

## **Is Your Class In Jeopardy!?**

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### **Abstract:**

Occasionally a change of pace in the classroom is nice. The use of pop culture trivia shows is ideal for this purpose. Using Jeopardy in the classroom is not a novel idea. The idea here is to make it realistic, adaptable, easy to use, and readily available to other instructors.

### **Discussion:**

The format of Jeopardy! has been used in classrooms for a long time. The first encounter I had with the game was in a 7<sup>th</sup> grade algebra class. I remember immediately being intrigued because it was something different. However, I was not the only one whose interest was piqued. Many of my fellow classmates were interested in playing, even several students that had shown no interest in the class before. A couple of years ago while trying to think of something different to do with my class, I recalled this memory. This was to be the birth of Statistics Jeopardy!

There have been many iterations of the game over the past few years. The first game utilized little more than a dry erase board and some index cards. I immediately found that not only did the students have fun, but I did as well. The only problem at this point was that it was a bit cumbersome from my perspective, and not visually interesting. Having some experience building web sites, I knew both of these problems could be fixed by making the game into a webpage. One-hundred seventy-three web pages later I had what I was looking for.

For me, the second time around was even more exciting than the first. This was probably the result of many hours spent in front of the computer. As soon as the students saw the game board on the projector, they got as excited as well. I couldn't discern whether the students' reaction was a result of my own enthusiasm to try out the new edition, or if it was due to the new graphics that added a touch of realism. Nonetheless, the day went off without a hitch. Some students even went so far as to thank me, saying that had a great time and actually learned a thing or two along the way. This made it more than worth the while.

After playing the second version of Statistics Jeopardy! with the class, I was approached by a couple other teaching assistants asking to get a copy. After they used it in their own classrooms, one of the first questions they asked was; how can questions be added or changed? I knew that for other instructors to be able to tailor the game for their own classrooms, and to make it easier to use, Statistics Jeopardy! was going to have to evolve once more.

Intent on making Statistics Jeopardy adaptable and easy to use, I turned to PowerPoint. The main advantage in using PowerPoint over the web based version is that it is very easy to change questions and categories to suit one's own needs. This helped to solve the issue of adaptability. In addition, only one file is needed for the PowerPoint version, whereas the web based version required one hundred seventy three. This makes it much more manageable and more easily transferred to other people for their own personal use. Finally, the PowerPoint version is the most visually interesting adaptation of Statistics Jeopardy! to date. The effect is a much more realistic game.

### **Future Improvements:**

One of the goals in working on this project has always been to make Statistics Jeopardy! adaptable to different situations while keeping it readily accessible. In the future, I envision creating a database of different categories, clues, and questions, so that when an instructor wants to use it, they need only select the topics they'd like to cover. Then, their own personalized version of Statistics Jeopardy! will be generated for them. I believe that for this to happen, a web site linked to this database will need to be created. Then instructors will have a list of categories, questions, and answers to choose from, as well as the option of adding their own. After inputting and submitting this information, a PowerPoint presentation could be generated and downloaded.

### **Example of a Typical Game:**

1. Open the file STATISTICS JEOPARDY!.ppt
2. Click Slide Show > View Show
3. Begin the game with "Hello everyone and welcome to Statistics Jeopardy! Here we go, round one. Subjects will appear on the board in these categories."
4. Click the mouse to advance to the categories.
5. Read the categories. (Slides are spaced equally in three second intervals so you do not need to click the mouse at this point.)
6. Choose a team to go first and let them pick a category and dollar amount.
7. Select the chosen dollar amount with the mouse.
8. Read the answer.
9. If a team phrases the correct question, tally their score in whatever way you prefer. If wrong, deduct the points.
10. Click on the home button in the lower right corner to return to the board. The selected question will be invisible on the board when you return.
11. Continue in the manner until no questions are left.
12. Final Jeopardy will appear. (If a second round is desired, one can be added easily.)
13. The game ends and a winner is declared.

### **Notes:**

- a. If after an answer/question sequence, if it becomes clear that student's are not comfortable with the material, pause and discuss the topic. The whole point of the game is so that students have fun while learning.
- b. Sometimes it's nice to give a reward for correct answers or to the winning team.
- c. Occasionally, one student may begin to dominate the game. It may become necessary to ask that student to refrain from answering for a few minutes.

### **Adding Your Own Categories/Questions:**

1. Open the file STATISTICS JEOPARDY!.ppt
2. Select the category/question slide you would like to change.
3. Double click on the text. A test box will appear.
4. Edit the text.

### **Contact Information:**

If you'd like a copy of Statistics Jeopardy! email me at [weimer.44@osu.edu](mailto:weimer.44@osu.edu).

