“Dinner in Oregon” Jeopardy Game

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Description
The "Dinner in Oregon" section of the magazine presents a wonderful array of information. The Jeopardy Game serves as a review of the articles, except for "Bitter Words for Beer," "From Vine to Wine" and "Sex in the Orchard." The game can be used after students have read the entire section, or teams can be created that have collectively read the entire section.

Time Estimate
• One 45- to 50-minute class period to complete the game.
• Additional time will be necessary to read the articles.

Student Outcomes and Objectives
• Students will review materials from the "Dinner in Oregon" section.

Standards
Science
H.4D.5: Describe how new technologies and scientific inquiries are responsible for changes in the way people live and work.
H.4D.6: Evaluate how ethics, public opinion and government policy influence engineers and scientists and how their results impact human society and the environment.

Language Arts
EL.HS.RE.01: Read at an independent and instructional reading level appropriate to grade level.
EL.HS.RE.02: Read and understand a wide variety of information.
EL.HS.RE.05: Match reading to purpose.
EL.HS.RE.08: Understand, learn and use new vocabulary.
EL.HS.RE.15: Read magazines and news stories.
EL.HS.RE.19: Identify and summarize sequence of events, main ideas, facts, supporting details and opinions.
EL.HS.RE.20: Clarify understanding of informational texts by creating graphic organizers.

Materials
• Copies of the "Dinner in Oregon" Section from the Oregon's Agricultural Progress magazine, a special issue on food.
"Dinner in Oregon" Jeopardy Game Procedure

1. Divide students into 3 or 4 teams.
   a. If not all students have read each article, design your teams so that at least one member from each team has read each article.

2. Open the Powerpoint presentation and select "view slideshow."

3. From the menu, click on the category and value selected by the first team. This will take you to the answer. Once a team has “buzzed” in and asked the question, click on the slide and you will be taken to the correct question.
   a. When clicking on the selected value, be sure you click on the number. If the mouse is anywhere else in the screen it will take you to the next slide. You can use the arrow keys on your keyboard to navigate back a slide.
   b. There are multiple options for “buzzing in.” One option is providing each team with a flag. Teams will keep the flag in the middle of their group, and if someone knows the answer they will grab their flag and wave it in the air.

4. After you have decided to grant or take away points from the team, click on the slide and you will return to the menu.
   a. There is currently no feature that keeps score; you will have to do this on your own.

5. When the board has been completed, click on the Double Jeopardy button. This will take you to a new board where point values have been doubled.

6. When the Double Jeopardy board has been completed, students will have one final opportunity to earn points in Final Jeopardy.
   a. Each team will be allowed to participate and will place a wager before seeing the answer.
   b. Once shown the answer, teams will write a question. Each team will either earn or lose the points wagered.

7. There are “Daily Doubles” hidden within the board. When a team discovers one, a wager is made and either won or lost.

* As you know, in the game of Jeopardy contestants are provided with the answer, and must respond with the appropriate question.

** You also may set a time limit for Jeopardy and Double Jeopardy boards. This ensures that you complete the game in the time available to you.