

# Social Studies Quiz Game Show Grades 1–3

**Designed to meet these objectives:**

## **Social Studies**

- Students will identify facts about the United States and American presidents.
- Students will understand the celebrations of different cultures.
- Students will recognize the roles of community workers in society.
- Students will demonstrate knowledge of safety rules.

This fun-filled game reinforces essential social studies knowledge in an exciting quiz-show format! The game includes over 200 engaging questions that cover a wide range of topics. Answers are found on the backs of the question cards, so reviewing social studies facts couldn't be easier!

## **What's Included**

- 15 category cards
- 210 question cards
- 20 point cards
- Title card
- Pocket chart

# About the Category Cards

The category cards cover fifteen different topics: Safety, Famous People, Explorers, The United States, Presidents, Sign Sense, Community Workers, Our Nation, Transportation, Land Forms & Mapping, Inventions, Famous Cities, Celebrating Cultures, Around the World, and Community Places.

As shown in the illustration, the pocket chart can accommodate up to five categories at a time.

# About the Question Cards

Each of the 15 category cards has 14 corresponding question cards—for a total of 210 questions. Simply match the icons to group the question cards by category.

As you look over the cards prior to using them for the game, you will see that they vary in difficulty. Remember this as you place the question cards in the pocket chart and assign point values.

# About the Point Cards

We have supplied you with twenty point cards: five each of 10, 15, 20, and 25. Refer to the illustration to see a standard point formation for playing the game.



# Setting Up

Setting up the game is easy. Just follow these simple instructions:

1. Hang the pocket chart in a highly visible place.
2. Cut apart the question cards, category cards, and point cards.
3. Pick five category cards that relate to the topics your students are currently studying, and place them in the pocket chart.
4. Pick five question cards for each category and place them in the pocket chart with the question sides facing out. Place them in order of increasing difficulty from top to bottom. (In other words, the easiest questions will be at the top of the pocket chart and the most difficult questions will be at the bottom.)
5. Place the point cards over the question cards, as shown in the illustration.

# How to Play

Once you've set up the game show, you and your students are ready to play!

1. Ask for three volunteers (or divide your class into three teams). Designate them Player 1, Player 2, and Player 3 (or Team 1, Team 2, and Team 3).
2. You or a volunteer game show "host" should then describe the five categories displayed in the pocket chart.
3. Player 1 chooses a category and selects a point value: 10, 15, 20, or 25.
4. The host pulls the point card from the chosen category and asks the question on the revealed card. (Look at the answer on the back of the card, but don't completely remove it from the chart.)
5. If Player 1 answers correctly, give her the point card and turn over the question card in the pocket chart (revealing the answer). She can stay with her present category or pick a new category and select a new point value. Play remains with Player 1 until she answers a question incorrectly.

If Player 1 answers incorrectly, Player 2 or Player 3 answers the question depending on who raises his hand first. If that player answers correctly, play proceeds as described above. If that player answers incorrectly, the last player has the opportunity to answer the question. If the last player answers correctly, play proceeds as described above.

6. If the last player answers the question incorrectly, the host reads the answer out loud and turns the question card over in the pocket chart.
7. Play continues in order from Player 2 to Player 3, then back to Player 1, and so on—as described in the steps above.
8. Play continues until all answers have been provided. The winner is the player with the most points at the end of the game.

## **Additional Ways to Play**

There are many ways students can play this game that will bring hours of learning and fun to the classroom! Feel free to alter the game so that it meets the specific needs of your class. Here are some suggestions to try:

- Reduce the number of category cards used.
- Reduce the number of question cards used.
- Reduce or increase the number of players (or teams).
- Ask questions directly to the class as a whole instead of using players or teams.
- Instead of having players raise their hands, supply hand bells, maracas, or other classroom instruments.
- Have the host select the categories and point values.
- Use the question cards as flash cards.