CLASSROOM
JEOPARDY!®
TEACHER'S GUIDE

Chapter 4
Pgs. 38-52

CLASSROOM
JEOPARDY!
TODAY

3200 TEAM 1   1200 TEAM 2   2000 TEAM 3

PLAYER 2

THE PREAMBLE
TO THIS IMPORTANT
DOCUMENT BEGINS,
"WE THE PEOPLE
OF THE UNITED STATES"

Educational Insights®

www.classroomjeopardy.com

CLASSROOM JEOPARDY!

TEACHER'S GUIDE

WHEEL OF FORTUNE. **JEOPARDY!**

HARRY FRIEDMAN
Executive Producer

Dear Educator,

Over the years, it's been a great pleasure to meet the hundreds of teachers who have appeared as contestants on our show. And we have always been especially delighted to hear how many of them have used the Jeopardy! format to create their own games for use in the classroom.

What we've heard is that the same elements that have made Jeopardy! America's Favorite Quiz Show® for over 20 years have also made it a classroom favorite from elementary school through college. Over and over again, teachers have told us about how the Jeopardy! games they've developed with hours of hard work have created excitement, involvement, participation, and motivation — education the way it should be!

To them, and to all teachers seeking to challenge and motivate students, we're proud to offer a new version of Jeopardy! that has been designed from the ground up for classroom use. It's all here – "signaling in," electronic scoreboards, the sound effects, the Daily Double, even the famous Final Jeopardy! "Think Music." But this Jeopardy! is designed to be tailored to your classroom curriculum and your students' abilities.

With Classroom Jeopardy!, students can experience first-hand the sights, sounds and fast-paced excitement of the television show. More importantly, they'll be totally involved in brushing up on knowledge and skills taken directly from *your* curriculum. It works right on your classroom TV, and because we designed it with busy educators in mind, it's extremely easy to use.

We appreciate the dedication you bring to the immensely important job you do, and we're proud that Classroom Jeopardy! can now be there to assist you. Thank you for all the gifts you give to your students, and best wishes for all that you, and they, will do in the future.

Sincerely,

10202
West
Washington
Boulevard
Culver City,
California
90232-3195

Harry Friedman
Executive Producer
Jeopardy!®

PS: If you or any of your students are interested in trying out for the televised version of Jeopardy!, log on to **www.jeopardy.com** for information on contestant searches around the country.

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SAFEGUARDS AND PRECAUTIONS

CAUTION

Please read the following information before using your Classroom Jeopardy! unit. The unit has been engineered and manufactured to assure your personal safety. But improper use can result in potential electrical shock or fire hazards. In order not to defeat the safeguards incorporated in the unit, observe the following safety rules for its installation and use. In addition, follow the safety tips that accompanied the TV you are using.

WARNING: TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THIS PRODUCT TO WET LOCATIONS.

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER. NO USER-SERVICEABLE PARTS INSIDE.

This symbol warns the user of uninsulated voltage within the unit that can cause dangerous electric shocks.

This symbol alerts the user that there are important operating and maintenance instructions in the literature accompanying this unit.

---

1. Operate only from a power source indicated on the Base Unit or in this guide.

2. When the power is switched on, the center light on the front of the Base Unit will glow green. If the Base Unit detects any problems at initial startup, the center light on the front of the Base Unit will glow red. If this happens please unplug the unit and call Educational Insights Customer Service (800) 995-4436.

3. Your Classroom Jeopardy! Base Unit is supplied with a 110/240VAC-50/60Hz power adapter with a DC output of 9V-1.5A. Do not use any other power supply with your Classroom Jeopardy! Base Unit.

4. Protect and route power cords so that nothing rests on or rolls over them. Be especially careful at plug-ins, convenience receptacles, or cord exit points. Frayed power cords or damaged plugs are hazardous and should be replaced by a qualified service technician. Overloaded wall outlets and extension cords may cause fire or electrical shock hazards.

5. Do not cover or block ventilation holes in the Base Unit. Doing so may cause heat build-up which may damage the equipment or create a fire hazard.

6. Do not place the Base Unit on a soft surface which could block ventilation holes on the bottom. Avoid enclosed installations, such as bookshelves or racks, unless ventilation is adequate. Never place the Base Unit near or over a radiator or heat register nor on a sloping shelf.

7. Avoid excessive humidity, sudden temperature changes, or temperature extremes.

8. To avoid costly damage or injury, place the Base Unit on a solid, stable surface that is free from vibrations and do not place any heavy object on it.

9. Keep the Base Unit away from wet locations, such as bathtubs, sinks, and swimming pools.

10. If the Base Unit has been exposed to rain, moisture, or liquids, unplug it and allow it to dry before further use. Rain or excessive moisture may cause electrical shorts which can result in fire or shock hazards.

11. It is recommended that the Base Unit be unplugged during a lightning storm or if it will not be used for an extended period of time.

12. Unplug the Base Unit before cleaning. Use a damp cloth for cleaning. Do not use cleaning fluids or aerosols. They could enter the unit and cause damage, fire, or electrical shock. These substances may also mar the finish of the unit.

13. Do not insert foreign objects into the Base Unit. Never operate the unit if any foreign object has entered it. Electrical shorts can result, causing fire or shock hazards. Unplug the Base Unit immediately and contact Educational Insights Customer Service.

14. The Antenna may be connected and disconnected with the Base Unit power on.

15. During operation, Classroom Jeopardy! is subject to the following two conditions: it may not cause harmful interference, and it must accept any interference received, including interference that may cause undesired operation. The Base Unit signal decoder may not work properly if the remotes are operated in close proximity to electronic items that emit large amounts of R/F emissions. Under normal conditions, the Host and Player Remote Controls operate at a range of up to 50 feet from the Base Unit. Classroom Jeopardy! remotes use R/F to communicate with the Base Unit and comply with Part 15 of the FCC Rules of Operation.
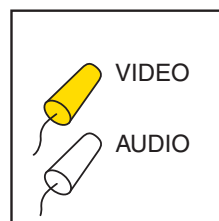
QUICKSTART GUIDE

The information in this section is intended to give you a quick start using your Classroom Jeopardy! Unit and Classroom Jeopardy! Editor software. However, it is not intended to replace the manual. It will help you set up your Base Unit and start writing games. The manual includes far more detailed instructions and many tips on how to get the most from your investment in Classroom Jeopardy!.

Set Up the Base Unit

Please read the safety precautions on pages 6 and 7 before operating the unit.

1. Make sure your TV and the Classroom Jeopardy! Base Unit are both turned off. The On/Off switch is on the back of the Base Unit. When the power is on, the center light on the front of the scoreboard glows green.

2. Notice the different colored connectors on the A/V cable. Plug one of the yellow connectors into the video jack on the Base Unit. Plug the white connector on the same end of the cable into the audio jack on the Base Unit.

VIDEO
AUDIO

A/V Input with 2 Jacks

VIDEO
AUDIO L
AUDIO R

A/V Input with 3 Jacks

3. Find the A/V (Audio/Video) input on your TV. Some have three jacks (VIDEO IN, AUDIO IN LEFT, and AUDIO IN RIGHT), but you will need to use only two. Plug the yellow connector on the free end of the cable into the VIDEO IN jack. Plug the white connector into the white AUDIO IN jack.

If your TV has more than one set of A/V input jacks, make sure you plug both connectors into the same set of jacks.

INPUT 1   INPUT 2

VIDEO   VIDEO
AUDIO L   AUDIO L
AUDIO R   AUDIO R

NO

INPUT 1   INPUT 2

VIDEO   VIDEO
AUDIO L   AUDIO L
AUDIO R   AUDIO R

YES

CARTRIDGE

ANTENNA/
KEYBOARD JACK

AC ADAPTER
SOCKET

ON/OFF
SWITCH

SIGNAL OUT
(used only with
additional scoreboards)

AUDIO
VIDEO

4. Plug the Antenna Cable into the ANTENNA jack on the back of the Base Unit.

5. Insert 2 AAA batteries into the Host and each Player Remote. See page 87 for information on battery installation. (Batteries are not included with the Jeopardy! unit.)

6. Plug the Power Adapter into the back of the Base Unit. Plug the other end of the Power Adapter into a power outlet.

7. Place the Base Unit on top of or near the TV.

8. Extend the telescoping antenna and place the Antenna in an unobstructed position where the signals from the Host and Player Remote Controls will not be blocked. Do not place the Antenna on top of the TV.

9. Insert the cartridge into the back of the Base Unit.

10. Turn on the TV and the Base Unit.

11. Using the TV remote control or buttons on the TV, set the TV to VIDEO or LINE, and then view the various TV video line offerings until the Jeopardy! copyright/logo screen appears. You can turn off the TV and Base Unit until you are ready to start a game.

Install Classroom Jeopardy! Editor

1. Insert the Classroom Jeopardy! CD ROM into your computer's CD ROM drive.

2. Double-click on the Classroom Jeopardy! Editor Installer icon. This will launch the installer.
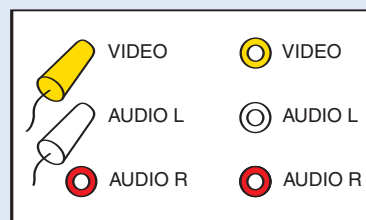
3. Follow the on screen instructions for installing the software.

Launch Classroom Jeopardy! Editor

1. Double-click on the Classroom Jeopardy! Editor icon to launch the software.

2. The screen will display a blank Classroom Jeopardy Editor template.

JEdit

9
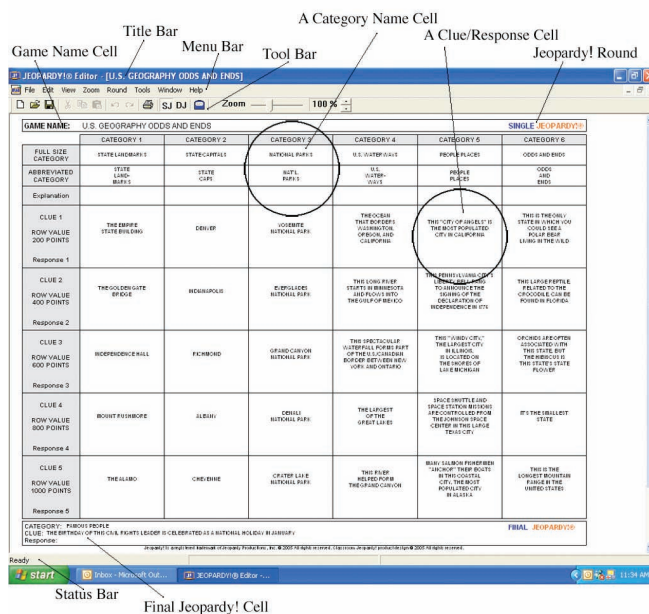
Write a Game in Classroom Jeopardy! Editor

1. Double-click on the **Game Name** Cell.

GAME NAME: **SINGLE JEOPARDY!®**

The **Game Name Cell** editor window will appear. Type in a name for the game. This is the name that will be listed on the game cartridge. (**NOTE: It is important that you fill in the game name before you load the game onto a cartridge. Without the name, the load operation cannot be completed, and you will get an error message on the screen.**) When you are finished, click the **OK** button.

2. Double-click on the Category 1 **Category Name Cell**.

	CATEGORY 1
FULL SIZE CATEGORY	
ABBREVIATED CATEGORY	
Explanation	

The **Category Name Cell** editor window will appear. Type entries for the **Full Size Category** field, the **Abbreviated Category** field, and the **Explanation** field. The **Abbreviated Category** field will be displayed on your television when the game is played.

Open and complete all of the remaining **Category Name Cells** for **Single Jeopardy**!

3. Double-click on the Clue 1 **Clue/Response Cell**.

CLUE 1 ROW VALUE 200 POINTS Response 1	

The **Clue/Response Cell** editor window will appear. Type entries for the **Clue** field and for the **Response** field. If applicable, select one of the **Single-Play Clue Options**. Single-play clues are clues which, when they are answered incorrectly, give another player the correct answer. A True or False clue would be an example of a single-play clue.

Open and complete all the remaining **Clue/Response Cells** for **Single Jeopardy!**.
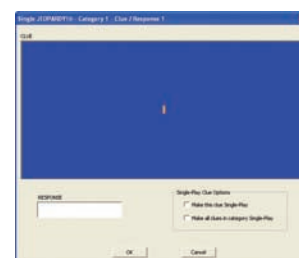
4. Select **Round → Double** from the **Menu Bar** or click on the **DJ** tool on the **Toolbar** to select the **Double Jeopardy!** page of the game template. Open and complete the **Category Name Cells** and the **Clue/Response Cells** on the Double Jeopardy! round page of the game template.

5. Double-click on the **Final Jeopardy! Cell**. The **Final Jeopardy! Cell** appears on both the **Single Jeopardy!** and **Double Jeopardy!** template pages.

```
CATEGORY:                                    FINAL JEOPARDY!®
CLUE:
Response:
```

The **Final Jeopardy! Cell** editor window will appear. Type entries for the **Category** field, the **Clue** field, and the **Response** field.

When you have completed all the game template cells, you are ready to store the game onto a Classroom Jeopardy! Game Cartridge using your **Classroom Jeopardy! Link** unit, after which you can play your newly written game.
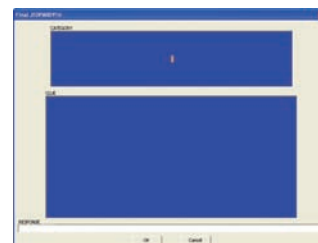
Store a Classroom Jeopardy! Game on a Cartridge

Now that you've finished filling in a game template, you're ready to copy the contents to a Classroom Jeopardy! Game Cartridge. **Classroom Jeopardy! Link** lets you copy the game directly from your computer to the cartridge. To perform this and other cartridge operations, you will need to first connect **Classroom Jeopardy! Link** to your computer and insert a game cartridge into the unit.

1. Connect the **Classroom Jeopardy! Link** unit, by simply plugging in the unit's cable into your computer's USB (Universal Serial Bus) port. A light on the unit will go on, indicating that a connection has been made. Then insert a Classroom Jeopardy! Game Cartridge into the unit.

2. Select **File → Cartridge** from the **File** menu or click on the tool of the **Toolbar**.

The **Classroom Jeopardy! Game Cartridge Interface** window will appear.

Click on the **Store Screen Game in Cartridge** button. The progress bar will indicate when the game has been stored.
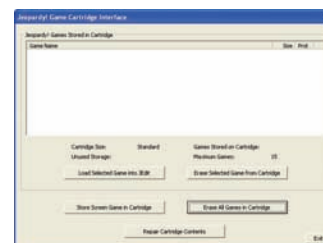
Play a Classroom Jeopardy! Game

Congratulations! You have hooked up your Classroom Jeopardy! Base Unit, written a game in Classroom Jeopardy! Editor, and stored your game on a cartridge with Classroom Jeopardy! Link. Now you are ready to play a game. Instructions for playing a Classroom Jeopardy! game can be found on pages 20 to 26 in the remainder of the guide.

CLUE:

AN INTERACTIVE
LEARNING GAME
THAT REINFORCES
CLASSROOM CURRICULUM
AND KEEPS STUDENTS ON
THE EDGE OF THEIR SEATS

QUESTION: WHAT IS **CLASSROOM JEOPARDY!**?
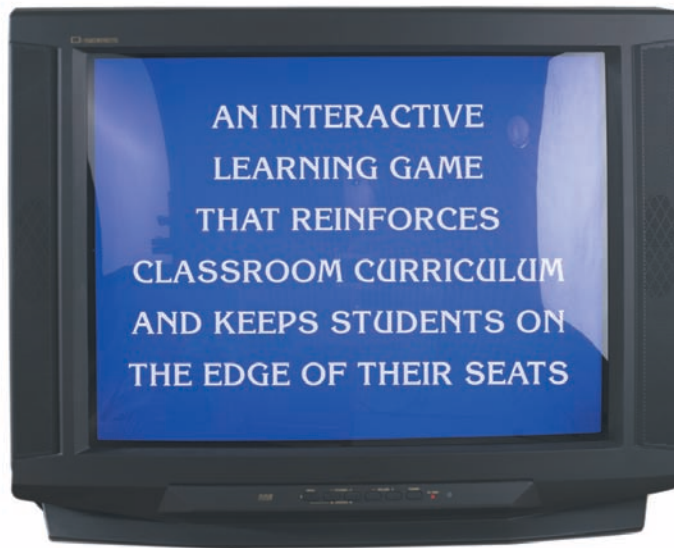
This exciting interactive game brings the sights and sounds of the TV show Jeopardy! to your classroom. From the moment students hear the distinctive Jeopardy! theme music, they'll be immersed in an entertaining multimedia experience. Developed in cooperation with the creators of the award-winning quiz show, Classroom Jeopardy! plays just like the television version with one important difference: the content is tailored by you, the educator, to align with your own curriculum.

When it comes to classroom use, most multimedia games are hit and miss: they might cover some of the concepts in your curriculum, but they may also include content your class hasn't studied. The developers of Classroom Jeopardy! recognized this simple fact: you are the authority on what your students should know.

While Classroom Jeopardy! includes several preprogrammed sample games, and other preprogrammed games are available separately, it's easy to design custom games just for your students. Simply use Classroom Jeopardy! Editor™ and Link™ to input your own game content and then save to a cartridge. Put the cartridge in the Classroom Jeopardy! Base Unit, then hook up the unit to a television or LCD projector. Your content will appear on screen, enhanced with sounds and visual effects!

COMPONENTS

A. Base Unit

B. DC Power Adapter

C. Audio/Video (A/V) Cable

D. Host Remote Control
    (2 AAA batteries not included)

E. Three Player Remotes
    (6 AAA batteries not included)

F. Antenna with Cable

G. Game Cartridge

H. Dry-Erase Marker

I. Classroom Jeopardy! Link

J. CD-ROM containing the Classroom
    Jeopardy! Editor software, a Teacher's
    Guide, five game files in Classroom
    Jeopardy! Editor format

A. **Base Unit** with plastic
    erasable name cards
    displays scores for three
    players or teams.

B. **AC Power Adapter**
    connects the Base Unit
    to a power outlet.

C. **A/V Cable** connects
    the Base Unit to any
    television with standard
    audio/video cable jacks.

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COMPONENTS (CONTINUED)

D.   **Host Remote Control** allows the game host to move through the game and identify responses as correct or incorrect.

E.   **Player Remotes** enable players to "signal in" when they're ready to answer. The remotes are labeled 1, 2, and 3.
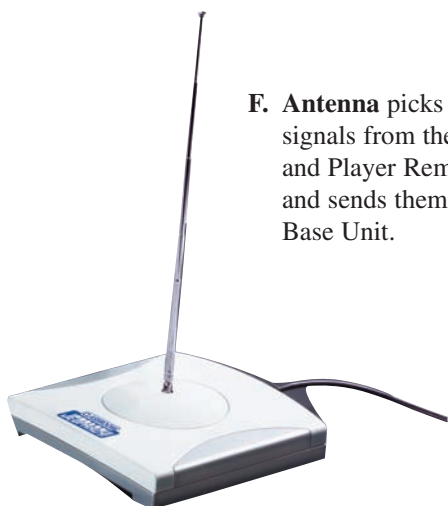
F.   **Antenna** picks up signals from the Host and Player Remotes, and sends them to the Base Unit.

