



Jewish Game Show Network

Submitted by: *Matthew Eckstein*

Subject Area: Teaching tool for all subjects

Target Age Group: Kindergarten through 7th grade

Duration: 1 or more full lessons

Abstract/Lesson Objectives: This lesson is designed to review material in a fun and virtually pain-free way. This lesson draws inspiration from popular game show television shows including *The Weakest Link*, *Jeopardy*, *Who Wants to be a Millionaire*, *Press Your Luck*, and *Dog Eat Dog*. Students will have a ball while winning prizes, fake money, and Hebrew Knowledge.

Materials Needed:

- Game show templates available at the JCC library or online at <http://madrichmoshe.1sweethost.com/iccpass/index.html>
- Fake checks (available at the end of this lesson) and prizes
- Some time to set everything up and play the games

Procedures Included For:

- Hollywood Squares
- The Weakest Link
- Press Your Luck
- Jeopardy
- Who Wants to be a Millionaire
- \$100,000 Pyramid
- Miscellaneous

Hollywood Squares

Setting up the Game

- Replace Questions
- Replace Answers (can be right or wrong)
- OPTIONAL put in a secret square, where if the team that picks it gets the answer right gets a prize.



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Playing the Game

- Divide class into 2 teams.
- Wait until the entire first screen is loaded (after “A game of X’s and O’s”)
- Click through the introductions of the celebrities
- Have Team X pick a square, click on THAT CELEBRITY
- Celebrity will be asked a question
- They will give an answer
- Player must say if they disagree or agree
- If they get it right, put an X in that blank (you can type in the squares)
- If they get it wrong, put an O in that blank
- Repeat for team O
- First team with three in a row, column, or diagonal wins.
- If it is a cat’s game, tally up the number of Xs and Os. The team with more wins
- Click on the scroll on the score board to see an animation for that team.

Jeopardy

Setting up the Game

- Replace Categories
- Replace questions (should be in the form of answers)
- Replace answers (should be in the form of questions)
- NOTE: be careful what you are putting in which slide. All the questions and answers are grouped together. They are NOT collated.
- Replace the Final Jeopardy category
- Replace the Final Jeopardy question (should be in the form of an answer)
- Replace the final jeopardy answer (should be in the form of a question)
- Replace Team Names (optional)

Playing the Game

- Divide class into 3 teams.
- Have Team 1 pick a category and dollar value
- Click on that square



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- Read the question. The answer is fair game. Anyone can “buzz in.” Their answer **MUST BE IN THE FORM OF A QUESTION**
- (Normal rules for the Jeopardy television show apply if someone gets a wrong answer) – make mental note to subtract that value from their score, other players have chance to answer.
- If someone gets the right answer, click on “Click for Answer.”
- Read the answer. Click on “Score board”
- Add dollar values to scoreboard
- Click “back to board” to continue playing
- Repeat everything again. The team that got the question right picks next
- When all the categories have been “wiped out,” click the blue area on the score board screen to begin Final Jeopardy
- Any team that is NOT in negative figures may play final jeopardy
- Click on the “Final Jeopardy” button
- Read the question. Each team has 30 seconds to write what they think is the answer on a piece of paper. (The song is 30 seconds. It will start automatically, and the slide will change automatically after 30 seconds.)
- Click on “go to answer”
- Click “scoreboard”
- Change scores accordingly

Weakest Link

Setting up the Game

- Write questions for each dollar amount

Playing the Game

- Divide Class into 8 Teams
- Play the entire opener. It will start automatically. After it is finished (“Welcome, to the Weakest Link”), click on the picture
- Ask if the players are ready.
- Explain the rules:
 - "In each round the aim is to answer enough questions correctly to reach your \$125,000 target within the time limit. There are eight of you, so the fastest way to reach that target, is to create a chain of eight correct



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answers. Get your question wrong and you break the chain and lose all the money in that chain. But if you say the word *BANK* before your question is asked, the money is safe, however, you'll start a brand new chain. Remember, at the end of the round, only money that's been banked can carry over into the next round."

