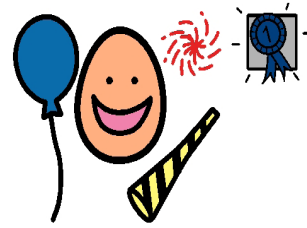


3.4 Quiz Show

Get a few Players together and have a quiz! The quiz questions can be curriculum based or purely for fun. Give the Players a chance to show what they really know and the motivation of competing against their friends!



Communication Aims

- Answer the multiple-choice quiz questions using your Talker;
- Use your Talker to ask for more time or clarification and interact with the other Players.

How to Play:

Who: at least 2 or more Players, with a Helper 'Quizmaster' to facilitate.

- Players take it in turn to answer questions from the Quizmaster. They could have 5 or 10 questions each (depending on the number of Players and time available);
- Points are gained for each correct answer and the Player with the most points is the winner!

What You Need

- A list of multiple-choice questions for curriculum topic work, or themes or current books being read or any relevant subject matter;
- And/or a list of multiple-choice 'trivia' questions for fun e.g. music questions, T.V programmes, famous people etc;
- A 'Quiz game' page made on the Talker, with letter and number responses and other suitable phrases and comments for taking part in the game.;
- A box of small 'prizes' to choose from for the winner;
- A 'timer' (egg timer, stopwatch etc) might be useful for giving a time limit to answer a question.

Vocabulary

- A 'Quiz page' on the Talker(s) including the following:
- A,B,C,D responses (for multiple choice);
- 1,2,3,4 responses (for multiple choice);
- Ask the audience, phone a friend, 50/50 (for a Millionaire-style quiz);
- Set vocabulary phrases and comments programmed for the game e.g. *Can you repeat that? I'm not sure, I need a minute to think, I'll take the money, I know it! I give up, Well done! Thanks!*

Hints and Tips

- Encourage the Players to use the messages like 'Can you repeat that?' and 'I need a minute to think' to make the game more interactive and fun (rather than purely question followed by answer, like in a 'test');
- When planning the questions, think about the level of difficulty of the questions in relation to who is playing - having Players with a similar level of knowledge might work best;
- 'Engineer' the situation to be as much fun as possible e.g. pretend you're on a quiz show, with lights low, with a fun quizmaster; create a sense of drama, suspense and excitement at a correct answer etc.

Extension - Find an 'entertaining' Quiz Show host and include the quiz game in a talent contest or end of term show- great for confidence building, some motivating competition and a sense of achievement.