G.   **Game Cartridge** includes five preprogrammed games plus storage space for new games—up to 12 games in all.
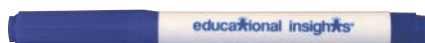
H.   **Dry-Erase Marker** is used to enter player or team names on the plastic erasable cards on the scoreboard.

I.   **Classroom Jeopardy! Link™** connects your computer to a game cartridge and lets you store games you create in Classroom Jeopardy! Editor.
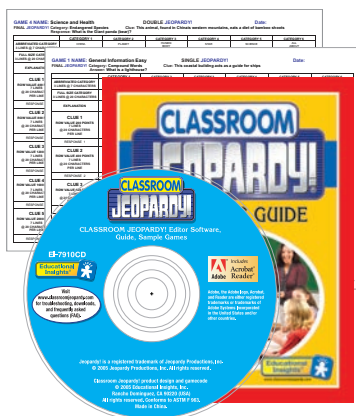
J.   **CD-ROM** includes the Classroom Jeopardy! Editor software, a Teacher's Guide, five game files in Classroom Jeopardy! Editor format so you can print their answer keys, and a reproducible Players' Handout and Award Certificate.

GETTING STARTED

You're probably eager to get started using Classroom Jeopardy! with your students. Please read the safety precautions on pages 6 and 7 before operating the unit.

It is also important that you and your students become familiar with the game before you actually play. Some advance preparation on your part will make the game a more effective teaching tool.

Get to Know the Basic Game Rules

The Players' Handout (on pages 28–29) was designed for students' reference, but it serves as a good introduction for teachers, too. Start by reading through it to learn the basic Classroom Jeopardy! rules.

Get to Know the Game Controls

While the Classroom Jeopardy! interface is designed to be easy to use, it may take you some time to get used to the Host Remote Control that lets you move through the game. Your first game with students will go more smoothly if you practice on your own first. Work through the step-by-step instructions on pages 20–26 a few times to familiarize yourself with the flow of the game. Also refer to the section "Hot Tips for Hosts" on page 27 in this guide.

Although the remote control buttons work a bit differently in different areas of the game, this diagram explains their basic functions.

Use the **ARROW** buttons to scroll through menus and categories.

Press the **SELECT** button to select the menu item or clue that is highlighted on the screen.

Use the **BEGIN** button to start gameplay.

Use the **CORRECT** and **INCORRECT** buttons to identify whether a player's response is correct.

Become Familiar with the Clue/Response Format

Most game shows and trivia games follow a "question and answer" format. If you've ever watched the television game show Jeopardy!, however, you know that the game has a unique format. The host reads a *clue* and the contestants are asked to give a corresponding *response*. For example, most games might pose the question, "What is a baby cat called?" and players would answer, "a kitten." In Jeopardy!, players would read the clue, "It's a baby cat" and respond with, "What is a kitten?" Glance at the sample games provided on this CD-ROM to get an idea of how clues and responses are worded.

Choose a Preprogrammed Game

Before you begin creating your own games, choose an appropriate preprogrammed game to play with your class. Each game consists of three rounds—Jeopardy!, Double Jeopardy!, and Final Jeopardy!

Remember that unlike the games you will create yourself, preprogrammed games may cover some topics your students aren't familiar with. Choose a game that is easy enough that they will not feel frustrated. Playing a fairly simple game will help students master the game rules and format so they'll be ready to take on more challenging curriculum-related games later.

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Preprogrammed Games
Each game has thirteen categories of clues (six for Jeopardy!, six for Double Jeopardy!
and one for Final Jeopardy!). Some of the categories are listed below.

Game 1: General Information
Level: Easy
Categories: Colors, Baby Animals, The Human Body, School Time,
What's the Number?, Let's Party

Game 2: General Information
Level: Easy/Medium
Categories: Continents, Around Town, Sound-Alike Words, "O" Words,
What Comes Next?, Storybook Stuff

Game 3: Number Crunchers/Wonderful Words
Level: Easy/Medium
Categories: Money Matters, Time's Up, Size Wise, Shape Up, More, Less, or Equal?,
Roman Numerals

Game 4: Science and Health
Level: Medium
Categories: Our Solar System, Insects, Plant Life, Bones, Bones, Bones,
Solid, Liquid, or Gas?, Eating Right

Game 5: U.S. Geography/Odds and Ends
Level: Medium/Difficult
Categories: State Capitals, U.S. Waterways, National Parks, People Places,
Odds and Ends, State Landmarks

Consider How Strictly to Enforce Game Rules

Classroom Jeopardy!'s gameplay flexibility helps ensure that the game will be appropriate for different ages and skill levels. You, as the educator, are able to enforce rules and judge responses according to your own discretion.

Correct Responses

It's up to you, as the host, to decide what qualifies as a correct response. You may, for example, choose to accept responses that are not worded in the form of a question, especially if you work with elementary-age students. Whatever approach you choose, be sure that you clarify your expectations to your students and are consistent in your enforcement.

Time Limits

Use your own judgment to determine how strictly to enforce the 7-second time limit, but be consistent. With younger students, in particular, you may decide to be lenient.

The Number of Responses Allowed per Clue

Classroom Jeopardy! has a special built-in feature that allows the other players to "signal in" with a response once an incorrect response has been given. (This is just how TV's Jeopardy! works.) Although a player who has responded incorrectly is not allowed to try the same clue again, you may choose to allow other players to answer it. In a three-player game, for example, if a player responds incorrectly, you may choose to move on to a new clue or to allow the other two players to signal in. If the second response is also incorrect, you may again choose to move on or allow the remaining player to signal in. If Accessory Scoreboards are used (see page 80), up to six players can get a chance to respond to a clue. In general, it's best to have a consistent policy throughout the game, but you may need to make exceptions for some clues—for example, those that call for a true or false response.

In certain instances, you may want to give players only one opportunity to answer. For example, if a category consists of clues in which players identify a given statement as true or false, the player who responds incorrectly unwittingly gives away the correct response. To prevent players from getting an unfair advantage over the player who responds incorrectly, you have the option of making certain clues single-play. Single-play clues allow only one player to respond. If a player responds incorrectly, points are taken off that player's score, and the game takes players back to the Classroom Jeopardy! game board where a new clue is chosen. You can choose to make some or all of the clues in a category single-play. For example, if all five clues in a category were true/false clues, you would probably want to assign the single-play feature to the entire category. If only Clue 1 were a true/false clue and the remaining clues multiple-play, then you would assign the single-play feature to just Clue 1.

Introduce the Game Rules to the Class

Classroom Jeopardy! is very fast-paced—there won't be time to adequately explain the rules during a game. Avoid cries of "I didn't know that rule!" and "That's not fair!" by introducing the basic game rules before the students play. Reproduce the Players' Handout (on pages 28–29 and also included as a separate file on the Jeopardy! CD-ROM) for students, and read through it as a class.

SETTING UP THE GAME EQUIPMENT

Please read the safety precautions on pages 6 and 7 before operating the unit.

ON

OFF

1. Make sure your TV and the Classroom Jeopardy! Base Unit are both turned off. The On/Off switch is on the back of the Base Unit. When the power is on, the center light on the front of the scoreboard glows green.

2. Notice the different colored connectors on the A/V cable. Plug one of the yellow connectors into the video jack on the Base Unit. Plug the white connector on the same end of the cable into the audio jack on the Base Unit.

3. Find the A/V (Audio/Video) input on your TV. Some have three jacks (VIDEO IN, AUDIO IN LEFT, and AUDIO IN RIGHT), but you will need to use only two. Plug the yellow connector on the free end of the cable into the VIDEO IN jack. Plug the white connector into the white AUDIO IN jack.

4. Plug the Antenna Cable into the antenna jack on the back of the Base Unit.

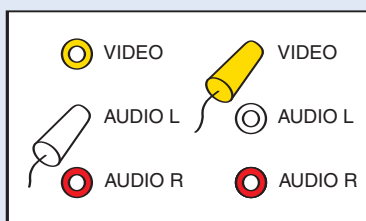VIDEO
AUDIO

VIDEO
AUDIO L
AUDIO R
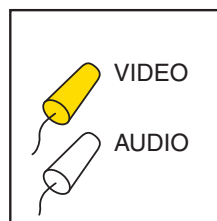
A/V Input with 2 Jacks

A/V Input with 3 Jacks

If your TV has more than one set of A/V input jacks, make sure you plug both connectors into the same set of jacks.

INPUT 1
VIDEO
AUDIO L
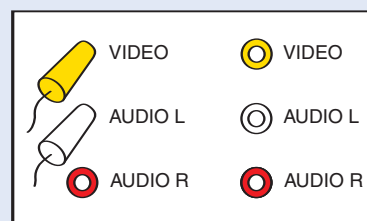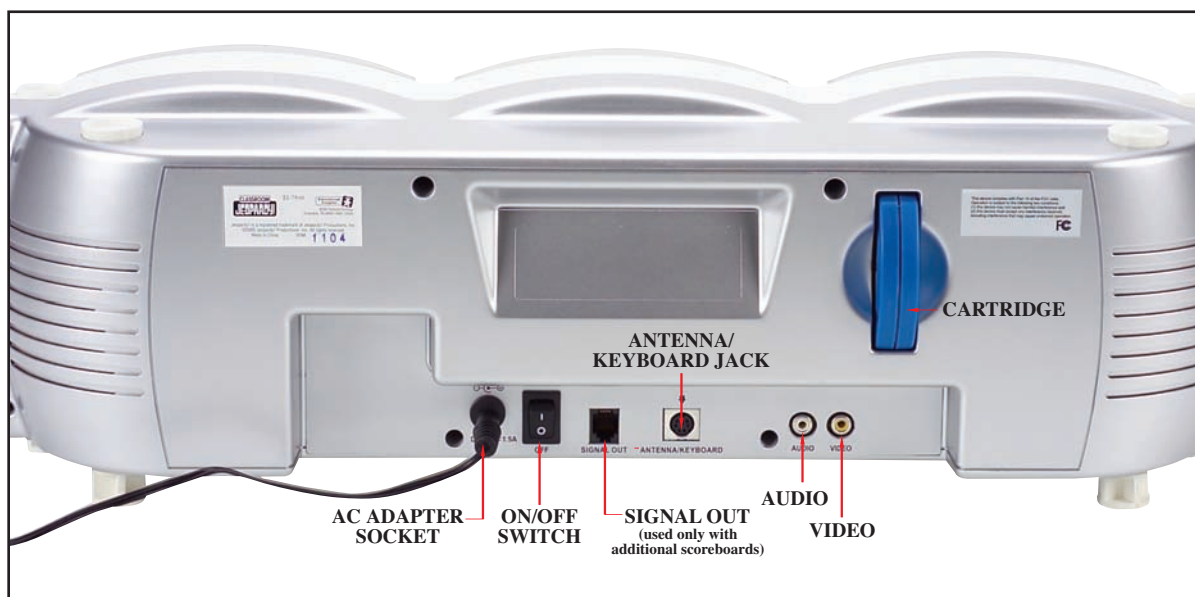AUDIO R

INPUT 2
VIDEO
AUDIO L
AUDIO R

NO

INPUT 1
VIDEO
AUDIO L
AUDIO R

INPUT 2
VIDEO
AUDIO L
AUDIO R

YES

CARTRIDGE

ANTENNA/
KEYBOARD JACK

AC ADAPTER
SOCKET

ON/OFF
SWITCH

SIGNAL OUT
(used only with
additional scoreboards)

AUDIO

VIDEO

18

5. Insert 2 AAA batteries into the Host and each Player Remote. See page 85 for information on battery installation. (Batteries are not included with the Jeopardy! unit.)

6. Plug the Power Adapter into the back of the Base Unit. Plug the other end of the Power Adapter into a power outlet.

7. Place the Base Unit on top of or near the TV.

8. Extend the telescoping antenna and place the Antenna in an unobstructed position where the signals from the Host and Player Remote Controls will not be blocked. Do not place the Antenna on top of the TV.

9. Insert the Cartridge into the back of the Base Unit.

10. Turn on the TV and the Base Unit.

11. Using the TV remote control or buttons on the TV, set the TV to VIDEO or LINE, and then view the various TV video line offerings until the Jeopardy! copyright/logo screen appears. You can turn off the TV and Base Unit until you are ready to start a game.

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STEP-BY-STEP THROUGH THE GAME

Start by gathering the materials needed to play. Besides the Jeopardy! game components, you will need the Answer Key for the game you want to play. (Each preloaded game on the Jeopardy! Cartridge has a matching Classroom Jeopardy! Editor file on the CD-ROM. You will need to use Classroom Jeopardy! Editor to open the game templates to print out Answer Keys for games you are going to play whether you created them yourself or they are preprogrammed. See the Classroom Jeopardy! Editor section in this guide.) For the Final Jeopardy! round, each player will need a pencil or pen and a sheet of paper.

Pass out the Player Remotes, directing players' attention to the number on the base. Tell students that the number on their base is their player number. (IMPORTANT: During a game, players should press and release the signal buttons on their remotes quickly when responding to a clue. Holding down the button for an extended period may cause a remote to malfunction.)

IMPORTANT!

When the host presses the BEGIN button after reading a clue, a green timer bar will appear. This indicates that players have 7 seconds to signal in.

(NOTE: Players cannot signal in until the host presses BEGIN and the green bar appears. If a player tries to signal in before the bar appears, she will be blocked out of gameplay for a fraction of a second until she releases and presses her signal button again.)
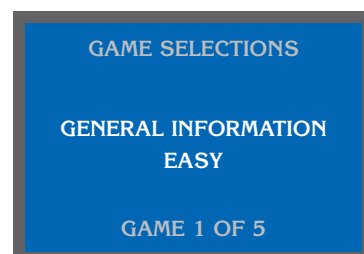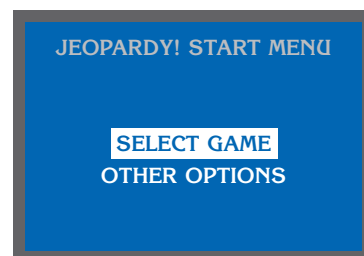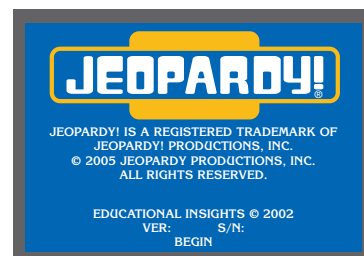
Getting Ready to Play: The Jeopardy! Start Menu

1. After following the directions for setting up the game equipment (see pages 18–19), turn on the Base Unit and the TV. After two or three seconds, the legal information and Jeopardy! logo will appear on screen.

2. Press BEGIN on the Host Remote Control. You will see the JEOPARDY! START MENU with two options.

    SELECT GAME: This lets you choose a game to play. This option has been highlighted since you will likely select it at this point. NOTE: If you choose SELECT GAME and move on to the next screen, but then decide you'd rather select OTHER OPTIONS instead, press BEGIN. You will return to the JEOPARDY! START MENU.

    OTHER OPTIONS: This gives you two options at this point in the game. CONFIGURE SCOREBOARDS applies only if you have added one or more Accessory Scoreboards to the Base Unit. This option lets you check that the scoreboards have been assigned the appropriate player numbers. (See page 80 for information on Accessory Scoreboards and page 81 for instructions on configuring scoreboards.) program remotes allows you to reassign numbers or assign new numbers to Player Remotes. (See page 82 for instructions on programming remotes.)

3. Press the SELECT button to choose SELECT GAME. The first game title will appear. (The information at the bottom of the screen indicates how many games are available on the cartridge and which game in the series you are viewing.)

4. Use the arrow buttons to scroll through the games. Press the SELECT button when you see the game you want.

JEOPARDY! START MENU

SELECT GAME
OTHER OPTIONS

GAME SELECTIONS

GENERAL INFORMATION
EASY

GAME 1 OF 5

5. The JEOPARDY! START MENU will appear with four options.

**START GAME:** This moves you to the REGISTER PLAYERS screen.

CHANGE GAME: This lets you change to another game.
To do this, use the arrow buttons to highlight CHANGE GAME. Press SELECT. This returns you to the game selection screen, and you can choose a new game (see Steps 3 and 4). If you decide you don't want to change the game after all, press BEGIN. You'll return to the JEOPARDY! START MENU.

VIEW CATEGORIES: This lets you look at the categories for the game you have chosen. If you want to do this, you will need to choose this option before selecting START GAME. To look at the categories, scroll to VIEW CATEGORIES, highlight it, and press SELECT. The categories will appear one at a time, with the round at the top and the category number at the bottom of the screen.

Use the down arrow or right arrow button on the Host Remote to scroll forward; use the up arrow or left arrow button to scroll backward. To exit the screen, press BEGIN. This will return you to the JEOPARDY! START MENU.

OTHER OPTIONS: This is similar to the choice in Step 2, but it includes a third option that lets you review the contents of a particular game. (See page 37 for instructions on reviewing a game.) If you select OTHER OPTIONS and move on to the next screen, but then decide you'd rather choose SELECT GAME instead, press BEGIN. You will return to the JEOPARDY! START MENU.
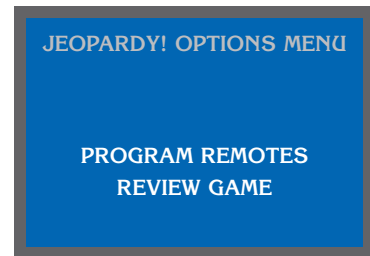
Registering Players

6. Notice that the JEOPARDY! START MENU shows START GAME highlighted. (See Step 5 on the previous page.) Press SELECT, and the screen displays REGISTER PLAYERS.

You will now register your players. Have each one in turn press the button on his Player Remote. The corresponding score panel will light up displaying 00000, and an orange light will come on above the score display. Use the dry-erase marker to write the name of the player or team under the correct light. (If you prefer, write the names on the scoreboard ahead of time. When ready to play, have each player press his signal button to make sure that the corresponding score panel lights up.)
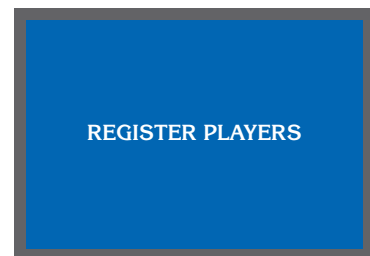
7. When all the players are registered, press BEGIN. The Jeopardy! logo will appear, and the scoreboard will display 0 for each player's score. The program will also randomly select a player to choose the first category and clue. That player's signal light will light up orange. You are now ready to begin play.

JEOPARDY! START MENU

START GAME
CHANGE GAME
VIEW CATEGORIES
OTHER OPTIONS

JEOPARDY!

COLORS

CATEGORY 1

JEOPARDY! OPTIONS MENU

PROGRAM REMOTES
REVIEW GAME

REGISTER PLAYERS

00000
SARAH

When a player signals to register, her signal light will light up. The numbers 00000 will appear on the scoreboard: This enables you to see that all the LCD segments are functioning.

