

Company

TV CHALLENGE & QUIZ SHOWS







THEMED PROGRAMME



AIM

Go on a journey through some of TV's most popular challenge and quiz shows, such as Pointless, Countdown, Taskmaster, Catchphrase and more. Do you have the brains and logical thinking skills to succeed?

ACTIVITIES

-  Catchphrase
-  Countdown
-  Taskmaster
-  Pointless
-  Tenable
-  Lifeline

TV CHALLENGE & QUIZ SHOWS

» INTRODUCTION

TV challenge and quiz shows have always been popular programmes for audiences to watch.

Take on some of the country's most popular challenge and quiz shows in this themed programme.

Young people can either work individually or in pairs/teams, competing in five different shows as they go along. At the end of all the challenges, find out who has scored the most points and can be crowned TV Challenge & Quiz Show Champion.


? DID YOU KNOW?

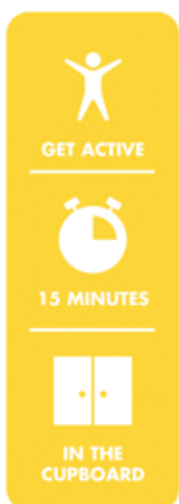
- The first TV quiz show was called 'Spelling Bee' in 1938 and it simply asked contestants to spell a series of words.
- One of the UK's longest running challenge shows is 'Countdown', having produced over 7,700 episodes since 1982.
- The most amount of money won on a TV challenge or quiz show was in 2012, when one contestant went home with £1.5 million.
- ITV's 'The Chase' was recently voted Britain's favourite TV quiz show.



GET LEARNING: PROBLEM SOLVING CATCHPHRASE


Catchphrase is the TV quiz show where you need to 'say what you see'.

- 1  Use the TV Challenge & Quiz Shows PowerPoint for this activity.
- 2 This has 10 Catchphrase rounds. Young people should work in pairs/small teams or individually.
- 3 Explain to the group that these 10 catchphrase questions are images that represent a saying or phrase. Their job is to try and work out what each one is and write it down.
- 4 Show each of the 10 questions, giving young people an opportunity to think about each one and write down their answers.
- 5 Finally go through the answers. Young people should be awarded a point for any they guess correctly. The team/individual with the most points at the end is the winner of 'Catchphrase'.



GET ACTIVE: PLAYING GAMES TASKMASTER


Taskmaster is a challenge show that test contestants' logical thinking, problem solving and creativity.

- 1  Use the TV Challenge & Quiz Shows PowerPoint for this activity.
- 2 This has three Taskmaster rounds. Young people should work in pairs/small teams or individually.
- 3 Explain to the group that they will be set three challenges. The team/individual who completes the task in the best way or most successfully will be awarded points. **Example Challenge:** Throw a teabag into a mug from the furthest distance.
- 4 Complete each of the challenges, one after the other, with all the teams / individuals taking on the challenge at the same time.
- 5 The team/individual with the most points at the end of the three challenges is the winner of 'Taskmaster'.



GET LEARNING: PROBLEM SOLVING TENABLE


Tenable is a TV quiz that tasks contestants with trying to come up with the top 10 things in a list.

- 1  Use the TV Challenge & Quiz Shows PowerPoint for this activity.
- 2 This has three Tenable rounds. Young people should work in pairs/small teams or individually.
- 3 Explain to the group that for this TV quiz show, they will need to try and come up with a list of the top 10 answers for each question. **Example Question:** Top 10 most valuable football teams in the world.
- 4 Working in small teams or individually, young people should be given some time for each question to come up with their list. Their list should contain 10 answers, in the order which they think is correct.
- 5 After teams/individuals have had enough time to come up with their answers, go to the next slide which shares the answers.
- 6 For this version of the game, score teams/individuals as follows: 1 point for any correct answer that is on their list, 3 points for any correct answer which they guess in the correct order (i.e. if Manchester United was 5th on the list, but the team had placed them as 3rd, they would get 1 point. If a team had them on their list in 5th position, they would then score 3 points).
- 7 Continue the game with all three rounds of Tenable. At the end let teams/individuals add up their points. The team/individual with the most points at the end is the winner of 'Tenable'.



GET LEARNING: PROBLEM SOLVING COUNTDOWN


Countdown is a game that puts your ability to use letters and numbers, to the test.

- 1  Use the TV Challenge & Quiz Shows PowerPoint for this activity.
- 2 This has three Countdown rounds. Young people should work in pairs/small teams or individually.
- 3 **Round 1 – Letters:** Young people need to try and come up with the longest word that they can using the nine letters shown on screen. The word must be in the dictionary. The group have 30 seconds to complete this challenge, so they must work quickly. Consider playing the Countdown theme music as the timer (can be found on YouTube). Afterwards share the potential answers on the next slide. There may be other answers that aren't shown on this slide.
- 4 **Round 2 – Numbers:** Use the six numbers provided to come to the target number (shown in yellow), using your maths skills. Again, only 30 seconds is allowed for this challenge. A potential solution is shown on the next slide (other solutions are possible)
- 5 **Round 3 – Conundrum:** The nine letters on the screen can be mixed around to create one 9 letter word. The first person who thinks they have cracked the conundrum should buzz in (make a noise) and share their guess.



GET LEARNING: PROBLEM SOLVING POINTLESS

'Pointless' challenges contestants to find the most obscure or 'pointless' answers that they can.

- 1  Use the TV Challenge & Quiz Shows PowerPoint for this activity.
- 2 This has three Pointless rounds. Young people should work in pairs/small teams or individually.
- 3 Show the first question and give young people a minute's thinking time to come up with their answer. They need to try and think of an answer that none of the 100 people that were asked this question would have thought of. **Example Question:** Mr Men characters with a 'Y' in their name.
- 4 Once thinking time is over ask each team, pair or individual to reveal their answer.
- 5 Now reveal the answer slide. This shows how many people also gave that answer. The aim is to try and get the lowest number of points as possible.
- 6 Continue with the other two rounds.
- 7 The team/individual at the end with the lowest number of points wins the TV quiz show 'Pointless'.



GET INTO THE BIBLE: PRAYER LIFELINE

- 1 In this themed programme we have played several TV challenge or quiz shows. There are many other quiz and challenge shows that are shown on TV. Challenge the group to try and list as many of these as possible. Leaders may wish to contribute to this discussion too, helping to make the list as long as possible.
- 2 In many challenge or quiz shows, the contestants taking part are often given 'lifelines', or some other form of help or assistance throughout the show, to help make things a little bit easier or give them a second chance. Go back through your list of challenge and quiz shows and highlight all the ones where this happens. Talk about each lifeline that is given and how they help the contestants in that show.
- 3 Wouldn't it be great if we got 'lifelines' in real life? Imagine coming up against something difficult and being given the option to make things easier at the click of your fingers. When do you think you might use such a lifeline and why? Exams? Tough football match? Making tough decisions? Discuss what would make the perfect 'lifeline' to have in real life.
- 4 Sadly we don't get these type of lifelines in our life, but we do get a 'phone a friend' option instead – a famous lifeline from 'Who Wants to be a Millionaire?'. When we are facing difficult moments and are in desperate need of a 'lifeline', how often do we talk to God about it and seek his advice? Do we ask for his help and listen for his response? Are we making use of this incredibly powerful and useful lifeline, or are we wasting it and at risk of not reaching our full potential?
- 5 Next time you find yourself in need of a 'lifeline' remember that you have one whenever you need it – God. Finish in prayer.

 **"Call to me in times of trouble. I will save you, and you will honour me." Psalm 50:15**