

Math–Jeopardy

Teacher notes, student directions, and game board.

Teacher Preparation:

- Make a transparency of the Math–Jeopardy, Double Math–Jeopardy, Final–Jeopardy game boards and any visual clues.
- Place a small (2 in x 1.5 in) Post-it™ covering each of the questions on all the game boards. Note that the categories and point values should remain uncovered.
- Write the answers to each question on a copy of each of each of the gameboards.
- Pick one question on both the Math–Jeopardy and Double Math–Jeopardy, and place a Post-it™ marked Daily Double—Optional.
- Place one flag (or sheet of colored paper) with the group number on the center of each group area.

Getting started:

- Divide the class into groups of 5–6 students per group.
- Make a column on the board for each group score. The score is kept cumulatively by adding to or subtracting from the group's total—negative scores are possible.
- Place a Math–Jeopardy gameboard transparency on the overhead.
- Go over how the game is played with the class (rules and logistics).
- Pick student(s) to be score keeper/spotter(s)—Optional.

How the game is played:

- The teacher picks the first category to be used.
- Read the question as you take the appropriate Post-it™ off the game board.
- The first student in each group who can answer raises the group flag.
- When called on, the student may attempt to answer the question. It is important to observe the order in which the groups raise their flags—just in case the first group gives an incorrect response.
- If that student gives an incorrect response then the 2nd group who raised their flag, when called on, may attempt to answer the question. This continues until a group has responded correctly or until each group has had an opportunity to provide an answer. Groups can choose not to answer a particular question.
- After each question has been played cross it out with an overhead pen - Optional.
- The group that answers correctly may choose the next category. If nobody answers the question correctly then the last group to answer a question correctly may choose.
- Continue playing until all questions have been used or until 7–10 minutes before the end of the period so they can play Final Math–Jeopardy.

How to play using Daily Doubles:

- The group must first decide how much to wager. They can wager any or all of what they have. (If their score is nothing or negative, they can wager up to double the category value).
- The entire group, who picked the Daily Double, can work on the problem (for up to a specified amount of time) before the student who picked the Daily Double gives the group's response.

Final Math–Jeopardy:

- Show the final Math–Jeopardy category.
- Have groups determine their wager .
- Give each group a wager card (or piece of paper) and have them write their group number and wager.
- Collect the cards and reveal the Final Math-Jeopardy question.
- Give the groups a few minutes to come up with a response. Have the groups write their answer on an answer card (or a piece of paper). Remind the groups that their response must be in a form of a question. Feel free to quietly hum the theme song to the TV. version of Jeopardy.
- The team with the lowest score going into final Math-Jeopardy reveals their response first.
- To add to the suspense determine if each team's answer is correct or not, then reveal the number of points wagered.

Taking it Further:

- Play Number Jeopardy, Data Jeopardy, and any other mathematics Jeopardy game.
- Students can write their own Jeopardy question as a form of review or for homework.
- Students can design their own Jeopardy (or other) game.
- Students can do journal writing about a particular question they knew or didn't know how to answer.
- The game can be played with students using their textbooks.
- Students can write letters to Alex (host of TV's Jeopardy) suggesting categories with questions and answers for him to use on TV.

Directions for students:

- 1) Once the category and point value have been determined, I will read and display the question.
- 2) I will repeat the question **only once** - It is important to listen carefully.
- 3) **Every student** in your group **MUST attempt** the problem or 10 pts will be deducted from your score. You may work together.
- 4) Once you believe you have the correct response, **ONE** group member must raise the group flag and wait to be called on. Other groups may raise their flags as well. Groups will attempt to answer the question in the order that the flags are raised.
- 5) If your group has an incorrect response the point value will be deducted from your score. **Remember to answer in the form of a question.**
- 6) No group member can argue with any spotter or me at any time.
- 6) There is one daily double in each round (2 rounds + final jeopardy) - Optional.

If a Daily Double is picked:

- The group must first decide how much to wager. They can wager any or all of what they have. (If their score is nothing or negative, they may wager up to double the category value).
- The entire group, who picked the Daily Double, can work on the problem (for up to a minute) before the student who picked the Daily Double gives the group's response.

Math Jeopardy

Points			

Final Jeopardy Group Wager Cards

Group # _____

_____ points
wagered

Group # _____

_____ points
wagered

Group # _____

_____ points
wagered

Group # _____

_____ points
wagered

Group # _____

_____ points
wagered

Group # _____

_____ points
wagered

Group # _____

_____ points
wagered

Group # _____

_____ points
wagered