

THE EU COMPETITIONS

KNOW HOW



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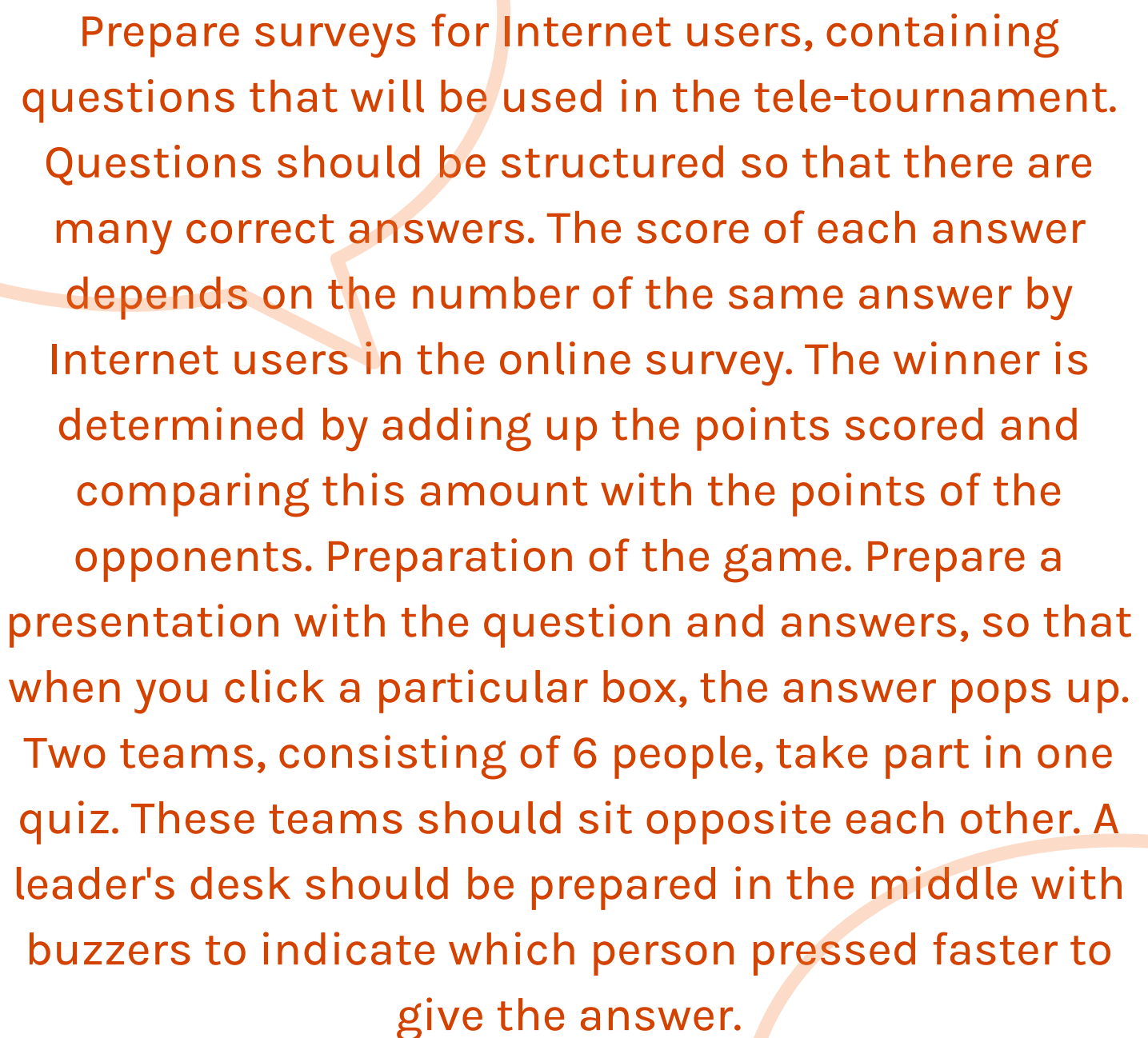


An abstract graphic consisting of several thick, curved orange lines that sweep across the page, framing the text and adding a dynamic, modern feel to the layout.

