



# Academic Challenge Quiz Study Resources



A list of current year study resources for Art, Music, and any special subjects is on the Academic Challenge Quiz Page under ACQ Documents.

Sources include:

- **Triple Q Questions** – Varsity (High School Level) and Junior Varsity (Middle School Level) – Toss-ups – JV2, JV3, JV4; V1, V2  
Colossal Book of Questions – JV; V1, V2  
Rapid Fire Rounds – JV166, JV167; V225, V226
- Additional questions are constantly being developed by Academic Rodeo and will be provided to the teams by e-mail if this has occurred over the summer.
- **Brain Quest** – We find that many of these duplicate questions from the Triple Q books.
- **Music Selections** – A variety of pop, Disney, seasonal, etc. is used for the first Toss-up question in the 1<sup>st</sup> Quarter Round for each match. A list of the current year music selections to be used in the 3<sup>rd</sup> Quarter Round of each match and any accompanying notes that could be used for questions will be provided to coaches by e-mail or on the ACQ page. Most music selections can be found on Amazon or YouTube or ClassicalConnect.
- **Art Selections** – A list of featured art pieces for a question in the 3<sup>rd</sup> Quarter Round of each match will be provided. Photos of most art selections can be found by searching the artist and the painting.
- **School/Group Info** and **Community/City Info** – You provide the info for your School/Group and City using the online form on the Academic Challenge Quiz page. It is fun for students to learn about each other's schools.
- **Current Events** – Questions will from State and National news in the week or two before match.
- Other questions will be taken from **general knowledge** information and/or curriculum designed for the particular grade levels.

## To purchase resources:

The **Junior Varsity** and **Varsity** materials can be ordered from Triple Q Questions, P. O. Box 305, Vienna, IL 62995-0305. The phone number for Triple Q Questions is 888-461-7572. See Products on web site.

**Brain Quest Kits** may be obtained from stores carrying books and games.

When **Music Memory** lists are used, coaches will receive a list. When UIL lists are used for a specific year, the selection CDs can be ordered from UIL resource partners at [musicmemory.com](http://musicmemory.com). Most selections can be found and heard on [classicalconnect.com](http://classicalconnect.com), YouTube, or Amazon.

**Art** resources for UIL Picture Memory, when used, are available from Tune In ([www.elizajan.com/art.htm](http://www.elizajan.com/art.htm)). Otherwise, a list of selections for the year will be available. These can be researched and found on the Internet.

## Tips for Coaching

### REMEMBER . . .

Primary communication with Coaches/Sponsors is done through the e-mail provided by the Primary Contact in the online School/Group Registration. If you are not receiving e-mail information about the contest, check Spam/Junk folders on your computer and contact Academic Rodeo for assistance and info.

Deadlines exist for a reason. Please be aware of them and follow them. There is an **Academic Rodeo Calendar** for the year in a true calendar format on the Getting Started and General Info pages of the website. The **ACQ Contest Timeline** on the Academic Challenge Quiz page give you dates and deadlines to follow. Print it, post it where you can easily see it, and check off completed items so you know what you have done and what you need to do.

If you have a problem with your first match date, please contact Academic Rodeo and efforts will be made to allow you to swap. After Prelims, dates cannot be changed unless all groups agree on a date change.

Please see the **General Information for All Coaches/Sponsors** for information applicable to all about registering for the contest, registering students, preparing entries, and what to do when all the fun is done.

The tips and suggestions below may be helpful to you in working with your students for ACQ.

### **Selecting Students**

- **Good skills** for students: perform well under pressure, can handle getting an answer wrong, think and respond quickly, can confer with team and decide quickly, have a strong knowledge base for an academic area (math, spelling, science, language arts, social studies/history, fine arts, or trivia)
- Select a strong, confident team member to serve as Captain.
- Find your best “rule follower” to be aware of timings and keep your team on track.
- Seat them at the table where they can provide the most assistance to the Captain and each other.
- Do practice matches, if possible, or at least ask questions to see which students answer most quickly.

### **Before the Contest**

- Provide School/Group & Community/City info online for questions in the 3<sup>rd</sup> Quarter and helps teams learn a little about their competitors and cities. Do promptly so all teams have ample study time.
- Register your students promptly with the Excel document provided. (See the General Info document.)

### **Preparing Students**

- Make students aware of contest set-up and discuss using a buzzer & light system. Each student has a handheld button for buzzing in to answer the question. The system is a lock-out system, meaning that when the first person presses the handheld button, it locks out others trying to buzz in. There are inexpensive buzzer buttons to purchase that may assist in developing good response time.
- Remind team members to check news resources to prepare for potential Current Event questions.
- Discuss the rules with your students and strategies to use in each Quarter. Many teams have low scores, not because they do not know answers, but because they do not use their time wisely.
- Help students develop a strategy for dealing with difficult questions. Most questions require quick thought and if they cannot immediately supply an answer, they should pass. Sometimes they will be able to get back to that question and provide an answer after having time to think. Some teams specifically use the strategy of immediately passing several questions giving time to come up with the answers for when the passed questions are repeated. This usually only works in the 4<sup>th</sup> Quarter.

- Help students develop a strategy for when to pass, when to guess, etc. Is it the last question? Guess!
- Go over the **Code of Conduct** with students and complete some sort of affirmation of the Code for your use. You will be asked to verify that students are aware of and have agreed to the Code of Conduct when you register them. Provide information to parents, especially those who may attend matches. Violations may result in the elimination of the team from the tournament.

### **At the Contest**

- Arrive promptly and enter quietly in case a match is in process. Outside sounds carry to the inside! In some instances, you may be asked to wait in another building rather than entering before your match time.
- Check roster at the first match to confirm students, name spelled correctly, and photo permission.
- Collect cell phones from students while they are participating. Parents and Coaches should refrain from using phones during the match except in emergencies and these should be handled outside.
- Everyone should take care of restroom breaks, etc. before the match begins. **Students should remain seated during a match, except in case of an emergency. Stress this to your students.** Students getting up to go to the trashcan, etc. is distracting to competing students.
- Any appearance of whispering, mouthing answers, or hand signals could result in the team being disqualified. Coaches, as well, should be cautious in making eye contact and should **never indicate** in any way the correctness of an answer being discussed or that the team should pass.
- Gather all of students' possessions when leaving. Many jackets are left each year.
- Throw away any scratch paper or other trash before leaving.
- Check the bracket following your match to see who your next opponent will be and when you will compete again.