



*Objective: To be crowned the “Trivia Kings” of your company!*

The challenges will just keep coming as team’s battle to become the trivia kings of your company. With a never ending series of brain bursting puzzles, general knowledge tingers and lateral thinking mind benders the group will get a very thorough brain workout in this program.

## **PROGRAM**

The objective is for each team to earn as many Corporate Challenge Points as they can throughout the duration of the program. The team with the most points will then take out the prize. As each person enters the trivia arena; they will receive their team headwear for the program. This may be oversized glasses, bunny ears, Mexican hats, tiaras etc. For the rest of the program the teams will be referred to as their headwear. This will be a simple activity that brings a bit of fun and variation to the program.

Round 1 will see teams challenged with a number of general trivia questions. In this questions-answer format the teams will be tested on topics such as sport, television, Australian history / culture, general knowledge and pop culture. This will be a real opportunity for teams to get a break on the competition as they finally prove to the group that they are the general knowledge champions. The program will then change focus as round 2 tests the team’s observational ability. In “movie clip trivia” the group will be shown a short grab from a recent Hollywood movie and then asked a number of questions. You think you’re smart? So what colour was the DJ’s hat???? The brain will then be given a rest as we test a team members eating or drinking ability. One representative from each team will come forward as we see who can eat or drink the certain items in the quickest time. Strategy is just as important as mass in this battle of the bulge.

The final two rounds of the evening will see teams challenged with “6 degrees of separation” (teams must arrange certain items in an order specified by Corporate Challenge; e.g. who dated who, which movie came first etc) and “What song is that?” (In this challenge a short part of a song will be played and the teams must identify the song and artist).

To conclude this highly interactive and enjoyable evening Corporate Challenge will announce the winning team and present them with their trophy and prize.

### **KEY PROGRAM OUTCOMES:**

Socialising – Interaction – Fun – Competitive

