

This is a highly recommended Active Learning instructional technique. It is usually best implemented when students have been prior exposed to information via reading, video, or a previous lecture, but it can be used in many ways. Students have expressed that they very much like the game show because it makes the learning process more interesting and interactive.

Instructions:

(Proper implementation is the key to success with this activity)

1. Modify the PowerPoint template provided. Put in your own questions (this can be used for any topic). Be sure to put in some easy questions and some harder multi-answer questions.
2. Divide the classroom into two teams and ask them to come up with a name for their team (*this helps give them ownership*). If they take too long just give them a name.
3. **Express the rules of the game:**

- a. To answer a question, you must raise your hand. The first one to raise a hand will be called on. Do not raise your hand until after the instructor reads the question and looks at the class (*this gives everyone a chance to think about the question*).
- b. If you answer the question correctly your team will get 1 point. You must then stand up and take a step back. You can no longer raise your hand to answer a question.
- c. If there are more correct answers to the question asked, the team that initially answered the question correctly will get a chance to provide additional correct answers (1 point for each correct answer) – (*this gives less extroverted students a chance to answer*).
- d. People who already answered can assist others on their team who haven't answered yet (whisper in their ears so the other team doesn't hear).
- e. If that team can not provide additional correct answers, the other team will be given a chance to provide additional correct answers.
- f. Once everyone on a team has answered a question correctly, they can all sit back down and continue to raise their hands to answer questions.

4. When someone gives an answer, ask them to fully explain their answer so that everyone is exposed to the right information (assist if needed).
5. Be sure to write down each team's point on the board so that everyone can see. A little bit of competition helps build excitement.
6. Motivate the teams: tell them there are still plenty of questions and that it is anyone's game.
7. When the "Daily Double" shows up, express that this question is worth two points (make it a harder question).
8. At the end of the game announce the overall winner but express that both teams also won if both got everyone to at least answer one question correctly (*getting everyone to participate is a key goal and is why the rules are structured in this way*).

***Note** that a key element to this active learning activity is to build up the excitement of the game show. This isn't a quiz or discussion; this is a fun active learning engaging game show. Say things like "Welcome everyone, I will be your game show host Professor _____." – This is also why it is important to use the graphical game show slides with animation and the daily double sound effect.

*You can always throw in a "BONUS" question by asking a derivation from the question presented.

Generally, the game show works well when done for about 30 minutes. Any more than that and it could start to become tedious. Use your judgment on the number of questions needed.