

## Classroom Jeopardy [Finished Game of Geometry Jeopardy](#)

Super teacher tools to make games like Jeopardy, Who Wants to be a Millionaire, and Hangman that can be play with the class <http://www.superteachertools.com/>

### What you will need:

- 25 questions (26 if you wants final jeopardy question) broken down into 5 groupings
- Computer
- Pictures urls (optional)

### How to create a Jeopardy game:

1. Open SuperTeacherTools [website](#) and choose to make a Classroom Jeopardy game
2. Click “make a new game”
3. Insert your first column title
4. Insert your first question
5. Edit the point value for question 1 (optional) - if teacher younger grades you might used 1, 2, 3, 4, 5 instead of 10, 20, 30, 40, 50
6. Repeat for the remainder of the question



Category #1: Circles		
<b>Question 1:</b> Diameter = ___ Radius <input type="text"/> <input type="button" value="Insert Image Code"/> <input type="button" value="Close Image Code"/> <small><a href="#">What are these buttons?</a></small>	<b>Answer 1:</b> <input type="text"/>	<b>Value:</b> <input type="text"/>
<b>Question 2:</b> Pi = _____ <input type="text"/> <input type="button" value="Insert Image Code"/> <input type="button" value="Close Image Code"/>	<b>Answer 2:</b> <input type="text"/>	<b>Value:</b> <input type="text"/>
<b>Question 3:</b>  <input type="text"/> <input type="button" value="Insert Image Code"/> <input type="button" value="Close Image Code"/>	<b>Answer 3:</b> <input type="text"/>	<b>Value:</b> <input type="text"/>
<b>Question 4:</b> What is the formula for the "Volume of a Cylinder?" <input type="text"/> <input type="button" value="Insert Image Code"/> <input type="button" value="Close Image Code"/>	<b>Answer 4:</b> <input type="text"/>	<b>Value:</b> <input type="text"/>
<b>Question 5:</b> Area of the Figure  <input type="text"/> <input type="button" value="Insert Image Code"/> <input type="button" value="Close Image Code"/>	<b>Answer 5:</b> <input type="text"/>	<b>Value:</b> <input type="text"/>

### How to add a picture to your question

1. For the question you will to add a picture too click “add image code”
2. Go the the image you wish to add, right click go to properties and copy the ENTIRE image url
3. Paste the image url after the image code “ <img src=’ “
4. When the image has been entered close the image brackets by clicking “close image code”
5. If you wish to add text to the question as well add the text before or after you add the image

## How to save you game

1. Once all your questions/pictures are added
2. Scroll to the bottom give the game a name, creator, and enter your email (it will send you the game link for later)
3. If you wish the game to be private (we suggest yes) check the box and add a pin - be aware that if you lose the link/game code it will be very hard to find
4. Click create game file, this will give you a play online or download the application
5. Click play game online

## How to play

1. Once your game is loaded pick the number of teams that will be playing (2-10)
2. The default has final jeopardy and no timer - if you wish to have no have final jeopardy deselect it. If you wish to have a timer add a timer by clicking timer.
3. Click "GO PLAY"
4. Your board will appear and control goes to Team 1.
5. The team will choose a category and a value, the question will be read in completeness and the first team to buzz in get a chance to answer (if wrong the team lose those points and another team can guess)
6. When the answer is correct click the answer arrow, which will show the correct answer.
7. Edit the score board by clicking "adjust score" here you can click the Correct or Wrong for each team that participated in the question answering. You can also adjust the score manually if you wish
8. Click the home button to go back the the jeopardy board the team with the highest points gets control and repeat steps 5-7 until all 25 question are answered
9. Final jeopardy is an all play and they can make a wager. Enter each teams wager and click "question"
10. When answered correctly add the point and the game is done!