Jeopardy! Gameplay

1. To play Jeopardy!, press BEGIN. You will hear the Jeopardy! theme song and the voice of TV show announcer, Johnny Gilbert proclaim, "This is Jeopardy!"

2. The game board will appear and the clue values will fill in. Then you will hear Johnny Gilbert announce,"Today's Jeopardy! categories are" and see the first category name on screen.

3. Read the category name aloud, along with any corresponding explanation shown on the Answer Key.

4. Press SELECT. Read the next category and explanation aloud. Repeat until all the categories and explanations have been read.

5. Press SELECT. The game board will appear with the category titles filled in.

6. Ask the player whose signal light is lit to choose a category and value (for example, "School Time for 800").

7. Use the arrow buttons to scroll to the category and value the player requested. When you see them highlighted, press SELECT.

8. Read the clue that appears on screen aloud. Press BEGIN.

9. A green timer bar will appear. This indicates that players have 7 seconds to signal in.

   > (NOTE: Players cannot signal in until you press BEGIN and the green bar appears. If a player tries to signal in before the bar appears, she will be blocked out of gameplay for a fraction of a second until she releases and presses her signal button again.)

10. *If no player signals in within 7 seconds:*
    NO PLAYER will appear at the top of the screen. The screen will automatically return to the game board (or press BEGIN for the same result). The player who selected the previous category gets to choose again.

    If one or more players signal in:
    When the first player signals in, her signal light will turn green. Others who signal in after her will see their lights turn red. A red timer bar will appear. Say the name of the first player to prompt her—she has 7 seconds to respond. Go to Step 11.

The orange light indicates it's Player 3's turn to pick a category and value. The category and value highlighted in white will be selected when **SELECT** is pressed.

The clue is displayed on screen and the green timer bar appears, showing that players have 7 seconds to signal in.

11. *If the player responds correctly within 7 seconds:*
    Press CORRECT on the Host Remote. The word CORRECT will appear
    at the bottom of the screen. Go to Step 13.
    (NOTE: The Host has the right to waive the 7-second rule. This may be
    especially appropriate for younger players. Simply let a player respond
    even after the red timer bar has run out. Gameplay will not be affected.)

    If the player does not respond correctly within 7 seconds:
    Press INCORRECT on the Host Remote. The word INCORRECT will appear
    on screen. Go to Step 12.

12. *To give other players a chance to respond:*
    Press BEGIN. The green timer bar will reappear. Players will again
    have 7 seconds to signal in. Go to Step 10.
    (NOTE: Classroom Jeopardy! allows up to 6 responses per clue—up
    to 3 with the basic Jeopardy! unit and up to 6 if additional scoreboards
    are used. A player who gives an incorrect response cannot signal in
   again until a new clue is given.)

    *To move on to a new clue without giving the other players a chance
    to respond:*
    Press BEGIN, and let the green timer bar expire. Press BEGIN to return to
    the game board.

    In certain instances, you may want to give players only one opportunity
    to answer. For example, if a category consists of clues in which players
    identify a given statement as true or false, the player who responds
    incorrectly unwittingly gives away the correct response.

    To prevent players from getting an unfair advantage over the player
    who responds incorrectly, you have the option of making certain clues
    single-play. Single-play clues allow only one player to respond. If a
    player responds incorrectly, points are taken off that player's score, and
    the game takes players back to the Classroom Jeopardy! game board
    where a new clue is chosen. You can choose to make some or all of the
    clues in a category single-play. For example, if all five clues in a category
    were true/false clues, you would probably want to assign the single-play
    feature to the entire category. If only Clue 1 were a true/false clue and the
    remaining clues multi-play, then you would assign the *single-play* feature
    to just Clue 1. (See page 49 for a discussion of single-play clue options.)

13. Press BEGIN to return to the game board. Players' scores will be updated.

14. Continue playing by returning to Step 6. The player with the correct
    response chooses the next category and value. If no player had a correct
    response, then the player who selected the previous category gets to
    choose again. (An orange light on the scoreboard will indicate the player
   whose turn it is to choose.)
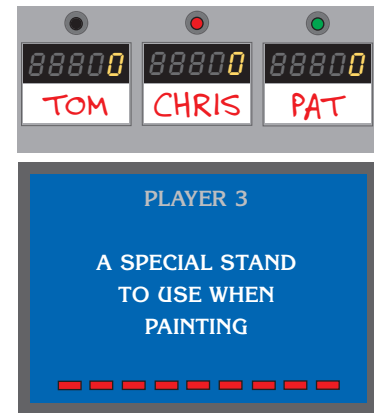
The green light indicates that
Player 3 has signaled in first and
now has 7 seconds to respond.
The red light indicates that
Player 2 signaled in later.
Tom did not signal in.

Daily Double

Each Jeopardy! round has one Daily Double clue and each Double Jeopardy! round has two Daily Double clues. These clues are randomly selected by the program. The Daily Double clue allows only the player who just chose the category and point value to respond. See the Players' Handout (page 29) for rules concerning Daily Double.

1. When a category and value that the program has randomly chosen to be the Daily Double has been selected, the DAILY DOUBLE logo will appear.

2. After the logo appears, a wager box is displayed.

3. Ask the player who selected the category and value to state his wager. (The Players' Handout explains the maximum wagers allowed. However, you may let the player choose a larger amount if you wish.)

4. Enter the wager amount using the Host Remote. Use the up arrow or down arrow button to change any of the five digits. Use the left arrow or right arrow button to move to a digit to the right or left. When the right amount is shown, press SELECT.

5. Read the clue aloud, then press BEGIN. (The player will not need to signal in.)

6. *If the player responds correctly within 7 seconds:*
Press the CORRECT button on the Host Remote. The word CORRECT will appear at the bottom of the screen.

   If the player does not respond correctly within 7 seconds:
Press the INCORRECT button on the Host Remote. The word INCORRECT will appear at the bottom of the screen.

7. Press BEGIN to return to the game board. The score will be automatically updated.
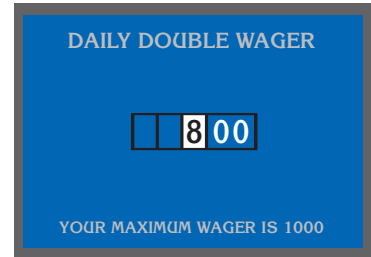
Double Jeopardy!

Double Jeopardy! plays just like a round of Jeopardy! except that the point values are twice as high. Refer to the Players' Handout for rules concerning the game. You can access Double Jeopardy! in one of two ways—either at the end of a Jeopardy! game or at any time during a Jeopardy! round.

Moving to Double Jeopardy! from the End of Jeopardy!
1. After the Jeopardy! round is ended, the TV screen will automatically display the Double Jeopardy! logo.

2. Press BEGIN. You will hear Johnny Gilbert announce, "And now Double Jeopardy!."

3. The game board will appear and the clue values will fill in. Then you will hear Johnny Gilbert announce, "Today's Double Jeopardy! categories are" and see the first category name appear.

4. Proceed as you would with Jeopardy!

Skipping to Double Jeopardy! without Completing Jeopardy!
You can skip to Double Jeopardy! at any time during a round of Jeopardy!.

1. Press and hold BEGIN for three or four seconds until the JEOPARDY! OPTIONS MENU appears.

2. Use the arrow buttons to highlight START DOUBLE JEOPARDY!. Press SELECT. The current Jeopardy! game ends and Double Jeopardy! begins.

JEOPARDY! OPTIONS MENU

RETURN TO GAME
ADJUST SCORES
START DOUBLE JEOPARDY!
START FINAL JEOPARDY!
CHECK REMOTES
EXIT GAME
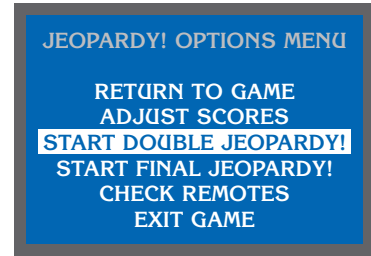
Final Jeopardy!

Final Jeopardy! is the last round of play. It consists of one clue. Refer to the Players' Handout for rules concerning the game. (Only players with positive scores will qualify for this round.) You can access Final Jeopardy! in three ways:

Moving to Final Jeopardy! from the End of Double Jeopardy!
1. When the Double Jeopardy! round is ended, the TV screen will automatically display the Final Jeopardy! logo.

2. Press BEGIN to start.

3. Go to Step 1 of **Final Jeopardy! Gameplay**.

Moving to Final Jeopardy! from the End of Jeopardy!
When the Jeopardy! round is ended, you can skip Double Jeopardy! and move to the Final Jeopardy! round.

1. At the end of Jeopardy!, the Double Jeopardy! logo appears.

2. Press and hold BEGIN for three or four seconds until the JEOPARDY! OPTIONS MENU appears. Use the arrow buttons to highlight START FINAL JEOPARDY! and press SELECT.

3. Go to Step 1 of **Final Jeopardy! Gameplay**.

JEOPARDY! OPTIONS MENU

RETURN TO GAME
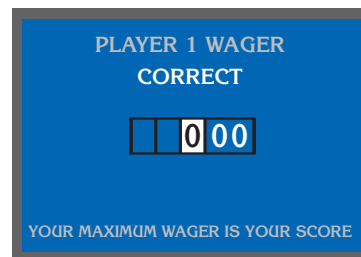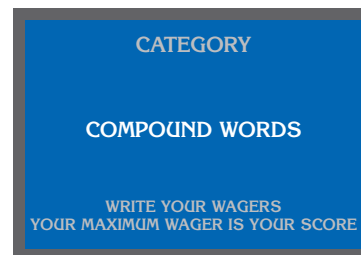ADJUST SCORES
START FINAL JEOPARDY!
CHECK REMOTES
EXIT GAME
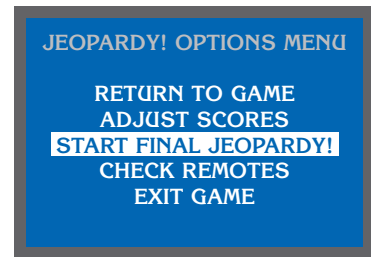
Skipping to Final Jeopardy! during a Round
You can skip to Final Jeopardy! at any time during a round.

1. Press and hold BEGIN for three or four seconds until the JEOPARDY! OPTIONS MENU appears.

2. Use the arrow buttons to highlight START FINAL JEOPARDY!. Press SELECT. The current Jeopardy! game will end, and Final Jeopardy! will begin. Go to Step 1 of **Final Jeopardy! Gameplay**.

25

Final Jeopardy! Gameplay

1. Once the Final Jeopardy! logo has appeared and you've pressed BEGIN, you will hear Johnny Gilbert say, "And now Final Jeopardy!."

2. After a pause, you will hear Johnny say, "Today's Final Jeopardy! category is." The category name will appear on screen, along with instructions about making wagers. Read the category aloud.

3. Ask each player to write down his wager on a sheet of paper. (See the Players' Handout for the maximum wagers allowed. However, you may allow a larger amount if you wish.)

4. Press SELECT. The Final Jeopardy! clue will appear.

5. Press BEGIN. The Final Jeopardy! theme song will play. Players have until the end of the music (about 30 seconds) to finish writing their responses on the backs of their papers.

6. The number of the player with the lowest score will appear on screen. Ask that player to show her written response. Press CORRECT or INCORRECT. Then press BEGIN.

7. The wager box will appear. Ask the player to show her written wager amount. Use the arrow buttons to enter the amount in the wager box on screen. Press SELECT.

8. Repeat Steps 6–7 until all responses have been checked and wagers have been entered.

9. The program will automatically calculate the scores and display the number of the winning player. The grand introduction theme song will play, and you will hear Johnny Gilbert announce, "Today's Jeopardy! winner is!" Read the name of the winner aloud.

10. Press BEGIN. The screen will return to the JEOPARDY! START MENU.

CATEGORY

COMPOUND WORDS

WRITE YOUR WAGERS
YOUR MAXIMUM WAGER IS YOUR SCORE

PLAYER 1 WAGER
CORRECT

0 00

YOUR MAXIMUM WAGER IS YOUR SCORE

After a player displays his written response, press CORRECT or INCORRECT. Then press BEGIN. The wager box will appear. The word CORRECT or INCORRECT is displayed, depending on the button you pressed.

HOT TIPS FOR HOSTS

A host's role includes making sure that Classroom Jeopardy! moves along smoothly. Here are some tips that will help make you a pro at running the game.

- **Instruct Players About the Green Bar**. At the beginning make sure the players understand the importance of the green bar and how it affects their signaling in.

- **Choosing SELECT or BEGIN.** Can't remember which button to press? Try one of them. In all parts of the game, only one of the two buttons is active. If you press the wrong one, nothing will happen and you'll know you should press the other one.

- **Moving Around the Game Board.** To get from the first column to the last one, you can press the right arrow five times. It's quicker, though, to press the left arrow once. Similarly, you can quickly scroll from the top row to the bottom row by pressing the up arrow once.

- **Referring to Clues and Responses.** Jeopardy! presents clues—not questions—for players to respond to. Referring to the material presented on the game board as *clues* and asking for correct *responses* will help to alleviate confusion over the "answer-and-question" format.

- **Entering CORRECT or INCORRECT.** If you press CORRECT when you intended to press INCORRECT (or vice versa), you can change your selection by pressing the desired button *before* your press BEGIN, and if you press BEGIN, you can still correct scores. If you make an error entering a player's score, you can adjust the score manually. (See page 38.)

- **Entering Wagers.** During Final Jeopardy! or when a Daily Double clue appears, you'll need to enter wager amounts. If you make a mistake entering an amount, press INCORRECT before you press SELECT. The wager box will automatically reset to 0. You can then re-enter the amount.

- **Extending the 7-Second Limit and Increasing Maximum Wagers.** Want to give players more time to respond or allow more than the maximum wager amounts? You may do both without affecting gameplay.

- **Skipping Rounds.** If you are short of time, you can skip to Double Jeopardy! or Final Jeopardy! at any point in the game. Just press BEGIN for about four seconds to access a menu of options. (See page 37.)

- **Completing a Game on a Different Day.** You can play Jeopardy! one day and then continue with Double Jeopardy! the next day. However, to skip over the Jeopardy! round on the second day, you will need to first enter the round and then press BEGIN for about four seconds. That will access a menu of options that will let you move to Double Jeopardy!. But the program will not save the scores if you shut off the unit. To keep the scores intact without leaving the unit on all night, you will need to write the scores on a sheet of paper. When your class gets back to playing the game, you can re-enter the scores before beginning the Double Jeopardy! round. (See page 38 for information on adjusting scores.)

- **Including Extra Players for Final Jeopardy!.** If Accessory Scoreboards are used, up to six players with the top positive scores are chosen automatically by the program for the final round. If several players are tied, however, and more than six qualify for the round, the program still selects only six. You can include extra players by writing their wagers and adjusting the scores manually.

PLAYERS' HANDOUT: GAME OVERVIEW

What's Classroom Jeopardy!?

Classroom Jeopardy! is based on the television game show Jeopardy!. It's a version of Jeopardy! made especially for classrooms.

How does it work?

The TV screen will display a game board with categories and point values. A player picks a category and value, such as "U.S. Presidents for 600." A clue will appear on screen, and the host (usually the teacher) will read it aloud. The first player to "signal in" and respond correctly wins points. The player with the highest number of points at the end of the game wins.

Who gets to pick the category and clue?

For the first clue of the game, the program randomly selects a player to choose the category and value. After that, the privilege is earned by a correct response. When it's your turn to pick a category and value, there will be an orange light above your name on the scoreboard.

How do players signal in?

Each player will get a Player Remote. When you press the button, it sends a signal showing that you're ready to respond to the clue.

How can you tell who signaled in first?

A green light will appear on the scoreboard above the name of the player who signaled in first. Other players who signaled in will have red lights above their names.

How long do players have to signal in and respond?

When the host has finished reading the clue, a green timer bar will appear at the bottom of the screen. This means players have seven seconds to press their Player Remotes. Once a player has signaled in, the bar will change from green to red. The player who signaled in first will have seven seconds to respond.

> **IMPORTANT!** *Can players signal in while the host is reading the clue?*
> No. The game will not register your signal if you press the button before the green timer bar appears, even if you hold down the button until the green bar appears. You must release the button and press again to reset your Player Remote.

What do the numbers on the game board mean?

The numbers on the game board indicate the points you will win or lose depending on your response. For example, if you signal in for a clue worth 800 points and respond correctly, 800 points will be added to your score. If you signal in and respond incorrectly, 800 points will be subtracted from your score. A clue's point value depends on how difficult it is. A clue that is worth 200 points will be easier than a clue worth 600 points.

Do players lose points if they don't signal in for a clue?

No. If you do not signal in, no change will be made to your score. This means that if you do not know the answer, it is much smarter NOT to signal in than to signal in and take a wild guess.

Can players guess again after an incorrect response?

If you signal in and respond incorrectly, the *other* players will get a chance to signal in and respond, but you will not be allowed to guess again until the next clue appears.

What's the difference between Jeopardy!, Double Jeopardy!, and Final Jeopardy!?

A complete game has three rounds: Jeopardy!, Double Jeopardy!, and Final Jeopardy!.

- In Jeopardy! (the first round), correct responses are worth 200 to 1000 points.

- In Double Jeopardy! (the second round), correct responses are worth 400 to 2000 points. (You may play some quick games that do not have a Double Jeopardy! round.)

- Final Jeopardy! (the last round) consists of a single clue.

What's a Daily Double?

Each Jeopardy! round has one Daily Double clue and each Double Jeopardy! round has two Daily Double clues. These clues are randomly selected by the program. The Daily Double clue is only for the player who just chose the category and value. Before hearing the clue, the player makes a *wager*—the number of points he is willing to bet on the clue. The wager must be a multiple of 100, such as 0, 200, 500, or 1500. The maximum wager allowed depends on the player's score and the round.

- In Jeopardy!, if the player's score is less than 1000, the maximum wager is 1000. If the player's score is 1000 or more, the maximum wager is his entire score.

- In Double Jeopardy!, if the player's score is less than 2000, the maximum wager is 2000. If the player's score is 2000 or more, the maximum wager is his entire score.

The host reads the clue aloud and the player has seven seconds to respond. If the player responds correctly, he wins the number of points in the wager. If he responds incorrectly, he loses the number of points in the wager.

How does Final Jeopardy! work?

Only players with positive scores, rather than negative or zero scores, qualify for the Final Jeopardy! round. Because it is possible to purchase extra Player Remotes and scoreboards, some Classroom Jeopardy! games may have more than three players, but only the top six with positive scores will qualify for Final Jeopardy!.

A category is announced, and each player writes down his wager. The maximum wager a player may make is his entire score; the minimum wager is 0. Again, the wager is the number of points the player will win if his response is correct or lose if his response is incorrect. The host then reads the clue, and players have about 30 seconds to write down a response. When the Final Jeopardy! theme music finishes, players reveal their responses and their wagers.

USING JEOPARDY! IN THE CLASSROOM

Classroom Jeopardy! is a great way to reinforce curriculum during class time. It also is a valuable educational tool in other situations as well. Here are some ideas for using Classroom Jeopardy! with students.

Integrating Classroom Jeopardy! with Your Curriculum

- Finish a unit of study with a game that reinforces what students have learned.

