



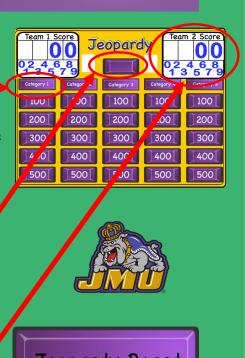
Directions for using this Smartboard Jeopardy template.

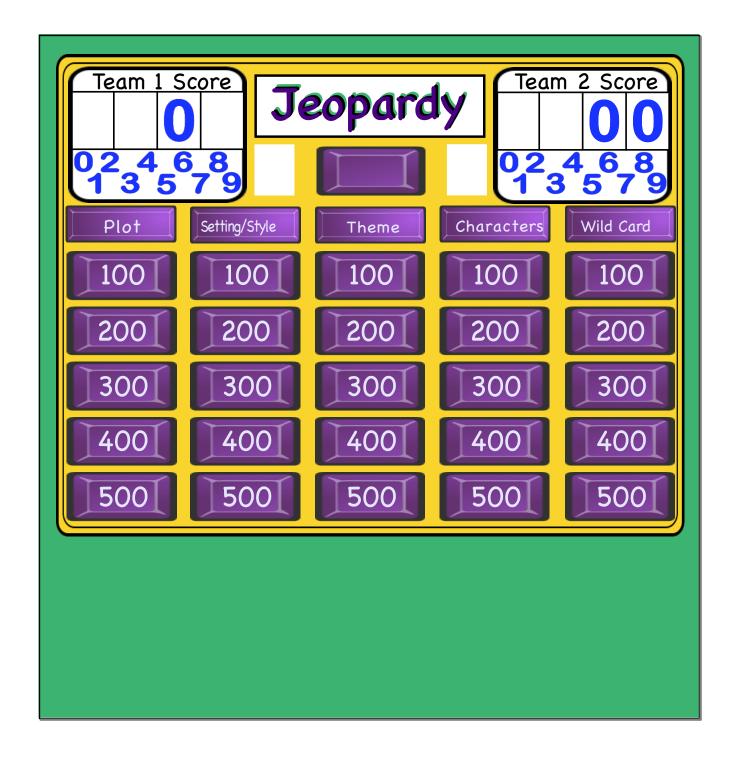
Double click on the Category names to edit and change.

Edit each of the Question pages with the Question and Answer. You must move the purple reveal box to enter the correct response, then move the reveal box over the answer until it is covered. After all questions are entered Save As ... and give it another name. This helps preserve the template.

The blank purple button in the center of the Jeopardy board is an Infinite Cloner and is used to place over the question button when you return to the Jeopardy Board. This shows that this button has been chosen and can not be chosen again.

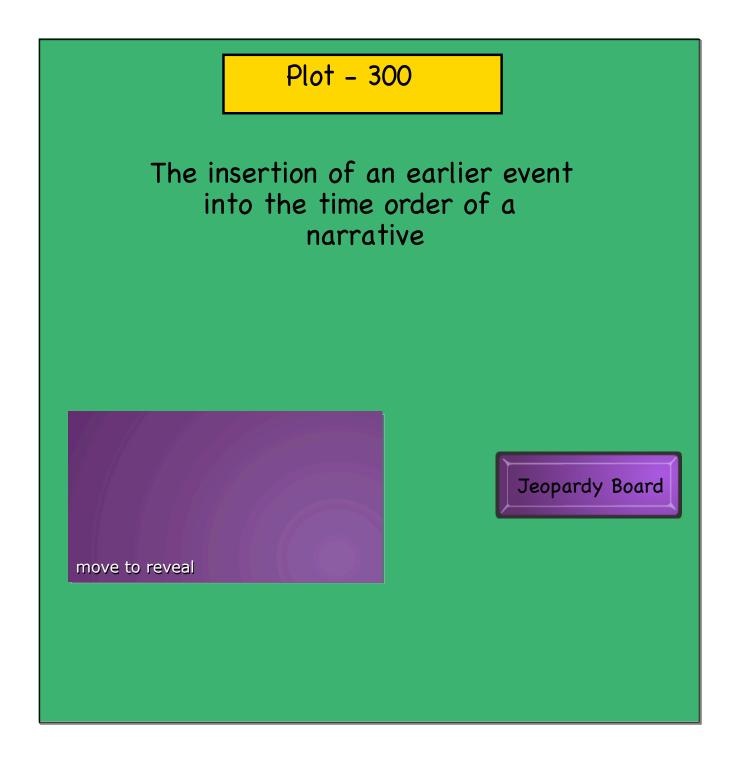
The white cells are for the score keeper to keep score of the teams. Drag the numbers to the cell to change score. Drag the white rectangle to the cell to delete score.





