# WRAP-UP GAME

## Directions for the Teacher

The Wrap-Up Games serve as a review for each chapter. The rules are similar to those of Jeopardy®, the television quiz show. Unlike the televised show, each item in the Wrap-Up Game is a question that must be answered correctly to score points.

The game is played from a PowerPoint presentation. Teachers will need software to run the PowerPoint and a projection system to display the game board.

Slide 1 is the title, and Slide 2 is the game board. Each question relates to a category with 100, 200, 300, 400, and 500-point questions.

**Materials**
The following items are needed for the game.

- Computer connected to a projection system
- Score sheet for each team (printed from Teacher Tech website)
- The Game Board (a PowerPoint presentation downloaded from the Teacher Tech website)
- Pencil or pen for the Scorekeeper (or one per team)

The Host and Game Operator should be able to see the current slide with the question and the correct answer slide on the computer monitor or laptop. Players will only see the question projected. This allows the Host to verify the answer before the Game Operator clicks to advance and project the answer to all players.

**Running the Game**
The teacher may take on all these roles or act as the host and have one or two students fill the remaining roles.

*-Host (teacher)*
The Host is responsible for introducing the game, reading the categories at the start of each round, reading the clues, and judging the answers.

*-Game Operator*
The Game Operator runs the PowerPoint game board and identifies the first team or person who indicates they know the answer.

*-Scorekeeper*
The Scorekeeper keeps all the teams' scores using the printed score sheet.

Divide the class into teams. Teams of three to five students seem to work best.

Determine how players will buzz in to answer the questions (e.g., using a buzzer system, raising hands, hitting the desk/table, clapping, etc.).

The Game Operator opens the PowerPoint presentation in "slide show" format and clicks the title slide to advance to the game board.

| History | Government | Economy | Terms | Wild Card |
|---------|-----------|---------|-------|-----------|
| 100 | 100 | 100 | 100 | 100 |
| 200 | 200 | 200 | 200 | 200 |
| 300 | 300 | 300 | 300 | 300 |
| 400 | 400 | 400 | 400 | 400 |
| 500 | 500 | 500 | 500 | 500 |

**General Play**
A team is randomly chosen to go first and begins the game by selecting a category and point value (e.g., "Religion for 100"). The Game Operator clicks the desired tile. The Host reads the question, and any team player can buzz in. The first team to indicate they know the answer has a chance to answer, as determined by the Game Operator (or Host).

The Host should encourage team members to wait until the clue is completely read before buzzing in. This helps to ensure that all students hear the question and answer.

Teams can discuss responses before buzzing in, but all conversations must stop when someone buzzes in and is identified by the Game Operator. The person who buzzes in first must be the same person who gives the response. The Host informs the team if their answer is correct or not.

Correct responses earn the team the question's point value and the right to select the next question tile. The Scorekeeper marks the team's score sheet by circling the question box and adding the points to the team's score. The Game Operator clicks the question to advance the slide to reveal the answer.

If a team responds incorrectly or fails to respond after five seconds, the Scorekeeper marks the question box on the score sheet with an X. The point value is subtracted from the team's score. Another team may buzz in and respond. If no correct response is given, the Game Operator clicks the question to reveal the answer, and the Host reads the correct response. The team who chose the previous question must choose a new question tile.

Once the correct answer has been viewed and read aloud, the Game Operator clicks the "Board" icon to return to the Game Board. Tiles that have been used already will change color.

Once all questions have been answered, click anywhere on the Board away from the point tiles to reveal slide 3. This slide directs the Game Operator to the Final Wrap-Up question. The Game Operator clicks the link, which jumps to slide 54.

Teams must review their total points and record a wager for how much they will risk on their ability to answer the Final Wrap-Up. Wagers are recorded on the score sheets but are not revealed to other teams!

Once wagers are recorded, the Game Operator clicks the "Final Question" link to reveal slide 55, the Final Wrap-Up question. Teams record their answer on a blank piece of paper or the back of their score sheet. Answers should not be visible to other teams.

After a given time (30 – 60 seconds), answers must be recorded and revealed to the Host. The Host re-reads the question aloud and instructs the Game Operator to reveal the answer (by clicking the slide).

The Host and Scorekeeper work to determine the winner by adding wagered points to each team's current points if the team answered correctly or by subtracting wagered points if the team answered incorrectly.

The winning team is the team with the most points.

**WRAP-UP SCORE SHEET**

NAME(S)_____                           CHAPTER ___

CIRCLE POINT VALUES FOR POINTS EARNED. PUT AN "X" OVER THE POINT VALUE IF ANSWERED INCORRECTLY.

| HISTORY | GOVERNMENT | ECONOMY | TERMS | WILD CARD |
|---------|-----------|---------|-------|-----------|
| 100 POINTS | 100 POINTS | 100 POINTS | 100 POINTS | 100 POINTS |
| 200 POINTS | 200 POINTS | 200 POINTS | 200 POINTS | 200 POINTS |
| 300 POINTS | 300 POINTS | 300 POINTS | 300 POINTS | 300 POINTS |
| 400 POINTS | 400 POINTS | 400 POINTS | 400 POINTS | 400 POINTS |
| 500 POINTS | 500 POINTS | 500 POINTS | 500 POINTS | 500 POINTS |

TOTAL POINTS EARNED DURING GAME _____
FINAL WRAP-UP WAGER _____

GAME POINTS _____
( +, - ) FINAL WAGER _____

**Notes For The Teacher**

1. The presentations are not locked, so you can change questions and answers to suit your classroom needs. However, you should be careful to change the correct answer when changing questions so that the board will continue to work properly during gameplay.

2. Variation: instead of having the team who answered correctly choose the next question tile, allow teams to select in a round-robin style (i.e., Team 1 chooses the first question, Team 2 chooses the second question, etc.).

3. Variation: Teams keep their own score sheets, and the Scorekeeper writes each team's score on the classroom board for all to view.