- Create a game for students to play at the beginning of the school year to review skills and knowledge that may be "rusty" after the long break.

- Play a game every Friday afternoon based on what you've studied that week.

- In the weeks leading up to standardized tests, use Classroom Jeopardy! as a fun way to review concepts students are likely to be tested on.

- Finish each semester with a "semester in review" game.

- Play Jeopardy! on rainy days during recess or lunch.

- Break students into teams and assign each to create a Jeopardy! game based on something the class is studying. Depending on their capabilities, allow them to act as hosts as the other students play their game.

  This is one of the most powerful ways to use Classroom Jeopardy!. In order to write good clues students really must thoroughly review the material you have taught because when they host the game they will also be the judges of whether responses given by their classmates are correct or not. The requirement to be good judges as well as hosts is a powerful motivation to learn and understand the material for which they are writing clues.

- List six categories (for a Jeopardy! game) or twelve categories (for a game with both Jeopardy! and Double Jeopardy! rounds) on the board, and ask each student to write two or three appropriate clues. Create a game using their clues.

Competitions

Classroom Jeopardy! stimulates friendly competition and motivates students to learn. Competitions can be between teams or individuals, and they can involve one or more classes.

- Tournaments
- School-Wide Competitions
- Games Between Classes
- District-Wide Competitions

Family Events

Classroom Jeopardy! is a great way to showcase students' abilities at school events where families are in attendance. Or, get parents acquainted with school or classroom procedures by challenging them to a round of Classroom Jeopardy!.

- Back-to-School Night
- PTA Meetings
- Open House
- Science Fair

Ways to Play That Get the Whole Class Involved

Like the television show, Classroom Jeopardy! is set up for three players. One way to involve more students is to buy additional wireless remotes and scoreboards. Your game can be set up to accommodate up to 30 players! Another option is to just buy more wireless remotes and set them to function for players one through three. This provides a form of team play. (See the section "Game Accessories.") However, you don't need extra equipment to make the game worthwhile and fun for your students. As millions of TV viewers can attest, one can learn a lot just by watching the game. There are plenty of fun ways to play Jeopardy! in a classroom of 30 or more students.

TV Style
Have three students play while the rest of the class acts as the "studio audience." The next time you play, you can either choose three new contestants or have the returning champion—the winner of the first game—take on two new challengers.

Team Spirit
Divide your class into three Jeopardy! teams to be used every time you play. For each game, have a different team member play while the rest of the members cheer them on. You might want to encourage team spirit by allowing students to choose a team name, mascot, and colors.

Pass the Remote
Divide the class into three teams, and choose a player on each team to begin. After each response, the remote is passed to the next player on the team.

The Hot Seat
Divide the class into three teams, and choose a player on each team to begin. If a player gets a correct response, he gets a chance to signal in on the next item. Otherwise, he passes the remote to the next player on his team.

Student-Created Games
Invite individual students or groups of students to write their own Jeopardy! games. Give students printed gameplay templates to write categories, clues, and answers. This class-time or homework project is a great way to reinforce content from class. Once they have completed their games, you will have to input the games using Classroom Jeopardy! Editor. If you have a computer students can use, have them input the game themselves. (See page 49.)

After School Tournament
Classroom Jeopardy! is a perfect after school activity for students who can stay. You will be surprised by the enthusiasm friendly competition can inspire. Try allowing students to sign up for a weekly game. A format in which the winner of the previous game takes on new challengers can be especially motivating. Students will be eager for a chance to unseat the returning champion!

STUDENT-CREATED GAMES

As mentioned earlier, one of the most powerful ways to use Classroom Jeopardy! is to have individual students or groups of students write their own Jeopardy! games. The reason this activity is so effective is because the process of researching the content needed to write good clues requires students to thoroughly review the material you have taught. When the student or group hosts the game they will also act as judges of whether responses given by their classmates are correct or not. The requirement to be good judges as well as hosts is a strong motivation to learn and understand the material covered by the game they write

Following are a few suggestions about how you can organize this activity.

- Make the activity either a class-time or homework project.

- Provide each student or team with a copy of a blank Classroom Jeopardy! Editor game template. If you have a classroom computer that students are allowed to use, have the students type their clues directly into a game template in Classroom Jeopardy! Editor. After they have completed and saved their game, you can load it onto a Classroom Jeopardy! game cartridge with Classroom Jeopardy! Link™

- Define the content you want the students to cover. You may refer them to a chapter in one of their text books, to a syllabus for the class, or to some supplementary material you want to provide. It is important to remember, however, that the game should be reinforcing content that you have already taught. The game is not a substitute for sound instruction.

- Depending on your students' ability level, you may want to provide the students with a copy of the "Creating Your Own Games" section that follows this one. It discusses how to write clues and responses.

- It is imperative that you review student games before they are played. Obviously you must check for accuracy, but check also for the mischievous clues students are often tempted to include. Depending on their content, you may decide to allow one or two for the fun they add to the game.

- When it's time to play, let the team choose who will play the host and who will be the judges. Students should play host only if they have been trained to do so. An untrained host will cause unnecessary delays and confusion.

- Review with Classroom Jeopardy! is generally more effective if the teacher selects the players for the game. This ensures that everyone gets a chance to participate in the review of the content. It's even more effective if you have multiple wireless player remotes allowing teams of players rather than individuals to compete. If you prefer, players' names can also be "drawn from a hat" ensuring a random selection of players.

- As you watch the game being played, take the opportunity to make notes about which clues reveal a lack of knowledge or understanding. You can "debrief" the game immediately after it is over or perhaps you will want to wait until the next day. Classroom Jeopardy! is all about helping you know how well your students have learned the material you have taught.

CREATING YOUR OWN GAMES

Once you're familiar with the basic game rules and format, you're ready to take full advantage of Classroom Jeopardy! by creating games designed to reinforce your own curriculum.

Planning the Game

Before you begin writing clues, think about your instructional objectives and the kind of content you want to include.

Determining the Scope of Your Game

You may choose to create a game that covers a range of subject areas, a general topic broadly, or a narrow topic in depth. For example, you might write a game that covers the past month of instruction in reading, math, and science, develop a game based on fifth grade science concepts, or devote an entire game to the water cycle. Once you begin writing the game, you may find that you have too much or too little content and need to narrow or expand your focus. Don't be afraid to modify your plan as you go.

Defining the Important Knowledge and Concepts to Be Covered

Jot down a list of the important concepts the game should cover. You can refer to this list as you begin writing clues.

Browsing Content Sources

You'll probably find it helpful to look through some classroom materials for possible game content. Here are some good sources of ideas for categories and clues:

- curriculum standards
- student textbooks, especially glossaries and study guides
- teacher's guides, especially indexes
- assignments your students have done in class or as homework
- tests and quizzes your students have taken
- recent lesson plans you've used
- quiz games posted on the Internet by teachers (Go to www.classroomjeopardy.com)

Writing the Game

Creating a Jeopardy! game involves developing categories, writing clues, listing correct responses, and assigning point values. To see how this information will be formatted, take a look at one of the games included on your Classroom Jeopardy! CD-ROM, but wait until you've fleshed out your game categories and clues to begin filling them out. Otherwise, you'll do a lot of erasing as you modify clues and change point values.

Developing Categories

A full Jeopardy! game has thirteen categories: six in the Jeopardy! round, six in the Double Jeopardy! round, and one for the Final Jeopardy! question. If that sounds overwhelming, you can create a shorter game. You might choose to have only four categories per round or include only the Jeopardy! round. It's easy to modify a game once you've created it: you can add additional categories or a Double Jeopardy! round later if you like.

The first categories that come to mind as you develop your game may be straightforward, subject-based categories, such as "Explorers" or "Rulers." While these categories work fine, creative categories can make the game more fun. If your class was studying explorers and rulers you might include a category "C in History" in which correct responses were Columbus, Cleopatra, conquistador, Hernan Cortez, and Catherine the Great. Another possibility would be to include a category called "Namesakes" in which correct responses would all be places named after explorers or rulers: Hudson Bay (named after Henry Hudson); Victoria, British Columbia (named after Queen Victoria); Louisiana (named after King Louis XIV); Colombia (named after Columbus); and Seattle, Washington (named after Chief Seattle). For more category ideas, see pages 64–77.

Writing Clues and Responses

A full Jeopardy! game has five clues per category, but you can include fewer if you prefer a shorter game. As you've seen, Jeopardy! traditionally uses a "clue and response" format, rather than the "question and answer" format used by most games. If you want students to respond in the form of a question, be sure that your clues are worded so students can think of an appropriate question.

Clues Should Be Specific

A clue should include enough information to enable students to provide the response YOU had in mind. Here are clues that have been worded so that they contain enough information that the intended response is clear.

☺ **Clue:**   "the year of the U.S. Bicentennial"
Response: "What is 1976?"

☺ **Clue:**   "This future U.S. president drafted the Declaration of Independence."
Response: "Who is Thomas Jefferson?"

☺ **Clue:**   "two state capitals named after U.S. presidents"
Response: "What are Lincoln, Nebraska and Jackson, Mississippi?"

Clues Should Elicit Straightforward Responses

Word your clues so that they lend themselves to simple, straightforward responses. Once students have the right concept in mind, you don't want them to have to struggle to word their response as a question, as they might if you worded your clues like these examples:

☹ **Clue:**   "Plants turn sunlight into food."
Response: "What happens during the process of photosynthesis?"

☹ **Clue:**   "Mix red and yellow together."
Response: "How do you make orange?"

It's best to word your clues so that students will word their responses with "What is" or "Who is."

☺ **Clue:**   "the process by which plants turn sunlight into food"
Response: "What is photosynthesis?"

☺ **Clue:**   "Mixing red and yellow makes this color."
Response: "What is orange?"

Avoid Ambiguous Clues That Could Confuse Students

Here are some examples of clues that could confuse students and cause them to give responses that are completely off-target. In addition to the "correct" response, note the number of possible responses that are not what you were probably looking for.

☹ **Clue:**   "1976"
Desired response: "What was the year of the U.S. Bicentennial?"
Alternate responses: "What is the year after 1975?"
                     "What was the year of the Montreal Olympic games?"

☹ **Clue:**   "Thomas Jefferson"
Desired response: "Who drafted the Declaration of Independence?"
Alternate responses: "Who was the third U.S. president?"
                     "Who was John Adams' vice president?"

☹ **Clue:**   "They're named after U.S. presidents."
Desired response: "What are Lincoln, Nebraska; Jackson, Mississippi;
                                Jefferson City, Missouri; and Madison, Wisconsin?"
Alternate responses: "What are the Washington Monument, the Lincoln Memorial,
                                and the Jefferson Memorial?"
                                "What are the George Washington Bridge and the Lincoln Tunnel?"

Clues and Point Values

As you write your clues, you will need to assign each clue a different point value. A category in a full Jeopardy! round has clues worth 200, 400, 600, 800, and 1000 points, while a category in a full Double Jeopardy! round has clues worth 400, 800, 1200, 1600, and 2000 points.

Keep in mind that the points assigned to a given clue should depend on its difficulty, not its importance. If you want to give an important concept plenty of weight in a game, try devoting more than one clue to it—different clues can address different aspects of the concept.

SPECIAL OPTIONS IN THE GAME

Classroom Jeopardy! allows you to perform several special functions before and during a game:

- review the contents of a game
- check the Player Remotes against the names on the scoreboard
- adjust players' scores
- skip a round before or during a game
- return to the Jeopardy! game board
- exit a game
- check that the scoreboards have been assigned the appropriate player numbers
- assign or reassign numbers to Player Remotes

To perform these functions, you will need to access the JEOPARDY! OPTIONS MENU. You can do this in several ways: before selecting a game, from the JEOPARDY! START MENU after selecting a game title, and at any time during gameplay.

The JEOPARDY! OPTIONS MENU

Accessing the Options Menu Before Selecting a Game

1. When you first turn on the Base Unit and TV (see page 20), you will see the copyright and legal information displayed. Press BEGIN on the Host Remote. The JEOPARDY! START MENU will appear.

2. Scroll with the arrow buttons on the Host Remote and highlight OTHER OPTIONS.

3. Press SELECT. The JEOPARDY! OPTIONS MENU will appear with two options.

4. Use the arrow buttons to highlight the desired option. Press SELECT.

(NOTE: CONFIGURE SCOREBOARDS applies only if you have added one or more Accessory Scoreboards to the Base Unit. This option lets you check that the scoreboards have been assigned the appropriate player numbers, such as 4, 5, 6 or 7, 8, 9. PROGRAM REMOTES applies only if you want to reassign new numbers to your Player Remotes or if you have purchased unprogrammed remotes and need to assign numbers to them. See the section "Game Accessories" for information on configuring scoreboards and programming remotes.)

Accessing the Options Menu After Selecting a Game

1. When you select a game title and access the JEOPARDY! START MENU (see page 20), you will see four items offered.

2. Use the arrow buttons on the Host Remote to highlight OTHER OPTIONS. PRESS SELECT.

3. The JEOPARDY! OPTIONS MENU will appear with three options.

4. Use the arrow buttons to highlight the desired option. Press SELECT. (Refer to the section "Game Accessories" for information on configuring scoreboards and programming remotes. See page 37 for information on reviewing the contents of a game.)

JEOPARDY! START MENU

SELECT GAME

JEOPARDY! OPTIONS MENU

CONFIGURE SCOREBOARDS
PROGRAM REMOTES

JEOPARDY! START MENU

START GAME
CHANGE GAME
VIEW CATEGORIES
OTHER OPTIONS

JEOPARDY! OPTIONS MENU

CONFIGURE SCOREBOARDS
PROGRAM REMOTES
REVIEW GAME

Accessing the Options Menu During a Game

You can access the JEOPARDY! OPTIONS MENU at any time during a game.

1. Press BEGIN on the Host Remote for about four seconds. The JEOPARDY! OPTIONS MENU will appear, displaying several options.

   RETURN TO GAME: This takes you back to the Jeopardy! game board. (However, if all the categories and values on the game board have been selected, you will advance to the next round.) The RETURN TO GAME option appears until you enter the Final Jeopardy! round.

   ADJUST SCORES: This lets you adjust players' scores if, for example, you make a mistake in entering a wager during a Daily Double clue or a Final Jeopardy! round, if you incorrectly enter CORRECT or INCORRECT, or if you wish to allow extra players to participate in Final Jeopardy!. (See page 38 for information on adjusting scores.)

   START DOUBLE JEOPARDY!: This appears in Jeopardy! (the first round). When selected, Jeopardy! ends and Double Jeopardy! begins.

   START FINAL JEOPARDY!: This appears in Jeopardy! and Double Jeopardy! rounds. When selected, the current round ends and Final Jeopardy! begins.

   CHECK REMOTES: This lets you check that the Player Remotes are operating properly. (See page 38 for information on checking Player Remotes.)

   EXIT GAME: This takes you back to the JEOPARDY! START MENU.

2. Use the arrow buttons to highlight the desired option. Press SELECT.

NOTE: If you access the JEOPARDY! OPTIONS MENU after a clue has been revealed but before a player has made a response, that clue and any associated point value will be lost. When you go back to the game board, you will see that the clue is no longer available.

Reviewing a Game

The JEOPARDY! OPTIONS MENU lets you review the contents of a game before you start the game. You can access this option only after you have selected a game title (see page 21).

1. When you select a game title and access the JEOPARDY! START MENU, four options will appear.

2. Use the arrow buttons on the Host Remote to highlight OTHER OPTIONS. Press SELECT.

3. The JEOPARDY! OPTIONS MENU will appear with three options. Use the arrow buttons to highlight REVIEW GAME. Press SELECT.

4. The content for the three rounds in the game will be presented one at a time on screen. The line at the bottom of the screen identifies the round (SJ for Single Jeopardy!, DJ for Double Jeopardy!, and FJ for Final Jeopardy!) and the category number (each round has six categories). The bottom line also identifies if the information displayed on screen is the abbreviated category name (CAT ABBR), the full category name (CAT NAME), or one of the clues (each category has five clues).

5. Use the right arrow or down arrow button to scroll forward through the content. Use the left arrow or up arrow button to move backward.

6. Press BEGIN to return to the JEOPARDY! OPTIONS MENU.

7. Press BEGIN again to return to the JEOPARDY! START MENU.

JEOPARDY! OPTIONS MENU

RETURN TO GAME
ADJUST SCORES
START DOUBLE JEOPARDY!
START FINAL JEOPARDY!
CHECK REMOTES
EXIT GAME

JEOPARDY! START MENU

START GAME
CHANGE GAME
VIEW CATEGORIES
OTHER OPTIONS

JEOPARDY! OPTIONS MENU

CONFIGURE SCOREBOARDS
PROGRAM REMOTES
REVIEW GAME

REVIEW GAME

COLORS

SJ   CAT 1   CAT ABBR
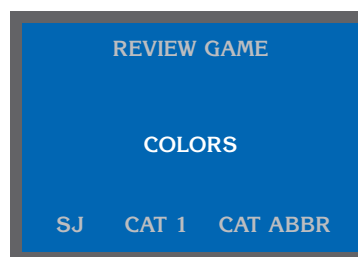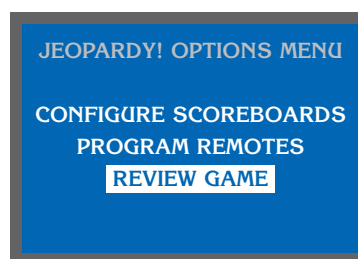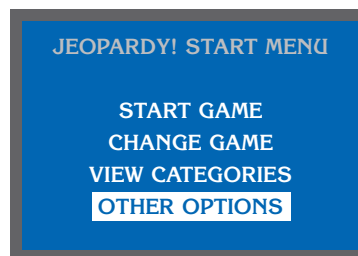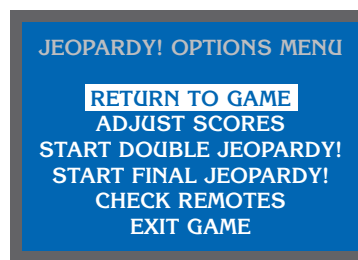
In this example, the bottom line indicates that "Colors" is the abbreviated category name for the first category in Single Jeopardy! (the first round). The abbreviated category name appears on the Jeopardy! game board.

Checking Player Remotes

When you access the JEOPARDY! OPTIONS MENU during a game (see page 21), you can check that the Player Remotes of your registered players are operating properly.

1. Use the arrow buttons to highlight CHECK REMOTES. Press SELECT.

2. All the scoreboard displays will become blank, and CHECK REMOTES will appear on screen.

3. Ask the players to press the buttons on their remotes. If the remotes are working, each score panel will show 00000 and the light above it will turn orange for two seconds.

