



THE FAMILY COLLEGE

THE
POP QUIZ
for Families

*A Hilarious, Genuinely Useful Quiz for the Whole
Family (Even the One on Their Phone)*

FIRST EDITION

NINE ROUNDS · ONE FINAL EXAM
300 QUESTIONS · ONE CERTIFICATE

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THE LOVE CAMPUS PRESS



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First edition, 2026.

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This is a work of humour. The Registrar, Nia, Chloe, Max, Bea, Kenji, Hana, Ren, their relatives and their cat are fictional, and any resemblance to real people is a coincidence. The rulings offer general, light-hearted guidance. They are not a substitute for professional counselling or for medical, legal or financial advice. The certificate is a novelty award for fun and effort. The Family College is not an accredited institution.

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No ISBN is printed in this edition.



This book belongs to

the _____ family

First played on _____

at _____

by _____

*Pens down. Phones in the basket. You may turn over
the page.*



THE REGISTRAR

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A Welcome from the Registrar



Welcome to the examination hall. It looks very like your kitchen table.

You know these people already. You know who takes the last biscuit and who can never find their shoes. This book tests how well you know each other, and how much you know about getting on with each other, and it has two aims. One is to make you laugh, and argue in a friendly way, for an evening. The other is to send you off with a few habits worth keeping. Every answer comes with a ruling from me, and every ruling has something in it you could use on Monday.

There are nine rounds and a Final Exam, which makes three hundred questions. Eight of the rounds are for everybody from about eight years old. Round 9 is for the grown-ups, after bedtime, and is clearly marked. Children, there's nothing in it you'd want. It's mostly about sleep, and whose turn it is.

Some questions have a right answer, and I've supplied it. Others are about your own family, where the only authority is the person sitting opposite you. I can't mark those. You can.

The jokes in these pages are about habits: the phone at dinner, the missing shoe, the words "in a minute." They're never about anybody's age, or looks, or the shape of anybody's family. If a ruling stings, it was aimed at a grown-up. Most of them are.

Pens down. Phones in the basket. You may begin.

The Registrar

The Family College

How to Play

- 1 **Choose a reader.** The reader reads each question aloud, and plays too. When the page turns, the book passes to the left.
- 2 **Answer together.** On “Three, two, one, show,” everybody answers at once with fingers: one for A, two for B, three for C, four for D. Thumb up for true, down for false. Nobody looks at the answers until after “show.”
- 3 **Read the ruling.** The answers come at the end of each round. Slide a sheet of paper down the answer page, one ruling at a time, and read each one aloud. It’s the best part.
- 4 **Score.** One point for each right answer. The other kinds of question score as shown on page 11. Pencil the points on the round scorecard.
- 5 **Play one round, or all of them.** A round takes half an hour for two players and nearer three quarters of an hour for a full table. Rounds 1 to 8 and the Final Exam make the whole family game. Add up on page 158 and find your title on page 159.

You’ll need this book, a sheet of paper, a pencil, and something that counts sixty seconds. A phone timer is allowed. It’s the only phone that is.

Ways to Play



Three players or more

Everybody plays for themselves. “The person in the chair” is the player on the reader’s left. Very small players may join a bigger player and do the pointing.

Two players

Take turns to read. “The person in the chair” is whoever isn’t reading. In “Who’s More Likely,” say the name of anybody in the family on “show,” and score if you both said the same one. In the Lightning Round, take turns to ask each other the questions.

Two teams

Whisper, agree, and let the captain show the fingers. A team scores as one player. Change captain every round. Grown-ups against children is allowed, and the Registrar expects the children to take Rounds 1, 3 and 4.

On your own

Answer, then slide the paper down and mark yourself. Play the keyed questions and the puzzles. Write your guesses for the family questions on a scrap of paper and check them at dinner. The family will enjoy correcting you.

How long it takes

One round fills the time between pudding and bedtime. The whole book fills a wet weekend, a long drive with a patient reader, or the slow days of a school holiday.

