

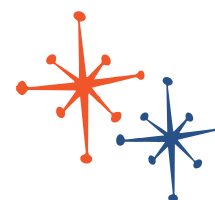
Field to Fork Face-Off is a Family Feud-style game developed by the American Farm Bureau Federation Promotion & Education Committee. The game uses the opinions of youth, consumers and Farm Bureau members to test players' knowledge of the public's perspective of agriculture. This competitive game will help begin the dialogue about agriculture, while featuring elements from "Food and Farm Facts."

## Game Rules



1. Play begins with the host reading the face-off survey question to one player from each team. The first player to buzz responds first with an answer. If the player buzzes in while the host is reading the question, the host will stop and ask for an answer.
  - a. If the top answer is given, the individual's respective team gets to decide if they would like to play the round or pass to the other team.
  - b. If the top answer is not given, the opposing team's player has a chance to answer. The team with the highest value answer chooses if they are going to play the round or pass the question to the other team.
2. Each individual on the team that is playing the round takes a turn at providing an answer. At their individual turn, each player has 10 seconds to begin their answer.
3. Discussion amongst teammates while answering during a round is discouraged. The opposing team can talk amongst themselves to discuss answers to potentially steal the points.
4. The team is allowed three incorrect answers (Xs) before they lose their turn.
5. If the team correctly identifies all of the answers, they win the corresponding points on the board.
  - a. Round 1 – answers are worth face value
  - b. Round 2 – answers are worth double the face value
  - c. Round 3 – answers are worth triple the face value
  - d. (If applicable) Round 4 – answers are worth quadruple face value
6. If the team gets three incorrect answers (Xs), the opposing team has the chance to “steal” the points revealed for that respective question by stating a correct answer.
  - a. If the opposing team does not provide an answer on the board, then the original team receives the points associated with the answers already revealed.
7. Rounds 2-3: Game continues with a new face-off survey question and two new representatives from each team.
8. In the event of a tie, a face-off survey question will determine the winner of the match. Each team will select one member to compete. The player that gives the highest value answer will win the match.
9. If no correct answers are given during a face-off or in sudden-death, then each team continues to have a chance at a correct answer by continuing to alternate responses.

## Game Play



1. Review the script and prepare to play the game.
2. The PowerPoint template has built in keys that will play the appropriate sounds and graphics depending on play of the game. The PowerPoint administrator needs to be reactive to game play.
3. Once you begin the game, the PowerPoint is “live”. **Be careful not to reveal an answer too soon, or to accidentally unleash a red X that will automatically appear and count red Xs!**
  4. Emcee or host leads the flow and the pace of the game. Cue cards are helpful for the host to ad-lib and prepare the survey questions and to provide additional information and resources to the game participants and the audience.
  5. Judgement on what is an acceptable answer should be provided by the PowerPoint administrator and judge(s).
  6. Scoring also is determined as the game unfolds. Designating scorekeepers to tally and keep accurate count of the score will help the show run smoothly. The template has a slide for reporting the score in between questions.

### Quick tip

Having a host that is outgoing and very adaptable is a big asset. It is also helpful to watch the live TV show to help with the momentum and flow of the event!

## Game Preparation

1. Determine the survey questions to be asked during specific rounds in your game.
2. The PowerPoint needs to be updated with those questions and answers in advance.
3. Review the question's answers to determine how many of the top responses you want to use.
4. Print a copy of the PowerPoint slides for the PowerPoint administrator and judges to reference during game play. They will use the printed copy to operate the PowerPoint, first to determine if the answer is acceptable and then reveal the answer on the PowerPoint. The printed version helps show which answers are included in the PowerPoint.
5. Print cue cards for the emcee or host. Cue cards are helpful for the emcee or host to have to ask the questions and to provide additional information and resources.
6. A buzzer or signal should be secured to determine who is the quicker competitor to respond during the face-off question. Many extension offices or youth entities have access to quiz bowl buzzers that may be an option to borrow. You can also use a simple buzzer with lights or bells that accompany some board games. Consider your options and what will suite your event best.
6. Review the script and roles with the entire Field to Fork Face-Off game crew!

### Quick tip

Keep in mind that the survey questions are based on opinions. Survey responses do not necessarily match the correct or scientific answers.