4. Press BEGIN to return to the JEOPARDY! OPTIONS MENU.
   The players' scores will be displayed on the scoreboard again.
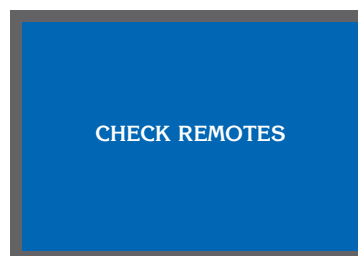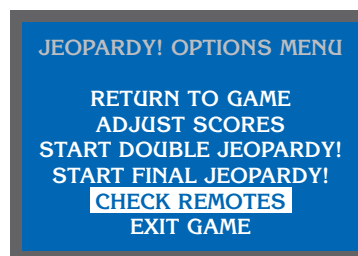
Adjusting Scores

The JEOPARDY! OPTIONS MENU allows you to adjust players' scores (for example, when you enter the wrong wager amount). The option ADJUST SCORES will appear whenever the menu is accessed and there is at least one score displayed on the scoreboard. (The scores of players who are disqualified after the Final Jeopardy! round starts cannot be adjusted once BEGIN is pressed after the Final Jeopardy! logo appears.)

1. Use the arrow buttons to highlight ADJUST SCORES.
   Press SELECT.

2. You will see ADJUST SCORE FOR PLAYER N on screen, with "N" being the lowest numbered registered player. Use the up arrow or down arrow button to scroll through the list of numbered players. The corresponding scores will start to flash on the scoreboard. When the desired player number appears, press SELECT.

3. The current score of the selected player will appear on screen. Use the arrow buttons to adjust the score as required.

4. Press SELECT. This enters the adjusted score and returns to the JEOPARDY! OPTIONS MENU. Or, if you change your mind and decide you don't want to adjust the score or discover that you've changed the wrong score, press BEGIN. The changes you made will then be voided. (NOTE: The lowest score that can be displayed is -9,900; the highest score is 99,900.)

JEOPARDY! OPTIONS MENU

RETURN TO GAME
ADJUST SCORES
START DOUBLE JEOPARDY!
START FINAL JEOPARDY!
CHECK REMOTES
EXIT GAME

CHECK REMOTES

JEOPARDY! OPTIONS MENU

RETURN TO GAME
ADJUST SCORES
START DOUBLE JEOPARDY!
START FINAL JEOPARDY!
CHECK REMOTES
EXIT GAME

ADJUST SCORE FOR
PLAYER N

PLAYER 3 SCORE

3 00
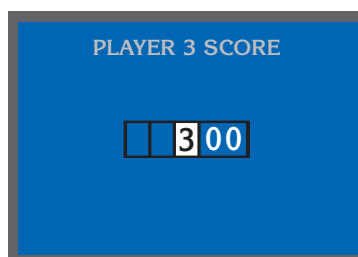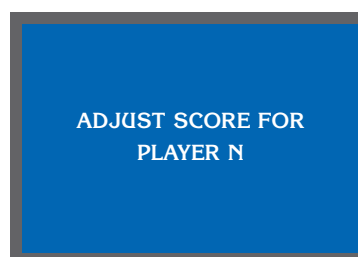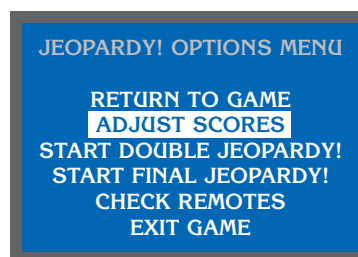
CLASSROOM JEOPARDY! EDITOR™ AND LINK™

Classroom Jeopardy! Editor and Link are a software/hardware combination that let you write Classroom Jeopardy! games on a Macintosh or Windows computer and save them onto Classroom Jeopardy! cartridges. You can then print out the answer keys on your computer's printer so that you can refer to them as you play a Classroom Jeopardy! game.

With Classroom Jeopardy! Editor, you simply fill in a game template on your computer. Then you plug Classroom Jeopardy! Link into the USB port of your computer and transfer the game content directly from your computer to your cartridge. The whole transfer takes only seconds!

The Classroom Jeopardy! Editor software allows you to view each clue *exactly* as it will appear on your TV screen. Special commands have also been added to make the game writing process more convenient. For example, with the click of your mouse, you can copy and paste your entries —from single clues to whole categories to complete rounds! Classroom Jeopardy! Editor even includes a handy Spell Checker function that lets you check the spelling of your game content quickly and easily.

With Classroom Jeopardy! Editor, you can also easily open games created in earlier versions of Classroom Jeopardy! so they can be edited, copied, and saved in the same way as new games that you have created with Classroom Jeopardy! Editor.

Components

A. Classroom Jeopardy! Link unit

B. Classroom Jeopardy! Editor software on CD ROM

System Requirements — Windows

A. Operating System: Microsoft® Windows® XP / 2000 / ME / 98SE

B. Processor: Pentium® 133MHz (or higher)

C. RAM: 128 MB (or higher) recommended; 64 MB minimum

D. Disk Space (min): 50 MB minimum free space on hard drive

E. USB Port: USB 1.1 or 2.0

F. Display Resolution: 1024 x 768 (or higher) recommended; 800 x 600 minimum

G. Pointing Device: Microsoft-compatible mouse or other pointing device

System Requirements — Macintosh

A. Operating System: Macintosh OS X (10.2.0 or later) or OS 9 (9.0 or later)

B. Processor: Power PC (G3 or higher recommended)

C. RAM: 128 MB (or higher) recommended; 64 MB minimum

D. Disk Space (min): 50 MB minimum free space on hard drive

E. USB Port: USB 1.1 or 2.0

F. Display Resolution: 1024 x 768 (or higher) recommended; 800 x 600 minimum

G. Pointing Device: Apple mouse or other pointing device

Exciting New Feature!
With Jeopardy! Link, you can also upload and download Classroom Jeopardy! games on the Internet. It's an exciting way for teachers to share game ideas and receive ready-made Jeopardy! games! Visit www.classroomjeopardy.com for details.

Guide Conventions

The following conventions are used in this guide:

The names of all interface elements (menus, buttons, window titles, dialog boxes, titles, etc.) are shown in a **Helvetica Bold** font. For instance, "Click on the **OK** button." means the user should click on the **OK** button in a dialog box.

Menu → Menu Option is used to indicate a menu choice. For instance, **File → Open** means the user should click on the **File** menu and select the **Open** option.

Whenever a combination of keys on the keyboard should be pressed simultaneously, they will be displayed in the following manner:

[control] **+** [O] means the user should press the **Control** key and **O** keys at the same time. In this case the result would be the display of the **Open** dialog box.

Note that on most PC keyboards the [control] key is labeled **Ctrl**. On most Macintosh computers it is labeled **Control**.

For readability, we have used the Macintosh [control] key throughout this guide.

Macintosh users should use the **Command** key instead of the **Control** key in keystroke combinations.

INSTALLATION AND SETUP

Windows Installation

Installing onto a PC with Windows

1. Insert the Classroom Jeopardy! CD ROM into the CD ROM player of your computer. The CD ROM window will open.

2. Double-click on the Classroom Jeopardy! Setup file. The **Classroom Jeopardy! Editor** Setup window will be displayed. When you are finished reading the instructions, click on the **Next >** button. The **Classroom Jeopardy! Editor License Agreement** dialog box will be displayed.

3. In order to install Classroom Jeopardy! Editor, you must agree to the license agreement. When you are finished reading the License Agreement, and if you agree with its terms, select the **"I agree to the terms of the license"** radio button. Then click on the **Next >** button. The Installation Folder dialog box will be displayed.
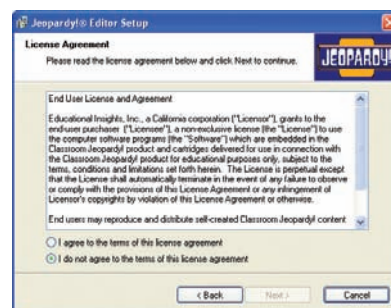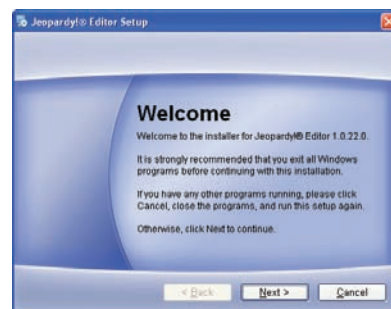
4. The installer is configured to install Classroom Jeopardy! Editor in the Windows Program folder. Type in another path name if you wish and press the **Next >** button. The **Shortcut Folder** dialog box will be displayed.
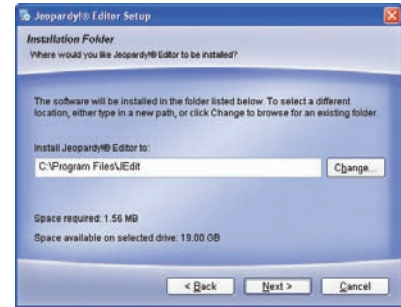
5. The installer is configured to install a shortcut to Classroom Jeopardy! Editor in the Classroom Jeopardy! Editor folder. Type in another path name if you wish and press the **Next >** button.
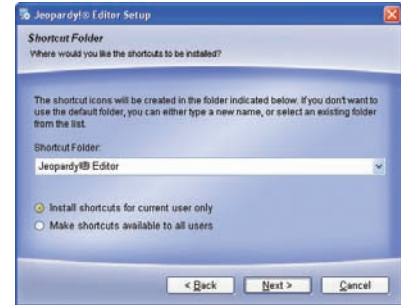
6. The **Ready to Install** dialog box will be displayed. If you are satisfied with the settings displayed, click on the **Next >** button. Otherwise you can click on the **< Back** button and change the selections you have previously made.
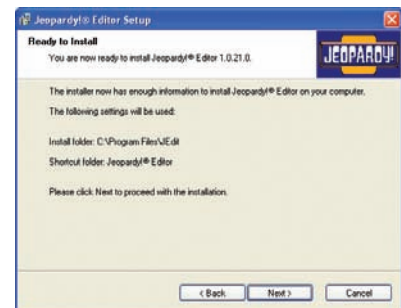
7. The **Setup Progress** dialog box will be displayed.
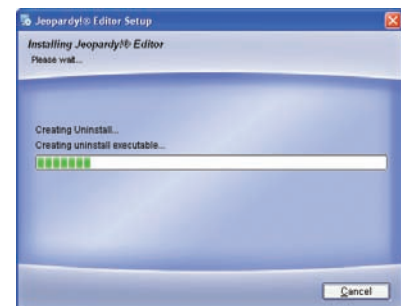
8. If you wish to cancel the installation, click on the **Cancel** button. If you do not cancel the installation, the **Classroom Jeopardy! Editor Installed Successfully** dialog box will be displayed. Click on the **Finish** button. Congratulations! You have successfully installed Classroom Jeopardy! Editor.
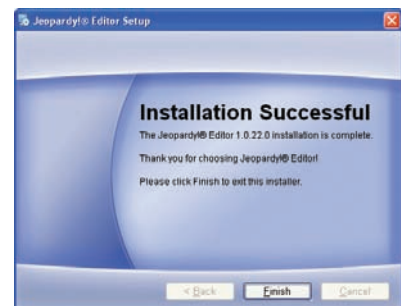
Launching the Program (Windows)

There are two ways you can launch Jeopardy! Editor on your computer:

1. An icon labeled Classroom Jeopardy! Editor appears on your desktop. Double-click the icon to start the program.

2. An item labeled Classroom Jeopardy! Editor appears in your **Start/Programs** menu. Single-click the icon to start the program.

The Jeopardy! logo will appear briefly and then disappear, displaying a blank Classroom Jeopardy! Editor game template on the screen.

Macintosh OS Installation

Installing and Launching onto a Macintosh with OS 9

1. Insert the Classroom Jeopardy! CD-ROM into the CD-ROM player of your computer. The CD-ROM window will open.

2. Locate and double click on the folder titled Macintosh OS 9 Files. Drag the file Classroom Jeopardy!® Editor and the folder JGames to your hard drive.

3. Locate the Classroom Jeopardy! Editor icon on your hard drive and double click on it to launch the program. The Classroom Jeopardy! License Agreement will appear.

4. In order to use Classroom Jeopardy! Editor you must agree to the terms of the software license. The software license agreement only appears the first time you launch Classroom Jeopardy! Editor. Click on the **Agree** button to accept the terms of the license agreement. The license agreement will close.

5. When the software license agreement window closes the Classroom Jeopardy! Editor splash screen will appear. This screen appears each time you launch Classroom Jeopardy! Editor. It will close automatically after approximately 3 seconds, or you can click on it to close it immediately.

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Installing and Launching onto a Macintosh with OS X

1. Insert the Classroom Jeopardy! CD-ROM into the CD-ROM player of your computer. The CD-ROM window will open.

2. Locate and double click on the folder titled Macintosh OS X Files. Drag the file Classroom Jeopardy!® Editor to the Applications folder of your hard drive. Drag the folder JGames to wherever you want to store Classroom Jeopardy! Editor games.

3. Locate the Classroom Jeopardy! Editor icon in the Applications folder on your hard drive and double click on it to launch the program. The Classroom Jeopardy! License Agreement will appear.

4. In order to use Classroom Jeopardy! Editor you must agree to the terms of the software license. The software license agreement only appears the first time you launch Classroom Jeopardy! Editor. Click on the **Agree** button to accept the terms of the license agreement. The license agreement will close.

5. When the software license agreement window closes the Classroom Jeopardy! Editor splash screen will appear. This screen appears each time you launch Classroom Jeopardy! Editor. It will close automatically after approximately 3 seconds, or you can click on it to close it immediately. If you would like the Classroom Jeopardy! Editor icon to remain in the dock, hold down the option key, click on the icon in the dock, and select **Keep In Dock**.
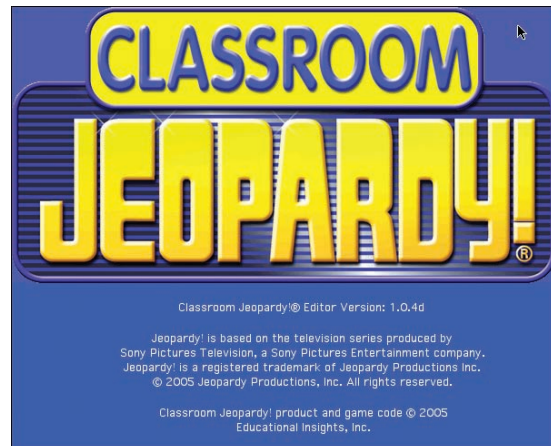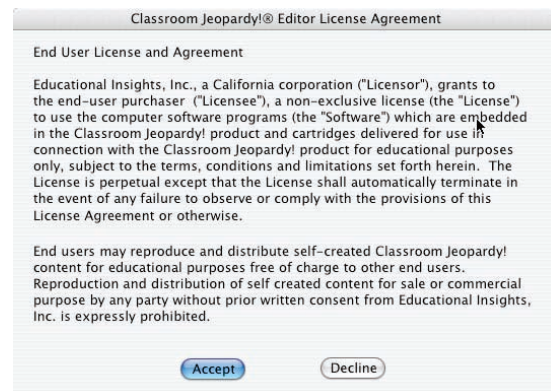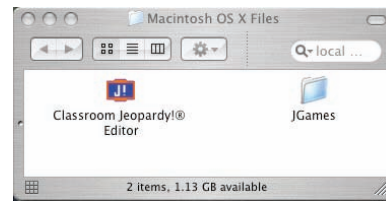
Game Template Features

When you start up Classroom Jeopardy! Editor, the screen displays a blank game template. You'll use the template to type in the content for your games. The template is set up so that you can view the content in either a Single Jeopardy! round or a Double Jeopardy! round but not both at the same time. The Game Name cell and the Final Jeopardy! cell, on the other hand, are always displayed at the bottom of both the Single Jeopardy! and Double Jeopardy! rounds.

If you already use popular applications like Microsoft Word™, AppleWorks™, or Microsoft Excel™, you'll find that Classroom Jeopardy! Editor uses the same familiar commands and conventions.

MENU BAR

File　Edit　View　Zoom　Round　Tools　Window　Help

The following pages outline the game template's key features: the **Menu Bar**, **Toolbar**, **Status Bar**, and **Cells**.

The menu bar has six main headings: **File**, **Edit**, **View**, **Zoom**, **Round**, **Tools**, **Window**, and **Help**. Each heading gives you access to various pop-up menus, commands, and options.

The first item in the **Menu Bar** is the program icon. Its purpose is to provide you with a visual clue about what program is currently active.

The File Menu

- Select **File → New** or type [control] **+** [N] to open a blank template for creating a new game.

- Select **File → Open** or type [control] **+** [O] to display the **Open** dialog box. Select a game file then click on the **Open** button to open the selected game.

- Select **File → Save** or type [control] **+** [S] to save the game you have just created.

- Select **File → Save As...** to open the **Save as JGM** dialog box. Type the name under which you want to save the file then click on the **Save** button to save the game.

- Select **File → Cartridge** to display the **Jeopardy! Game Cartridge Interface**. This dialog box will display the contents of a cartridge and allow you to perform a variety of cartridge operations. (See page 59.)

- Select **File → Preferences** to display the **Preferences** dialog box. This dialog box allows you to set options for the messages and warnings that may appear during game creation. See page 63 for a detailed explanation of the preferences you can set. The preferences are listed as questions for which you choose a **Yes** or **No** answer. The preferences you choose take effect immediately and remain in effect each time you launch the Classroom Jeopardy! Editor program until you change them.

- Select **File → Print** or type [control] **+** [P] to print one or both pages of your answer key.

- Select **File → Print Preview** to see what the printed answer key will look like when you print it. Press **Zoom In/Zoom Out** or click on the screen with your mouse to select the magnification level for viewing the print preview.

- Select **File → Print Setup** to open a dialog box that provides you with options for your printer.

- Select **File → Edit** to quit the Classroom Jeopardy! Editor program.

The **File** menu also displays a list of up to the 10 most recently opened Classroom Jeopardy! games. Select a game name listed in the **File** menu to open the game's template for editing.

File
New   Ctrl+N
Open...   Ctrl+O
Close
Save   Ctrl+S
Save As...

Cartridge

Preferences

Print...   Ctrl+P
Print Preview
Print Setup...

1 Math3game1
2 Math7game5
3 Math7game4
4 Math7game3
5 Math7game2
6 Math7game1
7 Math6game5
8 Math6game4
9 Math6game3
10 Math6game2

Exit

The Edit Menu

- Select **Edit → Undo** or type [control] **+** [Z] to undo the most recently completed action.
- Select **Edit → Redo** or type [control] **+** [Y] to restore the most recently completed action.
- Select **Edit → Cut** or type [control] **+** [X] to delete the data from any single- or multiple-cell template selection or any selected text in any editor window and store a copy of it on the clipboard.
- Select **Edit → Copy** or type [control] **+** [C] to copy the data from any single- or multiple-cell template selection or any selected text in any editor window and store a copy of it on the clipboard.
- Select **Edit → Paste** or type [control] **+** [V] to paste the cut or copied data currently on the clipboard into cells on the template or in an editor window as appropriate. (See page 53 for an explanation of how selection, cut, copy, and paste work in Classroom Jeopardy! Editor.)

The View Menu

- Select **View → Toolbar** to toggle the display of the toolbar at the top of the screen; deselecting this feature will hide it.
- Select **View → Status Bar** to toggle the display of the **Status Bar** at the bottom of the screen; deselecting this feature will hide it. The **Status Bar** shows descriptions of menu items or **Toolbar** items as the mouse pointer is passed over them and displays the **Spell Checker** progress bar when a Spell Check is underway.