SCORING

The Questions, and How They Score

A, B, C OR D	One answer is right. Show one to four fingers. <i>1 point</i>
TRUE OR FALSE	Thumb up or thumb down. <i>1 point</i>
CASE STUDY	A short scene with one of our families, then four choices. <i>1 point</i>
THE GROUP CHAT SAYS...	Four replies in the family chat. Spot the one you're asked for. <i>1 point</i>
PICTURE ROUND	Look at the drawing, then choose. <i>1 point</i>
WHO'S MORE LIKELY TO...	On "show," everybody points at a player, themselves included. The player with most fingers aimed at them is the table's answer. <i>1 point if you pointed at them. On a tie, at any of them.</i>
HOW WELL DO YOU KNOW THEM?	The person in the chair writes the true answer on the paper. Everybody else guesses in turn, with no repeats. <i>1 point for each right guess.</i>
RATE IT	Everybody shows one to five fingers at once. <i>1 point if you're within one finger of somebody else.</i>
FINISH THE SENTENCE	Everybody finishes it aloud. Then vote by pointing, but not at yourself. <i>1 point for the most votes, a point each on a tie. Two players: a point if you made the other one laugh.</i>
BREATHES	One small puzzle in every round. Lay the book flat so everybody can see. <i>As marked. Shouted together: a point each.</i>
LIGHTNING ROUND	Ten quick questions about your own household. The clock starts at question 1, and anything not asked by sixty seconds is lost. The reader asks and doesn't answer. <i>1 point for each first correct shout.</i>
BONUS POINT	A challenge to do in real life after the round. <i>2 points, pencilled in when it's done, even after the totals.</i>

The Registrar on Cheating



The College takes cheating very seriously, and has prepared for it.

Looking at the answers early. The culprit reads the whole of the next page aloud and can't score on it.

Late fingers. Fingers that change after "show" don't count. The reader's eyesight is final.

Whispering to a smaller player. Allowed, and encouraged. This is called teaching.

Grown-ups letting children win. Not allowed. They can tell. Lose to them fairly instead, which in Round 4 will take no effort.

Arguing with a ruling. Appeals are heard at the top of the stairs. One player has lodged nine. You'll meet them.

Disputes of any other kind. The reader decides. The reader changes with every page, so everybody gets a turn at being unfair.

Our own house rules

The People in the Questions

Two families turn up in these questions again and again. Neither is real. Both have kindly agreed to be examples.

Nia and Chloe live with their two children. **Max** is fifteen, wears headphones, says “Fine,” and appeals against rulings. **Bea** is two. She owns a blue cup and, at any given moment, one shoe.

Kenji is Hana’s dad. **Hana** is seven and is learning the recorder. She lives half the week with Kenji and half with **Ren**. Kenji and Ren are no longer a couple. They’re both still, very much, Hana’s parents.

The family group chat links the two households, because Kenji is Nia’s brother. In it are Gran and Grandad, Uncle Dele, Cousin Jo and Auntie Sal. They give advice. Some of it is good.

Also appearing are a cat, a bear called Biscuit, and a phone charger that nobody has seen since Round 1.

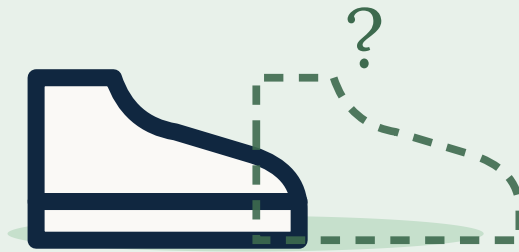
The Registrar runs the College and has never been seen by anybody. The Registrar sets the questions, gives the rulings and signs off, when a matter is closed: “Kindly filed.”

ROUND ONE

1

The Morning Rush

Shoes, breakfast and the 8.25 from the hallway. The Registrar has timed it. Nobody comes out of this well.



1 TRUE OR FALSE

“Hurry up” tells a child what to do.

THUMB UP · TRUE THUMB DOWN · FALSE

2 A, B, C OR D

It’s 8.10. Hana’s shoes are on the stairs. So is Hana, reading. What gets the shoes on?

- A** Calling “SHOES!” from the kitchen, a little higher each time.
 - B** Explaining how lateness will look to her teacher.
 - C** Putting the shoes on yourself and going to school in them.
 - D** Going to the stairs, saying her name, and saying “Shoes on, please.”
-

3 WHO’S MORE LIKELY TO...

Leave the house, come back for something, and leave again.

On “show,” everybody points at a player.

4 A, B, C OR D

Max’s PE kit is needed on Thursdays. It’s found on Thursdays, at 8.20, damp. Whose job is the kit, and when?

- A** Max’s, on Wednesday night, with one reminder.
- B** The school’s. PE was their idea.
- C** Whoever happens to spot it first.
- D** Chloe’s, on Thursday morning, at speed.

