

# SchoolKits for Congo

## Gapminder Quiz Night

No child should ever have to flee armed violence, let alone on foot, carrying what they can. We can't stop it happening, but we can equip them to restart their lives and education with the gift of a SchoolKit.

**A quiz offers your community a great opportunity to socialize and have fun while getting a better view of the world.**

SchoolKits for Congo will use the proceeds from the sale of tickets, and maybe from sale of food and drinks and the donation box on site on the night, to provide access to education for children who will otherwise be denied it.

We are using questions from the website [www.gapminder.org](http://www.gapminder.org). Gapminder is an independent educational non-profit fighting global misconceptions, so they are happy for their resources to be used for that purpose..

Our Gapminder Quiz contains 12 sets of 10 multichoice questions about important facts that people of all backgrounds often guess wrongly. As a result, people of all ages and backgrounds can compete on a fairly level playing field, and be in with a chance to win!

(You can decide whether you will let participants know beforehand that the questions are online at [www.gapminder.org](http://www.gapminder.org) so they can cram for it if they have the dedication!)

Participants may be students, staff, parents, community members, or for all of the above, Whoever they are, they will have a fun night with friends.

If your community loves The Quiz , why not make it an annual event?



Here are some suggestions to help share the organisation of the events:

## **Preparation**

### 1. Pick a venue

You will need space for enough tables and chairs, a sound system, a screen and maybe a spotlight. You may need to book the venue and/or get permission to run the event.

This is a good time to think about how many people you aim to accommodate. This kind of quiz can work with smaller groups than usual - maybe 4 people? How many groups can you fit in?

### 2. Pick a time and date

The Quiz will take about two hours, with a bit of social time before and after, so perhaps three hours in total. 7pm-10pm allows people to have some dinner before the event, if they like.

A Quiz is great anytime, but you could choose a special date from the list below:

<b>Term 1</b>	
World Day of Social Justice	Feb 20th
International Day of Happiness	March 20th
<b>Term 2</b>	
Global Day of Parents	June 1st
World Refugee Day	June 6th
<b>Term 3 Opportunities</b>	
International Day of Friendship	July 30th
International Youth Day	August 8th
World Humanitarian Day	August 19th
International Day of Charity	September 5th
International Literacy Day	September 8th
<b>Term 4 Opportunities</b>	
World Food Day	October 16th
International Day of Poverty Eradication	October 17th
World Children's Day	November 20th
Giving Tuesday	December 2nd
Human Rights Day	December 10th

### 3. Find Volunteers

A Master of Ceremonies (MC) who can confidently read the questions and entertain the crowd is the most important volunteer.

A Volunteer Team can share the responsibility of recruiting an MC and making all of the other preparations. SchoolKits for Congo can help find volunteers with posters for local use and with SEEK recruitment online.

Volunteers are needed before the event to buy/make and wrap prizes and attend to decor and catering decisions. On the night, they can sell or check tickets, help find HDMI cables, and serve as markers and helpers for setting up and clearing away, and set up the furniture, a screen and a sound system so the MC can be heard. A spotlight adds drama for the MC and the final winner's announcement.

### 4. Decorate?

Our Quiz has a World View Theme, with rounds focussing on Water, Environment, Hunger, Poverty, Cities and Community, Inequality, Population, Refugees, War and Peace, Global Collaboration, and Resources.

(The categories sound a bit grim, but many of the misconceptions Gapminder tackles are cases where people think things are worse than they are!)

You could decorate the venue according to the date you have chosen. Justice, Happiness, Children's Books, Love, Parents, Friendship and Food offer different ideas for decor.

Or you could decorate to evoke a world cruise and use that imagery for designing invitations, snacks, marketing, and prizes. Examples could include Mama Wimbi buntings, made by the SchoolKits for Congo sewing team. At the end of the evening, they could be sold off for the cause.

Or you can skip the decor consideration and leave the venue as it is. It's optional.