The Zoom Menu

- Select any of the settings to select the template view's magnification percentage: **50%**, **75%**, **100%**, **125%**, **150%**, **175%**, or **200%**. Classroom Jeopardy! Editor will then default to the selected **Zoom Percentage** each time you run the program. The **Zoom Percentage** won't be changed until you choose a different setting.

The Round Menu

- Select **Round → Single** to display the Single Jeopardy! round template. Select **Round → Double** to display the Double Jeopardy! round template.

The Tools Menu

- Select **Tools → Spell Checker** to display a dialog box asking if you want to open the **Spell Checker** and check the entire game. Click on the **Yes** button to begin checking the entire game. Click on the **No** button to dismiss the dialog box.
- Select **Tools → Reset Spell Checker** to display a dialog box that allows you to reset the **Change All** and **Ignore All** choices you have made for the current **Spell Checker** session. Click on the **Yes** button to reset these options. Click on the **No** button to dismiss the dialog box.
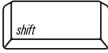
The Window Menu

- Select **Window → New Window** to open a duplicate of the front most window and add a number to the end of the file name displayed on the title bar designating which copy of the window you're viewing. One reason you might want to do this is to **Select**, **Cut**, **Copy**, and **Paste** clue cells from one window to the other in order to rearrange the clues for the Jeopardy! round of the game you are writing.
- Select **Window → Cascade** to reduce the size of all open windows and display them stacked down and to the right in the order they are listed in the **Window** menu. Click on the **maximize/zoom** button on any window to return all the windows to their full size.
- Select **Window → Tile** to resize all open windows and display them distributed as evenly as possible on your screen without overlapping. Click on the **maximize/zoom** button on any window to return all the windows to their full size.

The Help Menu

- Select **Help → Show Special Characters**, or press [F12] to display a window with the special characters you can make by pressing [shift] + the appropriate keys. The window will stay on screen until you click on the **OK** button. If the window is blocking your view of a clue, you can move it to a different part of the screen by clicking and dragging on the **Special Characters** title bar to move the window to the desired location.

- **Help → About Classroom Jeopardy! Editor . . .** will display a splash screen with the version number and copyright information for the Classroom Jeopardy! Editor software.
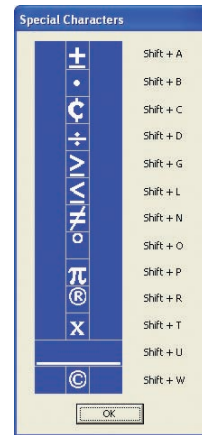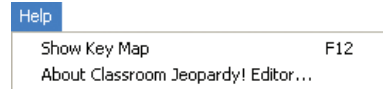
TOOLBAR

The toolbar is located under the menu bar. It allows you to access certain options that are also available in the menu bar. To choose an option, simply click on the appropriate icon. (To see what an icon stands for, use your mouse to move the arrow marker over it; a short description will appear, indicating the purpose of the icon, and a longer description will appear in the status bar at the bottom of the screen.)

Select the **New Tool** to open a blank template for creating a new game.

Select the **Open Tool** tool to display the **Open** dialog box. Click on a game file name in the Open dialog box list of files to select it, then click on the **Open** button to open the selected game.

Select **Save As Tool** to open the **Save as JGM** dialog box. Type the name under which you want to save the file, then click on the **Save** button to save the game. The file will be saved with the suffix ".jgm". A ".jgm" file is a Classroom Jeopardy! Editor game file. It can only be opened and edited with Classroom Jeopardy! Editor and is the file type used by Classroom Jeopardy! Editor cartridges.

Select the **Cut Tool** to cut (remove) template cell data or editor window text to the clipboard from which you can paste it into single- or multiple-cell template selections or a field in an editor window.

Select the **Copy Tool** to copy (duplicate) template cell data or editor window text to the clipboard from which you can paste it into single- or multiple-cell template selections or a field in an editor window.

Select the **Paste Tool** to paste the current template cell data or editor window text on the clipboard into single- or multiple-cell template selections or a field in an editor window.

(For a discussion of the select, cut, copy, and paste features of Classroom Jeopardy! Editor see page 51.)
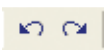
Select **Edit → Undo** or type [control] **+** [Z] when you are in template view to undo the most recently completed action. **Select Edit → Redo** or type [control] **+** [Y] when you are in template view to restore (redo) the action you have just undone using the **Edit → Undo** or [control] **+** [Z] commands.

Select the **Print Tool** to print the game that you are currently viewing on the computer. The **Print** dialog box will allow you to decide whether you want to print either the **Single Jeopardy!** or **Double Jeopardy!** round or both.

Select either the **SJ** or **DJ Tool** to view either the **Single Jeopardy! (SJ)** or **Double Jeopardy! (DJ)** round on the screen.

The **Cartridge Tool** is operable only when Classroom Jeopardy! Link is connected to your computer and a cartridge has been inserted. Select the **Cartridge Tool** to display the **Jeopardy! Game Cartridge Interface**. This dialog box will display the contents of a cartridge and allow you to perform a variety of cartridge operations. (See page 59.)

Select the **Zoom Adjust Tool** to view a game template at different magnifications. The magnification percentage appears in the small window to the right of the bar. With the **Zoom Adjust Tool**, you can view the game at varying magnifications instead of set increments.
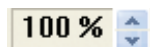
Select the **Zoom Up/Down** tool to also choose different magnification settings. Click on either the **Up** or the **Down** arrow. Each time you click, the degree of magnification will be displayed in the small window to the left of the tool.

TEMPLATE CELLS

The game template consists of four kinds of cells, each containing a particular type of information: game name, category information, clues/responses, and Final Jeopardy! content.

Game Name Cell
The cell for the game name appears at the top of the screen. When you load a game onto a Jeopardy! Cartridge, the game name is used to arrange the contents of the cartridge in alphabetical and numerical order.
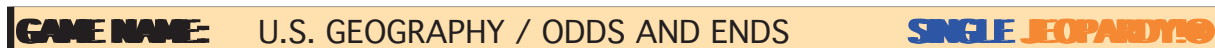
GAME NAME: U.S. GEOGRAPHY / ODDS AND ENDS   SINGLE JEOPARDY!®

(**NOTE: It is important that you fill in the game name before you load the game onto a Cartridge. Without the name, the load operation cannot be completed, and you will get an error message on the screen.**)

Category Information Cells
Each Jeopardy! round and Double Jeopardy! round is made up of six categories which are displayed in six columns. The top three cells of each column contain information about the category: the category name, the abbreviated name (the name as it appears on the Jeopardy! game board on your TV screen), and any explanation that will help clarify how the category is played (such as, *Unscramble the animal names.*).

	CATEGORY 1
FULL SIZE CATEGORY	STATE LANDMARKS
ABBREVIATED CATEGORY	STATE LAND-MARKS
Explanation	Identify each state by its landmark.

Clue/Response Cells
Each of these cells displays a single clue and the corresponding response.

CLUE 1	
ROW VALUE 200 POINTS	THE EMPIRE STATE BUILDING
Response 1	WHAT IS NEW YORK?

Final Jeopardy! Cell
This cell displays the Final Jeopardy! category, clue, and response.

CATEGORY: FAMOUS PEOPLE   **FINAL JEOPARDY!®**
CLUE: THE BIRTHDAY OF THIS CIVIL RIGHTS LEADER IS CELEBRATED AS A NATIONAL HOLIDAY IN JANUARY
Response: Who is Martin Luther King, Jr.?

Filling Out a Game Template
Once you have an idea of what your categories and clues are going to be, you can begin typing them into the game template. The printed game template will serve as your Answer Key for the Jeopardy! game.
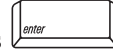
GENERAL GAME CREATION INFORMATION

Editor Windows

When you start up Classroom Jeopardy! Editor, the program opens to a blank game template displaying a Single Jeopardy! (SJ) round. To type in the game content, you must first select the cell in which you want to work and then bring up its corresponding editor window. There is an editor window for each of the four types of cells.

- Game Name Cell

- Category Cell

- Clue/Response Cell

- Final Jeopardy! Cell

You can access an editor window in one of three ways:

- Use the mouse to single-click inside the cell. The entire cell will turn orange. Then press [enter] to display the editor window for the cell.

- Use the mouse to double-click inside the cell. Its editor window will appear on the screen.

- Use the **arrow** keys to move through the template until you get to the desired cell, then press [enter]. (See "Moving Within the Template" on page 53.)

Once you access the editor window for a cell, you can start typing. The window displays the text in the way it will appear on your TV, so you can see exactly how the content will look. The editor windows for all cells behave in the same way.

The editor window is the **only** place where you can key in text. Once you finish typing the text, exit the editor window by clicking on the **OK** button or click on the **Cancel** button to close the window without saving your changes. You may also close an editor window by clicking on the **exit/close** box at the top right-hand corner of the window. Closing an editor window will return you to the game template view. If you later want to revise or delete the text in the cell, just return to its editor window in order to make your changes.
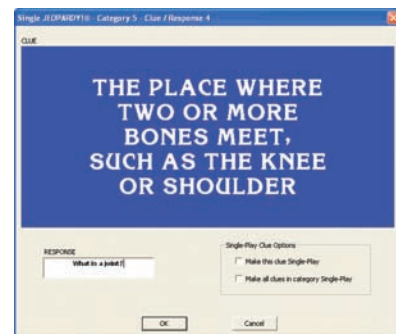
Edit text in editor windows as you would edit text in most programs. Use the back space or delete key to delete characters, or use select, cut, copy, and paste. See page 53 for information about selecting entire cells in order to cut, copy, and paste them into other templates.

Single-Play Clues

Jeopardy! is designed so that if a player gives an incorrect response to a clue during a game, the other players still get a chance to respond to the same clue and win points. For example, in a three-player game, if Player 1 responds to a clue incorrectly, then Players 2 and 3 have an opportunity to respond to the clue.

However, in certain instances, this may not be desirable. For example, if a category consists of clues in which players identify a given statement as true or false, the player who responds incorrectly unwittingly gives away the correct response.

To prevent players from getting an unfair advantage over the player who responds incorrectly, Classroom Jeopardy! Editor gives you the option of making certain clues *single-play*. Single-play clues allow only one player to respond. If a player responds incorrectly, points are taken off that player's score, and the game takes players back to the Classroom Jeopardy! game board where a new clue is chosen. You can choose to make some or all of the clues in a category single-play. For example, if all five clues in a category were true/false clues, you would probably want to assign the single-play feature to the entire category. If only Clue 1 were a true/false clue and the remaining clues multi-play, then you would assign the single-play feature to just Clue 1.

To make clues single-play, simply click the single-play option either in the editor windows for the category information cells or in the editor windows for the individual clue/response cells. To change a clue back to normal from single-clue, simply deselect the single-play option by clicking on it. When a cell has been designated as single-play the upper left corner of the cell will display a black triangle.

Moving Within the Template
As you type in your game content, you can move from cell to cell or from round to round by pressing the following keys:

|	
[↓]	Move down within a column.
[↑]	Move up within a column.
[→]	Move right from one cell to the next.
[←]	Move left from one cell to the next.
[page down]	Move from the Single Jeopardy! round to the Double Jeopardy! round (or select **Round → DJ** from the menu bar, or click on the **DJ** tool in the toolbar).
[page up]	Move from the Double Jeopardy! round to the Single Jeopardy! round (or select either **Round → SJ** from the menu bar, or click on the **SJ** tool in the toolbar).
[tab]	Move from Final Jeopardy! (the bottom cell) to Category 1 Full Size Category Name cell (the top cell).
[control] **+ arrows**	Move from a cell to an adjacent cell and automatically open the editor window.

Navigation in each column or row is "looped" so that, if, for example, you are in the bottom cell of a column, pressing [↓] will move you to the top cell. If you are in the far right column (Category 6), pressing [→] will move you to the first column (Category 1).
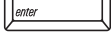
ENTERING GAME CONTENT

ENTERING CONTENT FOR THE JEOPARDY! OR DOUBLE JEOPARDY! ROUND

1. Access the editing window (see page 49) for the **Game Name** cell located at the top of the template. Do this by single-clicking in the cell and pressing [enter], or use the mouse to double-click in the cell. Fill in the name of the game.
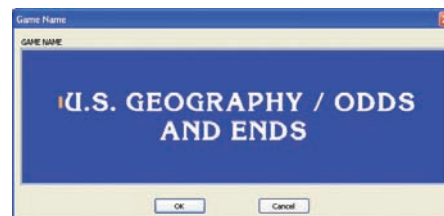
2. Access the editing window for the **Full Size Category** name, the **Abbreviated Category** name, and the category **Explanation** for any category. (One editor window is provided for all three cells.)
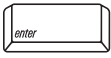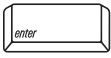
   Do this by single-clicking in the cell and then pressing ⌨enter, or by double-clicking in the cell. Then do the following:

   a. Type the **Full Size Category** name and the **Abbreviated Category** name. (The **Abbreviated Category** name appears on the full 30 cell Jeopardy! game board when it is displayed on your TV.)

   b. *Optional:* Type an **Explanation** that will clarify the kind of response that the category requires. For example, if each clue in a category is made up of scrambled animal names, the explanation might be "Identify the animal in each scrambled letter clue."

   c. *Optional:* Click the single-play option if you wish to make all clues in the category single-play. (See page 49 for an explanation of single-play clues.)

   d. Click on the **OK** button or on the **Exit/Close** box to exit the editor window and return to the game template.

3. Access the editor window for any clue. Type in the clue. You'll see it exactly as it will appear on your TV screen. If you want to make the clue single-play, click on the single-play option. Then click on the **OK** button or click on the **Exit/Close** box to exit the editor window and return to the template.

4. Move through the template by clicking in the individual cells or by using the keys described on page 50. Continue filling in the clues and category information for the round.
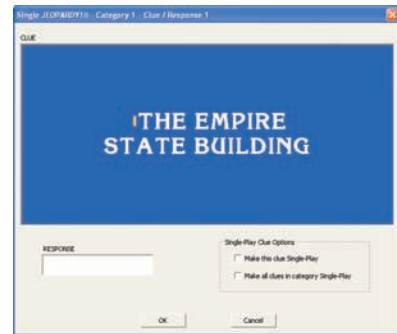
Entering Content for the Final Jeopardy! Round

The Final Jeopardy! content is displayed at the bottom of both the Single Jeopardy! and Double Jeopardy! templates. Typing the content in either the Single Jeopardy! or Double Jeopardy! round will automatically transfer the information to the other round. There is no need to type the Final Jeopardy! information twice.

1. Access the editing window for the **Final Jeopardy! Cell** by clicking in the cell and pressing ⌨enter. Or, simply double-click in the cell.

2. Type in the category, clue, and response.

3. Click on the **OK** button or click on the **exit/close** box to exit the editor window and return to the game template.
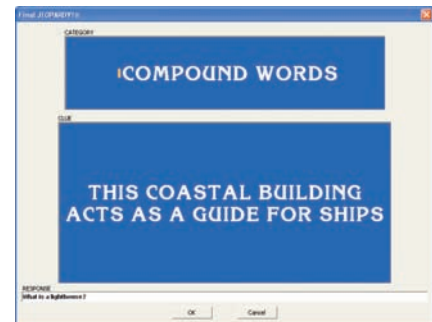
Saving a Game

You can save your game at any time during your writing/editing process. To save a game, follow these steps.

1. Select **File → Save** on the menu bar, press ⌨control ＋ ⌨S, or click the 💾 tool on the toolbar.

2. The **Save As JGM** dialog box will appear. Type the file name for your game.

3. Click on the **Save** button.

Once saved, the file name will appear on the window's title bar. It will also be included in the game list that appears in the **File** menu, however, the .jgm file suffix/extension will not be displayed in this list. Depending on the preferences you have set for your computer the .jgm suffix/extension may or may not appear in **Open** or **Save/Save As** dialog boxes.

Printing a Game

Print the game when you have finished filling in the template. You will use the printed copy as an answer key when hosting a Classroom Jeopardy! game.

1. Select **File → Print** to print the template you are viewing. You can also press ⌨control **+** ⌨P , or click the 🖨 tool on the toolbar.

2. The **Print** dialog box will appear. Click on **All** to print both pages of the answer key, or if you want to print only one page at a time, type in the selected page. Then click on the **OK** button.

Select **File → Print Preview**, if you wish to view the printed game before you print it. The screen will display the Jeopardy! round you were editing just as it will be printed.

Click on a **Zoom In** or **Zoom Out** button or click anywhere on the screen with your mouse to magnify the viewing area. Press either the **Next Page** or **Previous Page** button at the top of the screen to go from the Single Jeopardy! round to the Double Jeopardy! round. Select **Close** or click on the window's **Exit/Close** box to exit the print preview screen and return to the template.
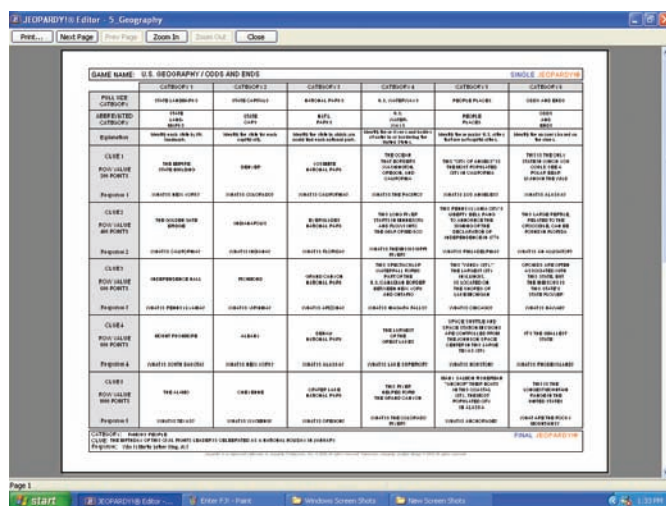
Navigation Commands for Game Entry

To make the game entry process faster and easier you can use a variety of keyboard short cuts to move around in an editor window during game entry.

1. **Positioning the Cursor in an Editor Window**

   Move your cursor within any blue pane of an editor window using the **Home**, **End**, and **arrow** keys.

   ⌨home moves the cursor to the beginning of a line within any blue pane of an editor window.

   ⌨control **+** ⌨home moves the cursor to the first character of a line within any blue pane of an editor window.

   ⌨end moves the cursor to the end of a line within any blue pane of an editor window.

   ⌨control **+** ⌨end moves the cursor to the last character within any blue pane of an editor window.

   ⌨← or ⌨→ moves the cursor to the left or right respectively within any blue pane of an editor window.

   ⌨↑ or ⌨↓ moves the cursor up or down respectively within any blue pane of an editor window.

2. Moving Within the Template

Move within a game template by pressing the appropriate keys. See page 50 for a list of these keys.

Deleting Characters Within an Editor Window

Use [← Backspace] and [delete] to delete characters. Place the cursor behind the character(s) you want deleted, and then

press [← Backspace]. Place the cursor in front of the character(s) you want deleted, and then press [delete]. Or you can

click and drag to highlight text and delete it by pressing the delete or backspace key.
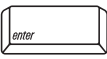
Cut/Copy/Paste Commands

When you are in template view you can cut or copy an individual cell, a group of cells, an entire category, or an entire round of one game, and then paste the text into the same game or into a different game.

