Students test their knowledge and learn new facts as “contestants” on an exciting game show! The game includes over 200 engaging questions covering a wide range of science topics. Answers are found on the backs of the question cards, so reviewing science facts couldn’t be easier. We’ve even included bonus cards like “Risk Any Amount” and “Triple Points” to add an element of surprise every time students play!

**What’s Included**

- 11 category cards
- 210 question cards
- 11 bonus cards
- Title card
- 24 point cards
- Pocket chart
About the Category Cards

The pocket chart can accommodate up to five categories at a time.

About the Question Cards
Each of the category cards has 17 to 20 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 24 point cards: six each of 100, 150, 200, and 250. Refer to the illustration to see a standard point formation for playing the game.

About the Bonus Cards
There are 11 bonus cards: four “Double Points,” four “Triple Points,” and three “Risk Any Amount.” Each time you play, hide a few of these cards at random in the chart to make the game more exciting.
Setting Up
Setting up the game is easy. Just follow these simple instructions:

1. Hang the pocket chart where students can see it easily.

2. Pick five category cards that relate to the topics your students are currently studying, and place them in the pocket chart.

3. Pick five question cards for each category and place them in the pocket chart with the question sides facing out. Place them in increasing order of 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.)

4. Place the point cards in front of the question cards, as shown in the illustration.

5. Pick a few of the bonus cards and hide them in random locations directly behind the point cards.

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. (You will also need someone to be the scorekeeper.)

3. Player 1 chooses a category and selects a point value: 100, 150, 200, or 250.

4. The host pulls the point card from the chosen category and places it in the back of the pocket, revealing either a question card or a bonus card. If the “Risk Any Amount” bonus card is revealed, the player must decide how much the question will be worth. She may choose any amount up to the total number of points she has earned so far. Advise players to be careful! If Player 1 answers incorrectly, the amount she chose to risk will be subtracted from her score.

5. Then the host carefully removes the question card and reads the question aloud. (The player may want to reread the question by herself. This is fine as long as she doesn’t look at the answer.)
6. If Player 1 answers correctly, turn over the question card in the pocket chart (revealing the answer). The scorekeeper then awards the player the number of points on the points card or the number of points risked. (If a double or triple bonus card was revealed, the score is doubled or tripled accordingly.) Player 1 continues to play. 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.

7. If Player 1 answers incorrectly, Player 2 or Player 3 answers the question, depending on whose hand is raised 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. (Note: Any bonus card that was in the pocket is canceled if Player 1 answers incorrectly. If Player 2 or Player 3 answers the question correctly, he receives the number of points that were originally showing in the pocket.)

8. 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.

9. Play continues in order from Player 2 to Player 3, then back to Player 1, and so on—as described in the steps above.

10. Play continues until all answers have been provided. The winner is the player with the highest number of 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).

• Direct the questions 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.