

Using Quiz Games in the Classroom

Turn on the TV to any channel in Japan and chances are you'll be watching a programme about food or a quiz game (or in some cases, a quiz game about food). We can use this interest in and familiarity of quiz games to create some interesting activities in our classes.

Why are Quiz Games good for our classes?

- Good for reviewing and reinforcing previously taught material
- Can raise the level of the class – good for warming up or ending lesson on a high
- Allow the students to practise listening to natural, non-scripted English
- A quiz encapsulates the basic unit of conversation (question and answer) in a simple, repeatable format.

Things to remember to make quizzes effective

- Maximise the amount of participation each student can contribute
- Set a realistic and attainable goal to win the quiz
- Set answerable questions; better for the student to go “Oh yeah” instead of “Eeeeh?”
- Keep the rounds coming quickly so students don't get bored
- Don't let the quiz drag on too long. It's best to quit while you're ahead.

Types of Questions to use?

- **Questions about the students' textbook**– some teachers encourage students to memorise parts of the textbook they have been taught. Use the quiz to have students recall parts of the textbook to answer questions. If your students have good English ability, try to ask about the textbook using different phrases to how the information was presented.
- **Chit-chat questions** – simple things like “How are you?”, “What time is it?”
- **Random questions** – Questions whose answers come from a finite set so students can guess correctly; “What month is my birthday?”, “What colour is my car?”, “Which country do I come from?”, “How many times have I been snowboarding this year?”

Types of Quizzes - “Fastest to answer” approach

Typical scenario:

1. Class is divided into teams
2. ALT reads out questions
3. Fastest student to raise their hand can answer
4. If the student is correct, their team gets a point
5. If the student is wrong, the other teams can answer
6. Ask questions until you run out of questions or time
7. Give seals to the team with the most points

Examples

Jeopardy, Castle Quiz, Football/Soccer Quiz, Baseball Quiz (See Appendix A for details)

Points to remember

Ensure every student gets a chance to speak - decide orders within the teams and give noise-makers or flags to the student whose turn it is to answer. This gives every student a chance to answer, and encourages team cooperation to guess the right answer

Encourage students to work together to answer – put students into teams and sit them close to each other.

Make sure scoring is close – Interest in the quiz will wane if one team dominates early in the game. Introduce fair ways to prevent one team running away and help other teams catch up. One easy way is the 'points gamble' janken. After a student answers a question, award their team 20 points (for example). Ask the student if they would like to gamble. If they say yes, student plays janken with the ALT. If the student wins, they get an extra 10 points (30 in total). If they lose, they lose 10 points (so only 10 points in total).

Make sure scoring keeps the game close and interesting - Use an interesting points system to keep track of scores - Castles, goals (Football/Soccer Quiz), runs (Baseball Quiz), Christmas Trees

Types of Quizzes - “Discuss and Present” Approach

Typical scenario:

1. Class is divided into teams
2. Give each team scrap paper and a marker
3. ALT reads out questions
4. Teams discuss question and write their answer on the sheet.
5. When time is up, all teams show their answer
6. ALT tells the correct answer and points are awarded to teams with correct answers

Examples

Martin's Dictionary Quiz, Spelling Quiz (See Appendix B for details)

Points to remember

Don't punish students for trying – Sometimes students know the correct answer but will make spelling mistakes. Instead of giving no points because of the spelling mistake why not give two points for perfect correct answers and one point to correct answers with spelling mistakes (Of course, wrong answers or answers in kana or kanji get no points).

Keep the scores close – Interest in the quiz will wane if one team dominates early in the game. Introduce fair ways to prevent one team running away and help other teams catch up. One easy way is the 'points gamble' janken. After a student answers a question, award their team 20 points (for example). Ask the student if they would like to gamble. If they say yes, student plays janken with the ALT. If the student wins, they get an extra 10 points (30 in total). If they lose, they lose 10 points (so only 10 points in total).

Types of Quizzes - “Student to Student” approach

Typical scenario:

1. Class is divided into teams or pairs
2. Each team is given a set of question cards
3. One student reads a question to another student (depends on the activity)
4. Other student must answer or find the answer to the question
5. Winners are determined and awarded (depends on the activity)

Examples

King and Servant game, student to student pair quiz game (See Appendix C for details)

Points to remember

Only use English on the materials – On the cards given to the students and on the sheets the students can find answers, use only English. It might be daunting to immerse your students in English, but this encourages students to be resourceful when trying to understand English (what extra information can they get from other sources? e.g. other students, dictionaries, previous questions etc.). If the students are have trouble reading a question, they can always ask the JTE or ALT.

