



# Super Science Tournament of Knowledge



## OFFICIAL GAME DIRECTIONS

Welcome to the Superhero Training Network's Super Science Tournament of Knowledge (TOK)! These rules are general guidelines for playing the TOK. You may choose to use all, some, or none of these suggestions, it's completely up to you as the game host.

### Materials

- Tournament of Knowledge Game (.ppsx file, this will open like a power point in slideshow mode)
- Whiteboards and whiteboard markers for each team (or some method for groups to write their answers)
- A method of measuring 30 second intervals (clock, timer, mobile phone, etc.)
- STN Game Flags (STN\_Game\_Flags.pdf) (optional)
- Tournament of Knowledge Answer Key (TOK\_Answer\_Key.pdf)
- TOK Superhero Photo Awards (TOK\_Photo\_Awards.zip) (optional)

You will also need someone to run the game board and someone to keep track of the scores.

### Basic Steps for Playing

1. Gather and prepare the materials needed for game play.
2. Split the players into groups as described in the "Team" section of these instructions.
3. Select the group that will be going first, as described in the "Choosing Who Will Go First" section.
4. Begin the game by having the first team choose a question.
5. Read the question aloud and have all groups write their answers on their boards. Once they have an answer have them raise their flag.
6. After either 30 seconds have gone by or each group has raised their flag indicating they have an answer (whichever comes first), have the team whose turn it is reveal the answer they have on their board.
7. Before showing the correct answer, see if anyone would like to challenge the team's answer. Be sure the challenging teams follow the rules outlined in the "Gameplay Rules, Challenges" section.
8. Once all challenges are over, if there are any, reveal the correct answer on the board and distribute points accordingly.
9. If using bonus questions, allow the team(s) that answered correctly to choose whether or not to answer a bonus question. Follow rules outlined in the "Bonus" section.
10. Rotate the team captain and group as described in the "End of Turn Rules" section.
11. Continue playing until time runs out or all questions have been answered.





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**Teams**

In the Superhero Training Network’s Super Science Tournament of Knowledge (TOK), participating players should be separated into groups of 5 or less. No team participating in the TOK should have any more than one participant more or less than any other team. Below are a few examples:

Example 1

Team 1: 5 participants

Team 2: 5 participants

Team 3: 4 participants

Example 2

Team 1: 4 participants

Team 2: 4 participants

Team 3: 4 participants

Example 3

Team 1: 5 participants

Team 2: 5 participants

Team 3: 5 participants

Provide each team with a “Team Flag” and answer board to use during the game. If you are not using STN flags, you can have your teams raise their hands. Have each team choose a team name and designate a starting captain for each team. The role of team captain will rotate as the game proceeds.

**Choosing Who Will Go First**

To determine who will go first you can either select a team using your own methods, or use the built in question that can be found in the Tournament of Knowledge game board. The question that is built into the game is as follows:

Question: In what year did the Apollo 8 perform the first manned mission that successfully orbited the Moon?

Answer: One click on board: 1968; Second click on board (tie breaker): December 24<sup>th</sup>.

The teams/players are not expected to know this answer. The team that gets the closest to the answer will go first in the game. Ask the question and have the teams write the YEAR that they think is the answer on their boards. Once everyone has an answer, have them read it aloud and hold up their boards. One click on the game board will reveal the answer, which is 1968. If two teams tie, have them write down the date that they think the Apollo 8 mission successfully orbited the moon. Once they both have answers have them show their boards. A second click on the game board will reveal the day that the orbit occurred, which is December 24<sup>th</sup>. Whichever team is closest to this date will go first.

**Behavioral Rules**

The Superhero Training Network expects all trainees to behave as good citizens in the community. This expectation extends into participation in the TOK. This includes listening to and performing all requests from any game leader during gameplay. Participants are expected to remain calm and quiet until it is their turn to perform in gameplay. Failure to follow these rules could lead to loss of points for your team and, in extreme cases, removal from the game.



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**Gameplay Rules**

The main portion of gameplay in the TOK will take place on the electronic game board. The game board is divided into 6 major topics:

- Energy
- Matter
- Force and Motion
- Life Science
- Space and Earth
- Nature of Science

Each topic has 5 questions at various levels of difficulty. The higher the question's difficulty the higher the point value associated with the question. Points range from 100 – 500 for each major topic.

