

Game Show Supplies:

**Deal or No Deal**

Materials Needed: Whiteboard, markers, Red Button, Case Answer Sheet

**Wheel of Fortune**

Materials Needed: 1 big whiteboard, 3 small whiteboards, markers, wheel, puzzle answer sheet

**Family Feud**

Materials Needed: 1 big whiteboard, 2 small whiteboards, markers, Q&A sheet, 3 red X's for strikes

**Who Wants to Be a Millionaire?**

Materials Needed: 1 big whiteboard, markers, Q&A sheet, Boom Box

**Password**

Materials Needed: Whiteboard, markers, timer/stopwatch, Password Key

**Hollywood Squares (Tic Tac Toe)**

Materials Needed: 9 chairs/desks, X and O cards, Tic Tac Toe answer sheet

**Pictionary**

Materials Needed: Whiteboards (1 large plus 3 or 4 small ones), markers, clue cards

**Bingo**

Materials Needed: Bingo Cards, Bingo game numbers, bowl for bingo game numbers, markers for contestants

**Musical Chairs**

Materials Needed: chairs, iPod

**20 Questions**

Materials Needed: Famous Person cards

**Grid Master**

Materials Needed: 25 square grid, Whiteboard grid (for host), markers

### **Minute to Win It**

Materials Needed: Popsicle sticks (1 per student), 12 dice, tweezers, tic tacs, straws, 30 paper cups, 2 cereal boxes cut into puzzle pieces, balloons, 20 pennies, box of spaghetti, box of penne,

### **Name that Tune**

Materials Needed: iPod with speaker and list of approved songs downloaded, answer sheet, melody wheel

### **Jeopardy**

Materials Needed: Game board, Q&A sheet

### Game Show Curriculum:

Is that your FINAL answer? Join us for Whiz Kids Game Show where YOU are the contestant! Each week we'll play a popular TV Game Show. We'll test our trivia knowledge during Jeopardy, have lots of laughs during Family Feud, and demonstrate our quickness during Minute to Win It and more! It's high energy, friendly competition and tons of fun. Come on down, cause you're the next contestant on GAME SHOW!

#### Classes

1. Deal or No Deal
2. Wheel of Fortune
3. Family Feud
4. Who Wants to Be a Millionaire
5. Password
6. Hollywood Squares
7. Pictionary
8. BINGO and Musical Chairs
9. 20 Questions
10. Grid Master
11. Minute To Win It
12. Name That Tune
13. Jeopardy

## Deal or No Deal

Materials Needed: Whiteboard, markers, Red Button, Case Answer Sheet

Set up:

- Use the whiteboard as the main game board.
- Draw 20 cases, numbered 1-20
- Write out the point amounts on either side of the cases
- Photo:

How to Play/Game Rules:

- The instructor (Game Show Host) will choose a contestant to play
- Contestant will pick one case at the beginning that they think holds the 1,000,000 points
- The Host will also be the Banker
- Each round, the contestant will choose a numbered case to eliminate that they believe contains the lower point amounts
- Once the case is picked, the Host will reveal the point amount and erase it from the board
- Each round the contestant picks a certain number of cases to eliminate
- Round 1 = 5 cases, Round 2 = 4, Round 3 = 3, Round 4 = 2, After that 1 case per round
- At the end of each round, the banker will make an offer based on what cases are left
- Host will ask the contestant "Deal, or no Deal?"
- Game continues until contestant accepts the deal, or they open their chosen case

Prizes:

## Wheel of Fortune

Materials Needed: 1 big whiteboard, 3 small whiteboards, markers, wheel, puzzle answer sheet

Set Up:

- Use whiteboard as the puzzle board and contestant score board
- Line up desks in front of the whiteboard for contestant area
- Give each contestant a wheel
- Have the puzzle answer sheet in hand

How to Play/Game Rules:

- Instructor (Game Show Host) will put the puzzle up on the whiteboard (using dashes so players can see how many letters are in the puzzle).
- Player 1 spins the wheel and it lands on a dollar amount, they may guess a letter (either consonant or vowel). If the letter is in the puzzle, the player wins the amount they landed on, multiplied by the number of times the letter appears.
- If a player guesses a letter that is not in the puzzle, they lose their turn and the wheel goes to the next player.
- Players keep guessing 1 letter at a time until they think they can solve. They may only solve if it is their turn in the game.
- If a player guesses the puzzle correctly, they win the amount of \$ they've accumulated.
- If a player guesses incorrectly, they lose their turn and it goes to the next player.
- Each puzzle is a round in the game. Do as many rounds as possible.

