



saint mary's press

touching hearts. enlivening minds.

Jeopardy! Game

Directions

- Decide whether the game will be played with open book (good for introducing chapters) or closed book (good for reviewing chapters).
- Decide whether points will be deducted for wrong answers.
- Decide how teams will buzz in (raise hand, stand up, ring bell—be creative!).
- Decide whether the other teams can buzz in if the first team to buzz in has the wrong answer (this requires the leader to know the answers without going to the answer slide).
- Decide how you will use the bonus question. For example, double the team's points or allow them to bet some or all of the points they have.
- Decide how you will keep score. You can use whiteboard, poster paper, etc.
- Divide into teams (leader chooses how many).
- Start the game by reviewing the categories on the game board.
- Leader chooses starting category and dollar amount. Click on the dollar amount to display the first question.
- Teams buzz in when they think they know the answer to the question. If the team's answer is correct they get awarded the dollar amount.
- The team with the last correct answer gets to choose the category and dollar amount of the next question.



Jeopardy! Game

Catholic Quiz Show!

Some Catholic Basics	Beliefs Practices Attitudes	Reason & Revelation	Scripture & Tradition	Vocabulary
<u>\$100</u>	<u>\$100</u>	<u>\$100</u>	<u>\$100</u>	<u>\$100</u>
<u>\$200</u>	<u>\$200</u>	<u>\$200</u>	<u>\$200</u>	<u>\$200</u>
<u>\$300</u>	<u>\$300</u>	<u>\$300</u>	<u>\$300</u>	<u>\$300</u>
<u>\$400</u>	<u>\$400</u>	<u>\$400</u>	<u>\$400</u>	<u>\$400</u>
<u>\$500</u>	<u>\$500</u>	<u>\$500</u>	<u>\$500</u>	<u>\$500</u>

Jeopardy! Game

\$100 Question

How many people in the world are Catholic?

60:00

Answer!

Spin-to-Win Game

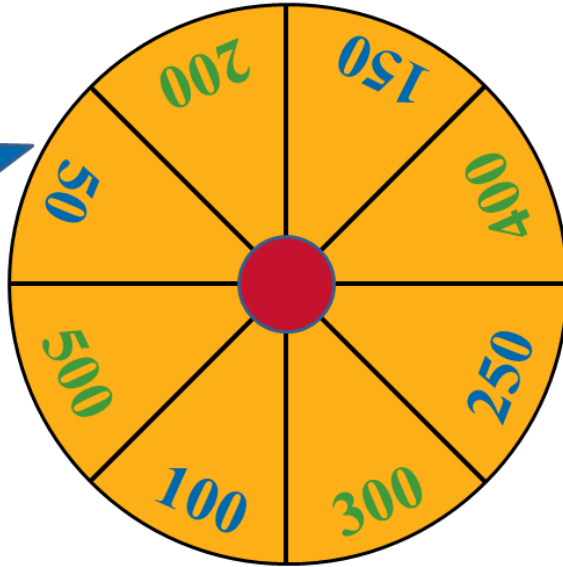
Directions

- Decide whether the game will be played with open book (good for introducing chapters) or closed book (good for reviewing chapters).
- Decide whether points will be deducted for wrong answers.
- Decide how teams will “buzz in” (raise hand, stand up, ring a bell—be creative!).
- Decide whether the other teams can buzz in on a question if the first team to buzz answers incorrectly. This requires the leader to know the answers.
- Decide how you will keep score. You can use whiteboard, poster paper, etc.
- Decide how to divide into teams and how many teams you will have.
- Start the game by clicking on the SPIN icon. The spinner will indicate the number of points the team that answers correctly will receive.
- Press the QUESTION icon to go to the question. Teams buzz in if they think they know the answer to the question. After the team gives its answer press the ANSWER icon to see the correct answer.
- After checking and discussing the answer, press the SPIN AGAIN icon to return to the spinner and the next question.



Spin-to-Win Game

Spin to Win!



Spin-to-Win Game

Question 1

What is salvation history?

60:00

Answer