LWR Trivia Game

TIME: 30-45 minutes

PURPOSE: To learn about the mission and ministry of Lutherans around the world through a fun game

MATERIALS: A digital copy of the LWR Trivia PowerPoint and set of questions (available at lwr.org/75Sunday) and a method of scorekeeping (i.e. whiteboard/markers, large paper/markers), a pen or pencil and paper for each team.

HOW TO PLAY: Divide players into 2 teams. For larger groups, 3 teams is an option, but some rules may need adjustment as the youth leader sees fit. The following rules apply for 2-team play.

Determine which team will begin. The first team will choose a category and then a point value, and the leader will click that space on the PowerPoint.

Both teams have the opportunity to answer the question via a few options:

- Option A: Teams share a bell or buzzer and a youth leader will determine which team buzzes in first to answer.
- Option B: One spokesperson on each team will be the official "handraiser" and a leader will determine whose hand is raised first.
- Option C: Each team alternates
 answering questions. If the team who chooses the category and answers the question gives the wrong answer, the other team has the opportunity to answer and get the points.

The question will appear onscreen. A time limit to answer is optional.

Scoring the Game: In order to keep score, a selected person should make scores visible to all players either on a large piece of paper, a whiteboard, a chalkboard, etc. When a team answers a question correctly, the point value assigned to the question is answered incorrectly, the point value assigned to the question is subtracted from their score.

Double Difference Maker: There are 2 Double Difference Maker questions hidden in the game. Only the player (or team) who selects the question may answer. The team must place a wager of points (the team may wager up to 200 points more or less than what they have). After the wager is placed and said aloud, the leader may click the link to the question. After the team answers, follow the link to the answer slide. Add or subtract points accordingly.

Final Challenge: Once all questions in the table have been answered, click the Final Challenge link on the bottom of the question choice slide. Players will be prompted to decide the point value they wish to wager for the final question. Record point values prior to beginning the question. Click the next link for an instructions about the final question, then click the link to proceed. The question slide is timed to automatically change after 2 minutes, so no clicking is required once the question is visible. When the slide changes automatically, instruct players to stop conversation and writing. Instruct players to publically reveal their answers, then click to the answer, where all possibilities are visible. The game is now finished; award prizes if desired.

A Short Guide to the Question

Categories: Leaders may choose whether or not to give a short explanation of the categories before game play begins.

- In the Beginning: A bit about LWR's history
- What's in the name?: What is LWR?
 Some questions about who LWR is
- Global: Snapshots of LWR projects around the globe
- From the Ground Up: A category focusing primarily on LWR's work in agriculture
- Faith In Action: Questions about LWR's Quilt & Kit Ministry
- Poverty: Some questions about the facts of poverty

FAQ:

How will I know which questions I've already used?

After a link in the PowerPoint is clicked, it will turn green. This will indicate that the question has been used.

Why does the next question keep showing up?

Make sure you're clicking the links themselves in the slides, instead of clicking elsewhere on the slide.

Just a general click or keystroke will automatically advance you to the next slide.

What happens when all the links in the table have been clicked and questions have been answered?

Now it's time for the FINAL CHALLENGE!

The Power Point game, and a list of the questions and answers are available at lwr.org/75Sunday.