

NATIONAL HIGH SCHOOL ETHICS BOWL

Moderator Script for NHSEBOne Platform



BEFORE THE MATCH BEGINS, WELCOME EVERYONE AND ASK THEM TO CHANGE THEIR DISPLAY NAMES ON ZOOM USING A UNIFORM CONVENTION (E.G., SCHOOL_NAME or ROLE_NAME).

PLEASE REMIND COACHES THAT THEY SHOULD HAVE THEIR CAMERAS AND MICROPHONES TURNED OFF ONCE THE MATCH BEGINS.

SELECT 'INTRODUCTION' MATCH STEP IN THE DROPDOWN

WHEN THE TEAMS, JUDGES, AND SPECTATORS ARE SETTLED, ANNOUNCE THE BEGINNING OF THE ROUND AS FOLLOWS:

Welcome to <<ROUND>> of the <<EVENT NAME>>. This match is between <<TEAM A>> and <<TEAM B>>. Now, I'd like to thank our judges for volunteering their time today and ask them to please introduce themselves.

JUDGES INTRODUCE THEMSELVES.

Now I'd like to welcome the students. Students, will you please introduce yourselves.

Thank you. Now we will begin the match. Teams, from this point on there are no substitutions, consulting with anyone other than your teammates, or reviewing outside materials. Coaches and spectators, please remember that communicating with either team (either verbally or via chat) is impermissible. Please keep your microphones muted throughout the competition so that the students can concentrate. The NHSEBOne platform has randomized teams to determine presenting order.

OK, <<TEAM A>> , you will present first and are known as Team A. Judges, please note on your score sheet that <<TEAM A>> is Team A and <<TEAM B>> is Team B.

ADVANCE MATCH STEP TO 'CASE A - TEAM A PRESENTATION'

We are ready to begin! The case is <<CASE A>>. The question is_____ (read case question from document).

COPY + PASTE QUESTION INTO USER NOTIFICATION.

<<TEAM A>>: you now have up to 3 minutes to confer before beginning your presentation. Either team may pass notes privately in the chat, but only <<TEAM A>> will enter a conferral room and only they are allowed to speak during this time. <<TEAM A>>, you may enter the conferral room.

SET TIMER. GIVE TEAM A 3 MINUTES TO CONFER.

<<TEAM A>> now has 5 minutes to make its presentation. Any member of the team may speak, one at a time. <<TEAM A>>, I will give you reminders when there are three minutes and one minute remaining.

SET TIMER. GIVE TEAM A 5 MINUTES FOR ITS PRESENTATION, GIVING THEM THE TIME REMINDERS IN THE NOTIFICATION PANE OR IN THE CHAT. IF TEAMS USE UP ALL OF THEIR TIME, TELL THEM THAT TIME IS UP, BUT ALLOW THEM TO FINISH THE LAST SENTENCE.

Judges, please mark your scores for <<TEAM A>>'s presentation (*wait a few moments for the judges to mark their scoring form*).

ADVANCE MATCH STEP TO 'CASE A - TEAM B COMMENTARY'

<<TEAM B>>, you now have 3 minutes to confer. Either team may pass notes privately in the chat, but only <<TEAM B>> will enter a conferral room and only they are allowed to speak during this time. <<TEAM B>>, you may enter the conferral room.

SET TIMER. GIVE TEAM B 3 MINUTES TO CONFER.

<<TEAM B>>, you now have up to 3 minutes to comment on <<TEAM A>>'s presentation. Any member of your team may speak, one at a time. <<TEAM B>>, I will indicate when you have 1 minute remaining.

SET TIMER. GIVE TEAM B UP TO 3 MINUTES FOR ITS COMMENTARY, GIVING THEM A ONE MINUTE REMINDER IN THE NOTIFICATION PANE OR IN THE CHAT.

Judges, please write down your scores for <<TEAM B>>'s commentary (*wait a few moments for the judges to mark their score sheets*).

ADVANCE MATCH STEP TO 'CASE A - TEAM A RESPONSE'

<<TEAM A>>, you now have 3 minutes to confer. Either team may pass notes privately in the chat, but only <<TEAM A>> will enter a conferral room and only they are allowed to speak during this time. <<TEAM A>>, you may enter the conferral room.

SET TIMER. GIVE TEAM A 3 MINUTES TO CONFER.

<<TEAM A>> has 3 minutes to respond to <<TEAM B>>'s commentary. Any member of your team may speak, one at a time. <<TEAM A>>, I will indicate in the chat when you have 1 minute remaining.

SET TIMER. GIVE TEAM A 3 MINUTES FOR ITS RESPONSE, GIVING THEM A 1 MINUTE REMINDER IN THE NOTIFICATION PANE OR IN THE CHAT.

Thank you. Judges, please note your score for <<TEAM A>>'s response (wait a few moments for the judges to mark their scores).

ADVANCE MATCH STEP TO 'CASE A - JUDGES' Q&A'

We will now have a 10 minute question and answer session for the Judges and <<TEAM A>>.

Judges, before beginning your questions, you may, if you like, enter the conferral room for up to 3 minutes. That time begins now.

SET TIMER. GIVE JUDGES 3 MINUTES TO CONFER.

Judges, you may ask your questions in the order you see fit. I will let you know when there are two minutes remaining in the Q&A.

