

Activity name: Hide and Quiz

Purpose: To get quizzers moving around the church, working as a team and having fun while answering questions.

Number of quizzers required: This activity could be done with 6 or more quizzers. Recommend keeping quizzers in groups of at least 2 or more.

Number of rooms required: Need sufficient places for quizmasters to hide.

Time required: 30 minutes to 1 hour.

Outline of activity:

The object of the game is to answer the most sets of quiz questions within 1 hour.

Quizzers will be divided up into teams.

Every team member has to answer at least one question in each set of questions. Question sets are only 10 questions long. Coaches may also help answer questions.

Quizmasters go and hide at different places through the church (or wherever practice takes place). Quizzers have to stay together as a team and find the quizmasters. The director should define the boundaries for where quizmasters would be.

Once a team finds a quizmaster, that team is the only team that gets to work on a set from that quizmaster. If a team comes across a quizmaster that is already with a team, they will need to come back to that quizmaster later.

Teams may want to be quiet and stealthy when answering questions so that other teams do not know where the quizmasters are located.

The team that answers the most question sets and is back in a designated place by a certain time is the winner. We typically award candy bars to the 1st and 2nd place teams and a piece of candy for every set that each team finishes. Teams have to be back at the designated meeting place by a certain time or they may forfeit their candy.

It is good to remind teens to be respectful if in this activity takes place in a church.

Variations

Quizmasters liked this activity but wanted to move around if their hiding place was found. Also, a quizmaster that was never being found could move to a more obvious location.

We included a penalty quizmaster one time. If the penalty quizmaster found one of the teams and the team was not with a quizmaster then the team had to answer a penalty set of 5 questions. Only one team at a time can be held up by the penalty quizmaster.

Observations

The quizzers really seemed to enjoy this activity – especially after the penalty quizmaster was added. It is also a good way for the quizzers to practice a number of sets in a short amount of time.