Tired of Kahoot or Quizizz?

REDISCOVER
JEOPARDY!

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How can I successfully execute Jeopardy! in my classroom tomorrow?
**GENERAL GAME PLAY**

- Buzzers are used
- Response must be in form of a question
- Score keeping:
  - Correct answers are **added** to score
  - Incorrect answers are **subtracted** from score
- Daily Double & Final Jeopardy!
MODIFIED GAME PLAY

× Response must be in form of a question
× Score keeping:
  Correct answer are added to score
  Incorrect answers are subtracted from score
× Daily Double & Final Jeopardy!
× Students are chosen randomly from groups/rows using dice or other resources such as random number generator from TI-84, RPG apps or online spinner.
GAMEPLAY CONTINUED...

- All team members must work together and show work and the correct answer. If students is selected and answer is not on the paper, cannot respond

- If incorrect answer is given, another team will be randomly selected

- If no team get the problem correct, teacher picks next category and item
1. ONLINE GAMES!
Show and explain your web, app or software projects using these gadget templates.
Has a plethora of content, but missing score keeping element. (Only available under Pro membership.)
Time consuming.. But may meet your specific needs!
2. **OFFLINE (PLAN B) GAMES!**
3. **SOUND EFFECTS!**
Great sound bite resource for think time!

SOUNDBOARD

nothing but sounds...
ASK TWO QUESTIONS
THANKS!

Any questions?
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