

MANITOBA ADDICTIONS AWARENESS WEEK

TOPIC:	Addictions Jeopardy Game Instructions
AUDIENCE:	Grades 9 – 12; adult
OUTCOME:	This is a great wrap up activity! It provides an opportunity to create and share an addictions awareness game using information that has been learned.

Let's Play – Addictions Jeopardy!

RESEARCH AND FORMAT YOUR GAME/QUESTIONS:

Using the Basics Sheets and other research material provided in the Resource Section of the MBPAA website, the groups create 8 questions and answers for each category and transcribe them onto the remaining 32 cards.

Next, they place the index cards face down and on the back of the 8 cards, indicate an increasing sequential point value (in increments of 100) according to the level of difficulty of each question.

A set of 36 cards can then be posted face down on a wall.

Use the **Addictions Jeopardy PowerPoint Game** included on the MBPAA website www.mbpaa.ca

ROLES:

Contestants: Each group of 5 or 6 students constitutes a team. The contestants must play with another group's questions. (Note: The game can be repeated with new contestants until each group has played.)

Host: Choose a game show host.

Audience: The other students in the class can cheer on their favorite team.

THE GAME:

The game host leads with the answer and the contestants must answer with the question. (The team is consulted and one participant gives the answer.)

Here are some examples of possible questions and answers:

Answer: Some sniffers suffer this to their heart even the first time they sniff.

Question: What is sniffing death?

Answer: These 2 things are warning signs that a person may have alcohol poisoning.

Question: What is passing out and throwing up?

Answer: These are your odds of winning the 649 Jackpot if you buy one ticket.

Question: What is 1 in 14 million?

A few randomly selected questions are identified as double jeopardy. These questions are worth double the amount indicated on the card.

Should the team members answer incorrectly, they lose double the points.

In the final round of the game (known as final jeopardy), the contestants can wager all or a portion of their points.

At the end of the game, participants can redeem their points for a range of « prizes ».

Based on a game created by: AFM Youth Unit