The project "**The EU - Connecting Generations**" is an international initiative implemented by the **Association Reflections on Europe** in cooperation with partners from Croatia (**Nansen Dialogue Center in Osijek**) and Spain (**IDEA Alzira**). It runs from March 2024 to August 2025 and is funded by the European Union's Citizenship, Equality, Rights and Values (CERV) program for 2021-2027. The project aims to build intergenerational dialogue by integrating young people and seniors around European themes. Activities include EU knowledge teleseminars, discussion meetings and a study visit to Brussels, with the aim of exchanging experiences and views between generations and increasing interest in the European Union.



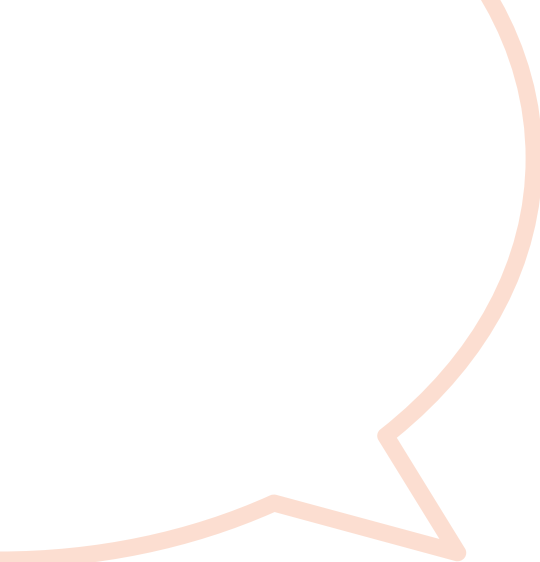
PRE-TOURNAMENT PREPARATION



Prepare surveys for Internet users, containing questions that will be used in the tele-tournament. Questions should be structured so that there are many correct answers. The score of each answer depends on the number of the same answer by Internet users in the online survey. The winner is determined by adding up the points scored and comparing this amount with the points of the opponents. Preparation of the game. Prepare a presentation with the question and answers, so that when you click a particular box, the answer pops up. Two teams, consisting of 6 people, take part in one quiz. These teams should sit opposite each other. A leader's desk should be prepared in the middle with buzzers to indicate which person pressed faster to give the answer.

The background is a solid orange color. There are two large, faint outlines of speech bubbles. One is in the top left corner, and the other is in the bottom right corner. The text is centered in the middle of the page.


COURSE OF THE TOURNAMENT



1. The two teams face each other. The leader, at his own desk, between the two teams. Each team appoints a captain, who stands closest to the presenter.

2. The answers to the questions appear on the multimedia board. For each answer, an appropriate number of points is assigned, corresponding to the number of people who gave the same answer in the survey.

3. Before the game begins, the facilitator talks to the team captain. Then he invites both team captains to his desktop equipped with two buzzer-buttons.



4. The presenter reads the first question. Depending on which captain presses the button faster, that one has the opportunity to answer first. If the answer given does not match the answer given by the largest number of respondents, the leader gives the opponent a chance. If he gives the answer that is higher on the board (has a higher number of points), then his team has the right to give further answers. However, the team in such a case can abandon the answer and give the won points to the opposing team. If representatives of the teams give answers that are not on the board, the leader invites the next in order of family members. If the answer appears on the board, the points are awarded to the team in question and the facilitator passes to the next team member. This situation repeats until all the answers are exposed. In doing so, it should be remembered that the rule of giving the question to the team opposing team is valid during each answer to the questions asked by the leader. Good answers are rewarded with appropriate points, while bad ones are rewarded with an X on the board and a buzzer sound. A wrong answer three times means that the team has lost its "chance."

5. If a team loses three “chances” before discovering all the answers, then the question goes to the opposing team.

6. The playing team is not allowed to consult the answers among themselves, but the opponents can do so from the moment the players lose the second “chance”.

7. The captain of the opposing team gets the right to give one answer. If it appears on the board, the points for this question go to its “bank”. Otherwise, the points remain with the players of the team. This ends the first round of the game.

8. The next round begins with the leader inviting the next people from both teams to his desktop and the game proceeds analogously to the previous points.

9. At the beginning of each round, another member of the family begins to play at the leader's desktop. The game continues in the same way until the pool of questions is exhausted.

The team that has accumulated the greater number of points wins.