

## Consumer Quiz Show Instructions

What you will need:

Game Board (3 panel science fair board)

Game Cards

Title page

Category page

Clear transparency sheets (10)

Dry Erase Board

Stop Watch

1<sup>st</sup> and 2<sup>nd</sup> Place Prizes

1 game show host

1 score & time keeper

2 or more teams of four or five students

Directions:

Glue title page in the middle top section of the game board

Cut and lay out the ten category pieces evenly on the board, leaving room under each one for the pocket.

Fold each clear transparency sheet lengthwise from the bottom using 1/3 of the sheet to form a pocket, crease and glue edges to board using rubber cement. Weigh down pockets with heavy book to ensure proper adhesion.

Print game card pages. Copy front to back so that question and answers are on one side and category title and points are on the other.

Cut each game card page into four equal pieces. Laminate and place in correlating pocket on the game board in ascending, numerical order: 25, 50, 100, 200. These numbers represent how many points the team will get if the correct answer is given.

After assigning the roles of game show host and score/time keeper, divide participants into teams. Allow players to name their team and select a team captain.

Place game board on a table and let teams group together facing the board. Game show host and time/score keeper will stand on either side of the game board.

Game show host may begin by welcoming players to the Consumer Quiz Show. He/she will decide in what order each will go and begin play by asking the first team to choose a category, then pull the first card in the pocket. Recite the points, ask the question, give the multiple choice answers. Teams have 3 minutes to discuss and make a final decision, then the team captain gives the answer. If the answer is incorrect, the next team has the opportunity to steal. If that team is also incorrect, then play for that card is over and the correct answer is given by the host. Play then goes to the next team to choose another category. In the case that the team does not choose to steal, they may choose another category.

When all of the cards have been used, highest score wins.