Select a Single Cell to Cut, Copy, or Paste

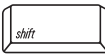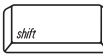Click on a single cell (game name, category, clue/response or Final Jeopardy!) to select it. It will be highlighted in orange. Orange highlighted single-cell selections or multiple-cell selections are referred to as **the selection**. The Single Jeopardy! view and the Double Jeopardy! view for the same game have separate and independent selections. Each separate game also has its own independent selections.

CLUE 1	
ROW VALUE 200 POINTS	THE EMPIRE STATE BUILDING
Response 1	WHAT IS NEW YORK?

You may do the following with a single selected cell:

1. **Edit** – Double-click on the cell or press [enter] while it is selected. Its editor window will be opened.

2. **Copy** – While the cell is selected, click the [icon] tool on the toolbar, choose the **Edit → Copy** option from the menu bar, or press [control] **+** [C].

3. **Cut** – While the cell is selected, click the [icon] tool on the toolbar, choose the **Edit → Cut** option from the menu bar, or press [control] **+** [X].

4. **Paste** – While the cell is selected, click the [icon] tool on the toolbar, choose the **Edit → Paste** option from the menu bar, or press [control] **+** [V].

5. A copied or cut single-cell selection can **only** be pasted into another compatible single-cell.

    a. A **Game Name** cell can only be pasted into another **Game Name** cell.

    b. A **Category Information** cell can be pasted into any other **Category Information** cell.

    c. A **Clue/Response** cell can be pasted into any other **Clue/Response** cell.

    d. A **Final Jeopardy!** cell can only be pasted into another **Final Jeopardy!** cell.

You can change the selection in the following ways:
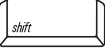
6. Once a single-cell selection has been made you can move it within the category/clue/response grid by using the **arrow** keys. (Note: When using the **arrow** keys, the selected cell *wraps around* between the right and left edge columns, and the top and bottom edge rows of the template grid.)

7. Once a single-cell selection has been made you can move between different cell types (**Game Name**, **Category Information**, or **Final Jeopardy!**) within the template by using the ⌨*tab* key. (Note: when using the ⌨*tab* key, the selection moves in the following circular sequence: **Game Name**, **Category 1**, **Final Jeopardy!**, **Game Name**, . . .) The selection will not enter the clue/response grid.

8. Once a single-cell selection has been made you can move between template areas in the reverse direction using ⌨*shift* **+** ⌨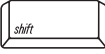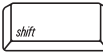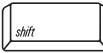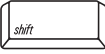*tab*. (Note: when using the ⌨*shift* **+** ⌨*tab* keys, the selection moves in the following circular sequence: **Final Jeopardy!**, **Category 1**, **Game Name**, **Final Jeopardy!**, . . .) The selection will not enter the clue/response grid.

9. Once a single-cell selection has been made you can move from its cell editor window to an adjacent cell's editor window using the ⌨*control* + **arrow** keys (⌨↑ for the cell above, ⌨↓ for the cell below, ⌨← for the cell to the left, and ⌨→ for the cell to the right). The cell editor window for the originally selected cell will close and the appropriate adjacent cell's editor window will open. When using the ⌨*control* + **arrow** keys, the selection wraps around between the right and left edge columns, and top and bottom edge rows.

Select Multiple Cells to Cut, Copy, or Paste
Click and drag on multiple cells to select them: Typically you will drag down and/or to the right to select more cells, and up and/or to the left to select fewer cells. Once the desired group of cells are selected, simply release the mouse button to finalize the selection. You can select a new group of cells by simply clicking a new starting cell and dragging to expand the selection. Remember, the Single Jeopardy! view and the Double Jeopardy! view for the same game have separate and independent selections. Also, each separate game has its own independent selection which is remembered when you close and reopen the file.

If you begin making the selection in the **Game Name** cell, the "row/column" grid selection will always start in the first column and first row cell of the category/clue/response grid. This is because the top row, which is the **Category Information** row, has a special status relative to the other cells in its column.

You may modify an existing single or multiple-cell selection using the ⌨*shift* + **arrow** keys.
The ⌨*shift* **+** ⌨↓ **arrow** key will expand the current selection downward. The ⌨*shift* **+** ⌨→ **arrow** key will expand the current selection to the right. The ⌨*shift* **+** ⌨↑ **arrow** key will reduce the current selection upward from bottom to top. The ⌨*shift* **+** ⌨← **arrow** key will reduce the current selection from right to left.

You may do the following with a multiple-cell selection:

1. **Copy** – While the cells are selected, click the [icon] tool on the toolbar, choose the **Edit → Copy** option from the menu bar, or press [control] **+** [C].

2. **Cut** – While the cells are selected, click the [icon] tool on the toolbar, choose the **Edit → Cut** option from the menu bar, or press [control] **+** [X].

3. **Paste** – Highlight the destination cells, then click the [icon] tool on the toolbar, choose the **Edit → Paste** option from the menu bar, or press [control] **+** [V].

4. A copied or cut multiple-cell selection can only be pasted into another compatible multiple-cell selection.

   a. If the source selection starts with a **Game Name** cell, the destination selection must also start with a **Game Name** cell.

   b. If the source selection starts with a **Category Information** cell, the destination selection must also start with any other **Category Information** cell.

   c. If the source selection starts with a **Clue/Response** cell, the destination selection must also start with any other **Clue/Response** cell.

   d. The size and shape of the destination selection must match that of the source selection. For example, a **Clue/Response** cell source selection consisting of 2 columns by 3 rows can be pasted into any destination selection of 2 columns by 3 rows of another **Clue/Response** cell destination selection. However, a 2 column by 3 row source selection that starts with the **Category Information** row can only be pasted into an 2 column by 3 row destination selection that also starts with the **Category Information** row.

   e. If you attempt to paste a multiple-cell selection into an incompatible destination selection, you will receive a descriptive error message that explains why you will be unable to paste the selection along with information that describes the dimensions of both the source and destination multiple-cell selections.

5. A copied or cut multiple-cell selection can be pasted into a compatible multiple-cell destination.

   a. The multiple-cell destination must meet the same constraints as described in 4d. above.

   b. All cells in the multiple-cell destination must actually exist within the destination template. For example, a 3 column by 4 row source selection could not be pasted into a multiple-cell destination defined by a single selected cell in the Category 5 column because there would be no room for the right-most column of the source selection.

Selection Memory
The most recent single- or multiple-cell selection for each of the Single Jeopardy! and Double Jeopardy! rounds within each game is saved both within a single Classroom Jeopardy! Editor session and across multiple Classroom Jeopardy! Editor sessions. For example, if you have all of Category 3 selected for the Single Jeopardy! view for Game A when you close the game, you will see the same selection if you reopen the same game later in the session. Similarly, as long as the Game A .jgm file remains in the same location, you will see the same selection if you reopen the same game during a later Classroom Jeopardy! Editor session.

Shortcut Commands
As previously mentioned, Classroom Jeopardy! Editor incorporates many of the same keyboard shortcuts that are used in other programs. Remember that the Control key on Windows-based PCs is typically labeled **Ctrl**, and on Macintoshes is typically labeled **Control**.

Macintosh users should use the **Command** key instead of the **Control** key in keystroke combinations.

control **+** N   opens a blank template for creating a new game.

control **+** O   opens an existing game.

control **+** S   lets you save the game you have just created.

control **+** P   lets you print one or two pages of your answer key.

control **+** C   copies selected text onto the clipboard.

control **+** X   deletes selected text from a game and copies it onto the clipboard.

control **+** V   pastes text from the clipboard into a selected location in a game.

control **+** Z   reverses the most recently performed action.

control **+** Y   restores the most recently undone action.

control **+** A   highlights an entire game template for copying or cutting.

THE SPELL CHECKER

Spell Checker Feature
Classroom Jeopardy! Editor lets you spell check your game to ensure that the content in your answer keys and game cartridges is accurately entered.

Entire Game Spell Checking
To run the Spell Checker on the entire game select **Tools → Spell Checker** from the menu bar. This will spell check the contents of all cells in the game in the following order:

1. Game Name

2. Single Jeopardy! Round

3. Double Jeopardy! Round

4. Final Jeopardy! Round

Once the spell check starts, the template view will be set to Single Jeopardy!. Upon reaching step 3, the template view will be set to Double Jeopardy! and the spell check will continue. Upon completion, the template view will be reset to its initial state.

While spell checking the entire game, a progress bar will be displayed in the **Status Bar** at the bottom of the screen. It will show how much of the operation has been completed. As long as no potential spelling errors are detected, the user will see the operation proceed steadily toward completion. If a potential spelling error is detected, the Spell Checker **Suggestions** window will pop-up to allow the user to correct or override the Spell Checker.

Interactive Spell Checker Operation
When the Spell Checker detects a potential spelling error it will pop-up the **Suggestions** Window.

In this situation, the cell location where the potential error was detected is shown as part of the title. The normal game template will be visible behind the pop-up window and will be synchronized with the spell check operation to show the Single or Double Jeopardy! template being checked. If necessary, the user can click and drag on the title bar and move the pop-up window to view the underlying cells of the template.
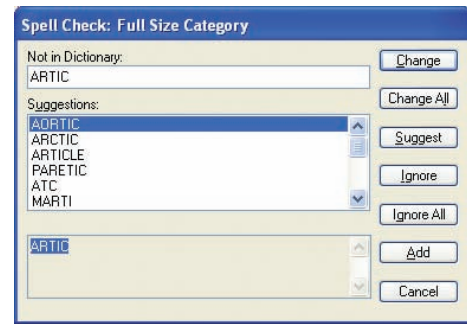
The following fields and buttons are displayed in the spelling checker window and may display data, depending on the situation:

Not in Dictionary field: The **Not in Dictionary** field indicates that a misspelled word was detected. The word is considered misspelled because it could not be located in any open dictionaries. Edit the word in this box or select a suggestion from the list, then click the **Change** button to correct the word, or press the **Ignore** button to skip the word.

Suggestions field: The **Suggestions** field contains a list of suggested replacements for the word reported as misspelled. Repeated clicks on the **Suggest** button may yield more suggestions. If the word in the **Not In Dictionary** field has not been edited, the word selected in the **Suggestions** field will be used as the replacement when either the **Change** or **Change All** button is pressed.

Change button: Click the **Change** button to cause the reported word to be replaced. If the problem word was edited, the edited word is used as the replacement. Otherwise, the selected suggestion is used as the replacement. Only this occurrence of the reported word is replaced. If you want this and all following occurrences of the word replaced, select the **Change All** button.

Change All button: Click the **Change All** button to cause this and all following occurrences of the reported word to be replaced. If the problem word was edited, the edited word will be used as the replacement. Otherwise, the selected suggestion will be used as the replacement. If you want only this occurrence of the word to be replaced, use the **Change** button.

Ignore button: Click the **Ignore** button to cause the occurrence of a misspelled word to be skipped. If the same misspelled word appears later, it will be reported again.

Ignore All button: Click the **Ignore All** button to cause this and all further occurrences of a misspelled word to be skipped. You might use this button if the word reported as a misspelling is actually spelled correctly. If the word is one you use frequently, you may wish to ignore it permanently by selecting the **Add** button.

Suggest button: Click the **Suggest** button to cause the spell checker to search more thoroughly for suggested replacements for the current misspelled word. Each time you press the **Suggest** button, a deeper search is made. The **Suggest** button is disabled once all possible suggestions have been located.

Add button: Click the **Add** button to cause the reported word to be added to the user's dictionary. Click the **Add** button if a correctly spelled word you use often is reported as a misspelling. If the word is not used frequently, you may want to select the **Ignore** or **Ignore All** buttons instead.

Cancel button: The **Cancel** button stops the current spelling check.

Undo Edit button: Click the **Undo Edit** button to remove any changes made to the text in the **Not in Dictionary** field. The **Not in Dictionary** button appears in place of the **Ignore** button only if the text in the **Not in Dictionary** field has been changed.

Keyboard Characters/Symbols

As in the TV show, except for the text that displays explanations and responses, the Jeopardy! game template displays only uppercase letters. The following list outlines the characters and symbols you can create with Classroom Jeopardy! Editor:

- The uppercase letters appear automatically when you press the letter keys; you do not need to press [shift] or [caps lock].
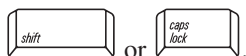
- The white-on-blue text displayed in the editor windows (see page 49) is what is actually displayed on your TV screen when you play the game.

- Numbers and symbols that are created with a regular keyboard are made in the same way with Classroom Jeopardy! Editor. For example, to make a question mark, press [shift] **+** [?/]; to make "#" (pound symbol), press [shift] **+** [#3].

- Fractions can only be displayed as 1/2, 1/4, and so on.

Special Characters

With Classroom Jeopardy! Editor, you can also make other special characters as shown to the right. To create the characters, press [shift] and the appropriate key.

While working in Classroom Jeopardy! Editor, you can display the **Special Characters** table for reference anytime by pressing [F12]. You can also select **Help → Show Special Characters** from the menu bar. A pop-up window will appear, displaying the special characters and their corresponding keys. The window will stay on screen as you work until you click on the **OK** button. To move the window to a different part of the screen, simply click and drag on the the title bar and move it to the desired location.

Special Characters	
±	Shift + A
•	Shift + B
¢	Shift + C
÷	Shift + D
>	Shift + G
<	Shift + L
≠	Shift + N
°	Shift + O
π	Shift + P
®	Shift + R
×	Shift + T
	Shift + U
©	Shift + W
OK	
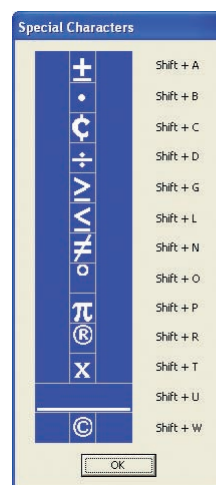
CLASSROOM JEOPARDY! LINK OPERATIONS

Once you've finished filling in a game template, you're ready to copy the contents to a Classroom Jeopardy! Game Cartridge (EI-7922). Classroom Jeopardy! Link lets you copy the game directly from your computer to the cartridge. To perform this and other cartridge operations, you must first connect Classroom Jeopardy! Link to your computer and insert a cartridge into the pod.

Connecting Classroom Jeopardy! Link
To connect the unit, simply plug in the unit's cable to your computer's USB (Universal Serial Bus) port. A light on the unit will go on, indicating that a connection has been made. Then insert a Classroom Jeopardy! Game Cartridge into the unit.

Jeopardy! Link Pod

USB port

Cable
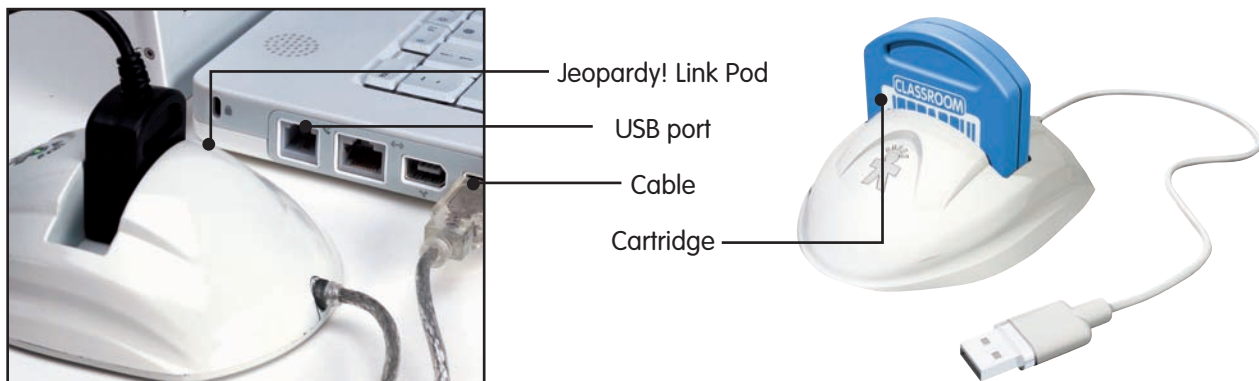
Cartridge

Cartridge Operations
In order to perform any cartridge operation, you must select the **File → Cartridge** menu option or click on the [icon] tool of the toolbar. You will then see the **Classroom Jeopardy! Game Cartridge Interface**.

The **Classroom Jeopardy! Game Cartridge Interface** gives you access to five cartridge operations.
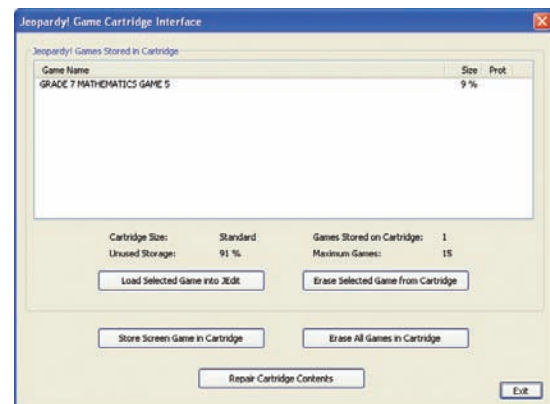
Save a Game on Your Computer to a Cartridge

1. Make sure the game is displayed on your computer screen.

2. Select **File → Cartridge** from the menu bar or click the [icon] tool icon on the toolbar.

3. When the **Jeopardy! Game Cartridge Interface** is displayed, click on the **Store Screen Game in Cartridge** button. The program will copy the game onto the cartridge in just seconds. (If the cartridge already has a game with exactly the same name, a warning dialog box will ask if you want to overwrite the existing game in the cartridge. Click on the **Yes** button to proceed or on the **No** button to cancel the operation.)

4. Click on the **Exit** button or click on the window's **Exit/Close** box to exit the screen.

After the game is stored, the list of games that are stored on the cartridge will be updated to include the new game.

NOTE: The explanations for the categories and the responses to the clues are NOT transferred to the Cartridge. However, they will be left intact in your original Classroom Jeopardy! Editor document file.

Erase a Game from a Cartridge

1. Start up Classroom Jeopardy! Editor.

2. Select **File → Cartridge** from the menu bar or click the [icon] tool on the toolbar.

3. When the **Jeopardy! Game Cartridge Interface** is displayed, click on the name of the game you want to erase to select it.

4. Click on the **Erase Selected Game from Cartridge** button. A dialog box will ask if you want to erase the game. Click on the **Yes** button to proceed or on the **No** button to cancel the operation. If you erase the game, the game list on the cartridge will be updated to show that the game has been deleted.

Erase All Games in a Cartridge

1. Start up Classroom Jeopardy! Editor.

2. Select **File → Cartridge** from the menu bar or click the [icon] tool on the toolbar.

3. When the **Jeopardy! Game Cartridge Interface** is displayed, click on the **Erase All Games in Cartridge** button. A dialog box will ask if you want to erase all the games. Click on the **Yes** button to proceed or on the **No** button to cancel the operation.

4. Once the games are erased, the game list will be updated to show that no games are stored in the cartridge.

Repair Cartridge Contents

In rare cases, one or more games stored on a cartridge may become corrupted due to misuse or malfunction. Should you get a warning message that this has occurred, you may attempt to repair the cartridge.

