

Jeopardy

A familiar game framework played with
math problems

For the Teacher:

- Separate students into teams, your choice of size and number
- One team chooses a category and point value. Click on the question, and allow students to work out the answer in a time limit.
- The team that picked gives their answer:
 - If they're right, they gain the points.
 - If they are wrong, the question passes to the next team.
- The process repeats with the next team.

For the Student:

- You will be put on a team as decided by your teacher.
- When it is your team's turn, choose a category and point value.
- Answer the question that appears:
 - If you're right, you gain the points.
 - If you're wrong, the question passes to the next team.

Math Problems:

- Use practice problems from a textbook or homework packet.
- Use problems from an old version of a test or quiz.
- Find problems online, such as in Dan Meyer's Algebra curriculum on his blog (algebra.mrmeyer.com).

Pros and Cons:

- Pros:
 - Familiar game, simple rules
 - Variety of point values is exciting and challenging
- Cons:
 - Some students may not be involved if teams are too large; they will rely on other students to solve the problems.
 - Tedious and time-consuming to set up via PowerPoint – feel free to just replace the problems on the example game.

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