WIN the Rockies Jeopardy is an educational game played similar to the popular quiz show. The person in control of the board selects a category and point amount. The answer then shows on the screen. All participants try to “buzz in” first for the opportunity to provide the appropriate question. Participants solve the answer by posing a question. For example:

Answer: Wintertime activity done down hill or cross country.
Question: What is skiing?

WIN the Rockies Jeopardy is a four-round game. Each round has four categories:

- **Let’s Get Physical** – Physical activity.
- **Eat Well and Enjoy** – Pleasurable and healthful eating.
- **Every BODY is Different** – Accepting body size differences.
- **My Choice** – Critical thinking from the three areas above. Each answer has multiple right questions. Participants respond with their own idea.

**Purpose**
The topics and specific answers and questions are related to the WIN Kids lessons provided to 5th and 6th grade educators through WIN the Rockies. This game can serve as an introduction or a review for these lessons. While the game is designed to reinforce these lessons, it can also be used on its own.

**Set Up**
WIN the Rockies Jeopardy is a Microsoft Power Point program. Each of the four rounds is a separate file. A remote mouse or the keyboard can be used to advance slides through a multi-media projector.
An electronic, buzz-in style responder system can be purchased. An Internet search using the key words “game buzzers” will provide several options. These systems are designed to register which person buzzes-in first by lighting up their box.

A chalkboard, flip chart or dry erase board can be used to record points for each individual or team. Establish a column for each and ask a scorekeeper to assist by recording (adding and subtracting) points.

**Format**
1. Open the program and select a file. Play the slide show so the title slide shows on the screen.

2. Once you click on the title slide, the four category slides will display on an automatic timer. The slides will stop when the game board appears.

3. Begin by asking the first player (randomly determined) to select a category and point value. Click on the point value **number** within the square. The program will go to the appropriate answer. The first person to buzz-in will attempt to give the correct question. Remind participants not to state their question until you acknowledge they are first.

4. If the first player to respond is incorrect, you can allow another player to buzz-in and provide the question.

5. Once a question has been provided, click anywhere on the answer slide for the correct question to appear. Points are added or subtracted accordingly. (If you are comfortable with the questions and you know the first response was incorrect, you could allow a second person to buzz-in and attempt to give the correct question.)

6. Click anywhere on the question screen and you will go back to the game board. **NOTE:** the category and point value just completed is in a slightly different shade. This allows all players to see which squares have already been played. (If you do not want the shading to change, in step 2 click inside the blue box but not on the number.)

7. Each round has one **Daily Double** square. It is not revealed until it is selected. The person who selects that square has the option to wager any or all points they have accumulated up to 500.

8. Once the board is complete, click the yellow star in the bottom right-hand corner to go to **Final Jeopardy.** Each player can wager any or all their points. After they have made their wager, click anywhere on the slide to see the final answer. All players write down their question. Click on the final answer slide to reveal the correct question. Points are added or subtracted and the high point player is announced.
Participants
You can play the game several different ways:

1 – Responder Unit: Create groups of up to 10 participants for each round. Each participant has a responder unit to buzz-in with the correct question. Control of the board goes to the last person who responded correctly. The fourth round can be a final round with top scorers from the first three rounds.

2 – Responder Unit: Teams of participants can work together to determine the correct answer and accumulate points. Each team has a responder unit to buzz-in.

3 – No Responder Unit: Same as above with noise-makers (whistles, bells, etc.) or hand-raising to see who “buzzes-in” first. To add a little movement, have the participants stand up and walk to the front or jump up and down. Recruit one or two assistants to help identify who “buzzed-in” first.

4 – No Responder Unit: All-play style. Everyone can play by writing down the correct question for each answer. Once the correct question is revealed, points are added or subtracted for each participant. This method requires a few helpers to record points. Control of the board rotates around the room.

5 – Partners: Rather than having individuals compete, team up participants in partners or groups of three. By working as a team, there is less focus on one person being right or wrong.

Helpful Hints

1) Answers with multiple right questions have a slide with a bulleted list and an “or???” as the final bullet. Use your good judgment for determining if the question is acceptable.

2) Review ahead of time to be familiar with the answers and questions. Practice reading the answers.

3) A blank round is provided. Educators and/or youth can design and develop their own answers and questions.

Thank you!
The game template was created and shared by Brent Strickland, University of Arizona Cooperative Extension Service. The following individuals provided input and ideas for design and development: Betty Holmes, WIN the Rockies Regional Project Coordinator; Krystal Damori, University of Wyoming Graduate Student; Kendra Wardlaw, Laramie Junior High Student; and Laramie Elementary Students.

WIN the Rockies Jeopardy can be used and adapted for educational purposes but not for sales purposes. Please credit as follows: WIN the Rockies Jeopardy, Wellness IN the Rockies, www.uwyo.edu/wintherockies.

Wellness IN the Rockies is a community-based research, intervention and outreach project to improve health in Idaho, Montana and Wyoming by promoting physically active living, healthful and pleasurable eating, and respect for body-size diversity. Supported by award 0004499 through the IFAFS (Initiative for Future Agriculture and Food Systems) Competitive Grants Program/USDA. Visit our website at www.uwyo.edu/wintherockies. 1111