



## Pub Quiz

**This is a great, fun way to review knowledge or assess for learning.  
The learners can do this in teams or can play individually.**

Materials required: Some oversized playing cards, flipchart paper and pens, 2 identical noisemakers (bell, whistle etc)

Pub quizzes usually have a number of different rounds, so devise around 20/30 questions breaking them into 3/4 rounds of 5/6 questions each.

Set up a flipchart for scoring and put this in a prominent position – if there are an odd number of delegates you could ask someone to volunteer to be the scorer. Each correct answer will receive 5 points, partially correct 2 points. On some occasions you may wish to award bonus points.

### Round 1: The Picture Round

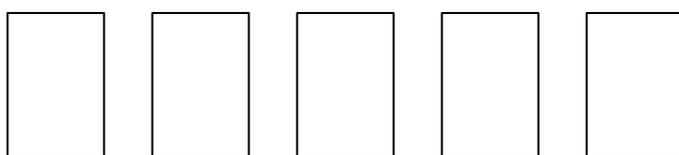
On a flipchart you need to place 5 pictures, numbered. These do not have to be hand drawn, but could be from magazines or from the internet and printed off. The idea is that the picture relates somehow to the question you are going to ask. Give each team a noise maker and let them practice using it. Explain that it will be the person who makes the noise first who answers the question (You may want to say that an incorrect answer will get a penalty point to prevent people from just guessing). There is one question per picture.

### Round 2: Key Words

On a flipchart, in 6 bold boxes place some key words, related to the subject that you are delivering on. Get the teams to throw a dice to see which question they get. You could have a number of questions for each number, in case of multiple throws of that number. Award 5 points for each correct answer. Once all the boxes have been used once you could offer the team that completes the 6 a "Brucie bonus" question for some extra points.

### Round 3: Play your Cards right

Have a piece of flipchart with the title on it and some boxes the size of the Jumbo playing cards numbered as below. If the team get a correct answer they have a go with the cards to find out what the score is going to be. Turn 1 card over and the team says either "higher" or "lower". If they get it right they turn over another card. They can stick at any point.



1

2

3

4

10

**"Nothing for a pair"  
"Higher or Lower"**