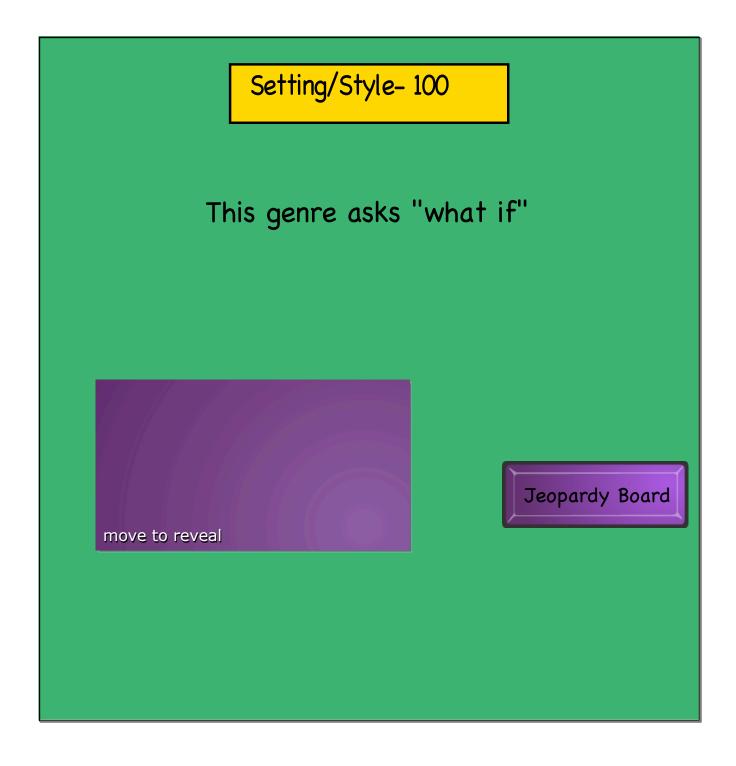
Plot- 100 The first major action in the story that sets the story in motion. Jeopardy Board move to reveal

Plot - 200 A technique for hinting at events that may occur later in the plot Jeopardy Board move to reveal



Plot - 400 This is the element of plot that gives the audience "time and place" Jeopardy Board move to reveal

Plot - 500 This is the wrap-up of a story and is sometimes called falling action. Jeopardy Board move to reveal



Setting/Style - 200

This author (a fav. of Ms. Smith), is known as the first King of Horror

move to reveal

Setting/Style - 300 In this point of view, the story is told from the perspective/view point of one character. Jeopardy Board move to reveal

Setting/Style - 400

A third-person narrator who is all seeing/knowing, is said to have this.

move to reveal

This is the least common form of point of view, in fiction writing.

Jeopardy Board

Theme - 100

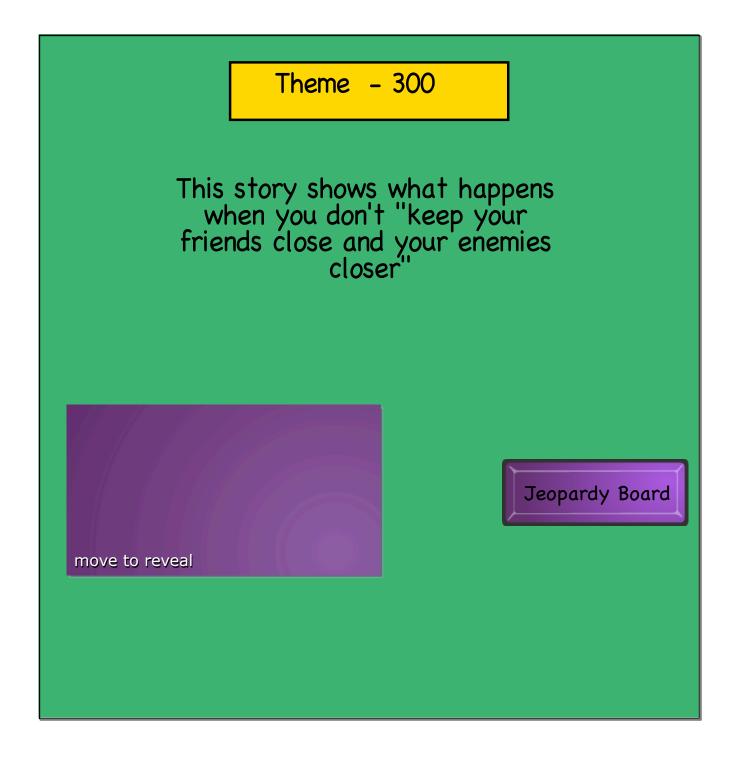
"You can fool too many of the people too much of the time," is the moral of this short story.