Think carefully about how many cards to use – In the King and Servant game, you play until one team has finished all the tasks. In the Pair-quiz, you play until all the pairs have answered all the questions. So, the length of your activity depends on how many cards you have and how quickly the students can work through the cards. No activity so last so long that the students start to become bored with activity. Assuming an average level second-grade SHS class, a good rule of thumb is eight to nine tasks for K & S game and eight to nine questions for the pair quiz. Of course, the number can be adjusted for different levels.

Appendix A – Examples of 'Fastest To Answer' Quiz Games

Jeopardy

1. Prepare five questions on five subjects
2. If you like, give each question a point value
3. Draw a Jeopardy board on the black board
4. Divide class into teams
5. Choose on question on the board
6. Ask the question
7. Give the points for that question to the team who answered correctly
8. That team can now choose the next question (“Directions for 30 points”)
9. Repeat from (6) until all questions are answered
10. Team with the most points wins

Directions	Restaurants	School Life	Hospitals	Future Jobs
10	10	10	10	10
20	20	20	20	20
30	30	30	30	30
40	40	40	40	40
50	50	50	50	50

You might find that if one of the teams answers three or four of the higher value questions, it makes it very difficult for the other teams to catch up. The good teams can run away with the game, leaving the other teams thinking it's hopeless to compete. You could introduce a 'gamble' feature so the leading team has to win janken to get full points or only get half points if they loose.

Castle Quiz

Divide the class into three teams. Divide the blackboard into three sections. In each section draw a castle with three towers. Explain that each team has a castle. The ALT will ask questions. If a student knows the answer, they can raise their hands and the fastest can answer the question. If the student is correct, they can change the castles. They can either:

Build a tower onto to their own castle

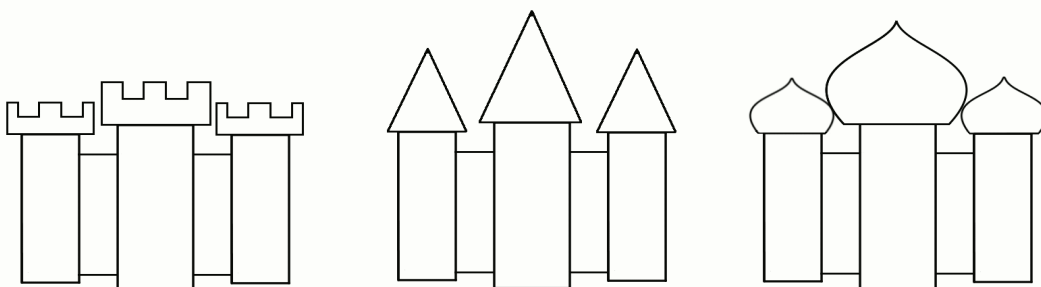
or

Destroy a tower from one of the opponents.

There are three rules to the changes

1. A team's castle can have no more than 5 towers
2. If a team loses its last tower, their castle becomes a tent and cannot be attacked
3. If a team has a tent instead of a castle, it cannot attack and must build

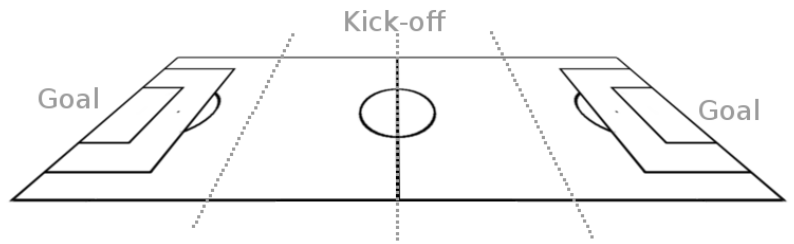
Keep asking questions and adding/destroying towers until all questions have been asked or time is up. Team with the biggest castle (most towers) wins seals.



