# Instructions for Using the Jeopardy Game PowerPoint

The Jeopardy Game was created with a public-domain PowerPoint template (*teach.fcps.net/trt2/activities/**Jeopardy**.ppt*) to help students review for the Certification Test. The questions in the game cover nearly all of the material on the Test.

(In Jeopardy, contestants receive a statement that is an answer to a question.  To score points, they must formulate a question that is a match to the answer they received. Students should formulate their replies in the form, "What is…" or "What are….")

1.  Print copies of the Round 1 and Round 2 category grids (pages 2 and 3 of these instructions; these are slide numbers 3 and 65). During the game, display each grid where the students can see it and where you can mark off the boxes as the game progresses.
2. Divide the class into three teams and assign them one of the cartoon contestant names, Team Phillip, Team Daphne and Team Kathy.
3. To play the game, start the PowerPoint. The words "Welcome to Jeopardy" come onto the screen and music plays. Advance to slide 2, the **score slide** (cartoon figures of the contestants). This slide has black boxes on the podiums for keeping track of each Team's score. The music will play through slide 2.
4. Advance to slide 3, the **Round 1 category grid**. Ask Team Phillip to select a category and $ level. Click on the text dollar amount; the **'answer' slide** for that category/level comes up with a "bing" sound.  Team Phillip has 5 seconds (or whatever time you allow) to formulate the correct question to match the answer. When they have replied, click again anywhere on the screen to move to the correct '**question' slide.** If Team Phillip cannot answer, ask Team Daphne or Team Kathy if they can reply.
   (Note: In the actual Jeopardy game, the contestants have to ring in first to gain the opportunity to provide the reply. Unless you have timing buzzers, give the Team who chose the category box an opportunity to reply.  If they are wrong or don't know, give the other teams an opportunity to reply.)
5. When a Team replies correctly, use the cursor to click the score box to move the game back to the score slide.  Add the dollar amount to their score. (In actual Jeopardy, dollar amounts are subtracted for incorrect answers, but that may be too complicated for this application.)
6. After updating the score, use the Round 1 box to return to the Round 1 category grid.
7.  Keep track of the game's progress, by making a small mark on the paper copy of the grid box while the answer is being formulated and by crossing off the grid box when the points have been assigned.
8. Rotate turns among the Teams for selecting the category/level box.
9. Continue until all category/level boxes have been chosen, then move to the Round 2 category grid, and finally to the Final Jeopardy screen (the Team with the highest score has the first opportunity to answer).
10. There are 3 boxes with hidden Daily Doubles (one in Round 1, two in Round 2).  For a Daily Double, the Team receives double the dollar amount for the correct reply.
11. When finished, **DO NOT** save the game.  This will overwrite the program with the scores and data you enter.  You may save it as a different name, but keep the main file untouched.

| Water, Cleaning, & Sanitizing | Pathogenic Microbes | Some Like It Hot | General Food Safety | Food & Hazards | Chill Factor |
|---|---|---|---|---|---|
| $100 | $100 | $100 | $100 | $100 | $100 |
| $200 | $200 | $200 | $200 | $200 | $200 |
| $300 | $300 | $300 | $300 | $300 | $300 |
| $400 | $400 | $400 | $400 | $400 | $400 |
| $500 | $500 | $500 | $500 | $500 | $500 |

Round 2

Final Jeopardy

Scores

**READY, SET FOOD SAFE**

| Clean and Hot | Chill Factor | FBI | Definitions | General | Misc |
|---|---|---|---|---|---|
| $200 | $200 | $200 | $200 | $200 | $200 |
| $400 | $400 | $400 | $400 | $400 | $400 |
| $600 | $600 | $600 | $600 | $600 | $600 |
| $800 | $800 | $800 | $800 | $800 | $800 |
| $1000 | $1000 | $1000 | $1000 | $1000 | $1000 |

Round 1

Final Jeopardy

Scores