- Time limit is 2 minutes. Your time will begin after I ask the first question
- After each round, voting will vote off the weakest link because they (a) did not get enough questions right, (b) did not bank when they were supposed to, or (c) you are a coward and don't want to play them in the next round
- Ask team 1 a question. If they get it wrong, click "No." If they get it right, click anywhere on the screen. If they bank, click bank, add money to the bank, and click again quickly.
- Continue for team 2, 3, 4, 5, 6, 7, 8. When finished, repeat with team 1 and continue.
- At the end of 2 minutes, voting happens - write 1 vote per team of which team is to be eliminated.
- Play the next round with 7 players in the same manner.
- Final round (not on PPT)
 - When there were two players left, they played one more round worth double the money banked. After that, the players would compete in a best of 5 question "shootout." The Strongest Link from the final round had the choice to go first or second. They then would ask alternating questions, best of 5. Whoever answered more, won all the money banked. If there was a tie, a "Sudden Death" tie breaker would happen, where if one player got one right, and the other wrong, the player who answered right would win

Millionaire

Setting up the Game

- Replace questions
- Replace multiple choice answers
- The slide after the 4 choices has 2 choices. This is for a 50-50 lifeline. Fill in questions and answers



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Playing the Game

- Class is one team
- Wait until entire opener is finished.
- Click on the screen, and explain the lifelines “50-50” “Phone a Friend” and “Ask the Audience”
- Click on “100”
- Read question
- Read 4 answers
- If player uses lifeline, click on the icon for that lifeline and follow on-screen instructions
- If not, click on the answer they give. For dramatic effect, you can click on “Final Answer?” which will ask if that is their final answer.
- Follow the on-screen instructions if the answer is right/wrong.
- Repeat until you get to the million dollar question or they get a question wrong.

Press your luck

Setting up the game

- Find prizes
- Write multiple choice questions
- Print out Whammies
- Set up the PowerPoint to run indefinitely until stopped
 - Slideshow → Set Up Show → Loop Continuously until ‘Esc’

Playing the game

- Divide class into 3 teams
- Question is asked. First player to buzz’s answer is one of multiple choice answers. If player got it right, he/she gets 3 spins on board. Each other player is asked the multiple choice question. If they get it right, they get 1 spin on the board.
- Repeat until all questions are finished.
- Open the PowerPoint
- Each team uses their “spins” to take a spin on the random grid.
 - Hold down the → key until student says “stop.” Then immediately release and follow directions on screen.



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- Whammies take away all money and prizes (and they get the cool whammy tent card). Click on the whammy to watch him take the money
- 4 Whammies are an “out” (you are out of the game)
- Dollar values are on the screen
- If player lands on prize, they get a prize
- If players get “\$ + 1 spin,” then they can spin again without using another spin.
-

Whammies:

INSTRUCTIONS:

Photocopy on cardstock

Cut along Solid lines_____

Fold along dotted lines





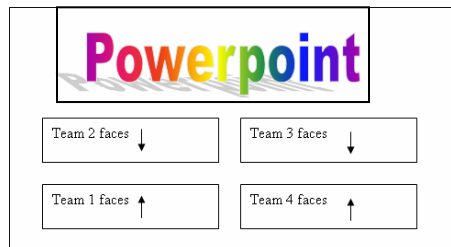
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Pyramid

Setting up the Game

- Change prelim categories and lighting categories
- Change things teams have to describe
- Set up room:




Playing the Game

- Split class into 4 teams (2 teams play together)
- Explain the rules:
 - The two-part process began with the basic game, wherein the two combating teams would alternately choose from six unrelated categories, each of which contained a total of seven "answers." With the clock running, one partner was asked to supply verbal "clues" to the other, who would in turn attempt to guess the correct answer. The team with the most points at the end of the basic game was then granted access to the winner's circle, where six substantially more challenging answers awaited
- First team picks category
- Click on the category
- Click for each answer to appear. When all 7 answers have appeared and player has guessed correctly, click on the ↻
- Repeat for other team
- If a tie, repeat



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- Winners continue to lighting round by clicking on the 
 - For example, if the category were “Things that are red,” you might say, “Apple, fire engines, cherries, and Bozo the Clown’s hair,” but you may not say, “a primary color, not blue or yellow.”
 - If they get all 7 categories, click the screen.

Miscellaneous Supplies

Example of Fake Checks:

Moshe's Game Show Network	_____
Pay to the Order of _____	\$ <input type="text"/> Dollars
MOSHE BANK BOULDER, CO	_____

Resources and Links:

Click on this link: <http://madrichmoshe.1sweethost.com/jccpass/index.html> to download the PowerPoint presentations of the following games:

- Hollywood Squares
- The Weakest Link
- Press Your Luck
- Jeopardy
- Who Wants to be a Millionaire
- \$100,000 Pyramid