Ideas for Castle Styles: England, France, Ottoman (Turkey) / Russia

Football/Soccer Quiz

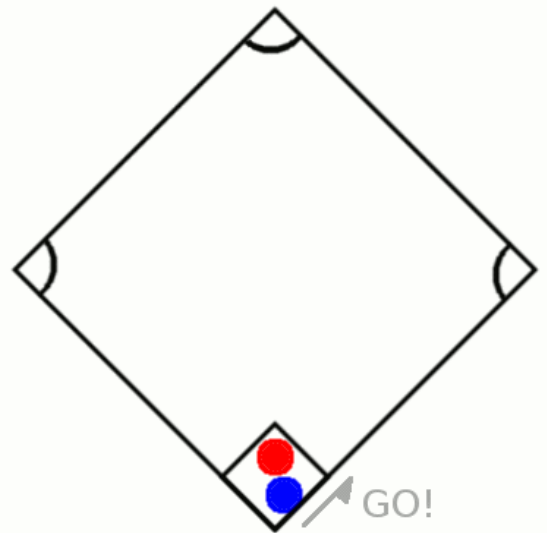
1. Divide class into two teams.
2. Give cardboard boots to two people on each team. These are the strikers.
3. Ask for a volunteer for each team to be the goalkeeper. Give this student gloves
4. Draw a football/soccer pitch on the board and place the ball magnet in the middle (ready for kick-off)
5. Ask questions to the students. Only strikers can answer, but students in the teams can help the strikers.
6. If the answer is correct, move the ball one space closer to the goal.
7. If the next move takes the ball into the goal, the striker plays janken with the other teams' goalkeeper.
 - If the striker wins, that team gets a goal and the ball is moved back to the centre
 - If the goalkeeper wins, the ball is moved one space away from the goal
8. Strikers pass the boots to another student ready for the next question
9. Keep asking questions until all questions have been asked or time is up.
10. Team with the most goals wins.



Baseball Quiz

1. Divide class into two teams and give names if you like (e.g. red team is Yankees and blue team is Mariners)
2. Give cardboard bats to two people on each team. These are the batters.
3. Draw a baseball diamond on the board and put two different coloured magnets (the runner) on the batting corner.
4. Ask questions to the students. Only batters can answer, but other students can help the batters.
5. When the answer is correct, ask the student who answered to pick a card. The card will be one of the following:
 - First base hit - move the runner one base forward*
 - Second base hit - move the runner two bases forward*
 - Third base hit - move the runner three bases forward*
 - Home Run!- move the runner around the board and back to 'home'. Add one to the team's score.
 - Foul!- no action taken
 - Strike Out!- One point added to the opposite team

* (If the runner gets 'home', add one to the team's score)
6. Batters pass the bats to another student ready for the next question
7. Keep asking questions until all have been asked or time is up.
8. Team with the most runs wins.



Appendix B – Examples of 'Discuss and Present' Quiz Games

Dictionary Quiz

1. Similar to Pa-kun's Dictionary Challenge on Eigo-de Shaberu naito.
2. Divide class into teams and give each team a marker and scrap paper.
3. Read out simple definitions of words students have learnt recently from their text book
e.g. **internet** – a good place to get information. You need a computer or mobile phone to use it.
machine – these help you with work. They can wash clothes, make things and move things
building – cities have lots of these. Can be very tall and have offices and shops inside
4. Students have 30-60 seconds to discuss and write the word on a sheet.
5. When time is up, the teams hold up their answer.
6. Give two points for the right answer correctly spelt, one point for the correct answer with spelling mistakes.
7. Keep playing rounds until time is up or all definitions are used.
8. Team with most points wins.

Spelling Month Quiz (Other categories for this style of quiz: 'days of the week', 'colours'.)

1. Divide class into teams.
2. Give each team a set of sheets with letters on them.
3. Then give hints to students about a month that they must spell, for example:
"The month after July". The groups must then try to spell "August".
4. Give points to the fastest teams
5. Keep playing rounds until time is up or all hints are used.
6. Team with most points wins.

Appendix C – Examples of 'Student to Student' Quiz Games

King and Servant Game

1. Divide class into groups of four
2. Give each group a set of chopsticks, a set of order cards and an answer sheet. The students have to fill in the spaces on the answer sheet.
3. First, students draw chopsticks. The student who draws 'K' is the King and who draws 'S' is the Servant.
4. The King takes a question card and reads it to the Servant. The Servant has to find the answer to the question
5. Around the room are clues. The servant must from the answer go back to their group and then tell the group the answer. Another student in the group must write the answer on the sheet in the correct place.
6. The group draws chopsticks again.
7. Repeat until one team has found all the answers and written them on the sheet.

Student to Student Pair Quiz

1. Have the students make pairs move their desks so that they are facing their partner.
2. Give each pair a set of quiz cards. Each card has a question on it. Tell the students to put the cards face down so the question is hidden. Students play Janken; the winner will go first.
3. The winner takes the first card and asks their partner the question. They also read the three multiple choices.
4. If the partner can answer correctly, (i.e. their answer matches the underlined answer on the card), the question reader gives the card to their partner. If the answer is wrong, the question reader keeps the card.
5. Students switch so the other student reads the next question. Continue until all cards have been used.
6. Student with the most cards wins.