

Dragon Quiz: General Information

How the Dragon Quiz works

The students work in teams of 3 – 5, sitting at tables to answer the questions set. Each table has a laminated card, with a coloured Dragon and the team's name on the front, and a 'pen profile' of the Dragon on the reverse.

Each team appoints a 'Dragon Walker' to collect the team's questions from the appropriate 'Dragon Master', who sits at one end of the room; each Dragon Master is responsible for a certain number of teams.

The questions are colour coded to match each team's Dragon card and the teams work through exactly the same questions, one at a time and in order, writing their answers and any calculations on each question sheet.

The Dragon Walker should take their team's answers back to their Dragon Master, who checks their correctness. Right answers are awarded 10 points. Wrong answers result in two options: attempting the question again, which they may do an unlimited number of times; or passing on the question, for which there is a one-point penalty. Passed questions may not be returned to later.

The winning team is the one with the highest score after the session ends. In the event of a tie, the first team to reach the winning score will be the victors.

Numbers of pupils

We can cater for up to 12 teams, so a maximum of 60 pupils, though teams of no more than 4 are optimal (especially for revision sessions).

Equipment needed

Calculators are not permitted for the Dragon Quiz. A pen or pencil for each pupil is essential and a ruler may be useful. A power extension lead for plugging in our IT equipment would be helpful.

Room requirements

A hall, gym, canteen or large classroom that can comfortably accommodate the tables and chairs for the number of pupils involved in each session. It is preferable that the room has data-projection facilities for the electronic score board that we use. However, we can bring along a projector if you let us know that we need to and as long as there's a screen (or even a blank wall) to use.

Room layout

We will agree with you beforehand how many pupils and teams will participate in each session. Tables and chairs should be laid out for the appropriate number of teams. At one end of the room, near the screen/whiteboard (if available) or in a place we can project, please arrange three tables in a row, also with chairs, for the Dragon Masters to sit.

Staffing

We will bring a team of two from the University. In addition, there should be one member of school staff (teacher or teaching assistant) per 15 pupils to ensure the smooth running of a session.

The role of staff and support staff

Some staff may be asked to act as Dragon Masters (solutions are provided), while the others would float around the room as they see fit.

School staff remain responsible for behaviour management during the session; however, we would ask that staff encourage pupils to discuss the activities sensibly within their teams.

Where older students (such as sixth formers) are also available, these can be brought in as 'support staff' to act as Dragon Masters instead, freeing staff to patrol the room.

General

Setting up usually takes us about 10 minutes if the room is already arranged as requested, so we aim to arrive about 15 or 20 minutes before the first session. If we encounter traffic problems en route, we will always try to call ahead to the school office, if possible.

It is very helpful to us if a parking space, ideally near the entrance, can be reserved for the Outreach team's car.

On the day itself, lunch and also tea/coffee for the team is appreciated!