## Survey Questions

1. A bank of questions is included, or you can generate additional questions/answers. Survey questions are based on 100 responses. When generating questions, think of your ability to receive 100 responses and that respective audience. This can help in the type of questions you generate. (i.e. An educational event open to consumers versus your child's elementary school. The question you pose to a grade-schooler might be different than what you would want to ask an adult.)
2. This PowerPoint template can be edited or include additional questions.
3. When creating a survey question, use a generic structure to record the question and answers to help create consistency between the questions.
  - a. Audience (youth, consumers or Farm Bureau members)
  - b. Question
  - c. Fact to Share. Reviewing resource materials can help cultivate questions which can lead to connecting perception to reality. (i.e. Which state has the most farms? Use "Food and Farm Facts" as your reference source for the top three states and the number of farms.)
  - d. Record the data. On the question template card, you can record the survey source and reference a broader demographic. (i.e. According to 100 Midwest high schoolers...and the source was Midtown High School, Michigan 2018)

### Quick tip

Think about the conversation you want to start as the result of the question/answer.

Farm Bureau Field to Fork Face-Off is a project of AFBF's Promotion & Education Committee. You may use the toolbox materials in their original, unmodified form for educational, non-commercial purposes only. You must not remove or alter the Farm Bureau logo, the Promotion & Education logo or the name Field to Fork Face-Off, all of which are the property of AFBF.

## Event Example

### **Farm Bureau Field to Fork Face-Off at the 2019 AFBF Annual Convention**

Field to Fork Face-Off is a Family Feud-style game hosted by the American Farm Bureau Federation Promotion & Education Committee. The game show was introduced at the 100th AFBF Annual Convention that was held in New Orleans. The game uses the opinions of youth, consumers and Farm Bureau members to test players' knowledge of the public's perspective of agriculture. This competitive game will help begin the dialogue about agriculture, while featuring elements from "Food and Farm Facts."



#### **Game Set-Up:**

- Teams are comprised of four (4) players, with one (1) member designated as the captain.
- There will be three (3) matches
  - o Match 1: Team 1 vs Team 2
  - o Match 2: Team 3 vs Team 4
  - o Match 3: Match 1 Winner vs Match 2 Winner
- The first two (2) matches will be composed of three (3) rounds (questions). Match 3 will be composed of four (4) rounds (questions), unless time limits the match to three (3) questions.



### **Field To Fork Face-Off Timeline**

**AFBF Annual Meeting on January 14, 2019**

#### **AUGUST 2018**

- Created survey questions to be asked at Minnesota State Fair.

#### **SEPTEMBER 2018**

- Calculated results of Minnesota State Fair surveys.
- Solicited FFA programs to complete youth survey questions.
- Announced event online through Social Media.

#### **OCTOBER 2018**

- Announced team applications being sought online.
- Talled youth survey responses.
- Reviewed game structure and rules of play.
- Determined the host of the event.

#### **NOVEMBER 2018**

- Reviewed question and answers.
- Confirmed A/V requirements at event.
- Became more familiar with the PowerPoint setup.
- Confirmed prizes and awards.

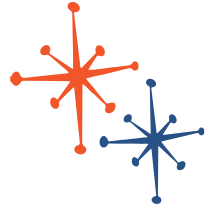
#### **DECEMBER 2018**

- Pilot the activity to be familiarized the flow of the event.
- Finalized which survey questions to use and how many answers.
- Sent reminders to teams competing to confirm location to meet.
- Assigned and finalized assignment of the roles of the crew.

