



LifeSmarts
Learn it. Live it.

4-H LifeSmarts Summer Challenge

As a National 4-H partner, LifeSmarts is offering a fun, summer activity for 4-H teams, clubs and members. The 4-H LifeSmarts Summer Challenge is an opportunity offered by LifeSmarts for 4-H teams to “learn by doing”.

The purposes of the 4-H LifeSmarts Challenge are:

- To introduce and educate 4-H staff, volunteers and members about the LifeSmarts program
- To introduce 4-H teams to LifeSmarts competition opportunities.
- To provide a summer LifeSmarts competition opportunity to 4-H teams
- To share opportunities/ benefits for 4-H'ers participating in LifeSmarts, including monthly TeamSmarts cash awards, scholarships, travel, project work and community service
- To develop leadership, teamwork and communication skills
- To encourage 4-H staff, volunteers and state LifeSmarts coordinators to share the information with their respective counties and states in order for them to begin competing and advancing to the national contest.

The challenge is open to Junior Varsity (grades 6-8) and Varsity (grades 9-12) LifeSmarts teams. Teams are made up of four to five students. A county or parish may enter up to two teams in each age division. LifeSmarts will also allow multi-county teams for the LifeSmarts 4-H Challenge to enable counties who may not have the required number of 4-H'ers to be able to participate.

Teams will complete a LifeSmarts TeamSmarts Quiz (a 50 question Challenge Quiz that is taken together by the team) prior to the online competition (**between August 2 -18**) and compete in two virtual quiz bowl style matches using online buzzers and Zoom on **Saturday, August 21, 2021**. Coaches may be County Extension Agents or 4-H volunteer leaders. Teen 4-H leaders may also assist adults in forming and coaching teams.

Participation Procedures:

1. Coaches will fill out interest survey (<https://www.surveymonkey.com/r/P3K96PZ>) by **August 1, 2021**.
2. All interested teams will receive an email telling them when and how to register at LifeSmarts.org. (**After August 1**).
3. A county or parish may enter up to two teams in each age division: Junior Varsity (grades 6-8) and Varsity (grades 9-12). Teams may be formed from 4-H'ers in the county or parish or coaches may form multi-county teams to reach the four to five team members required to compete.
4. Team members will compete in the grade they will be entering in the 2021-2022 school year.
5. Each team must have a student captain who has a leadership role for the team.
6. Registered team coaches will have an orientation Zoom or conference call after the August 1 interest survey deadline to introduce them to the virtual buzzers and to further explain the Challenge components. Date and time TBA.

7. A competition schedule will be provided to all coaches ten days prior to the challenge.
8. Study resources may be found at www.LifeSmarts.org.
9. Additional details for 4-H coaches can be found at: <https://lifesmarts.org/4-h>.
10. Questions? Contact Cheryl Varnadoe, National LifeSmarts Outreach Coordinator, at cherylv@nclnet.org.

Virtual Competition Requirements and Information:

- The QuizBowl Pro virtual response system will be used for timing, score keeping and buzzers (www.quizbowlsystems.com/).
- All matches will be head-to-head with two teams only
- **Participants will need the following for participation:**
 - One device is sufficient to run Zoom and QuizBowl Pro; however, we recommend that a PC be used if a competitor is using only one device, but two devices are the preferred method.
 - Computer, tablet or cell phone (preferably two of these) with **stable Wi-Fi connection**, microphone (audio) and video camera capabilities.
 - All matches will be conducted online via Zoom. Ensure Zoom is downloaded to the device being used for audio and video purposes (<https://zoom.us/>).
 - Participants and Coaches must have their own computer or device. Coaches and competitors sharing computers is not allowed.
 - If possible use a cell phone for Quiz Bowl Pro, which makes the phone your buzzer.
 - Change your settings so that your phone will not fall asleep during the round. Also make certain that the phone is charged.
 - **Important:** Students using cell phones must not leave the QuizBowl Pro buzzer competition screen on their phone to check messages or go to another screen for any reason. If they leave the match window, they will be logged out.
 - Google Chrome is the recommended browser for QuizBowl Pro.
 - Headphones or an exterior microphone are highly recommended for use by competitors. It is extremely important to avoid background noise. Officials need to be able to hear you.
 - Note: If all students on a team are in the same location, it is best for them to use one computer for the Zoom platform and separate devices such as smart phones for their buzzer. If multiple computers – especially Chromebooks – are used within the same room or in close proximity, and multiple Zoom connections are established, echoes distort sound and speech. We must still be able to see all competing team members (four at any one time) on screen. A microphone that can be placed close to the students is helpful.
- Coaches will be asked to turn off their video and audio during competition.
- Audio and or video recording of the contest is strictly prohibited except by official NCL /LifeSmarts staff.

- For individual questions, participants are to provide verbal answers relying on their own knowledge without assistance from other people or devices. This will be strictly enforced.
- At the direction of the Question Master, conferring with teammates during a team question is permitted. Captains give the answers for these questions.

Tips before competition:

- All players should visit www.quizbowlsystems.com in advance and run the “Test Connection” function in the upper right corner of the page prior to any national competitions. The site will provide recommendations to make your experience better.
- All players should watch the following orientation video at the same link: Player Login and Ring-In. http://www.quizbowlsystems.com/support_online_trainingvideos.html.
- Teams can practice online using this system: <https://buzzin.live/>. While not exactly the same, it is a good practice tool for teams.

Awards:

All participants will receive a certificate and a LifeSmarts pin.

The first place team in each division will receive LifeSmarts gift packs. Other awards may be provided depending on the number of teams that participate.

About LifeSmarts:

LifeSmarts, established in 1994, is a program of the National Consumers League, the nation’s pioneering consumer organization. LifeSmarts, the ultimate consumer challenge, is an educational opportunity for students in 6th-12th grade. This competition prepares students to enter the real world as smart adult consumers. Participants focus on five key topic areas: consumer rights and responsibilities, the environment, health and safety, personal finance, and technology & workforce preparation.

LifeSmarts stays current — expanding its content, competitions, and consumer knowledge each and every year. LifeSmarts complements the curriculum already in place in middle- and high-schools and can be used as an activity for classes, groups, clubs, and community organizations. LifeSmarts also aligns with national education standards.

LifeSmarts successfully meets the needs of educators by providing materials that supplement a club or classroom curriculum while providing a fresh take on important current issues.

Students who participate in the program begin competition online. The highest scoring teams are invited to in-person or online state championships. State winners are invited to the National LifeSmarts Championship held in a different city every April.

The entire LifeSmarts curriculum is free online and is free to use and conduct in any county, area and state. As a national partner, 4-H has full access to the entire LifeSmarts program.

For additional information, please contact:

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