



New Mexico FFA

Agricultural Quiz and Skill Bowl

Leadership Development Event

New Mexico FFA Agricultural Quiz and Skill Bowl Career Development Event

Reviewed: 7/26/23

Description:

This Career Development Event is specifically designed for middle school students. The questions are aligned with Agriculture, Food and Natural Resources Career Cluster Strands and Career Pathways.

Objectives:

Students will be able to:

1. Recall and apply knowledge of agriculture, food and natural resources.
2. Make a connection between classroom and laboratory instruction, Supervised Agricultural Experience (SAE), and leadership development through FFA.
3. Utilize higher level thinking and reasoning skills.
4. Demonstrate responsibility, cooperation and team building skills.

Common Core References:

7th Grade:

CCSS.ELA-Literacy.SL.7.1b Follow rules for collegial discussions, track progress toward specific goals and deadlines, and define individual roles as needed.

8th Grade:

CCSS.ELA-Literacy.SL.8.1a Come to discussions prepared, having read or researched material under study; explicitly draw on that preparation by referring to evidence on the topic, text, or issue to probe and reflect on ideas under discussion.

General Guidelines:

1. The Quiz and Skill Bowl teams will consist of four middle school FFA members (Grades 7 and/or 8) enrolled in an agricultural education class at some time during the current school year. Each participant must be a due paying, active member of FFA.
2. Will be held at the New Mexico Leadership Conference
3. Each school may enter one team that meets the above criteria in competition.
4. All questions will be developed to fall within the Agriculture, Food and Natural Resources (AFNR) Career Cluster Strands and Career Pathways.
5. Visitors will be allowed to watch the Quiz and Skill Bowl, but as a courtesy and in fairness to the teams competing, they must stay the entire heat. There can be no coaching from the audience.
6. Each heat and the final round will consist of 20 toss-up questions, some of which may have a bonus question.

7. Each toss-up question will be multiple-choice with four possible answers. An example:
In what year was the Future Farmers of America started?
 - A. 1917
 - B. 1928**
 - C. 1924
 - D. 1982

Each toss-up question is worth one (1) point. If a team attempts to answer and misses the question there will be a one (1) point penalty deduction. If a team answers incorrectly another team may attempt to answer the question. Points and penalties are always the same value. A “steal” may only be made once per question per team.

8. The team that answers a toss-up question correctly will get a chance to answer possible bonus questions. The bonus question will be related to the content field of the toss up question. Each bonus question will be an open-ended question or identification slide. The open ended responses could be list, identify, define, calculate, etc.

An example:

*Name the four types of FFA membership: **Active, Collegiate, Alumni, Honorary***

All parts of the question must be answered correctly to gain the point. Each bonus question can only be answered by the team that answered the toss-up question correctly. The team may discuss the question for 30 seconds before they give an answer. There is no penalty for incorrect answers.

9. If there is a tie at the end of a heat or the final round, a toss-up question will be used to break the tie. Only the teams that are tied may answer the tie-breaker questions.
10. The winning team from each heat and other top scoring teams from among all heats (depending on the number of teams competing) will advance to the next round.
11. For the preliminary round, teams will draw for heat order. Heats will be maximized so that the minimum number of teams will not be below three.
(See Appendix I).
12. Maximum of Four teams will advance to the final round of competition.
13. Awards will be given out based on scores in the final round.
14. Three judges will be used. One judge is responsible for directing each match and asking the questions. One judge will keep a visible tally score sheet and a second score sheet will be kept as a check system. This score sheet will show the number of positive points, the number of points deducted and the total score for each team in every heat. One judge will be responsible for resetting the timer between questions. All judges and the contest Superintendent will ensure that there is no coaching occurring from the audience. Coaching from the audience will result in disqualification of the team.

15. The same set of questions will be used for all heats in each round. There will be a different set of questions for each round. Judges have the discretion to override the answer key if necessary. The judges' decision is FINAL.

Equipment Failure:

1. If a device malfunctions during a match or even appears to be malfunctioning, a contestant, a coach or an official may call a time out. The equipment will then be checked to determine if it is malfunctioning. If a faulty part or system is found the faulty parts will be replaced and the Quiz and Skill Bowl resumed.
2. The scores accumulated to the point that time is called will stand and all further points accumulated will be added or subtracted from this amount. If the judge deems it necessary, any points that were acquired in the two questions immediately before time was called may be recalled and two additional questions may be used. Under no circumstances will a match be replayed because of faulty equipment.

Rules:

1. After teams have drawn for the order of heats, the teams that have not yet competed in a round will be kept in a holding room which will be monitored. While in the holding room there will be no study materials, outside guests, or coaches. Team members can talk *quietly*. Misbehavior in the holding room can lead to disqualification.
2. Each heat has twenty toss-up questions and possible bonus questions. Each toss-up question is worth one point if correct and one point will be taken from the total score if incorrect. No points are deducted from incorrect responses to bonus questions.
3. The Contest Superintendent will prepare a packet of questions and answer key for each match. If a question has several potential answers, all should be listed on the key.
4. During the contest any member of a team is eligible to respond to a given question.
5. Teams are seated together, and the judges will check the equipment before each heat and the final round begins.
6. If the time elapses and no one activates a buzzer, no points are awarded or lost. If a contestant buzzes in while the question is being read, the judge will stop reading the question and the contestant will have 10 seconds to answer the question. To answer any question, a contestant must buzz in and be acknowledged by the judge. If the contestant answers the question without being acknowledged first the team loses one point. Repeating the question does not constitute answering the question. It is up to the judges to determine whether or not the contestant has started answering the question in the 10 second period. This cannot be protested.
7. If a question is answered incorrectly by one team, whether it was read in its entirety or not, the question will be reread for the opposing teams.

8. The judge keeping score will use a flip chart which will be visible to the teams and the audience. (See Appendix II). Judges will announce the winner of the heats. The pages will be kept as an official record to determine placing.
9. No part of the bonus question will be repeated, nor may additional information be given to contestants.
10. The judge continues to read all question until all questions have been read for that heat. The judge's response to questions will be limited to "that answer is correct" or "that answer is incorrect".
11. After the last question the team with the most points wins the heat.
12. The teams that will advance to the next round are determined by General Guideline # 10.

Resource List for FFA Quiz/ Skill Bowl

The resources for the Jr. High FFA Quiz Bowl include but are not limited to:

- The Earth and Agriscience, Interstate Publishers, 1995
- CIMC 8th Grade Agricultural Career Orientation, 1995
- Parliamentary Guide for the FFA , Texas A & M 2001
- CIMC Agriculture Education I, 1996
- FFA Student Handbook
- LifeKnowledge, National FFA, 2004
- Hydroponics Student Manual, 1999
- Integrated Math and Science Technology (IMAST) 1997
- Project Food, Land & People 2000
- NM Career Development Greenhand Quiz
- Learning Science Through Agriculture, University of Illinois, 2002
- The Science of Animal Agriculture, 1994
- Exploring Agriscience, 2nd Edition, 2002
- Science Through Agriculture, Using Genetics to Improve Agriculture, Univ.of Ill., 1997
- Landscaping Principles and Practices, 5th Edition, 1997
- NM FFA CDE resources, test banks, web sites, etc.