#### **JANUARY 2019**

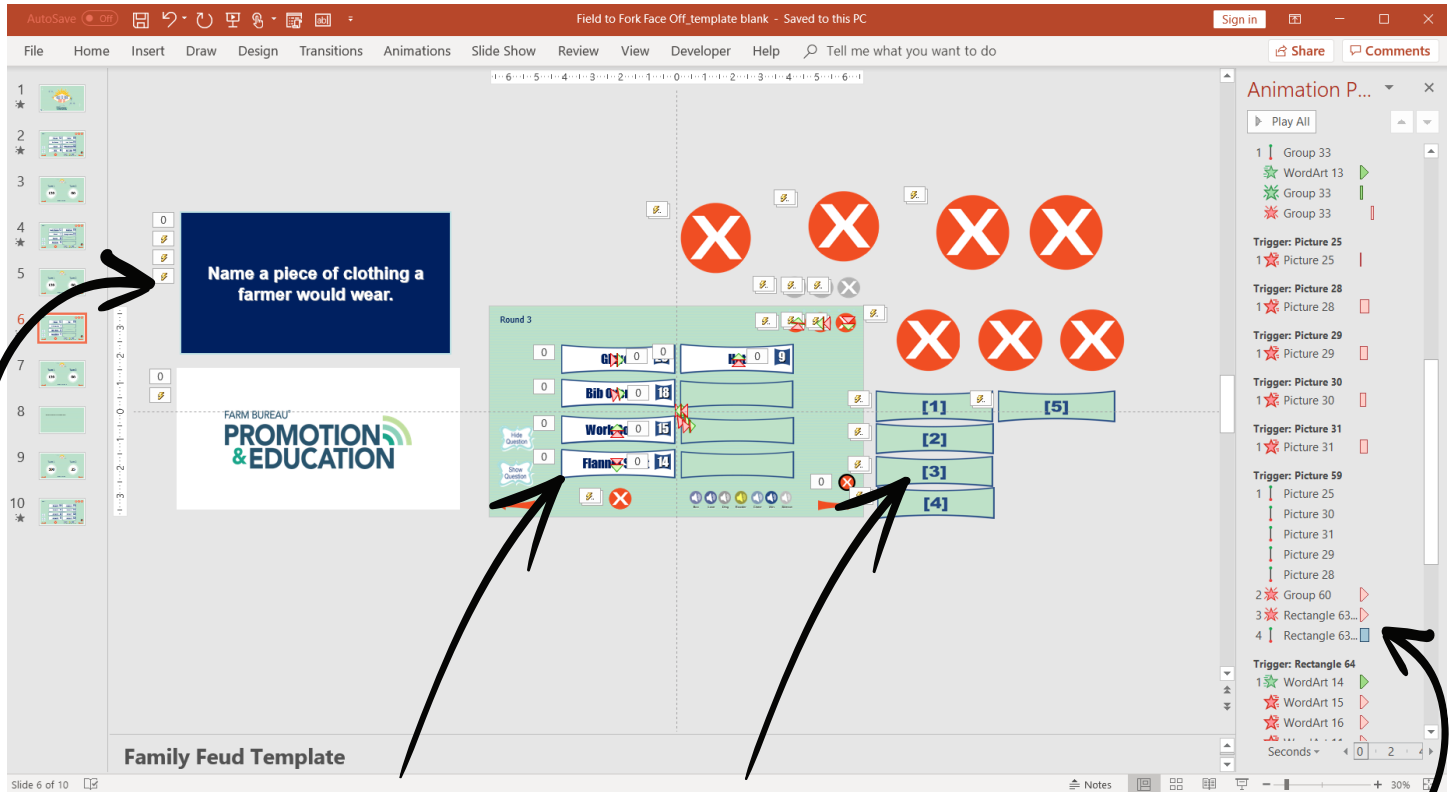
- Announced teams that will be competing.
- Confirmed and accounted for team at event.
- Final rehearsal on set with A/V, rehearsed a practice round with all team members that will be assisting.
- Printed script cards and question cards (conceal answers on host cards). Remember to keep these questions under wraps.

# SLIDE FUNCTIONS



There are many layers of automation built into the Field to Fork Face-Off template. Many of the actions do not need updating on your part. This illustration is to give you an overview of the backside of the slide.

The first noticeable item is that many of the elements are placed off the traditional screen space. The elements are purposefully placed there to accommodate the built-in transitions and animations. **Do not adjust their location as that will affect the appearance when the slide is live.**



## Question

Update your question directly onto the blue question rectangle.

## Answers

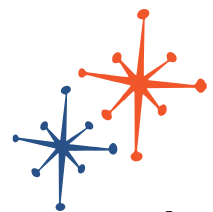
Edit the answers and value of each answer to include your custom answers. You can play with the size and alignment of the text to make sure the answer appears on the screen.

## Quantity

Delete the rectangle(s) you do not need. This is the pool of the answers available, so even though they are to the side of the screen these rectangles determine if it is eligible to turnover during the live presentation.

## Automation

A reference to the many layers of automations built into the slide. There is no adjusting that you need to change here.



# TO BEGIN PLAY OF A FACE-OFF QUESTION

## PowerPoint Template: Question Slides

There are many levels of programming layered into the PowerPoint template. The following pages will help illustrate some of the elements you can control. You can add slides to introduce teams or further explain your commentary. You can customize the question and answers on these slides.

An example of advance to question slide is shown here.

This is the initial layout of the question slides. (Note: There is some internal programming so some of the actions may not be noticed.)