move to reveal

Theme - 200

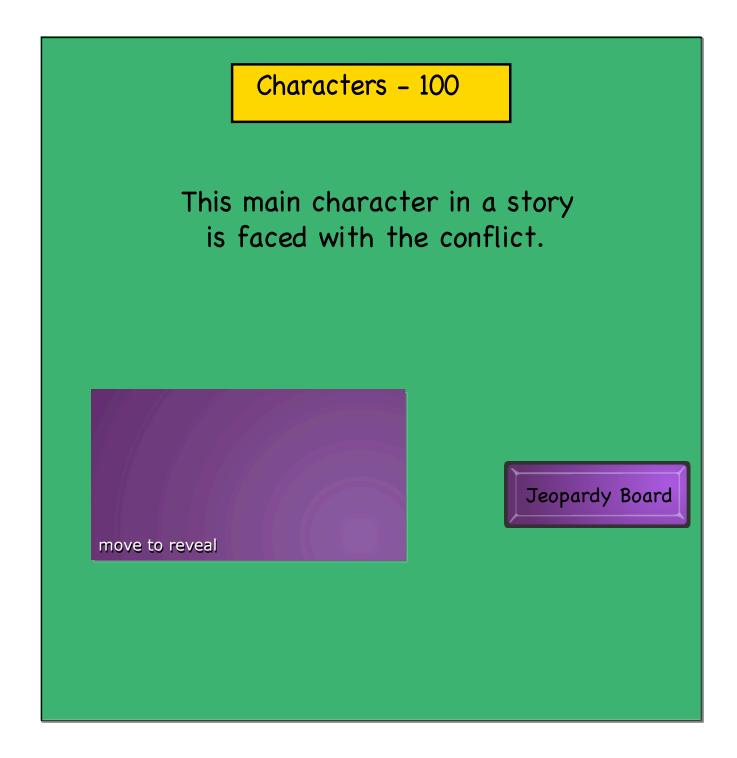
This story suggests that desperate people do desperate things, and supports the epigram "if the poor only had profiles there would be no difficulty in solving the problem of poverty" (Oscar Wilde)

move to reveal



Theme - 400 "Shoes got by devilish ways will burn your feet" Jeopardy Board move to reveal

Theme - 500 This story demonstrates that one's identity does not always fit into the choices we are given. Jeopardy Board move to reveal



Characters - 200

These are fully developed, well described characters who often change because of the conflicts that they encounter.

move to reveal

Characters - 300

This character can be argued to be brave, inspirational, stubborn, argumentative or disrespectful, depending on the perspective of the person doing the arguing.

move to reveal

Characters - 400 The antagonist of "To Build a Fire." Jeopardy Board move to reveal

Characters - 500 This character leaves us unknowing . . . has his/her perspective changed? Jeopardy Board move to reveal

Wildcard - 100 This type of story is used to explain things; it has God/s. Jeopardy Board move to reveal

Wildcard - 200 This type of storytelling has supernatural beings who are not Gods. Jeopardy Board move to reveal

Wildcard - 300

According to anthropologists, humans have been telling stories for at least this long.

move to reveal

Wildcard - 400

In this collection of stories, characters, who are travelling on pilgrimage, are challenged to compete against each other to see who is best able to tell a story balanced in "sentance and solaas" (entertainment and meaning).

move to reveal

## Wildcard - 500

This epigram suggests that all we know comes to us from somewhere; thus, as authors, artists and humans all of our thoughts and actions come to us from the contributions of others.

move to reveal