JUDGES WILL ASK QUESTIONS, AND TEAM A WILL ANSWER FOR UP TO 10 MINUTES. YOU MAY NEED TO REMIND THE JUDGES TO KEEP THEIR QUESTIONS AS BRIEF AS POSSIBLE. GIVE REMINDER AT 2 MINUTES REMAINING.

Thank you. Judges, please score <<TEAM A>>'s responses to your questions.

PART 1 OF ROUND FINISHED

ADVANCE MATCH STEP TO 'CASE B - TEAM B PRESENTATION'

We are ready to begin the second half! The case is <<CASE B>>. The question is_____ (read case question from document).

COPY + PASTE QUESTION INTO USER NOTIFICATION.

<<Team B>>: you now have up to 3 minutes to confer before beginning your presentation. You may take notes and communicate in your breakout room while conferring. You may join your breakout room now.

SET TIMER. GIVE TEAM B 3 MINUTES TO CONFER.

<<TEAM B>> now has 5 minutes to make its presentation. Any member of the team may speak, one at a time. <<TEAM B>>, I will give you reminders in the chat when there are three minutes and one minute remaining.

GIVE TEAM B 5 MINUTES FOR ITS PRESENTATION, GIVING THEM THE TIME REMINDERS IN THE NOTIFICATIONS PANE. IF TEAMS USE UP ALL OF THEIR TIME, TELL THEM THAT TIME IS UP, BUT ALLOW THEM TO FINISH THE LAST SENTENCE.

Judges, please mark your scores for <<TEAM B>>'s presentation (*wait a few moments for the judges to mark their scoring form*).

ADVANCE MATCH STEP TO 'CASE B - TEAM A COMMENTARY'

<<TEAM A>>, you now have 3 minutes to confer. You may take notes and communicate in your breakout rooms while conferring. You may join your breakout room now.

SET TIMER. GIVE TEAM A 3 MINUTES TO CONFER.

<<TEAM A>>, you now have up to 3 minutes to comment on <<TEAM B>>'s presentation. Any member of your team may speak, one at a time. <<TEAM A>>, I will indicate in the chat when you have 1 minute remaining.

GIVE TEAM A UP TO 3 MINUTES FOR ITS COMMENTARY, GIVING THEM A 1 MINUTE REMINDER.

Judges, please write down your scores for <<TEAM A>>'s commentary (*wait a few moments for the judges to mark their score sheets*).

ADVANCE MATCH STEP TO 'CASE B - TEAM B RESPONSE'

<<TEAM B>>, you now have 3 minutes to confer. You may take notes and communicate in your breakout rooms while conferring. You may join your breakout room now.

SET TIMER. GIVE TEAM B 3 MINUTES TO CONFER.

<<TEAM B>> has 3 minutes to respond to <<TEAM A>>'s commentary. Any member of your team may speak, one at a time. <<TEAM B>>, I will indicate in the chat when you have 1 minute remaining.

GIVE TEAM B 3 MINUTES FOR ITS RESPONSE, GIVING THEM A 1 MINUTE REMINDER.

Thank you. Judges, please note your score for <<TEAM B>>'s response (wait a few moments for the judges to mark their scores).

ADVANCE MATCH STEP TO 'CASE B - JUDGES' Q&A'

We will now have a 10 minute question and answer session for the Judges and <<TEAM B>>.

Judges, before beginning your questions, you may, if you like, enter the conferral room for up to 3 minutes. That time begins now.

SET TIMER. GIVE JUDGES 3 MINUTES TO CONFER.

Judges, you may ask your questions in the order you see fit. I will let you know when there are two minutes remaining in the Q&A.

JUDGES WILL ASK QUESTIONS, AND TEAM B WILL ANSWER FOR UP TO 10 MINUTES. YOU MAY NEED TO REMIND THE JUDGES TO KEEP THEIR QUESTIONS AS BRIEF AS POSSIBLE. GIVER REMINDER AT 2 MINUTES REMAINING.

Thank you. Judges, please score <<TEAM B>>'s responses to your questions.

PART 2 OF ROUND FINISHED

ADVANCE MATCH STEP TO 'FINAL SCORING'

Judges, please finish your scores by scoring each team for Respectful Dialogue during the match, and leaving any written feedback you'd like to.

WAIT A MOMENT TO ENCOURAGE JUDGES TO LEAVE COMMENTS.

ADVANCE MATCH STEP TO 'REVIEWING RESULTS'

Thank you. Judges, you can now confirm your final scores and award your votes.

ONCE THE RESULTS HAVE BEEN CONFIRMED, JUDGES CAN ANNOUNCE THEIR VOTES ONE BY ONE IF THEY WOULD LIKE TO (IF NOT, YOU'RE WELCOME TO DEFER TO THE RESULTS POP-UP). AFTER THE RESULTS ARE KNOWN, YOU MAY PRONOUNCE THE WINNER OF THE MATCH (I.E., THE TEAM WHICH HAS THE HIGHEST NUMBER OF JUDGE VOTES) BY SELECTING THAT TEAM FROM THE DROPDOWN BOX AS THE WINNER. AT THIS POINT, ALL USERS WILL RECEIVE A POP-OVER WITH THE RESULTS, AND YOU CAN SAY:

Thanks to both teams for a great match. _____ received the highest number of judges' votes and is the winner of this match.