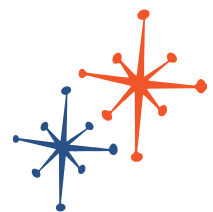
**To Begin play:  
Double click  
show question.**



The question will appear, this is the "show question" part of the slide. **To dismiss the question and proceed to game play, press HIDE QUESTION.**



**Programming Note:** The play of the slide works after proceeding through the sequence showing and hiding the question. Show the question, hide the question and the playboard becomes available.



# PLAYBOARD PROGRAMMING

A standard playboard is shown here, with eight (8) viable answers up for grabs. The PowerPoint administrator is responsible for choosing what elements to play and reveal.

## Quick tip

Print a copy of the PowerPoint prior to presenting after you have customized the answers; this will illustrate the responses you plugged in.

### REVEAL AN ANSWER

**Double Click the responding number to reveal the answer.** Once an answer is revealed - you cannot cover up the answer again. **Proceed cautiously!**

Round 1

[1]	[5]
[2]	[6]
[3]	[7]
[4]	[8]

Hide Question  
Show Question

Retreat to Previous Slide.

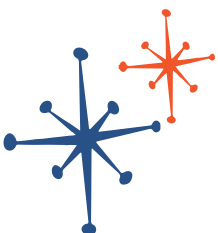
Boo Lose Ding Rooster Cheer Win Silence

Advance to Next Slide

Boo Lose Ding Rooster Cheer Win Silence

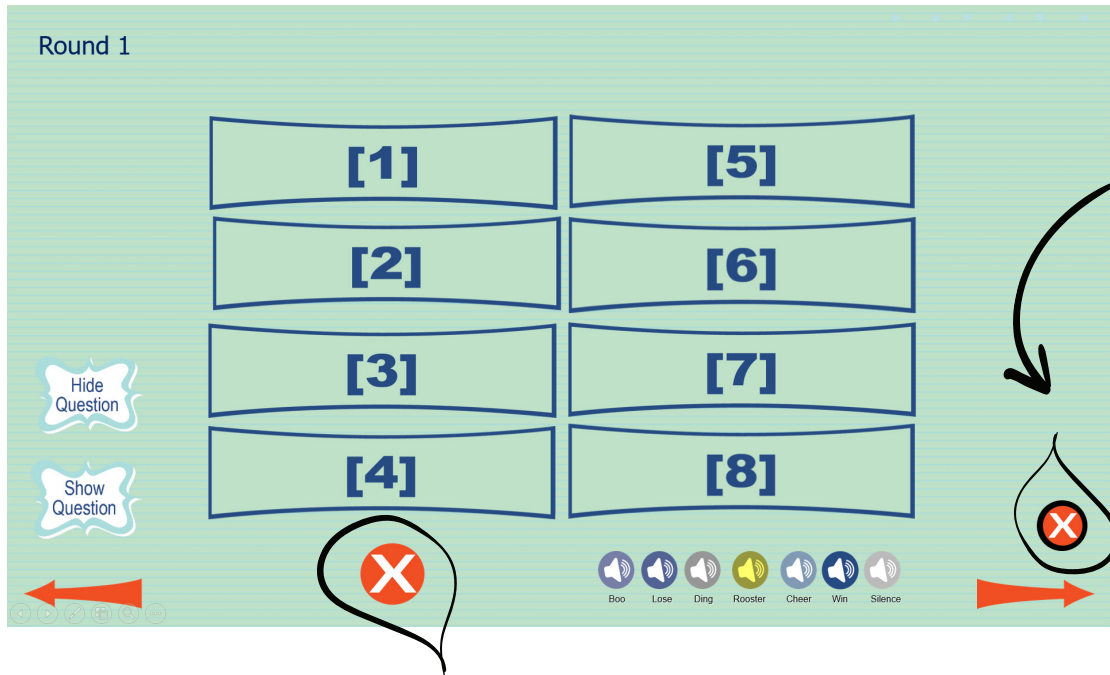
### SOUND BAR

**Sound effects are at the discretion of the PowerPoint Administrator.** Sound effects are added to enhance the atmosphere of the game-show style event. The PowerPoint administrator should become familiar with the sound buttons and you can choose the way you would like to incorporate them into your program. There is no other programming action associated with the use of the sound buttons. Each sound can be played as often or as few times as you would like. The silence button acts to stop the sound. It is particularly useful during the song associated with the WIN button.



# INCORRECT ANSWERS

Announcing incorrect answers with a large, loud red X is a fun and flavorful characterization of this type of game-show style.