During each team's turn the active team's current team captain will choose a topic and question from the board. The question and possible answers will be read out loud and all teams will be given 30 seconds to work together to decide on an answer and write it on their team answer-board. Once each team has written their answer on their board, they should raise their flag to indicate that they have an answer. Once all of the teams have an answer, or the 30 second timer has buzzed, all teams are required to set down their markers and no more answers can be recorded. Any team that fails to do this will not be allowed to answer or challenge during the current question.

Have all of the teams lower their flags. The team captain who picked the question will then reveal their team's answer. At this time (before the correct answer is revealed on the game board) the other teams may choose to challenge the active team's answer.

**Challenges**

Once the active team has revealed their answer, any team has the option to challenge the answer if they believe it is incorrect. If a team would like to challenge, they can challenge the answer by having their current captain raise their Team Flag. Once a challenge has been initiated the team cannot change their mind and must reveal the answer written on their answer-board. If the challenging team's answer is incorrect, or is the same as the active team's answer, the challenging team automatically loses points equal to  $\frac{1}{2}$  of the value of the question challenged (i.e. if it was a 400 point question they will lose 200 points from their total score).

If the challenging teams' answer is correct (and the team that initially answered was incorrect) they receive  $\frac{1}{2}$  of the point value of the current question (i.e. if it was a 400 point question they will add 200 points to their total score). If more than one team raises their Team Flag to challenge a question, each challenging team has the opportunity to gain (or lose) points.



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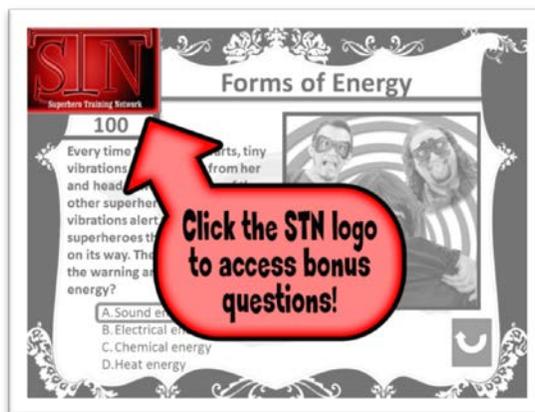
### Bonus Questions

When a team answers a question correctly you can choose to allow them to answer a bonus question that focuses on the same topic as the initial question. The bonus question can be accessed by clicking the STN logo in the top left hand corner of the question that you are on.

This question is worth ½ of the points of the original question and cannot be challenged by any other team. If a team decides to attempt the bonus question and their answer is incorrect they will lose the points that the bonus question is worth (1/2 the points of the original question). Teams should be advised to choose wisely.

If the team chooses to participate, the bonus question will be read and the team captain will write their team’s answer on their white board. When time is up, the team will be required to stop writing and show their answer. The correct answer will then be revealed on the board and the points distributed accordingly.

Any team(s) that challenged the active team during the original question and answered the question correctly can also choose to participate in the bonus question (only if they challenged according to the challenge rules). Points will be applied as described above for any team



### Superhero Video Question

There is a bonus video question asked by Super Conductor’s secret identity, Robert Bair. To access the question, click on the superheroes in the top left of the main interface. For this question allow all teams to answer. Any team that gets the answer correct will receive 200 points. Use at your discretion.



### End of Turn Rules

When the active team has finished their question, the current team captain passes the Team Flag to the next team member in line who becomes the team’s new team captain and that team’s turn is over. The team clockwise (or to the left of) to the last active team becomes the new active team and their turn begins.

### Winning and the End of the Game

If you would like, you can set a predetermined gameplay time at the beginning of the Tournament of Knowledge. The game will end either when this time is reached or the game board has been completely played, whichever comes first. The team with most points at the end of the game will be declared the winner of the TOK and receive praise as a truly awesome team of trainees in the Superhero Training Network.



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**TOK Superhero Photo Awards**

If you would like, you can print the TOK Superhero Photo Awards to pass out to your TOK players once they have finished the game. The photo awards were designed to fit the ratio of standard photos and are 4x6 inches in dimension. If you would like to use the photo awards you can either print them at a photo printing location (like you would a picture you take with your camera) or you can print them on a printer and cut them out. Either way that you chose to print, the pictures will be 4x6 inches in dimension unless you edit them.

There are 20 pictures (in jpeg format) included in the download (TOK\_Photo\_Awards.zip). There are 10 variations of the photo awards for participants and 10 variations for winners. Each of the awards has a picture of the characters from the STN and a quote appropriate to the topics and values encompassed by the STN.

