

“Instructions for “The Knowledge is Money Game”

Students participate in a game with a quiz-show format. Questions are selected from a game board and are based on topics relating to FAS and other alcohol-related birth defects. Correct answers earn dollars while incorrect answers result in lost winnings. A final round allows each player to wager up to their entire winnings before they answer the final question. Student's can compare their cash earnings to levels of expertise achieved.

Materials List

Hard Copy version

1. Twenty-six 3"x5" cards
2. Six, 8 ½" x 11" sheets of paper or poster board

CD-ROM version

Safety Issues

None

Instructions

Hard Copy version of “The Knowledge is Money Game”.

1. The teacher makes up a set of 3"x5" cards with one question and four possible answers on each card. Place the value of the question (\$100-\$500) on the back of the 3"x5" card.
2. The teacher writes the name of each of the five categories and the final round question on the 8 ½" x 11' paper.
3. Five cards, each with a different value ranging from \$100-\$500, are placed on the chalk board under one of the five separate categories.
4. The class is divided into two to three teams.
5. A team is selected to begin. The team selects a category and a value. The question and the four multiple choice answers are read aloud by the teacher. The team that provides the correct answer first, earns the value indicated for the question and gets the right to chose the next question. If an incorrect answer is given, the team loses the value of the question from their score.
6. The teacher keeps track of the amount of money earned by each team.
7. For the final round, each team with a positive cash score can participate. Before hearing the last question, each team writes down the amount of their respective winnings to wager on correctly answering the final question. Once each team has selected their wager, the final question and answers are read. Each team writes down their answer. The teacher then asks each team what answer they selected and how much was wagered. Teams increase or decrease their earnings depending upon whether they answered the question correctly and the amount of their wager.
8. Each team can compare their earnings to the scale provided to determine what sort of “expert” they have become.

CD-ROM Instructions or internet alternative for “The Knowledge is Money Game”

1. Individuals may play against themselves or if a computer screen projector is available, the game can be played by the entire class divided into teams with the teacher acting as the “master of ceremonies”.
2. The game board is divided into 5 categories. Each category has questions ranging in value from \$100 to \$500.
3. The player selects a question by clicking on the value.
4. The question and four possible answers appear.
5. The player clicks on the selected answer.
6. The screen indicates whether the question is correct or incorrect. Correct answers result in the value of the question being added to the player’s score. Incorrect answers result in the value of the question being subtracted from the player’s score. The screen will reveal the score earned.
7. If the player has a positive cash score after answering all the questions on the game board, the player may participate in the final round of the game. Prior to seeing the question of the final round, the player selects the amount of respective winnings to wager. The player clicks on a selected answer. Depending upon the amount wagered and the answer selected, the player may increase or decrease the amount of his or her earnings.
8. The player can compare the player’s winnings to the scale provided to determine what sort of “expert” they have become.

Assessment

Student participation and performance in the activity can provide criteria for assessment.