5 PICTURE ROUND

School starts at 8.50. The walk takes 15 minutes. Bea's shoe takes 10 minutes to find, every single day. Which clock shows the latest time to start looking for the shoe?

**A**

8.10

**B**

8.25

**C**

8.35

**D**

8.50

6 CASE STUDY

Chloe has a nine o'clock meeting. Bea, who is two, will wear one shoe only and has chosen the left. It's 8.05.

What should Chloe say?

- A** "Bea, PLEASE," in a voice Bea has never heard before.
- B** "Would you like to put your other shoe on?"
- C** "Never mind. I'll move the meeting to when you're four."
- D** "Other shoe. Will you do it, or shall I?"

7 HOW WELL DO YOU KNOW THEM?

What's the first thing the person in the chair does after waking up? What they really do, please, and not what they'd tell a doctor.

The person in the chair writes the true answer down first.

8

A, B, C OR D

It's 8.20 and Hana can't find her reading book. What's Hana's best move?

- A** Shouting "I can't find it!" from exactly where she's standing.
 - B** Telling her teacher that the cat ate it.
 - C** Looking where she last read it, and then asking for help.
 - D** Going without it and hoping nobody asks.
-

9

FINISH THE SENTENCE

"The thing that makes us late most often is _____." A thing, please, and not a person.

Everybody finishes it aloud, then vote by pointing.

10

TRUE OR FALSE

A child who says "I'm ready" is ready.

THUMB UP · TRUE THUMB DOWN · FALSE

11 THE GROUP CHAT SAYS...

Nia asks the family chat: “How do you get a teenager out of bed on a school day?”

- A** Auntie Sal “Open the curtains and take the duvet. Never fails.”
- B** Uncle Dele “Agree a time with Max the night before. Then it’s Max’s alarm and Max’s job.”
- C** Cousin Jo “One knock, one ‘It’s seven,’ and a cup of tea left outside the door.”
- D** Gran “Ask Max what would help. You always wanted the radio on.”

Which reply should Nia ignore?

12 A, B, C OR D

A school form turns up at 8.30. It needs a signature, some money and a passport photo, today. Which habit stops this happening again?

- A** Writing to the school and asking them to stop sending forms.
 - B** Asking “Any letters?” at the door, and believing “No.”
 - C** Searching the bag yourself every night until the child is thirty.
 - D** A set place where every letter lands the day it comes home.
-

13 WHO’S MORE LIKELY TO...

Be completely ready ten minutes early, and then vanish at the exact moment of leaving.

On “show,” everybody points at a player.

14 RATE IT

How calm are our mornings? One finger for a fire drill, five for a hotel breakfast.

Everybody shows one to five fingers at once.

15 A, B, C OR D

Bea wants the blue cup. The blue cup is in the dishwasher, dirty. It's 7.40. What now?

- A** Explain that the green cup holds just as much milk.
 - B** Tell her the blue cup has gone on holiday.
 - C** Wash the blue cup. It takes twenty seconds.
 - D** Call a family meeting about cups.
-

16 CASE STUDY

Max, fifteen, comes down at 8.25 in headphones, takes a slice of toast and says nothing. Nia wants to ask about today's maths test.

What should Nia do?

- A** Say "Morning. Good luck today," and ask tonight.
- B** Lift one headphone and say good morning into it.
- C** Ask now. It's the only time she'll see Max all day.
- D** Text Max from the other side of the kitchen.

17 HOW WELL DO YOU KNOW THEM?

The person in the chair is put in charge of breakfast for a week, with no rules. What's on the table on Monday?

The person in the chair writes the true answer down first.

18 TRUE OR FALSE

A late morning is fixed the night before.

THUMB UP · TRUE THUMB DOWN · FALSE

19 A, B, C OR D

The morning went badly. Somebody shouted, and somebody cried at the school gate. What helps most at bedtime?

- A** Moving to a house next door to the school.
 - B** A new toy, to make up for it.
 - C** Carrying on as if nothing had happened.
 - D** "This morning was horrible, and I'm sorry I shouted."
-

20 A, B, C OR D

How many times should "We're leaving!" be said before leaving?

- A** Three times, the last one from the car.
- B** Seven, as a sort of countdown.
- C** Once, at the door, with your coat on.
- D** None. Simply go, and see who notices.