



YOU PART

Engage. Connect. Empower

3 VARIATIONS OF QUIZ GAMES

DIGITAL

ANALOGUE

OUTDOOR

DIGITAL

FACTS

Age of participants: 15+

Number of participants: 10 - 30

Duration: 40 - 60 minutes

GOALS

Activate young people through digital tools and educate them through quizzes. An activity suitable for both large and small groups.

MATERIALS

- Stable internet connection
- Laptop or PC
- Smartphone
- Projector
- Good sound system
- Comfortable place

GUIDELINES

- **Tailor the quiz to the audience:**
 - Consider the participants' level of knowledge and interest in order to adapt the questions accordingly.
 - If some of the participants are disabled, create all the necessary conditions for inclusive participation and a supportive atmosphere.
- **Include teamwork:**
 - Encourage cooperation between participants to strengthen team spirit.
- **Rewards and feedback:**
 - Create attractive prizes for participants and provide feedback so participants can learn from the experience.
- **Flexibility:**
 - Be ready to adapt to the situation and changes during the game.

EXAMPLES

ONLINE QUIZ PLATFORMS

Use online tools like [Kahoot!](#), [Quizizz](#) or [Mentimeter](#) for quick and interactive quizzes. Create questions of different weights and formats (multiple choice, true/false) that will cover the topic you want to convey. Create an account on your chosen platform. Choose a quiz topic and ask questions. Share the quiz access link or code with participants.

INTERACTIVE PRESENTATIONS

Create a presentation on a platform like Google Slides, Microsoft PowerPoint, [Canva](#), [Pitch](#), [Prezi](#) with built-in quiz questions. Add links to additional resources for additional research.

ONLINE WORKSHOPS

Organise online workshops via video conferences ([Jitsi](#), [BigBlueButton](#), [Zoom](#), [Microsoft Teams](#)). Ask participants questions during the video. Enable screen sharing for visuals. Use the chat for additional discussions.



Source: Mentimeter

ANALOGUE

FACTS

Age of participants: 15+

Number of participants: 10 - 40

Duration: 60 - 90 minutes

GOALS

Encourage creativity among young people through the use of office materials for learning and personal growth and development and work in teams.

MATERIALS

- Flipcharts
- White papers and coloured papers (A4)
- Stickers
- Markers
- Pencils

GUIDELINES

- **Tailor the quiz to the audience:**
 - Consider the participants' level of knowledge and interest in order to adapt the questions accordingly.
 - If some of the participants are disabled, create all the necessary conditions for inclusive participation and a supportive atmosphere.
- **Include teamwork:**
 - Encourage cooperation between participants to strengthen team spirit.
- **Rewards and feedback:**
 - Create attractive prizes for participants and provide feedback so participants can learn from the experience.
- **Flexibility:**
 - Be ready to adapt to the situation and changes during the game.

EXAMPLES

PAPER QUIZ

Create a quiz on papers with different sections and varied questions. Add fun elements like pictures or puzzles. Distribute the sheets to the participants and give them time to complete the quiz. After finishing, check the answers together.

MOVING QUIZ

Create a list of questions, each with 3 possible answers. Write the questions on a flipchart (quiz board). Determine 3 areas that represent possible answers. Read out the questions and possible answers. And let the participants decide how they want to answer by going to areas 1, 2 or 3.

EXHIBITION QUIZ

Organise an exhibition where young people prepare quiz questions and post them. Other young people can go through the exhibition, answer questions and learn from each other.



Source: Canva AI

OUTDOOR

FACTS

Age of participants: 15+

Number of participants: 10 - 60

Duration: 60 - 120 minutes

GOALS

Participants are encouraged to think and be physically active through shared learning, co-operation and playful competition.

MATERIALS

- Envelopes with assignments
- Prizes for all
- Prizes for the winners
- First aid kit

GUIDELINES

- **Tailor the quiz to the audience:**
 - Consider the participants' level of knowledge and interest in order to adapt the questions accordingly.
 - If some of the participants are disabled, create all the necessary conditions for inclusive participation and a supportive atmosphere.
- **Include teamwork:**
 - Encourage cooperation between participants to strengthen team spirit.
- **Rewards and feedback:**
 - Create attractive prizes for participants and provide feedback so participants can learn from the experience.
- **Flexibility:**
 - Be ready to adapt to the situation and changes during the game.

EXAMPLES

POLYGONS OF KNOWLEDGE

- Create a safe and secure environment.
- Set up trails in an open space with settings that match the educational questions.
- Questions/tasks can be related to sporting events or skills that participants need to demonstrate. Participants pass the track and answer questions at set points.

EDUCATIONAL TREASURE HUNT

- Create a "treasure hunt" where clues are questions.
- Each solved question leads to the next step on the way to the "treasure". Ask questions in different places in the park or in nature.
- Consider to create a safe and secure environment.



Source: Canva AI



YOU PART

Engage. Connect. Empower

PROJECT PARTNERS



Co-funded by
the European Union

Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them.