

Content Review

Family Feud

- You will need a minimum of two questions for this activity to work and they will need to have answers in the form of a list.
- Divide participants into two groups. Ask each team to select a participant to go to the front of the room. Place a buzzer (or anything resembling a buzzer) between contestants, and ask one of your questions. The first one to ring the bell and offer one correct answer will decide if their team will attempt to identify the remaining items in the list. If they get it wrong, the other team decides if they would like to attempt to identify the correct list.
- The team attempting to answer the question lines up and, in the order they are lined up, offers one answer they believe to be on the list. For each correct answer they receive one point. If anyone offers an incorrect answer, they receive one strike. Three strikes and the opposing team receives one chance to identify the remaining answer(s). If the opposing team answers correctly they automatically win the round.
- Repeat with at least one more question so that it is not an “all or nothing situation”.

Connect Four

- This activity requires you to have the “Connect Four” game. Divide participants into two groups (*i.e.*, black team and a red team, which corresponds with the colors of the checkers that come with the game). Teams take turns answering questions. If they answer a question correctly, as a team they determine where they would like to place their checker. If they answer the question incorrectly, the other team places a checker. This continues until one team connects four checkers in a vertical, horizontal, or diagonal line.
- This game requires that you have a significant number of questions prepared and sufficient time.

Tic-Tac-Toe

- Divide participants into two teams. X's and O's. Tape off a tic-tac-toe board on the floor or put out 9 chairs in a square like tic-tac-toe. When a team answers a question correctly, they get to go sit down in any chair. If they answer incorrectly, the other team gets to sit in a chair of their choice until a straight line of three X's or O's is created. The team to create a straight line first wins.
- This game requires that you have a significant number of questions prepared and sufficient time, as the possibility exists that several games will need to be played until there is a winner.

Hollywood Squares

- This is a variation of tic-tac-toe. It will require a minimum of 11 participants. Tape off a tic-tac-toe board on the floor or put out 9 chairs in a square like tic-tac-toe. Ask one participant to stand in each square or sit in each chair. Divide remaining participants into two teams (*i.e.*, X's and O's).

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- One member of the X or O team will choose a square. You will ask the participant sitting in that square a question. They can offer an answer that is correct or incorrect. The team whose turn it is must then determine whether the answer provided is correct.
- If the team made the correct determination regarding whether the answer is correct, they place an X or O, depending on which team they are assigned to, in that square. If they are incorrect, the opposing team places an X or O in that square.
- This game requires that you have a significant number of questions prepared and sufficient time, as the possibility exists that several games will need to be played until there is a winner.

Around-the-Room Review

- Divide participants into small groups and ask them to develop several questions. Each small group will take turns asking and answering questions until a predetermined score is reached for correct answers.

Baseball

- Divide participants into two groups. Choose a team to go first. Ask that team a question. If they get it wrong it's an out, if it's correct, they are on a base. You may choose to scale questions based on difficulty resulting in singles, doubles, triples and homeruns.
- After three outs, it is the other teams turn to "bat".
- Scoring is the same as a baseball game. The team with the most points wins.

Basketball

- Divide participants into two groups. This will require a soft ball and a bucket. Using tape, establish lines at progressively further points from the bucket. The closest line is worth 1 point, the second closest line is worth 2 points, and so on. You may wish to only use three lines; however this is up to you. Ask the first team a question. If they answer correctly, one person from that team selects the line from which they would like to attempt to "make a basket". They receive points according to the mark from which they shoot, if they make the shot. Otherwise they receive zero points. Each person only get the opportunity to take one shot.
- Continue taking turns asking questions to each team until you have no more questions or each person has had an opportunity to take a shot. The team with the most points wins.