

## ResearchTrivia Game

### *General Game Guide*

#### **Overview:**

The ResearchTrivia Game was designed to engage kids of all ages (parents & guardians included) in an activity that shares positive and factual information about animal research and its benefits to human and animal health.

Created specifically for a science fair type atmosphere (a multiple exhibitor arena with a wide variety of attendees continuously passing by) the game helps catch people's attention, is easily and quickly executed, shares knowledge and provides take-home prizes that further support a positive research message.

#### **Basic How To:**

The game is pretty simple.

- *Each player is given a numbered token by the game host (This is merely a piece of paper with a random number on it that helps ensure each player's playing piece is unique. The tokens can be used over and over again by the next round of contestants.*
- *The game wheel is spun to determine the prize that will be given.*
- *The game host then reads one of the ResearchTrivia questions to the players. Each card contains a question, an answer and hints. In addition, each card is labeled by a level – 1, 2, or 3, with 1 being the easiest.*
- *Each player then places their token on the game mat animal they think best answers the question.*
- *Hints are given by the game host until all players have selected an answer (The goal is to ensure that every player is a winner, so it is encouraged to give hints until everyone has the correct answer.)*
- *Prizes are distributed and the game is ready to be played again.*

The game is best run with a minimum of two volunteers, who divide the game host duties to help things run smoothly. One person may be in charge of administering tokens to players, spinning the wheel and gathering prizes while the other engages the students and reads the questions. It is best to assign responsibilities that play on the strengths of the game hosts.

#### **Game Rules:**

Depending on the environment and the prizes, many kids will want to play multiple times to win the most/best prizes. To avoid this situation here are some general rules you can share with each new round of players before the game begins.

1. *You can play as many times as want – but you can only win a prize the first time you play.*

*(This prevents kids from playing until they get the prize they desire and winning multiple prizes which are usually in limited quantity.)*

2. *Prizes cannot be traded*

*(Exceptions to this rule can certainly be made but when your booth is packed with kids it's best to just stick to the rules)*

3. *New players cannot join the game once the prize wheel has been spun. (All individuals who indicate their interest in playing the game after the prize has been determined should be asked to wait until the next round).*

### **Set-Up**

The ResearchTrivia Game fits perfectly in a standard '10 x'10 booth with an 8' or 6' table. The game wheel can stand freely behind the game table (recommended) or lowered for table-top set-up.

Since prizes are a key component of the game, it is suggested that they be displayed in an area that all players can see and that you or your fellow game host can point to for reference while describing how the game is played.

On the table, lay down the game mat using Velcro or tape. Be sure the mat is close to the far edge of the table so that all kids can see and reach all animals on the mat.

*\*Note: Each animal is repeated on the mat twice (top row: animals, bottom row: animals in reverse order). This gives all players access to all animal options.*

### **Working the Crowd – Keeping Players Engaged:**

The ResearchTrivia Game should be entertaining and educational. As a game host, use your personality, ask questions and share your personal experiences. Engage players as much as you can and make the vital connection between animal research and the life saving medicine now available for them, their family and their pets.

Here are some tips and phrasing examples that may help you get started.

1. Invite passers-by to play the game and win cool prizes.

(Examples)

*-“Who would like to play a game?”*

*-“Step Right-Up and play our fun research game”*

2. Introduce the game concept once a small group has gathered.

(Examples)

*-“Today we are going to play a game that talks about animals and the role they have played in creating medicine for us and our pets”*

*- (Pointing to the game mat) “Who can tell me what they see on this mat?” (Answer: Animals)*

*“Did you know that every one of the animals here has in some way contributed to our health and the health of our pets? Pretty cool – right?”*

3. Provide directions on how the game is played:  
*-“Ok –I am going to ask you a question about research. You are going to take your token and place it on the picture of the animal that you think best answers my question. Those who answer the questions correctly will win the prize on the wheel. And look at all of these cool prizes (point to the prizes). Are you guys ready!?”*
4. Spin the Wheel –
  - a. Depending on your set-up it can be fun to ask the players if they would like to give the wheel a spin.
  - b. While the wheel is spinning make comments to keep players engaged:
    - *“I wonder where it’s going to land.”*
    - *“I don’t know where it’s going to land but I bet it’s going to be a great prize”*
5. Talk about the prize –
  - a. *The use of educational prizes, can offer a great opportunity to introduce additional information about animals in research.*  
(Example: AMP’s nude mouse posters)  
*“The prize is...poster #1 (point to the prize )*  
*“Can anyone tell me what type of animal this is or what makes it so funny looking?”* (Typical answers are: no hair, nude mole rat, it’s nude).  
*“Well, this is what we call a nude mouse. The reason the nude mouse has no hair is because it has a suppressed immune system. Just like someone going through chemotherapy – their immune system is suppressed and their hair falls out. For scientists, this means that the mouse can more easily catch a disease that they can then study in hopes of finding a cure.”*
6. Ask the question –
  - a. You may want to announce certain words, provide definitions to words if needed or stop and make personal or outside references where you think appropriate. Key words have already been underlined on the trivia cards to make this process a bit easier.
  - b. Based on the age of the player you may also want to use the “Level” indicated on the bottom right-hand corner of each card to help pick the most appropriate question.
7. Give hints –
  - a. Use the list of hints provided on each trivia card to help kids get the correct answer which are listed in order from hard to easy. You can also add your own. The goal should be for as many kids as possible (if not all) to get the right answer – so do whatever you can to help the players along.
8. Provide the answer:
  - a. Provide the answer, cheer the players for “winning” and hand out prizes:  
(Example)  
  
*“Raise your hand if you choose.....scorpion! Oh – You are all winners. Great job guys!”*

**FINAL NOTE:** *Have fun! Education should always be exciting and this is a great opportunity to reach kids of all ages as well as their parents/guardians with facts about the benefits of continued animal based research.*