



world **skills** uk

Online Advanced Level Quiz

# Competition Brief

Enter online by: 28<sup>th</sup> February 2008



worldskillsuk

Online Advanced Level Quiz

## entry requirements

<b>Who can enter?</b>	Teams of students studying Arts, Sciences, Humanities and Social Sciences at Advanced Level.
<b>Individual and/or team event?</b>	Team Event
<b>How many competitors can enter?</b>	Any number of teams, maximum of three people per team.
<b>Competition structure</b> <b>Step 1</b>	Register for this competition at <a href="http://www.worldskillsuk.org">www.worldskillsuk.org</a> by <b>28<sup>th</sup> February 08</b>

**This is an online competition and teams will participate by logging into a website from their own centre.**

## contact details

For technical advice about the competition contact:  
Merv Stapleton, e-Learning Manager, City of Sunderland College  
Phone: 01915116153  
Email: [merv.stapleton@citysun.ac.uk](mailto:merv.stapleton@citysun.ac.uk)

For registrations, cancellations, contact  
WorldSkills UK Contact Centre:  
Phone: 0800 612 0742  
Email: [worldskillsuk@ukskills.org.uk](mailto:worldskillsuk@ukskills.org.uk)

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## competition description

This competition comprises of competitors answering a series of questions online related to Arts, Sciences, Humanities and Social Sciences subjects at Advanced Level. There are a total of 120 questions covering these curriculum areas, which the competitors have to answer in two hours. A range of question types, such as multiple choice, ordering, matching multiple answer, true/false and so on may be used.

## Marking and assessment

Marks will be awarded by the judges as follows

The quiz is an online competition, in which the teams submit their answers and receive their score automatically upon submission.

Answers will be marked as correct/incorrect in line with pre-determined correct answers. Each correct answer will be awarded 1 mark.

## judging

The questions and their corresponding correct answers will be compiled by the e-Learning Team at City of Sunderland College.

## rules

- A maximum of three students per team is allowed.
- Teams should only have access to one internet enabled computer for the duration of the competition.
- Access to a test version of the quiz will be given to teams one week prior to the competition to test for technical problems and to familiarise competitors

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with the environment and types of questions.	
<b>what happens next?</b>	
<b>live competitions only</b>	
<b>Step 1</b>	<ul style="list-style-type: none"> <li>• Register interest</li> <li>• Receive username and password via email</li> <li>• Receive welcome pack via email containing:             <ul style="list-style-type: none"> <li>• How to host an in-house competition</li> <li>• Competition dates and venues</li> <li>• Competition rules</li> <li>• What happens next?</li> </ul> </li> </ul>
<b>Step 2</b>	<ul style="list-style-type: none"> <li>• Select competitions to enter</li> </ul>
<b>Step 3</b>	<ul style="list-style-type: none"> <li>• Enter competitions &amp; confirm competitors – enter by 28<sup>th</sup> February 2008</li> <li>• Receive receipt after entering competitions</li> </ul>
<b>Step 4</b>	<ul style="list-style-type: none"> <li>• City of Sunderland College will email you a guidance sheet prior the event.</li> </ul>
<b>Step 5</b>	<ul style="list-style-type: none"> <li>• The competition will be held, online, between <b>2.00pm</b> and <b>4.00pm</b> on <b>Wednesday March 19<sup>th</sup></b></li> </ul>

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