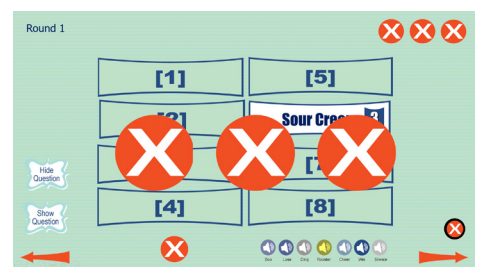
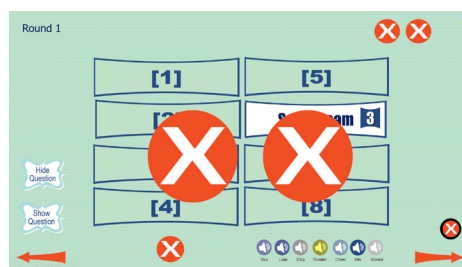
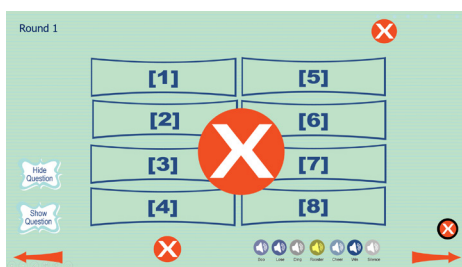
## DURING FACE-OFF

### Incorrect Answer “X”.

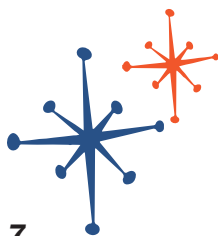
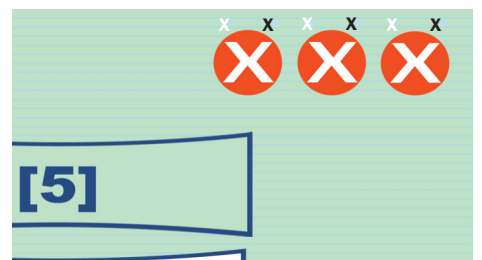
Apple Cider snack. Pressing this X will generate and display the “Wrong X” and activate sound. This is a singular X and does not keep count. You can press this X as many times as you’d like without prompting additional programming.

## AFTER TEAM PLAY BEGINS

**Incorrect Answer “X” Count.** When a team is playing out the question, pressing this X generates the “incorrect X with the noise”. It will automatically add an additional X in the display and the counter in the top right corner. **(Note: once you display the count, you can’t go backwards in the count.)**



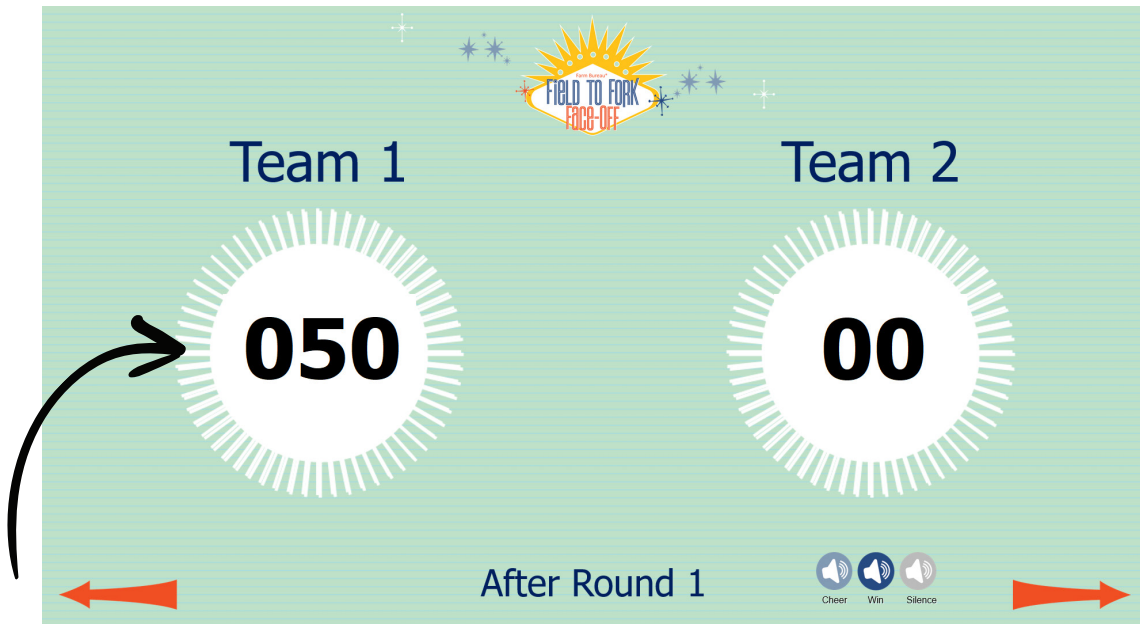
**Additional Note.** There are some very discreet Xs to the top left and right of each tally X mark. The top left X will toggle the displayed Red X to Grey. The top right X will toggle the Grey X back to Red. They can adjust the appearance of your tally X marks, but it will not adjust the accounting. If you were to dim one of the revealed tally Xs, using the FACE-OFF Red X to indicate a wrong answer may help to get your count back to accurate. It is a delicate process, the best solution is to be deliberate in announcing a wrong answer by the counting Red X.





