

ICEBREAKER QUIZ

FOR FACE-TO-FACE AND VIRTUAL TRAINING



FACTSHEET

Fingers on Buzzers!

Three fun quizzes to encourage team engagement and liven up any training event - especially that post-lunch slump!

30-40 minutes + debrief

6-24 (2-4 teams of 3-6 per team)

For staff at any level

No computer required

295 (buzzers & digital copy) or 275 (digital copy) ex VAT



Learning objectives

All the elements of being in a quiz team:

- Fun
- Teamwork
- Risk analysis
- Creativity
- Thinking outside the box
- Careful reasoning
- Listening to colleagues
- ... and lots more!

About the activity

In this fun and energising quiz, each team is given a buzzer - each has a different colour and sound - which they use to buzz in their answers.

There are three, 30-question quizzes with generally short, quick-response questions. However, they require some thought. The first two quizzes follow a conventional, open-question format; the third is a True/False quiz.

Scoring is simple: the first team to buzz in with a correct answer gets ONE POINT. An incorrect answer scores MINUS 2, and the question is then open to the other teams. (With the True/False quiz, of course, there's only one opportunity for teams to buzz in). The Trainer records the score.

The questions are supplied as a PowerPoints and PDFs, to display on a shared screen for all delegates to see. The Trainer controls the flow of questions and you can of course reduce the number of questions if you wish. The Trainer reads out the question, after which, and *not* before, teams can buzz in with an answer. In practice, teams need a moment or two to think and discuss, but explain that if anyone buzzes prematurely they will receive MINUS 10 points! At the end, scores are totalled, and the winning team announced.

Sample Quiz Question!

7

In Botticelli's painting of Venus, what is Venus standing on?

a) a beach
b) a dolphin
c) a seashell

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Sample Quiz Question!

10

In which decade (20th century) was the antibiotic, penicillin, discovered?

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Sample Quiz Question!

16

Which of these are NOT on the lowest row of letters on a computer keyboard?
Z X C V G B Y K N M

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Pack contents

- Trainer's Notes (PDF)
- Trainer's Record (PDF)
- Quiz No.1 (PPT & PDF)
- Quiz No.2 (PPT & PDF)
- Quiz No.3 (PPT & PDF)
- Team Resources (set of 4 buzzers & batteries)

This activity is for both face-to-face and virtual training. It is supplied digitally via the Northgate Trainerhub. The buzzers are sent separately (or you can purchase the digital copy & source the buzzers yourself).

Five-year licence

This Northgate training activity comes with a five-year licence for repeat use with up to 24 participants. A licence is required for each site (or remote hub). To use with larger groups or for multiple site licences please contact us for a quote.

Ideally suited to

Introduce or round off any training session, for team bonding and to unleash some energy and fun!

Fingers on Buzzers!

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Customer reviews

“ We love Northgate Training activities as we can run the activities ourselves and they are very cost effective!
Sally Smithson, People Director, FLM

“ The best thing about Northgate activities is the delegate enjoyment factor!
Rose Walker, L&D Manager, VWV Solicitors

“ I have been using Northgate activities for around 7 years and have always found them effective and high quality.
Marie Mostaedi, Head of Learning & Organisational Development, Nursing & Midwifery Council



Trainer's role (full guidance supplied in Trainer's Notes)

1. Beforehand, familiarise yourself with the quiz questions and read through the (short) Trainer's Notes, which includes all the questions along with answers (and explanations where necessary). Test the buzzers.
2. At the start of a session, set up the PowerPoint with the first slide showing on a large shared screen. Organise the group into teams, each at a separate table.
3. Briefly introduce the activity and explain the scoring. You will show the questions one at a time *and* read them out (read direct from the screen or from the Trainer's Notes).
4. It is important that teams are not 'buzzer happy'! Make the point that no-one should buzz in until you have finished reading the question and remind teams that negative points can outstrip positive ones if they are not careful.
5. Have a copy of the Trainer's Record to hand (download it from the Northgate Trainerhub and either print a copy or use the on-screen, editable PDF).
6. Display and read out the first question. Wait for the first team to respond and record scores accordingly. Continue to the next question and so on. You may want to discuss answers during the quiz or wait until the end.
7. At the end, total the scores and announce the winner (and if you're having one - present the prize).

Northgate says...

A fun activity to help with team bonding. The quizzes make a useful break from training - and a great evening activity for residential courses!!

Ordering is easy!

- 📄 northgatetraining.co.uk
- ☎ +44 (0)1225 484990
- ✉ sales@northgatetraining.co.uk

Fast delivery

Digital files are accessed via our online Trainerhub and the set of Buzzers is sent via courier:
 £15 UK (next working day)
 £29 Europe (1-3 working days)
 £39 International (1-5 working days)

Our guarantee

If you are not 100% happy we offer a 30-day no-quibble returns service on unused goods.



Northgate customers

