

# **HOW TO RUN A SCHOOL OR LIBRARY CHALLENGE**

### **STAFF REQUIRED**

- You will need a staff member who will coordinate the program in your library.
- Staff required for the School and Library Challenges:
  - Judge/scorekeeper/timekeeper
  - Quizmaster to read the questions
  - You can ask for a volunteer from the teachers, school librarian or parents to assist with the timekeeping

### **PHYSICAL ARRANGEMENT**

- Meet in a classroom, the library, the gymnasium, or wherever the space has been provided in the school.
- Set up 6 chairs in a circle for each team, (around a table, if desired).
- Table at the front for the judge and scorekeeper.
- Podium for the quizmaster.
- Microphone if the room is large,
  e.g. gymnasium.

# **SUPPLIES NEEDED**

- Timer
- Question Cards
- Answer Sheets different colour for each team
- Score Sheets
- Team Lists
- Set of books
- Golf Pencils
- Pens
- Felt Pens
- Masking Tape
- Prizes
- Info about the next level of Challenge
- Evaluation forms (Library Challenge)
- snacks/juice boxes/napkins if desired

#### **RUNNING ORDER**

### When teams arrive:

- Have teams hang signs, banners, etc.
- Assign coloured note paper to each team.
- Write name of each team on corresponding colour of paper for judges' table.

### **Introductions:**

- Welcome. Acknowledge teamwork and efforts.
- Introduce quizmaster, timer, scorekeeper, and the teams (team name & school).
- Read the rules to the teams before the start of each challenge.
- If teams have a team cheer, now is the time to hear it.
- Ask if there are any questions.
- Wish everyone good luck!

### **Between rounds:**

- Stretch.
- Remind teams that alternate can be changed for each round.
- Judges add up the scores and double check results.

# **End of Challenge:**

- Applause for organizing teacher, librarian.
- Congratulations to the winners & info for next level challenge.
- Refreshments, if applicable.
- Prizes, if applicable.