or situations correctly. The question is presented by a moderator and the first team to give the correct response receives credit. Your 4-H'ers and their parents will be able to associate this activity with several of the quiz programs they have viewed on television.

Often a 4-H project group or club will end the meeting with a project bowl as a way of summarizing the meeting's activities. Just the minutes devoted to this activity will often help the members understand just what they did learn during the meeting.

What Your 4-H'ers Will Accomplish

By being a part of the project bowl experience your 4-H'ers will:

- *Recognize what they know or do not know.
- *Verbalize answers in a competitive situation.
- *Participate as part of a team.
- *Have an incentive to review 4-H project materials.

Prepare For The Meeting

Preparation for the meeting may be minimal or elaborate. Some project groups conduct bowls on the spur of the moment while others do a lot of research outlining questions or answers, making sounding devices for use by teams, and building score boards. The following is a list of equipment, supplies, and participant jobs your group will probably end up using in one form or another:

Equipment & Supplies -- questions & answers (30-50 per match), paper to write questions & answers, signal devices (hands in air, bells or other sounds), clock or watch to time response time, score board or pad of paper.

Form two teams of 4-H'ers (2-4 members per team), moderator to ask questions, someone to acknowledge who should answer the question, judge to indicate correctness of response, scorekeeper, and timekeeper.

Facilitate the Activity

Members of all ages can satisfactorily set up and conduct a 4-H project bowl with very little guidance. As a facilitator your job is to see that each member is involved in planning and

conducting the activity. Approach this activity as the fun occasion it is. Keep the atmosphere light and non-threatening to the members. Here are some hints:

Explain briefly to the group what a project bowl is. Give them just enough detail to get them interested. Sometimes giving them a situation and a task to do will provide incentive and a challenge, i.e.:

SITUATION: Our project group has been asked by the organization leader of our 4-H club to conduct a club bowl for everyone in the club at our monthly meeting.

TASK: In order to be prepared, our task is to set up and conduct a project bowl at this meeting.

Outline the Task

After giving the members the big picture of what a project bowl is and providing a realistic situation and a task to do, you are ready to let them figure out for themselves what they need to organize and conduct one. Help them along by having one of the members list what they came up with. Usually the members list is similar to what has already been outlined above.

Form Teams

With this activity you will want to have everyone involved. If your project group is small, members, leaders and parents may have to make up the teams. Let the members decide who is going to do what and who will be on each team. The list of jobs will help give everyone something to do.

Generating Questions

If you have not made up 20-50 questions ahead of time you will want to ask each member and others present to write down 2-3 questions and give these questions plus answers to the moderator. This is often a good take home assignment. The area the question will focus on should be determined ahead of time. Perhaps they deal with something learned at the present meeting, at past meetings, from the project manual, or from slide show/film your group just viewed. Each question should be slightly reworded so members won't recognize their own before it's fully read. Include one or two challenging questions to raise their sights. By having the members make up their own questions, you will also have a better idea of what your 4-H'ers remember. You will want to keep questions from one bowl to another in order to build a library of questions to use again to reinforce their learning.

Other Types of Questions

In addition to written questions you may want to use charts (identifying parts of an animal), ask for a short demonstration of a skill (giving an injection), or provide a piece of equipment to identify and tell its use. Another method is to present a realistic situation and then ask a series of questions related to that situation. For example: You find your newborn colt lying in the stall almost motionless. From this situation 20-30 question could be generated. Almost any previous situation or even a new one will fit into the project bowl format. Minimize the type of questions that will generate unclear answers.

Positioning the Teams

Teams should sometimes decide to simply raise their hands or ring a bell. Others add a little more fun by making distinctive sounds of a particular item or animal. A team member rising, crowing like a rooster and flapping his wings (that is arms) will add a lot of excitement and fun particularly for younger members 9-19.

Checking the Clock

The time keeper will have the job of checking to see if an answer is started within, say, five seconds. If a bonus question is attached the team is usually given ten seconds to confer before having to answer.

Scoring the Bowl

The value given to a question may be as simple as one point for a right answer and one point off for a wrong answer. Your group may want two and one or whatever. Some groups award up to five extra points if all team members have answered at least one question. Following the final question of a 15 question round, the team with the most points is declared the winner. You should have some tie breaker questions in reserve just in case.

Moderating the Bowl

The moderator keeps the bowl moving. This person will continue reading questions until all have been read or until time runs out.

Pat on the Back

By letting your members plan and conduct a project bowl, you may have provided them an excellent opportunity to develop important life skills such as working as a team, expressing themselves, making decisions, and feeling good about themselves. This is what participating in 4-H is all about.