

Family Feud

Game Template Instructions

When to use Family Feud in the Classroom

Integrating Family Feud into a class-period is a type of Game-based learning. You can use this game template for most disciplines to review content categories with a series of terms to guess using clues. The game is excellent for reviewing material and can build student motivation and enthusiasm.

How to play Instructional Family Feud

1. Getting Started

Divide the class into two teams. A player from each team will face-off as the instructor reads the question off the game board.

2. Earning Points

The player who buzzed in first with the correct answer will receive control of the board. The player has the option of playing or passing control to the opposing team. The team that has control will try to reveal all the correct answers to the original question. As a team answers correctly, the appropriate number of points are awarded.

3. Receiving Strikes

If an answer is not on the board, the team will receive a strike. After three strikes, the control is passed onto the opposing team.

4. Winning the Game

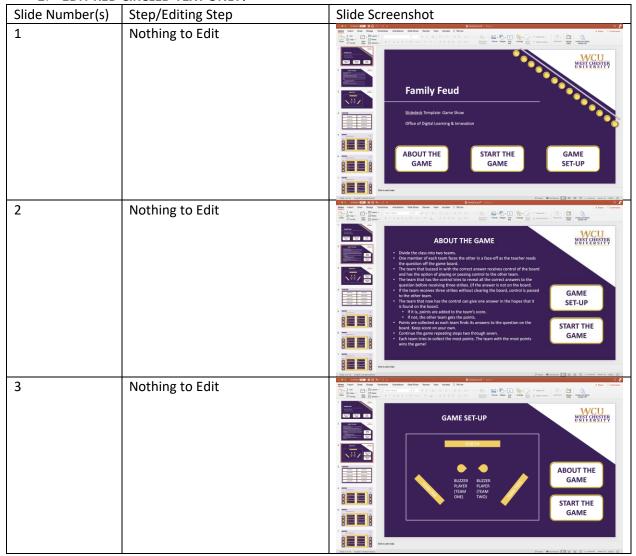
The team with the most points at the conclusion of the final round wins the game.

How to edit the Template

External Needed Materials: 30 second timer/stopwatch

- 1. Before editing any content begin the Presentation slide show from the beginning and navigate through the slides in order to see how things appear initially. When you are playing you will be clicking on specific items to reveal new content or returned to previous slides.
 - a. You can also watch the navigation video to see what is clickable and how the game will look later.

2. EDIT RED CIRCLED TEXT ONLY!



Click on each rectangle to edit the "Question #" text. Replace **10 QUESTIONS** text with your question. Repeat QUESTION ONE QUESTION SIX this for each question rectangle. QUESTION TWO QUESTION SEVEN You can change the font size, QUESTION THREE QUESTION EIGHT but please keep the size and QUESTION FOUR QUESTION NINE × position of the rectangle the QUESTION FIVE QUESTION TEN same. Each of these rectangles are linked to specific slides, so Clock to odd robo pleases do not delete or move them. Click the text "Insert 5-14 Question #" to edit and replace with the **QUESTION 1** appropriate question that INSERT QUESTION 1 HERE... corresponds to the question on slide 4. For example, slide 5's question will match "Question One" on Slide 4. Slide 6's Question will match "Question Two" on X Slide 4. Each of these rectangles are linked to specific slides, so pleases do not delete or move them. 2. Click "Item #" to edit the **QUESTION 1** item that corresponds to INSERT QUESTION 1 HERE.. the question on the slide. These items are ranked by value, so the most important "item" is in the top left position, and the least important is in the × bottom right. 3. Click "#" to edit the value of 3. each item to the right of it. Give each item a value of points depending on its importance to the question.

