FACS OF LIEFSKILLS

JUNIOR HIGH

CHALLENGE

**Event 2**

The FACS of LifeSkills competition is for Jr. High students in Family and Consumer Science classes. FACS of LifeSkills is a fun, game show style competition. Competition questions test students' knowledge about childcare, personal development, nutrition, consumer responsibilities and health and safety. FACS of LifeSkills has three rounds of competition and during the third round participants try to be the first one to buzz in to answer the question. This is not a National Event. Teams of 4 persons compete. You may have 4 team members and an alternate.

# **Purpose:** To learn and recall your knowledge of Family and

Consumer Science issues.

**Event Category:**

Junior through grade 9

**Eligibility:**

1. Participation is open to any state and nationally affiliated chapter member.

2. Team members must be from the same school.

**General Information:**

1. A table and chairs will be provided for team competition.

2. Participants should bring a table tent with their first name and initial of last name. The table tent should be from an 8 ½ sheet of heavy paper or cardstock (able to stand up). Print the name in black letters with a size large enough to be easily ready by the judges and spectators.

3. The buzzer system (or a substitute method) will be used for the challenge round.

4. A question master (local media or community leader) will read the questions orally for the rounds.

5. A judge will determine timing / correct answers for the rounds.

6. Teams must have a minimum of 4 team members and maximum of 5 team members.

**Individual Round--**In the individual round, each participant has a multiple-choice question to answer. Participants cannot confer with others on the team and have 10 seconds to answer. Each question is worth 5 points.

**Team Round--**During the team round, a question will be offered to the entire team. Teams can discuss the answers with each other before then team captain gives the final answer. You will have 10 seconds to answer the question and each question is worth 5 points.

**Challenge Round**--The final round is the challenge round. Questions are open-ended and the first one to buzz in will have 5 seconds to answer. If the person gives the wrong answer then that team no longer can buzz in and the question will be read again for the other teams. Each question is worth 10 points.

At the end of the game if a tie occurs, the teams with tied scores will answer 3 more challenge round questions.

**Awards and advancement:**

At Area level, there is no predetermined number of teams which can advance. It will depend on the team’s results.

At state, medals will be determined for the number of games/ rounds won by each team.