Prizes:

## Family Feud

Materials Needed: 1 big whiteboard, 2 small whiteboards, markers, Q&A sheet, 3 red X's for strikes

Set Up:

- Divide group into 2 teams
- Have each team sit in a row, facing the other team
- Place one desk in the front of the room as the 'face off' area

How to Play/Game Rules:

- Host calls up 2 opposing team members to 'face off' to gain control of the board.
- Once the host asks the question, the player who guesses the most popular answer gains control of the board.
- If neither player gets a correct answer, the next 2 team members are asked to answer.
- The team that wins control of the board can choose to keep the question and try to guess all the remaining answers, or they can pass to the other team.
- Each team can only pass 1 time.
- Starting with the next 'family' member in line, each team member gets a chance to give an answer.
- The team gets a 'strike' if a player gives an answer that is not on the board or fails to respond within 20 seconds.
- Three strikes causes the team to lose control of the board, giving the other team once chance to steal the points in the bank by correctly guessing one of the remaining answers.

Prizes:

## Who Wants to Be a Millionaire?

Materials Needed: 1 big whiteboard, markers, Q&A sheet, Boom Box

Set Up:

- Set up 2 chairs facing each other as the "main stage"
- Have the other kids sitting in chairs surrounding as the audience
- Use the whiteboard as the Game Board
- Draw the point pyramid on the board

How to Play/Game Rules:

- Objective of the game is to answer as many questions as possible and earn the most points.
- Once the game starts, the player has 30 seconds to select the correct answer and confirm "final answer."
- Player can stop play at any time and walk away with the money earned.
- If player answers incorrectly, they only win the amount of the last Milestone passed (milestones are 1,000, 25,000 and 1 million).
- Player has 3 lifelines
  - o 50/50: Host will eliminate 2 wrong answers leaving just 2 left
  - o Ask the Audience: Player can ask the audience what they think the answer is
  - o Ask a friend: Player may ask 1 friend in class what they think the correct answer is

Points Board:

Prizes:

## Password

Materials Needed: Whiteboard, markers, timer/stopwatch, Password Key

Set Up:

- Break class into 2, 3 or 4 teams
- Teams should sit together
- Host has list of passwords

How to Play/Game Rules:

- Each team has 1 password “keeper” and the rest of the team are “guessers”
- The password is given to the keeper at the beginning of each round
- Game play alters between all teams
- Each round is 10 seconds
- The keeper is allowed to give 3, one word clues from which the rest of their team attempts to guess the password
- If the team cannot guess the password within 10 seconds, it is the next team’s turn
- Illegal clues are: two or more words or any part of the password
- Scoring: Points are awarded by the number of clues it takes to guess the password (10 points – one clue, 9 points – two clues, 8 points – three clues, etc)

Prizes:



## Hollywood Squares (Tic Tac Toe)

Materials Needed: 9 chairs/desks, X and O cards, Tic Tac Toe answer sheet

### Set Up:

- Set up a 3x3 box of chairs/desks for the tic tac toe board
- Have contestants sit in front of the game board
- Choose 9 players to be the 'squares' and sit in the chairs/desks that make up the game board

### How to Play/Game Rules:

- There are 2 contestants each round. One is X and the other is O.
- There are 9 board players (squares).
- The host will ask contestant 1 to pick a square.
- The host will then ask the square player a question, and they must give an answer.
- When the square player gives their answer, the contestant must either agree or disagree.
- If the contestant is correct, they win that square and their mark (X or O) goes in that square. If the contestant is incorrect, the square goes to the other player.
- Contestants are trying to get 3 squares in a row to win.
- Contestants may also win if they get 5 squares total.

### Prizes:

## Pictionary

Materials Needed: Whiteboards (1 large plus 3 or 4 small ones), markers, clue cards

Set Up:

- Separate class into teams (2, 3 or 4 depending on class size)

How to Play/Game Rules:

- Object of the game is for team players to guess the clue drawn on the board to correctly identify the clue word.
- Each team will send 1 player up to the front of the classroom/whiteboard to be the drawer.
- Host will give the drawer a word – they cannot say anything out loud.
- The drawer must draw pictures on the board so their team can guess what the word is.
- Each round is 1 minute long.
- If the team guesses the word correctly within 1 minute, they get 10 points.
- Then the next team is given a new word to guess. 1 team goes at a time.

Prizes:

## Bingo

Materials Needed: Bingo Cards, Bingo game numbers, bowl for bingo game numbers, markers for contestants

### Set Up:

- Give each player a bingo card and marker.
- Place bingo game numbers in bowl

### How to Play:

- The object is to achieve 5 squares in a row (horizontal, vertical or diagonal) by marking out numbers on the card as the host calls them out.
- Each player has a bingo card.
- First, they can mark off their free space in the middle.
- Players must listen as the host picks a game number and calls it out.
- If the player has that number on their card, they mark it out with an X.
- Players should yell out BINGO as soon as they achieve 5 squares in a row.

