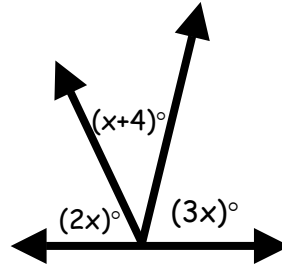# Jeopardy Project

Each class will develop a Jeopardy game project to be used as a review for the AP test. Students will be divided into groups according to chapters, units or topics that will be assigned by the instructor. The group will then divide up the topic(s) and/or chapter units. Each student will then develop 10 short sets of answers & questions in Jeopardy format. Some examples from an Algebra II Jeopardy game designed to review for the CATs test are below:

Answer: Costs for a key chain business are $540 to get started plus $3 per key chain. This is the expression to represent the cost of producing k key chains.

Question: What is $540 + 3k$?

Answer: In the figure to the right, the value of x?

Question: What is $x = 29\ 1/3$? ($2x + 3x + x + 4 = 180$)

Notice in the 2nd example it shows how to work out the problem in the parentheses for the Question. Any problems that need worked out must be short (or easy to quickly be done on the calculator) due to the limited amount of time allowed to answer after buzzing in.

After about a week students will return to the group with their A&Q's & the group will determine which A&Q will be included in the final Jeopardy game for the topic(s) the group was assigned. Students will then copy (or type) their A&Q's into the Jeopardy template. Please note, only 25 A&Q's are possible for selection for any given class.

In an effort to motivate students to develop quality A&Qs, some points on the project will be dependent on the number of A&Qs an individual has selected by the group to have included in the final Jeopardy game.

Scoring for the project: 40 points possible
         10 A&Qs in Jeopardy format: 30 pts
         Group correctly inputs A&Qs into Jeopardy template: 8 pts
         # A&Qs selected (1 pt each, can go over 40 pts):   2 pts