



Quick Tips - Quiz Bowl Teams

OBJECTIVES OF 4-H QUIZ BOWL TEAMS:

- To increase the knowledge level of 4-H'ers about a certain subject or area of emphasis.
- To teach young people to observe, evaluate, compare and make sound decisions.
- To learn facts about agri-business, horses, poultry, dairy animals, beef, swine and various other subjects and have fun while learning.
- To develop team building skills.
- To allow 4-H'ers with an interest in animals to participate in an animal activity without owning an animal.
- To conduct an in-depth study of a project.
- To assist 4-H'ers in learning research skills and study habits.

POSSIBLE STEPS TO GOOD QUIZ BOWL TEAMS:

- Start early with practice to help 4-H'ers feel comfortable.
- Make practice sessions fun by setting up a "mock" contest. 4-H'ers love the "game" type contests.
- Recruit an enthusiastic, encouraging coach.
- Recruit 4-H'ers who may have had judging team experience and have a real interest in the subjects.
- Make certain the volunteers coaching the team understand the project procedure, scoring, etc.
- Practice, Practice, Practice!
- At first meeting conduct sign-ups and distribute handouts, quiz bowl manuals, other 4-H materials related to subject, sample questions, etc.
- Divide up categories among the 4-H'ers and ask for volunteers to study to teach these sessions. For example, a Beef Quiz Bowl team might divide these categories among the 4-H'ers: Team member 1 will study and teach reproduction, breeds and genetics; Team member 2 will study and teach meats, cuts, etc.; Team member 3 will study and teach herd health, vaccination, disease, etc.; and Team member 4 will study and teach general farm management and equipment needed. Each 4-H'er also develops practice questions.
- Set goals and time tables.
- Insure 4-H'ers that they don't have to be experts to participate. That is why we have practices.

- Use pictures and illustrations to make material interesting.

DO:

- Instill good sportsmanship, honesty and 4-H values.
- Make sure you or the coaches know the subject and are using the most current and correct resources.
- Set up a practice schedule and adhere to it. Set the ground rules in the beginning.
- Have regulations regarding attendance because this is a team event. Stick to your policy.
- Teach one topic at a time.
- Encourage 4-H'ers to study material weekly.
- Prepare study materials ahead of time for 4-H'ers to use and give them folders or notebooks to keep their materials in.
- Let the 4-H'ers teach the subject matter under the supervision of coaches and volunteers. Each 4-H'er has their own strong points and they really learn and retain the material this way. In subsequent years, rotate subject matter to give 4-H'ers a chance to learn more.
- Reward 4-H'ers after the competition.
- Be creative and make it fun.
- Vary methods of instruction. Examples: Tours, quizzes, games, hands-on learning, outdoor classroom setting.
- Make use of Senior 4-H'ers. Let Seniors teach certain sections.
- Insist that 4-H'ers know more than just the quiz questions they must answer. They should have knowledge of the "big picture".
- Throw in easy questions among the tough ones to build team confidence.
- Build a resource library/file for each quiz bowl team.
- Hold team try-outs if necessary and prepare all the 4-H'ers for the tryouts.
- Provide media coverage for the team.
- Allow the team to select a team uniform or get team t-shirts, sweatshirts or jackets to wear to the contest.

DON'T:

- Over schedule practices because 4-H'ers can burn out.
- Try to "cram" for a quiz bowl competition at

the last minute.

- Bring 4-H'ers to a competition unprepared. This does nothing for their self-esteem and could discourage them from trying anything else.
- Let the "smart new kid" or better competitor monopolize the team, especially if the remainder of the group has been dedicated to attending practices and the person has a poor attendance record. Make attendance a responsibility of all team members. If they are studying and doing the best they can, they deserve a spot on the team, even if they are not the most skilled.

HANDOUTS, FLIERS, PROMOTION:

- Publicize through club meetings 4-H newsletters and your website.
- Distribute a printed practice schedule along with manuals and other resources.
- Send promotional letters to 4-H'ers who may be interested.
- Have volunteers help recruit team members.

TRAINING/PRACTICE SUGGESTIONS:

- Use volunteers totally.
- Cut questions into individual question/answer strips and pull them from a bag rather than study from an entire page.
- Reword questions so the 4-H'ers don't learn to anticipate the same wording every time.
- Assign each 4-H'er a section of materials or books and let them create questions. Distribute copies to each team member. Switch sections at each practice.
- Schedule the practices at a time convenient for 4-H'ers, volunteers and coaches.
- Try to borrow a "buzzer" set from a school media center or library to make practices more like the contest. Or, have a volunteer make a simple "buzzer set" that operates on batteries.
- Simulate the contest as much as possible after they have learned the material.

ADDITIONAL TIPS, IDEAS, ETC.:

- Require attendance at a certain percent of practice sessions.
- About a week prior to the contest, reward the team with a "lock in" or a late practice session until with pizza and games in between hour long workouts.
- Start with Junior teams if there is not enough interest on the Senior level and build until you have Junior and Senior teams.

- For additional information on individual contests and procedures for play, etc., consult the packets sent out by 4-H program specialists and the Georgia National Fair (for 4-H Challenge Bowl), the 4-H Project and Activity guidebook webpage, the Georgia National Fair Book, and the LifeSmarts webpage (www.lifesmarts.org).

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