



QUIZ

General information

- Objective:** Participants repeat key messages and important knowledge they have gathered during the past 4 days in an interactive way.
- Duration:** 40 minutes
- Type of Technique:** Animated plenary session
- Difficulty level:** Simple
- Requirements:** Set of questions, optionally projector
Results table, Bell
Prize for the winner
- Preparation of room:** Chairs in U-shape

Introduction

A quiz is an entertaining way to summarise and close a training course. The element of competition ensures that the attention level is usually high and participants get easily involved. The positive side effect is that the main content and know-how displayed during the course is being summarised and participants realise that they have gathered quite some knowledge during the course.

Procedure

Step	Time	Most important content	Required material	Hints
Introduction	10'	The trainer explains the rules of the Quiz and divides the participants into sub-groups.	Flipchart	Depending on the group size, two, three or four groups can be built. Think about a creative way of building the groups. It is important to explain the rules clearly in order to avoid lengthy discussions



				when it comes to the distribution of points. To enhance clarity, write the Quiz rules down for everybody to see them.
Action, Publication, Processing, Generalisation	25'	<p>Each round is conducted as follows:</p> <ul style="list-style-type: none"> - The trainer asks the question - Action: One of the groups or all groups (depending on the rules) respond - Publication: The trainer repeats the response - Processing: The trainer clarifies whether the answer is correct or wrong (depending on the rules, the question might be passed on); the group with the correct answer receives points - Generalisation: The trainer repeats the correct answer and – if necessary – provides 1 or 2 explanatory comments 	results table on Flipchart optionally: projector, bell	
Publication of end results and Closure	5'	The trainer presents the end result of the results table and proclaims the winner, who gets a prize.	Prizes	Plan for enough prizes in case several groups have the same amount of points.

Variations

There are many ways to organise a Quiz, for example:

- A question is asked and all groups can answer at the same time. The group who has the answer first, rings a bell and gives the response. If the response is correct, the group gets a point. If the answer is wrong, the other groups receive a second chance or they get a point without having to answer.
- A question can also be asked to the first group only who has to respond within 10 seconds. If the answer is correct, the groups gets a point and the next question is asked to group 2. If the answer is wrong, group 2 gets a chance to answer.



-
- You can also agree to the rule that each group answers the question at the same time by writing the answer on a sheet of paper after 10 seconds. The correct answers get points.
 - You can ask questions in different ways:
 - o Multiple choice questions with 2, 3 or 4 predefined answers (in this case, questions should be put on the screen with a projector)
 - o Yes / No questions
 - o Open questions (this is only possible if the answers are short and distinct in order to avoid lengthy discussions)

When there are more than one trainer, tasks can be divided between facilitation, jury and counting points.