



CANADA
4-H Ontario

2020 Go For The Gold Regional Competition Information

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2020 REGIONAL GO FOR THE GOLD Competition Information

As 4-H Ontario monitors the State of Emergency as outlined by the Government of Ontario and the restrictions for in-person activities, 4-H Ontario is pivoting the format for the **2020 Go For The Gold – Regional Competitions** at this time. To continue to offer this amazing program, Go For The Gold (GFTG) will be delivered virtually using a fun and educational tool called Kahoot!

OVERVIEW:

For Regional GFTG competitions, 4-H Ontario will be co-hosts with the regional host Association Go For The Gold Contact using ZOOM. 4-H Ontario will provide ZOOM login information to the regional GFTG contact who can then share the information with the teams designated from the local Association GFTG participants. On the night of the competition, participants will need to have access to a computer to watch the ZOOM meeting and a smart phone (or second smart device) to participate in the Kahoot! Go For The Gold game.

Local Associations will provide the names of the up to 5 participants from their Association, who will be competing at the Regional competition. Kahoot! scores are based on selecting the correct answer and how quickly that you select it. The program automatically keeps a tally on individuals' scores throughout the game. At the end of the game, the top three people will come up on the "podium" and the 4/5th scoring names will also be shown. Also, when the game is complete, a report (see example below) will be sent to 4-H Ontario with the names of the participants and their scores. This report will be sent to the regional GFTG contact for their use to announce the winners.

HOW IT WORKS:

- A virtual game will be setup specifically for your regional competition. An email will be sent to the regional GFTG contact with the Zoom meeting login information. It will be the responsibility of the host to share the meeting with their participants and fellow associations within the region.
- It is important to let the members know that they will require a second device, other than their computer to participate. One device will be used to show the questions and the second device will be used to input their answers. (ex: phone, ipad, tablet, another computer)
- Before a 4-H member can start playing a Kahoot! game they must enter a nickname; this is used for scorekeeping throughout the game. **Members are asked to enter their full FIRST NAME & LAST NAME & ASSOCIATION as their nickname.** This will allow the Regional GFTG Contact to assign scores to the correct people.
- Each Association is entitled to register up to 5 players per team.
- At the conclusion of the game, the top four scores from each team will be used to calculate the final results. The final scores will be sent to the regional competition host, who will be making the announcement of which team will continue onto the provincial competition.
- Along with the 4-H Ontario staff on the call, each region must have at least 2 volunteers in good standing present for the duration of the call.

What is Kahoot!?

Kahoot! is a game-based learning platform, used as a tool. Its learning games, called "Kahoots", are user-generated quizzes that can be accessed via a web browser or the Kahoot! app.)



2020 REGIONAL GO FOR THE GOLD Competition Information

GAME FORMAT:

- Only one game will be used for the regional competition.
- The game will include 60 questions.
- The 60 questions will be a combination of Multiple Choice, Short Answer (these will be one-word answers) and Snapper (true and false) questions.
- The questions will be taken from the projects listed in the Go For The Gold Handbook 2020 for Regional GFTG Competition, [posted here](#).

FREQUENTLY ASKED QUESTIONS (FAQs):

Q: Do members need to create an account to use Kahoot!?

A: No, when the member receives the event invite from the local association, there will be a second link provided to www.kahoot.it. Once the meeting has started, a game PIN will appear on the screen which will be entered into the kahoot.it page, on the second device.

Q: Can a member log back into the Kahoot! Game, or login twice for the same game to try to increase their score?

A: No. A member can only play the game one time as unique game codes are created with each game. If a member's name is listed more than once on the final score report, their lowest score will be used to determine overall ranking. The game is played live.

Q: Do participating players need to be a 4-H Member In Good Standing for 2020?

A: Yes. As this is a 4-H Ontario event therefore participating players must be a 4-H Ontario Member in Good Standing for 2020.

Q: After the virtual competition, a member is questioning their score. They are assuming their final score should be higher as they answered several questions correctly.

A: Kahoot! automatically calculates individual scores throughout the game. Although the member may have answered the question correctly, it is the player that answered the question correctly and with the quickest time who receives the most points.

Q: What happens if a member joins the call late, after the game has already started?

A: Unfortunately, once the Kahoot! game has begun, a member cannot join. Similar to an in-person Go For The Gold competition participants may not join a game once it has already started.

Q: There are more than one 4-H member in the same home, can they both compete separately in the game?

A: Yes, as long as each member/player has a separate device (i.e. phone) to input their own answers. Only one computer is required to be part of the ZOOM meeting and Kahoot game questions.



2020 REGIONAL GO FOR THE GOLD Competition Information

Q: A 4-H member is currently enrolled in 4-H projects in more than one 4-H Association, is that member eligible to participate in a Regional Go For The Gold Competition more than one time?

A: No. As games are not unique to the Association/Region, if a member plays in more than one they will have an unfair advantage as they will have already seen the questions and the answers. Members will need to choose which Association/Regional competition they want to play in.

Q: During the game, a player experienced technical difficulties, what can they do?

A: Unfortunately, due to the nature of the competition with the modified game structure, if a player experiences technical difficulties that disconnects them from the game they will be unable to return to the Kahoot! game.

EXAMPLE GAME REPORT:

4-H Go For the Gold – Regional Competition – Region #				
Final Scores				
Rank	Player	Total Score (points)	Correct Answers	Incorrect Answers
1	Olivia	13500	10	0
2	Maggi	13476	10	0
3	Erica	11926	9	1
4	Cloversuit	11826	9	1
5	Moo	11691	9	1
6	Magz	11377	9	1
7	Bumble	10402	9	1
8	Gonzo	10277	9	1
9	Peyton	10252	9	1
10	KD	9891	9	1
11	Lauren	9776	8	2
12	Yikes	9238	8	2
13	Harry	8306	8	2
14	PAI p	5427	6	4
15	DB	5100	5	5

As you can see here, some of the participants had the same number or correct/incorrect answers but their score is different. That is where the time it takes them to answer plays a role in the outcome.