

Disability History Activity 2

Disability Jeopardy

Description: In this activity, youth will be split into teams to play Disability Jeopardy. Each team will have the opportunity to answer questions displayed in the PowerPoint about disability history, leaders, and disability trivia.

Purpose: This activity is used to increase knowledge and awareness about disability. This will also increase participation and encourage team building.

Recommended Group Size- There should be 2-4 teams made up of 2-10 participants. If necessary group sizes can be increased to accommodate larger audiences, however this could result in limited individual participation. It is important to ensure that all groups are equally diversified; encouraging participants to network and learn from youth with differing backgrounds and disabilities.

Estimated time: If all of the questions are used and time is given for the team to discuss the correct answer, this activity should take approximately 45 minutes to 1 hour.

Activity Instructions:

- Use this activity after completing the disability history PowerPoint, where most of the answers were discussed.
- Split the group into 2-4 teams and let them answer the questions in a team effort.
- Assign a score keeper to keep track of each teams score throughout the game.



- If buzzers are used, teams can chime in to answer the question ONLY if they are ready to give their answer. However if buzzers are not used, raising hands or other forms of chiming in can be substituted. If preferred, you may alternate questions between teams to ensure fairness.
- When choosing a category you must click directly on the text of the appropriate denomination (point amount) when done correctly the hand pointer will be displayed (not the arrow). *If you do not click the amount, it will display an arrow and WILL NOT take you to the right location..*
- After clicking the point denomination the question slide will be displayed. This question should be read aloud by a facilitator (game show host) and the teams will be given approximately 30 seconds to chime in and answer the question, once a team has answered, the facilitator will click to display the answer.
- After the answer has appeared (after clicking), click on the "fill-in board" icon in the bottom right hand of the screen to return to the question selection slide.
- After you have finished the questions on the "fill-in board" use the arrow (not the hand) to advance to Final Jeopardy. This can be done by clicking anywhere on the slide that does not contain text or by using the right arrow key.
- After advancing to the next slide the Final Jeopardy slide will be displayed.

Intro
Icebreaker
Self-Aware
Advocacy
History
Transition
IEP
Jobs
Higher Edu
Wellness
Health Transition
Living
Peers
Recreation
Wrap-Up
Glossary



- The facilitator should ask the teams to write down a wager for the Final Jeopardy question, this wager will be taken out of the points that the teams have accumulated throughout the game.
- After directions have been given, allow 15 seconds for each team to write down their wager.
- Once each team has written their wager down, click to advance to the Final Jeopardy question.
- After the question has been read, the teams will be given 36 seconds to wager points and come up with an answer (theme music will play during this time)
- Once the theme music has stopped click to advance to the "times up" slide (sound effect will play).
- You may now click to advance the slide and display the answer to the Final Jeopardy question.
- If correct the team will receive the amount of their wager added to their score. If incorrect the team will have the amount of their wager deducted from their score.
- The team with the highest score wins!
- Reward each team (win or lose) with positive feedback



Shopping List:

- Disability Jeopardy PowerPoint
- Buzzers (optional)
- Paper and pens for keeping score and wagers

Preparation

- Review slides prior to the activity.
- Setup the room so each member of the team is able to see the PowerPoint and so that teams have enough room to discuss the questions amongst themselves.
- Provide each team with one sheet of paper and a pen to write down their wager.
- Assign a score keeper and a facilitator (game show host).

Optional Leader Discussion Points:

These are optional discussion points that could be used to introduce and conclude the activity.

~Introduction Points~

- Explain what Jeopardy is and how it is played.
- Ask teams if there are any questions before beginning.



~Concluding Points and Discussion Questions~

- Explain how the questions used in the game relate to disability history.
- Ask participants if they have any questions regarding the material used in the game.

Possible Accommodations

- All questions and answers should be projected onto a screen within view of all participants.
- All questions and answers should be read aloud by a facilitator.
- If individuals in the group will have trouble buzzing in, the alternating question format should be used.
- If the teams struggle to understand the question or communicate their thoughts, extra time should be allotted to ensure that everyone has a fair chance of answering the questions.
- Consider designating a captain for each team, this person will be responsible for gathering answer, writing the wager, buzzing in, and keeping the team on track.

Jeopardy



Instructions for using this template.

- Split the group into 2-3 teams
- Remember this is Jeopardy, so where I have written “Answer” this is the prompt the students will see, and where I have “Question” should be the student’s response.
- When clicking on the slide to move to the next appropriate slide, be sure you see the hand, not the arrow. *(If you put your cursor over a text box, it will be an arrow and WILL NOT take you to the right location.)*
- After the answer has appeared (after clicking), click on the icon of the “fill-in board” to return to the question selection slide
- After you have finished the questions on the “fill-in board” use the arrow (not the hand) to advance to final Jeopardy

Laws	Disability Trivia	Who's Who	Skills	Supports & Services
<u>10 Point</u>	<u>10 Point</u>	<u>10 Point</u>	<u>10 Point</u>	<u>10 Point</u>
<u>20 Points</u>	<u>20 Points</u>	<u>20 Points</u>	<u>20 Points</u>	<u>20 Points</u>
<u>30 Points</u>	<u>30 Points</u>	<u>30 Points</u>	<u>30 Points</u>	<u>30 Points</u>
<u>40 Points</u>	<u>40 Points</u>	<u>40 Points</u>	<u>40 Points</u>	<u>40 Points</u>
<u>50 Points</u>	<u>50 Points</u>	<u>50 Points</u>	<u>50 Points</u>	<u>50 Points</u>

Final Jeopardy

Make your wager

ESTABLISHED THE FIRST CENTER FOR
INDEPENDENT LIVING



Times Up!


