

AllPlay

Primary School
Assembly Version

More Involvement = More Fun

How Many Can Play ? Essentially... All Of Them

The biggest question that event planners ask us is *“how many students/participants can get involved at once?”* When we planned this program, we set out to get as many (an entire assembly or group) if possible on stage and involved. And that’s what we did.

Our latest and greatest program varies from School Assemblies to Corporate Events.

Generally, up to **thirty contestants or partners** of students are “wired” to our computer system. Each controller has four buttons. Contestants will get a chance to answer questions projected on the screen while our computer keeps track of individual controllers and up to six teams. It is sort of like the *Millionaire* “Fastest Finger” round, except that all contestants get to buzz in and Regis gets to stay home.



How The Game Works

School Assemblies

To maximize how many students get a chance to participate, we have simplified our program to allow as many participants to play and recycle in the 45-60 minute time frame. Therefore, we recommend using 28 buzzers with up to two students per buzzer. However, there must be a wide stage space and divide those 56 students into four teams. (We can divide the up to 30 buzzers in 2-6 teams as well.)

To simplify any chaos that might be associated with getting buzzers in the hands of the contestant partners, we set up four “Play Pens” consisting of pipe and drape colored skirts. In each booth there will be, in a specified place, the appropriate buzzers. If teachers care who scored what, the teams can be assigned to a number. If it isn’t important for later results, the students will be able to pick up any buzzer in their pen.

Based on our *Game Show Survey*, the event coordinator will need to assign what teams and buzzers are for each game. These students should know in advance what Play Pen they are supposed to be in.

(Continued on page 2)



Above: Questions are shown on screen with all possible options. Computer provides immediate feedback to the players’ success.



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(Continued from page 1)

After the teams are settled, our emcee will explain the procedure. A sample question will be projected on screen (that won't count) so each contestant gets to try out his buzzer. The emcee reads each question aloud for everyone and slows the game down for the younger children. Contestants/pairs will buzz in a letter A—B—C—D. After each question, the computer will display if the student is correct, the right answer, and how each team performed overall. Students can get really excited, both in their contestant pens and in the audience as the bar graph rises with suspenseful sound effects. There is never a need for students to speak at this point so it is a great event even for shy children. And the audience is encouraged to cheer on their favorite team. When they go nuts, you know they are learning and having fun.

Game play will continue to the end of the round—usually about ten minutes. At that time we will congratulate the winning team, have everyone find their seats, and bring up the next game (which is already configured). Using these parameters, we estimate that three or four student games and a short teacher round can be played. Time limits may be modified to allow more students to play, but it will take time if the teams are not organized.

For **Family Fun Nights**, we can take the top winners, and bring them up for a mini Interactive Trivia speed round using our **Tiny Trivia System**.

New for 2003: Our program has been updated and we will soon be able to offer you even more buzzers. When this happens, 60, and possibly up to 200 students may be able to play at once from the audience.

Below: Computer immediately feeds back on how two to six teams are doing and how the percentage of their team answers correctly. The system will actually show results for all 30 buzzers. **Other Pictures:** Students at different assemblies in our "Play Pens".



Above: Children on stage because the school had a small space. We adapt easily.

Right: All Play wireless controller. So simple, even the younger children can



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What We Provide

- ☺ Up to thirty wireless transmitters (with more coming soon)
- ☺ Computer and receiver
- ☺ Video Projector and 6'X8' Screen (Available: Second Projector/Screen or Larger Screen)
- ☺ Sound system including wireless microphone
- ☺ For emcee, fold back monitor for contestants, mixer, CD players
- ☺ Stage lights (intelligent lights are optional)
- ☺ Colored pipe and drape backdrop
- ☺ Standard Four Play Pens and Colored Skirts
- ☺ All material (unless client would like to provide it)
- ☺ All pre event coordination, trucking, load in, load out, and set up
- ☺ Professional emcee and sound technician
- ☺ Host Podium

Options you may Provide

- ☺ Logo sign for emcee podium or backdrop
- ☺ Prizes and or audience premiums
- ☺ List of contestants
- ☺ List of promotional announcements

Site needs to provide

- ☺ 2 20-amp circuits
- ☺ Stage area: 36 feet wide by 20 feet deep minimum
- ☺ Six-foot table for sound control

Producers Note: All Play, one of our latest programs has been the most popular event because of the amount of participation it provides for, it's simplicity, and the teamwork it encourages. The rhythm is medium paced but the overall energy is high. Surveys show the kids and teachers love it!! Our reviews always shine.