## SCORING UPDATE

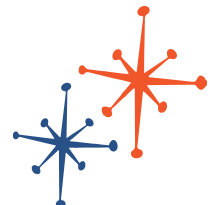
After a question has played out, the next slide is the score status. The tallying of points is not automatically calculated. The scorekeeper should work with the PowerPoint Administrator to be able to update the score.



### SCORE FIELD

**Input directly onto this slide.** The score field is set as an editable text box so you should be able to update it during presentation mode. It is built into the master slide layout, so the text box will keep the data through the next slides until you edit the text box again. (Example: once Team 1 is assigned 50 points, they will remain at 50 points on the next score slide until it is changed.)

## ADVANCE PLAY TO NEXT QUESTION



# QUESTION DATABASE

A completely separate PowerPoint database is included with a bank of questions. It serves as a template to record the source and additional information pertaining to each question. There are spaces offered to help note the question's source, creation, additional details and potential talking points.

Printing the matching question card for the emcee or host helps provide the availability of additional details. The question slides contain the details supporting each survey question.

Summarize survey audience.

**A UNIQUE ID**  
Since some questions could be asked a couple different times with different audiences, the unique ID number can help for planning purposes.

**OTHER MENTIONS**  
Offers a reference and a list of other responses given in the survey. Printing a copy of the question card can help guide the host... “yes that was an answer, it just did not make it in the top \_\_\_\_\_ most popular responses.”

**SURVEY QUESTION CARD**

## SURVEY AUDIENCE

Recording where the survey took place and the demographic of the survey group is helpful in framing the question and the responses.

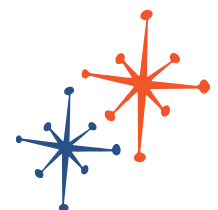
## FACTS TO SHARE

Herein lies the opportunity to provide additional survey responses and teachable moments. It can help direct the conversation to share truth and facts regarding the survey questions. Citing the source is always a good practice.

# CUSTOMIZE QUESTIONS

**Grow and customize your additional questions.** The concept of this game is entirely customizable. The best approach to survey questions is that they are used as “ice-breakers” to start a conversation. To create a new question, you only need 100 responses. There is no scientific equation to choosing a potential audience - we are not generating any scientific conclusion with these survey results. The opportunity to create your own unique set of questions is extremely possible - especially with so many electronic tools available. The question database was created to help develop consistency in reporting answers.

Survey questions can be asked via many survey tools available online that will tally the responses. Paper surveys can also be used; you would need to count and record the data. Since this is not a scientific generated survey, you can also use your discretion as to pooling answers. (*i.e. consider grouping flannel shirt and plaid shirt together*)





## Round 1: POINTS FACE VALUE



Point Tally:

Team:

Score:

Team:

Score:

Point Total \_\_\_\_\_ x 1 =



## Round 2: POINT VALUE DOUBLED



Point Tally:

Team:

Score:

Team:

Score:

Point Total \_\_\_\_\_ x 2 =



## Round 3: POINT VALUE TRIPLED



Point Tally:

Team:

Score:

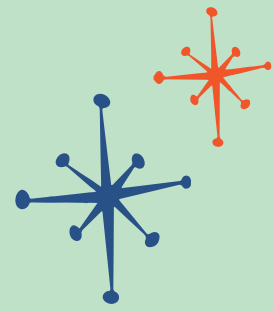
Team:

Score:


Point Total \_\_\_\_\_ x 3 =

**Match Winner:**





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