### Prizes:

## Musical Chairs

Materials Needed: chairs, iPod

Set Up:

- Place chairs in a circle.
- There should be 1 less chair than players.

How to Play:

- Host controls the music.
- When music starts, players must move in a circular motion in front of the chairs.
- When music stops, each player must find a chair to sit in.
- Players that do not find a chair, are out.
- Continue until there is a winner.
- \*Host must remove a chair after each round. There should always be 1 less chair than players.

## 20 Questions

Materials Needed: Famous Person cards

Set Up:

- Pair players up and have them sit in chairs facing their partner.
- Hand out a card to each player (DO NOT let them look at it)

How to Play:

- Each player has a card with the name of a famous person.
- Player 1 must hold the card up to their forehead (Do not look at it!)
- Player 1 has 20 questions to ask in order to figure out who they are.
- Each question must have a Yes or No answer. Examples:
  - o Am I a girl?
  - o Am I a movie star?
  - o Do I have brown hair?
- Player 2 will answer those questions.
- If Player 1 guesses the correct person, they win.
- Then Player 2 holds their card up to their forehead and they become the questioner.
- If the players cannot guess correctly in 20 questions, they win 0 points.
- If the players guess correctly, they win 50 points.
- If the player guesses in less than 10 questions, they win 100 points.

Prizes:

## Grid Master

Materials Needed: 25 square grid, Whiteboard grid (for host), markers

Set Up:

- Create the 25 square grid on the classroom floor.

How to Play/Game Rules:

- Lay out the 25 squares on the floor to create the grid.
- Have all players line up at the corner of the grid (this is where they enter).
- The Grid Master (instructor) will tell the first player they may enter the grid.
- Once the player enters, she has to decide what square to move to next.
- Players may only advance 1 square at a time by moving forward, backward, sideways or diagonally.
- Once the player moves to a new square he asks the Grid Master "Am I on the right path?"
- The Grid Master will say YES or NO. If YES, the player gets to move again. If NO, the player must go to the back of the line.
- The next player must start from the beginning in order to retrace the last player's path and continue past it.
- All players should be paying attention to the correct and incorrect moves.
- The goal is to find the correct path out of the grid.
- Variations:
  - o Split class into 2 teams and see what team can get out of the grid first.
  - o Create special squares like free pass (the Grid Master tells them where the next square is) or Bonus (player gets 2 guesses for their next step).

## Minute to Win It

Materials Needed: Popsicle sticks (1 per student), 12 dice, tweezers, tic tacs, straws, 30 paper cups, 2 cereal boxes cut into puzzle pieces, balloons, 20 pennies, box of spaghetti, box of penne,

### Set Up:

- Place 2 desks at the front of the room
- Make a wide open area in the center of the room (spread desks to perimeter)

### Game 1: Dicey

- Host passes out popsicle sticks (1 to each student)
- Choose 2 contestants to play at a time – each one gets 6 dice
- When host says “GO” the contestants place the popsicle stick in their mouth and they have 1 minute to balance all 6 dice in a stack on the end of their popsicle stick
- After they finish their minute, pick 2 new contestants

### Game 2: Tweeze These

- Choose 1 contestant to play
- There are 2 bowls in front of the contestant – one is empty and one is filled with tic tacs
- The contestant must transfer 5 tic tacs to the empty bowl, using tweezers, in 1 minute.

### Game 3: Hot Air

- Give each student a straw
- Choose 2 contestants to play
- There are 15 paper cups in front of each contestant
- The contestant must blow through their straw and use the air to knock over the cups

### Game 4: Breakfast Scramble

- Choose 2 contestants to play
- Each contestant is given a cereal box that has been cut into pieces
- In 1 minute, each contestant must put the puzzle together correctly

### Game 5: Balloon Head

- 2 or 3 contestants can play at a time
- Each contestant is given a balloon (already inflated)
- Object of the game is to keep the balloon in the air using only their head
- If the balloon touches the ground, they lose
- Contestants can only use their head to keep it in the air (if this is too difficult you can adapt the rules)

#### Game 6: Sink It

- Host sets up 4 paper cups on the front desk and tapes a line down 5 feet away
- 1 contestant has a stack of pennies and stands on the line
- They must sink a penny into each cup

