

Smartboard Jeopardy

Team 1 Score		Jeopardy		Team 2 Score						
		00				00				
0	2	4	6	8		0	2	4	6	8
1	3	5	7	9		1	3	5	7	9
Category 1	Category 2	Category 3	Category 4	Category 5						
100	100	100	100	100						
200	200	200	200	200						
300	300	300	300	300						
400	400	400	400	400						
500	500	500	500	500						

Lesson notes



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Lesson Notes

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.



The image shows a Jeopardy game board with a green background. At the top center, the word "Jeopardy" is written in a stylized purple font. On the left and right sides, there are scoreboards for "Team 1 Score" and "Team 2 Score", both showing a score of 0. Below the scoreboards are two sets of dice, each with numbers 0, 2, 4, 6, 8 on the top face and 1, 3, 5, 7, 9 on the bottom face. In the center, there is a large purple rectangular button. Below this are five category buttons: "Plot", "Setting/Style", "Theme", "Characters", and "Wild Card". Each category has five corresponding value buttons (100, 200, 300, 400, 500) arranged in a grid.

Team 1 Score		Team 2 Score					
	0		00				
0	2	4	6	8			
1	3	5	7	9			

Jeopardy

Plot Setting/Style Theme Characters Wild Card

100	100	100	100	100
200	200	200	200	200
300	300	300	300	300
400	400	400	400	400
500	500	500	500	500

Plot- 100

The first major action in
the story that sets the
story in motion.

move to reveal

Jeopardy Board

Plot - 200

A technique for hinting at
events that may occur later in
the plot

move to reveal

Jeopardy Board

Plot - 300

The insertion of an earlier event
into the time order of a
narrative

move to reveal

Jeopardy Board

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.

move to reveal

Jeopardy Board

Setting/Style- 100

This genre asks "what if"

move to reveal

Jeopardy Board

Setting/Style - 200

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

move to reveal

Jeopardy Board

Setting/Style - 300

In this point of view, the story is told from the perspective/view point of one character.

move to reveal

Jeopardy Board

Setting/Style - 400

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

move to reveal

Jeopardy Board

Setting/Style - 500

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

move to reveal

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

Jeopardy Board

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

Jeopardy Board

Theme - 300

This story shows what happens
when you don't "keep your
friends close and your enemies
closer"

move to reveal

Jeopardy Board

Theme - 400

"Shoes got by devilish ways will burn your feet"

move to reveal

Jeopardy Board

Theme - 500

This story demonstrates that one's identity does not always fit into the choices we are given.

move to reveal

Jeopardy Board

Characters - 100

This main character in a story
is faced with the conflict.

move to reveal

Jeopardy Board

Characters - 200

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

move to reveal

Jeopardy Board

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

Jeopardy Board

Characters - 400

The antagonist of "To Build a Fire."

move to reveal

Jeopardy Board

Characters - 500

This character leaves us
unknowing . . . has his/her
perspective changed?

move to reveal

Jeopardy Board

Wildcard - 100

This type of story is used to explain things; it has God/s.

move to reveal

Jeopardy Board

Wildcard - 200

This type of storytelling has
supernatural beings who are not
Gods.

move to reveal

Jeopardy Board

Wildcard - 300

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

move to reveal

Jeopardy Board

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

Jeopardy Board

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

Jeopardy Board