

JEOPARDY!

A POWERPOINT QUIZ TEMPLATE

THE “JEOPARDY!” POWERPOINT TEMPLATE ALLOWS YOU TO TAKE UP TO THIRTY REVIEW QUESTIONS AND TURN THEM INTO A FUN, INTERACTIVE CLASSROOM ACTIVITY MODELED AFTER THE POPULAR GAME SHOW, “JEOPARDY!”. THE TEMPLATE INCLUDES GRAPHICS AND SOUND EFFECTS FROM THE ACTUAL SHOW. IT USES THE FAMILIAR WALL OF TOPICS, AND THIRTY INDIVIDUAL “ANSWER” SCREENS THAT YOU CAN EASILY CUSTOMIZE WITH YOUR OWN MATERIAL

WHAT YOU NEED:

- ◆ FAMILIARITY WITH POWERPOINT 97, PREFERABLY EXPERIENCE WITH EDITING AN EXISTING PRESENTATION
- ◆ A COMPUTER WITH POWERPOINT 97 AND SPEAKERS
- ◆ THIRTY “JEOPARDY-STYLE” QUESTIONS, PREFERABLY WITH SHORT ANSWERS (THEY’LL SHOW UP BETTER WHEN IN LARGE TYPE); THE QUESTIONS SHOULD BE ARRANGED INTO SIX TOPIC GROUPS. EACH GROUP SHOULD HAVE FIVE QUESTIONS OF INCREASING DIFFICULTY.
- ◆ A LARGE CLASSROOM COMPUTER MONITOR OR COMPUTER PROJECTOR

GETTING STARTED:

YOU’LL NEED TO ADD YOUR OWN “ANSWERS” (NOT QUESTIONS...REMEMBER, THIS IS JEOPARDY!) INTO THE “JEOPARDY” PRESENTATION. ***IT IS VERY IMPORTANT THAT YOU NOT DELETE OR REORDER ANY OF THE SLIDES IN THE SHOW.*** THE SLIDES ARE LINKED SO THAT THE GAME RESPONDS APPROPRIATELY TO USER INPUT; INSERTING, DELETING, OR REORDERING ANY OF THE SLIDES MAY CAUSE THE LINKS TO WORK IMPROPERLY.

1. OPEN THE “JEOPARDY” PRESENTATION TEMPLATE IN POWERPOINT 97.
2. IN THE SLIDE VIEW MODE, GO TO SLIDE #1. ENTER YOUR TOPIC (E.G. “THE CIVIL WAR”) IN THE APPROPRIATE PLACE.
3. PROCEED TO SLIDE #2 (THE “TOPIC WALL”). IN THE RED BOXES, AT THE TOP OF THE SLIDE, ENTER YOUR SIX TOPIC CATEGORIES, REPLACING THE EXISTING TEXT.
4. SKIP SLIDE #3 FOR NOW.
5. ON SLIDES #4 THROUGH #33, REPLACE THE EXISTING TEXT WITH YOUR “ANSWERS”.
6. RETURN TO SLIDE #3. FOLLOW THE INSTRUCTIONS THERE IN ORDER TO MAKE ONE OF YOUR ANSWERS THE “DAILY DOUBLE”.
7. SAVE YOUR NEW PRESENTATION UNDER A NEW NAME. UNLESS YOU ADD SIGNIFICANT GRAPHICS OR SOUND FILES, YOU WILL LIKELY BE ABLE TO COPY THE PRESENTATION TO A BLANK DISKETTE IF YOU WISH.

VARIATIONS:

PROVIDE THE TEMPLATE TO A STUDENT OR GROUP OF STUDENTS; HAVE THEM COME UP WITH THE QUESTIONS AND ANSWERS. OR ASK SEVERAL STUDENTS TO EACH COME UP WITH A SET OF FIVE TOPIC QUESTIONS AND ANSWERS; CONSTRUCT A GAME FROM THEIR COLLECTIVE MATERIAL