SchoolKits for Congo will include materials for an Information display about our cause to invite guests to donate quickly and easily. You can include this feature or not.

### 5. Consider Catering and Ticketing

Food and beverages are an opportunity to raise more funds for the cause, or possibly the school/venue, or guests can BYO. Would the Food Tech students like to show off their culinary skills? Or serve ready-made food? Your choices here will depend on the skillset of your volunteer team and community, and the venue you have chosen.

Catering decisions may have an impact on the ticket price you set for the event. Will you use Try Booking or Eventbrite to sell tickets? Or provide a phone number to sell them by phone? Or pay entry on the night?

### 6. Arrange some Prizes

Vouchers for a discount at a local restaurant for the winning team might be something the business would be glad to offer and the winners can enjoy another fun evening together!

Fun but affordable prizes for the 2nd and 3rd place winners could include food and novelty prizes, making sure that they can conveniently be shared by the members of the winning tables.

Small food prizes are good for the small challenges between rounds.

## 7. Advertise

SchoolKits for Congo will provide some easily-editable templates to promote your Quiz Night in relevant newsletters, websites and social media and the community newspapers. Ask your community to spread the word by talking a sharing online. If you have community radio, get them to mention it too.

We will also provide templates for posters to distribute them around the campus and neighborhood. You just need to add the location, time, date and contact information.

## **On the Night**

### 1. Setting up

You will use a screen and laptop to show the Question Slides and may need a mic for the MC. It's a good idea to test your setup and practice going through a few questions before showtime on the day!

When handing out answer sheets at the beginning of the quiz, it's helpful to provide extra scrap paper for the teams, along with a pens or pencils.

### 2. Getting Started

Let participants know how the quiz will be structured:

- There will be 12 rounds with ten questions in each.
- After 3, 6 and 9 rounds, there will be a break, with a different kind of group puzzle to solve.
- No phones?
- Maximum team size is 8 people (or whatever you decide).
- (If you need a tie-breaker just double back to the first round and keep going until a team makes a mistake.)

### 3. Playing

The questions appear on the screen and are read aloud by the MC, participants mark their answers on a sheet of paper and have until the end of the round to correct them.

### 4. Scoring

At the end of each round, there are two ways to do the checking and scoring:

**Either:** Have each team exchange their answer sheet with another team.

Once the teams have switched, play the answer slides. This engages the players and also gives them a chance to see how the other teams are doing.

Have teach team total up the points for that round and pass the answer sheets back to the team it belongs to.

Ask each team what they scored each round and either mark it on the board/score-sheet, totalling up the scores, providing a clear picture of the progress of each team.

This way of scoring is very effective, and keeps the players satisfied throughout the game.

**Or:** A runner collects the answer sheets. The slides showing the answers and explanations are shown while the makers check the responses and update the scoreboard.

Whichever way you choose, update the scoring after every round on a large paper, chalkboard, whiteboard or screen .

### 5. Breaktime Activities

At 2 or 3 points in the evening, there will be pauses for refreshments and leg stretching.

Two activities can be downloaded from [our website](#) . One is a map of Africa to label as many countries as they can, another is a crossword puzzle about Congo, both has answer sheets!

Coin bowling is a little bit physical and gives people a chance to mingle with guests from other tables. Players take turns to throw a coin at a wall, from some distance away, and the coin which lands closest to the wall is the winner and gets a free drink.

### 6. Announcing the Winners

When the final scores are added up, announce the third, second and first place winners and award them their prizes.

Pack up the venue and leave things tidy.

Thank your donors and volunteers and you're done! ( Thank YOU!)

### **After the Night**

Sort out the finances and deposit your donation [here](#).

We'll send you a report and photos so you can see the impact of your gift. Consider telling your story to the local paper. They love good news stories and may send out a photographer, or you can send them a photo or two.

Your example might inspire others to do some good too!

This video shows the kind of effect you will have: (I hope it makes you feel glad to be involved!)

