Lesson 10

# Jeopardy! *Coach Guide*

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| Learning Goals  1. Students will be able to identify what they are still unclear about regarding post-secondary education. 2. Students can work as a team to better understand the value of higher education. |

## Introduction (~5 minutes)

* + Welcome students back to Beaver Hangouts! Remind them your name and what you guys talked about last time. Let students know that you guys will be playing Jeopardy this week!
  + Tell students about your week – events, exams, or anything new that may have come up.

## Think, Pair, Share! (~5 minutes)

* **What don’t I know?**
  + By now, students have probably learned a lot about post-secondary education. But since it is such a broad topic, give students a few minutes to think about what they don’t know about college. Ask students to write down at least two questions. They can also continue to jot down questions throughout the game. These questions will be compiled for a Q&A session at the end or during the next lesson. Students may choose to leave their questions anonymous.

## Activity 1 (~20 minutes)

* **Jeopardy!** 
  + Pull up the Jeopardy PowerPoint.
  + Divide the classroom into two teams. These two teams will be playing against each other in this game of Jeopardy.
  + Explain the game to the students: Each team will take turns choosing a category and the corresponding point-value they want. In order to earn those points, the team will have to answer the question correctly. If they answer incorrectly, the other team will have a chance to answer and earn those points. Students may need a minute or two to think and discuss their ideas with their teammates. Be sure to keep score.
  + To make the game more interactive, have volunteers read the question on the screen. Ask if students have questions or need clarification after each round. Share your experience if something in the game resonates with you!

## Closing/Assignment (~10 minutes)

* **Wrap-up**
  + Tally up the points to see who won.
  + If time permits, answer some questions from the Think, Pair, Share! activity.
  + Ask students what they like or don’t like about the Jeopardy game or if they learned anything new!