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Who Knows Game Shows ?... We Are Your Final Answer

Tips to have a great Versus Game Show Assembly that runs smoothly.

Notes for teachers, PTA, and more

What it is

Versus Game Show is the fastest moving game show program for school children in the area. It promises to get the crowd excited and keep their attention. We play fast moving team challenges with the left side of the room versus the right side of the room. Each challenge lasts only two minutes.

Set up time: We like to have two hours from load in to show time. We normally don't use all of this, but it allows for addressing technical glitches, cooling down, etc. We can set up in 90 minutes if necessary.

Access: We have a cargo van full of equipment. Please direct us to the easiest entrance to the space you are having this event in, preferably without any stairs. Students may be in area where we are setting up. We try to stay along one plane until the entire space is available

Space: Minimum floor space OF 36 FEET x 24 FEET REQUIRED. More space is better. The amount of kids that can participate in Hula Hoops varies with space that we have.

Needs: 6 or 8 foot banquet size table available when we set up. If we can't load directly into the room we are in, a flatbed dolly would be requested.

Seating – In order to facilitate a fair assembly and only have students of equal age “challenge” each other in our contests, **it is ESSENTIAL that you seat HALF of EACH GRADE LEVEL** on each side of the “dividing line” in the audience whether it be bleachers or cones on the floor. The assembly will make more sense when we say “Teachers, we need six kids from the first grade from each side for Trivia Face Off” or something like that.

Challenges :

For school assemblies, we normally run one of two formats – Four (4) challenges repeated Three (3) times or Six (6) challenges repeated twice.

The four base challenges include: Trivia Face Off (6 kids per side), Connect 4 (4 kids needed per side), Hula Hoops (7-10 kids needed per side), and Spell It Out (5-8 kids needed per side). The two additional challenges are generally “Cone Heads” (6 kids needed per side), and Egg Spoon Relay (6 kids needed per side). We have many others.

Grade Grouping – Ideally, we would like a continuous set of grades at an assembly – such as one K-2 and one 3-5 assembly in the case of a K-5 school. If we can't do this, a close enough split would be OK. If this won't work, we can, accommodate an assortment of grades such as 1st, 2nd, 4th and one class of 5th grade but frankly, this gets confusing for us and the assembly. Our scripts are coded “Kids A”, “Kids B”, “Kids C” which keep them uniform to the ever changing parameters that we face. It is easier, however, just to map ONE grade level to one of those groups (e.g. Kids C = 2nd Grade).

Assembly Timing – It takes about 50 minutes from introduction to the dismissal to run 12 student challenges and 1 surprise teacher challenge (don't tell them, the kids love it). Therefore, assuming we have the desired set up time and there are no technical problems, it is a good idea to start calling classes down to the gym or multipurpose room about 10 minutes before we are scheduled to start. If you wait to start calling them down at the schedule start time, it eats in to the time the kids have to participate and then end up being shortchanged. This is especially true if there is no wiggle room in the ending time as in the case that the assembly is scheduled to end five minute before the buses arrive.

Teacher cooperation and help – In order to facilitate the fastest moving game show assembly, it is **VITAL and NOT optional that all teachers assist in the selection of students that are required for a particular activity. This must be done quickly and efficiently. The teachers and aides on each team (usually red and blue, but sometimes green and yellow), MUST pay attention and work together along with our game show host to keep things moving.** With younger children, it may be necessary to have teachers or aides help with the challenges to keep the kids from having “stage fright”. It is vital to keep the rhythm going that there is no lag or disorganization.

Pre Selection of Players – It is not necessary and not recommend that you pre select participants for a challenge. If the kids know what is happening, it spoils the surprise when they get to the assembly. If we have to modify the program on the fly, it will be a disappointment if they are not used (which could happen if we scale back a challenge due to space) . Reading names takes time also. Teachers can have a mental note of who may do what.

Helpers – in order to facilitate a fast moving game show, it is requested that you provide two “prop assistants” that can stay on “stage” for the entire time to help with props – hand out hula hoops, connect 4, etc. These should be older students or teachers aids and have a good grasp of how to follow instructions (in English) and be fast learners. If you would like to provide older students for a younger assembly (instead of providing second graders for the K-2), that would be ok also.

The more organized we all are and the more we as the game show staff and your teachers and helpers work as a team, the better and smoother the assembly will be, the more we can move smoothly from challenge to challenge, and the more fun the students will have.

If you have questions, feel free to call us at 847-781-7033 or email at info@gameshowgurus.com