#### Game 7: Thread the Needle

- 2-3 contestants can play at a time
- Each contestant has an uncooked strand of spaghetti and a handful of uncooked penne pasta.
- Contestants must place the spaghetti in their mouth and try to thread pieces of penne onto it.
- Must get 5 pieces in 1 minute
- Cannot touch the penne or spaghetti at any time



## Name that Tune

Materials Needed: iPod with speaker and list of approved songs downloaded, answer sheet, melody wheel

### Set Up:

- Bring 4 desks to the front, chairs facing the audience
- The rest of the students are in the audience
- Write each student's name on the whiteboard to keep track of points

### How to Play:

#### Round 1:

- 4 contestants will play at a time and they will sit at the front desks
- The Host will play 10 seconds of Song 1
- First contestant to guess correctly wins 10 points
- If none of the contestants can guess, Host will then play 20 seconds of the song until someone guesses correctly
- Rotate in 4 new contestants
- Keep track of the points on the board

#### Round 2:

- First 4 contestants back up to the front
- In this round, Host will only play 5 seconds of the song
- Correct guesses are worth 20 points

#### Round 3:

- This round is called the Melody Wheel
- A contestant will come up and spin the Melody Wheel, which has prizes listed
- The prize that they land on will be what they are playing for
- Host will play 2 seconds of a song
- If the contestant gets it correct, they win the prize
- Make sure every player has a chance to go

#### Round 4:

- 5 words that are in the song's chorus are written on the board
- Contestants must guess the song based on those 5 words
- First contestant to guess correctly wins 20 points
- The entire class can play at the same time (first person to raise their hand gets to guess)

### Prizes:

## Jeopardy

Materials Needed: Game board, Q&A sheet

Set Up:

- Place a desk at the front of the room for the host
- Game board should be drawn on the chalkboard/whiteboard

How to Play:

- Depending on the size of the class, you can either have each person play solo, or create 3 teams (each team should have 1 'speaker')
- First player chooses a category and money value (ex: Sports for 200)
- The host will read the question
- The first player to buzz in (raise hand), gets to answer
- If they answer correctly, they get the points
- If they answer incorrectly, they lose the points and another player can buzz in with a guess
- Player with most points at the end, wins

## Wheel of Fortune Puzzles – ANSWER SHEET

*\*Depending on the age group of your class, create more challenging puzzles as necessary*

### Category: Food and Drink

APPLE PIE

### Category: Phrase

JUST DO IT

### Category: Thing

PENCIL SHARPENER

### Category: Around the House

BOOKSHELF

### Category: Event

NEW YEARS EVE

### Category: Movie Title

SHREK

### Category: Famous Person

PRESIDENT BARACK OBAMA

### Category: Book

THE GIVING TREE

### Category: Song

ITSY BITSY SPIDER

**Pictionary Words**

(make up additional words as necessary)

Wheel

Car

Bus

Stoplight

Leaf

Basketball Hoop

Toothbrush

Curtains

Candy

Saxophone

Guitar

Run

Computer

Hockey

Candle

Pillow

Sandwich

Planet

Toast

Castle

**Password Key**

List of Acceptable Passwords (choose from different categories each round)

*Category: Sports*

Basketball

World Cup

Super Bowl

Baseball

Badminton

Volleyball

*Category: Food*

Ice cream

Pizza

Spaghetti

Cake

Brunch

Cereal

Milk

*Category: Everyday things*

Refrigerator

Laundry

Diaper

Book bag

iPad

Desk

Paper



Pencil

*Category: Movies*

Frozen

Shrek

Star Wars

Lion King

Disney


*Category: Things at school*

Teacher

Math

Cafeteria

Gym



Playground

Homework



## Name That Tune Songs

### *Song List*

Happy by Pharrell

I just can't wait to be King (Lion King)

Let It Go (Frozen)

Firework (Katy Perry)

Stronger (Kelly Clarkson)

Be our Guest (Beauty and the Beast)

In Summer (Frozen)

A Spoonful of Sugar

Hakuna Mattata (Lion King)

A Whole New World (Aladdin)

When you wish upon a star (Pinocchio)

Home (Phillip Phillips)

Girl on Fire (Alicia Keys)

Single Ladies (Beyonce)

Try (Pink)

Wrecking Ball (Miley Cyrus)

Counting Stars (One Republic)

Ho Hey (Lumineers)

Paradise (Coldplay)

We will Rock You (Queen)

Story of my Life (One Direction)

Let it Be (Beatles)

Cry Me a River (Justin Timberlake)

*Round 4 (words)*

"I've got the eye of the tiger" (Katy Perry, Roar)

"I wanna see you be brave" (Sara Bareilles, Brave)

"Find out what it means to me" (Aretha Franklin, RESPECT)

"I don't care too much for money" (Beatles, Can't buy me love)