

3.2 Trivia Relay

Duration: 15-30 minutes, depending on number of questions asked

Number of people who can take part: at least 8; no maximum

Learning objective: demonstrate and deepen knowledge of USW, union, and social justice concepts as a team

Materials needed: question list; tape, markers, and cue cards to write out teams' answers; a microphone and sound system if it's a large group; flip chart/paper to record teams' scores; prizes

Before your event:

1. Think about who will be coming to your event and how much they know about our union, social justice and labour concepts.
2. Prepare a question list based on what you think would be of particular interest to your participants or ask the Fund Coordinator to help you create one.
3. Decide who will host the trivia relay. Read over the questions in advance so you're comfortable with the material.
4. Prepare the relay space – place blank cue cards and markers at one end of the room (on as many tables as there are teams) and pre-cut tape on the opposite wall with a starting line.

At your event:

1. Divide your participants into teams, 4 people/team minimum.
2. Place them behind the starting line.
3. Read out the rules.
4. Read out the first question!
5. Award prizes to the team with the most correct answers.

Rules:

1. Each team picks their order of players and lines up behind the starting line, across from their cue card answer table.
2. The host calls out the first question to all teams, e.g. "What is the title given to the individual in D6 who supports gender questioning and transitioning members?"
3. Once the team has chosen their answer, the team's first player runs to the team's corresponding table across the room to write the team's answer on a blank cue card – based on the example question above, this would be 'D6 Trans liaison.' Once the player is at the opposite side of the room, no further contributions from their team are allowed!
4. The player returns to their team with their answer and passes the card over and under to their teammates behind them. The last player in line tapes their team's answer card to the wall behind them.
5. The host awards one point to each team that got the answer correct.
6. The host calls out the second question to all teams and the process repeats.

Facilitator tip:

You can apply variations to this game. In one more accessible version you can have one player assigned to be the runner and writer for each question, removing the need for over/under card passing and movement from those who would rather be still. Another variation, good for groups who aren't as knowledgeable on the game's topics, requires the host to read out the question and multiple-choice answers to it; the runner must sprint to grab the card with the answer they think is correct. A third variation models the game Jeopardy!. It requires that the host read out the answer and each runner sprint and write the concept the answer is tied to, e.g. the prompt "a unionized body that has more than one collective bargaining unit in its membership" should inspire "amalgamated local union" as an answer.