1. Click on the **OK** button to dismiss the cartridge error message.

2. Select **File → Cartridge** from the menu bar, or click the [icon] tool icon on the toolbar.

3. When the **Jeopardy! Game Cartridge Interface** is displayed, click on the **Repair Cartridge Contents** button. A dialog box will ask if you want to attempt to repair the cartridge. Click on the **Yes** button to proceed or on the **No** button to cancel the operation.

   Classroom Jeopardy! Editor will attempt to repair the cartridge. If the cartridge is repairable, it will be repaired and you will be returned to the **Jeopardy! Game Cartridge Interface**.

   If the Cartridge is not repairable, an error message will suggest that it may be erasable. Click the **OK** button to dismiss the error message.

4. Click on the **Erase All Games in Cartridge** button. A dialog box will ask if you want to erase all games in the cartridge. Click the **Yes** button. A progress bar will be displayed as the cartridge is erased. When it is finished, you will be returned to the **Jeopardy! Game Cartridge Interface**.

ERROR

Jeopardy! Link Access Error: Cartridge corrupted

Click "Repair Cartridge Contents" button to attempt repairing cartridge.

OK

QUERY

Are you sure you want to attempt to repair a corrupted cartridge?

Yes   No

ERROR

Jeopardy! Link Access Error: Cartridge corrupted

Cartridge cannot be REPAIRED, but possibly can be ERASED.

Click "Erase All Games in Cartridge" button to attempt erasing cartridge.

OK

QUERY

Are you sure you want to erase ALL GAMES in the cartridge?

Yes   No

5. If you cause an error during erasure (e.g., by pulling out the cartridge before it is finished), Classroom Jeopardy! Editor will display an error message. Click on the **OK** button to dismiss the error message. Try to erase the cartridge again. If the cartridge cannot be repaired or erased, it is unusable. Discard the cartridge and try using another one.
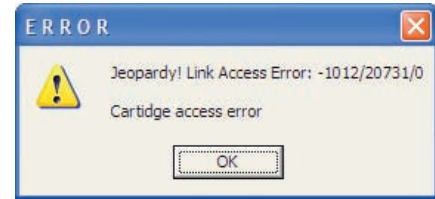
Load a Game from a Cartridge onto Your Computer
If you should somehow lose a game file from your computer, the quickest way to replace it is by copying the game from the cartridge on which it was stored. To do this, follow these steps:

1. Start up Classroom Jeopardy! Editor to display a blank game template.

2. Select the **File → Cartridge** option from the menu bar or click the ⊞ tool icon on the toolbar.

3. When the **Jeopardy! Game Cartridge Interface** is displayed, click on the name of the game you want to load to select it.

4. Click on the **Load Selected Game into Classroom Jeopardy! Editor...** button. A new untitled template will be created and the game loaded into it.

5. Select **File → Save** from the menu bar or click the 💾 tool on the toolbar to save the recovered game on your computer.

6. Select the **Exit** button or click on the window's **exit/close** box to exit the screen.

> NOTE: The game content will be intact except for the explanations and responses. These do NOT appear on the screen since they were not stored in the Game Cartridge. (See "Save a Game on Your Computer to a Cartridge" on page 59.) You will need to key in the explanations and responses in order to complete your file.

REVISING GAMES

With Classroom Jeopardy! Editor and Classroom Jeopardy! Link you can edit or change an existing game and then copy the revised game onto a cartridge, save it to your computer's hard drive, or both.

Working With One Game File
You can revise a game by opening the file from a cartridge and typing in your changes. For this kind of revision, you only need to open up one game file—the file that is going to be changed.

1. Launch Classroom Jeopardy! Editor.

2. Select **File → Open** from the menu bar, press [control] + [O], or click the 📂 tool on the toolbar. Navigate to the folder where the game is stored. When the list of games appears, click on the name of the game you want to revise to select it. Click on the **Open** button and Classroom Jeopardy! Editor will open the game.

3. Make your revisions by clicking on the cell(s) and accessing the corresponding editor windows. Type in your changes. (See page 49 for information on editor windows.)

4. When the changes are complete, select **File → Save** from the menu bar or click on the 💾 tool on the toolbar to replace the existing game on your computer. You may also select the **File → Save As...** option and type a new name in the **File name:** field of the **Save As JGM** dialog box to keep the original game intact. The revised game will be saved as an additional game.

5. Connect Classroom Jeopardy! Link to your computer and insert a cartridge. Select **File → Cartridge** from the menu bar or click on the 💾 tool on the toolbar. When the **Jeopardy! Game Cartridge Interface** appears, click on the **Store Screen Game in Cartridge** button. The revised game will be stored onto the cartridge in seconds. (If the cartridge already has the original game with the exact same name, a dialog box will ask if you wish to overwrite the existing game in the cartridge. Click on the **Yes** button to proceed.)

Working With Two Game Files

Sometimes you may want to create a new game or revise an existing one by copying content from another game. In this case, you will need to open up two game files—the one you are copying from (the source game) and the one you are copying to (the destination game).

1. Start up Classroom Jeopardy! Editor. A blank template will appear. If you will not be pasting game cells from the source game into a blank template to make a new game, it is best to close the blank template before proceeding.

    If you are going to select cells from a game to paste them into another game, you will open the destination game *(the game you want to copy **to***) next.

2. Access the destination game *(the game you want to copy **to***) first. Select **File → Open** from the menu bar, press [control] **+** [O], or click the 📂 icon on the toolbar. Locate the file you want to *paste into* and click on its name; then click on the **Open** button. The game will appear on the screen.

3. Access the source game (*the game you want to copy **from***) next. Select **File → Open** from the menu bar, press [control] **+** [O], or click the 📂 icon on the toolbar. Locate the file you want to *copy from* and click on its name to highlight it; then click on the **Open** button. The game template will be displayed.

4. To see both screens so you can copy cells from one to the other, select **Window → Tile** from the menu bar. The two windows will be resized to fit half the display area, and the source file will appear above the destination file.

5. Follow the instructions on how to select, cut, copy, and paste single- or multiple-cell selections on page 53 and 54.

CONVERTING OLDER GAMES

Using Classroom Jeopardy! Link and the Classroom Jeopardy! Editor software, you can convert and save any of the Classroom Jeopardy! games that used the Microsoft Word templates supplied with the original Classroom Jeopardy! units.

1. Start up Classroom Jeopardy! Editor.

2. Select **File → Open** from the menu bar, press [control] **+** [O], or click the 📂 icon on the toolbar. Navigate to the folder where you have saved your games in Microsoft Word format. The list of your games will appear. Locate the Microsoft® Word version of the game you want to convert.

3. Click on the game name to select it; then click on the **Open** button. Classroom Jeopardy! Editor will open the game and automatically convert it. If you look at the game name at the top of the screen, you will see *jgm* affixed to the end of the name indicating that the file has been converted. The original Microsoft Word® game remains intact, and it remains on your computer as a separate file. Save the file to a cartridge or to a file on your hard drive.

SHARING GAMES ON THE INTERNET

If you've used Classroom Jeopardy! in the past, you know that it is an effective teaching tool that motivates students and generates an excitement for learning. Thanks to Classroom Jeopardy! Editor, you can easily add to your collection of Classroom Jeopardy! games because now you can share games with teachers from all over the world. If you visit **www.classroomjeopardy.com**, you will see that it includes an area where you can upload and download games created in Classroom Jeopardy! Editor.

Here are some of the ways you and other teachers can share games:

- Upload and download games from the Internet.

- Create games that can be placed on a server for individual schools to download.

- Store games on a server for district-wide use among teachers.

- E-mail one or more games by enclosing them as attachments.

SETTING PREFERENCES

After you launch the Classroom Jeopardy! Editor software, select the **File → Preferences** option from the menu bar. The **Preferences** dialog box will appear.

The **Preferences** dialog box allows you to determine which messages, warnings, and reminders will appear during game creation. These **Preferences** choices are listed in the dialog box as questions for which there is a **Yes** or **No** answer. The preferences you choose take effect as soon as you close the **Preferences** dialog box and will continue to be in effect each time you launch the Classroom Jeopardy! Editor program until you change them.
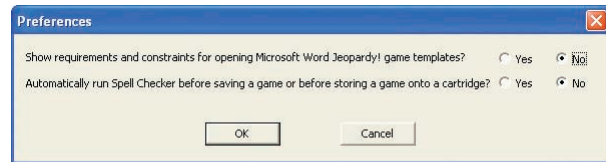
Preferences Explained
Show requirements and constraints for opening Microsoft Word Jeopardy! game templates?

Previous Classroom Jeopardy! game units could only be programmed using the keyboard that attached to the back of the unit. However, in order to help game writers organize their thoughts, Educational Insights included a Microsoft Word® template on the Classroom Jeopardy! CD. The template used tables with rows and columns and allowed game writers to enter all the information a game required into separate cells in the table. However, the game still had to be entered into the unit using the special keyboard provided. GOOD NEWS! All those games teachers entered into the Microsoft Word® templates can be opened in Classroom Jeopardy! Editor and saved to your computer or to cartridges where they'll be available when they're wanted.

For additional instructions on troubleshooting Microsoft Word file to Classroom Jeopardy Editor file conversion, see page 86.

Because Classroom Jeopardy! Editor actually uses Microsoft Word® in an invisible mode to open these Word game templates, there are some requirements that must be met. The requirements are as follows:

1. Microsoft Word® must be properly installed on your computer.

2. The structural layout of the Classroom Jeopardy! template file must not have been changed.

3. The contents of the game's cells must conform to the requirements of the Classroom Jeopardy! unit with respect to length of clues, length of category names, and so forth.

    Click **Yes** if you would like to be reminded of these requirements each time you attempt to open such a game. Click **No** if you do not want to be reminded.

Automatically run Spell Checker before saving a game or before storing a game onto a cartridge?

Check **Yes** if each time you attempt to save a game or store it on a cartridge you want the Spell Checker to check the spelling of the entire game. If you would rather choose when you will run the Spell Checker by selecting **Tools → Spell Checker**, then set this preference to **No**.

IDEAS FOR CATEGORIES AND CLUES

The flexibility provided by Classroom Jeopardy! Editor and Link means the game possibilities are limitless. Here are some category and clue ideas to get you started. The categories are grouped roughly by subject matter, but remember you can create games and categories that cover more than one subject.

Classroom Rules and Procedures Games

It takes a bit of effort to create a game based on your own classroom procedures, but you can use it year after year, modifying the game if necessary.

CATEGORY	SAMPLE CLUES
Safety First	• the place we meet if there's a fire alarm during recess • a place where we are allowed to run
Our Day	• the first thing we do when we come into the classroom every morning • the subject we study right after lunch
Out and About	• the day of the week our class visits the school library • where we're going on our next field trip
Best Behavior	• how we earn a sticker for the day • what we bring to school after an absence

Get Acquainted Games

Pass out a questionnaire to gather the information for a beginning-of-the-year game to help students get to know one another. Then write a game based on their responses.

CATEGORY	SAMPLE CLUES
Family Fun	• a student who has four brothers • His mother works at our school.
Hobbies	• a student who is a Girl Scout • a student who collects baseball cards
Fun Facts	• She won Best Costume at last year's Halloween Carnival. • a student who has an iguana for a pet
Talented Kids	• a student who plays the flute • a student who speaks Korean
Facts and Figures	• He was born in Alberta, Canada. • a student whose middle name is Andrew
Sporty Students	• She plays third base on a softball team. • a student who rides a skateboard to school

Spelling and Grammar Games

CATEGORY	SAMPLE CLUES	CORRECT RESPONSES
Homophone Pairs The correct response is a pair of words that sound the same but are spelled differently.	an insect and your mother's sister	What are *ant and aunt*?
	a man and letters or postcards	What are *male and mail*?
Homograph Pairs The correct response is a word that fits both definitions.	a note to a friend or a part of the alphabet	What is a *letter*?
	a toy that spins and the highest point	What is a *top*?
Shun, Shun, Shun The correct spelling ends in "t-i-o-n," "s-i-o-n," or "c-e-a-n."	the correct spelling for a word that means "movement"	What is *m-o-t-i-o-n*?
	the correct spelling for a word that means "sea"	What is *o-c-e-a-n*?
	the correct spelling for a word that means "something you own"	What is *p-o-s-s-e-s-s-i-o-n*?
The Long Way The correct response is the longer word for which the clue is short.	ad	What is *advertisement*?
	bike	What is *bicycle*?
Plurals The correct response is the spelling of the plural form of the word in the clue.	tooth	What is *t-e-e-t-h*?
	spy	What is *s-p-i-e-s*?
Parts of Speech	the adverb in this sentence: Ann ran quickly.	What is *quickly*?
	Preposition or adverb? the word "on" in the sentence "Rover is on the porch."	What is a *preposition*?
	Common or proper noun? Chicago	What is a *proper noun*?
Great Grammar	the subject in the sentence "I brought home a puppy."	What is *I*?
	the past tense of bring	What is *brought*?

Phonics Games

Even students with limited reading skills can enjoy Classroom Jeopardy! games because the host reads clues aloud.

CATEGORY	SAMPLE CLUES	CORRECT RESPONSES
E Sounds All Around	any word that has the short "e" sound	Many possible responses. Example: What is *pen*? or What is *shed*?
	a student in this class whose name has the short "e" sound	Many possible responses. Example: Who is *Ben*? or Who is *Fred*?
	a color that has the long "e" sound	Several possible responses. Example: What is *green*? or What is *peach*?
Starting Sounds	an animal that begins with the same letter as the word "mother"	Several possible responses. Example: What is a *monkey*? or What is a *moose*?
	a word that starts with the letter "r" and rhymes with sing	What is *ring*?
Wonderful W Correct responses begin with the letter "w."	a three-letter word	Many possible responses. Example: What is *win*? or What is *wig*?
	a word that rhymes with "rest"	What is *west*?
A, E, I, O, U	the vowel sound in the word "cat"	What is $\breve{a}$? or What is *short a*?
	the vowel sounds in the word "silly"	What are $\breve{i}$ and $\bar{e}$? or What are *short i* and *long e*?
The End	the ending sound in this word: (teacher holds up picture of a hat)	What is /*t*/ ?
	a word that has the same ending sound as "bike"	Many possible responses. Example: What is *rock*? or What is *lake*?
Rhyme Time	a word that begins with the letter "r" and rhymes with "sun"	What is *run*?
	a word that rhymes with "sad" and means "father"	What is *dad*?
er, ir, or Name the word and the missing letters – "er," "ir," or "or."	This is a round shape. c _ _ cle	What is *circle - ir*?
	This is a yellow vegetable. c _ _ n	What is *corn - or*?
Silent E Pairs The correct response is two words that are spelled the same except one ends in silent "e."	a container for soda and a stick to help you walk	What are *can* and *cane*?
	not very bright and a ten-cent piece	What are *dim* and *dime*?

Vocabulary Games

The Jeopardy! format lends itself well to vocabulary review. You might devote entire games to words introduced in your language arts or foreign language curriculum or use "Vocabulary" as a category in other content-area games.

CATEGORY	SAMPLE CLUES	CORRECT RESPONSES
Ants and Syns	two synonyms for big	Several possible responses. Example: What are *large* and *huge*?
	an antonym for forget	Multiple possible responses. Example: What is *remember*? or What is *recall*?
Hinky Pinky The correct response is two words that rhyme and fit the clue.	a beautiful town	What is a *pretty city*?
	a rabbit that tells good jokes	What is a *funny bunny*?
Analogies	puppy is to dog as kitten is to _____	What is *cat*?
	apple is to fruit as squash is to _____	What is *vegetable*?
Groovy Groupings The correct response is the name for a group of the things in the clue.	birds, sheep, or church-goers	What is a *flock*?
	musicians or thieves	What is a *band*?
Show You Know!	Use the word "luxury" in a sentence.	Responses will vary.
	Give an example of a vehicle.	Responses will vary.
Let's Speak Spanish	cat	What is *gato*?
	5	What is *cinco*?

High School Reading Games

CATEGORY	SAMPLE CLUES	CORRECT RESPONSES
Main Character The correct response is the main character of the literary work.	"The Catcher in the Rye"	Who is *Holden Caulfield*?
	"The Scarlet Letter"	Who is *Hester Prynne*?
Finn's In	author of "The Adventures of Huckleberry Finn"	Who is *Mark Twain*? or Who is *Samuel Clemens*?
	Huck Finn's best friend	Who is *Tom Sawyer*?
	Huck and Jim traveled on this body of water.	What is the *Mississippi River*?
	two words that describe the main character in "The Adventures of Huckleberry Finn"	Multiple possible responses. Example: What are *resourceful* and *mischievous*?
	a theme in the novel "The Adventures of Huckleberry Finn"	Multiple possible responses. Examples: What is *personal freedom*? or What were *the effects of slavery on white and black Americans*?
Lit Language	an example of a work written in the third person	Multiple possible responses.
Comedy or Tragedy? The correct response identifies the work as a comedy or a tragedy.	"A Midsummer Night's Dream"	What is a *comedy*?
	"Hamlet"	What is a *tragedy*?
Complete the Quote The correct response is the completion of this famous quotation.	From "The Grapes of Wrath": "Wherever they's a fight so hungry people can eat, __ __ __."	What is *"I'll be there"*?
Who Said It? The correct response is the person who spoke the words in the play.	"Out, damned spot! out, I say!"	Who is *Lady Macbeth*?

Arithmetic Facts Games

Arithmetic facts games can include different mathematical operations or concentrate on only one. They can express problems in a variety of ways.

CATEGORY	SAMPLE CLUES	CORRECT RESPONSES
Super Sums	the sum of 8 and 3	What is *11*?
	an addition problem that has the same sum as 14 + 4	Multiple responses possible. Example: What is *9 + 9*? or What is *10 + 8*?
Add It Up	6 + 1 + 4 + 10	What is *21*?
	4 1/2 + 2 1/2	What is *7*?
Let's Subtract	the difference between 12 and 7	What is *5*?
	what you subtract from 16 to get 9	What is *7*?
Multiplication Marvels	2 x 3 x 4	What is *24*?
	4.5 x 100	What is *450*?
Divide and Conquer	a division problem that equals 7	Multiple responses possible. Example: What is *28 ÷ 4*? or What is *49 ÷ 7*?
	144 ÷ 12	What is *12*?
Operation Overload	2 x 4 + 8 − 3	What is *13*?
	6 + 2(6 ÷ 3)	What is *10*?

Elementary Math Concepts Games

Don't limit your Classroom Jeopardy! math games to drill and practice of arithmetic facts—the game works just as well to review other math concepts and skills.

CATEGORY	SAMPLE CLUES	CORRECT RESPONSES
What Comes Next? The correct response is the item that comes next in the pattern.	3, 6, 9, 12, __	What is *15*?
	red, yellow, blue, red, yellow, __	What is *blue*?
Round Offs	58 rounded to the nearest hundred	What is *100*?
	117 rounded to the nearest ten	What is *120*?
In Betweens	a number between 29 and 31	What is *30*?
	a fraction between 1/2 and 7/8	Multiple responses possible. Examples: What is $\frac{3}{4}$? or What is $\frac{5}{8}$?
What's the Problem? The correct response is the math problem you need to do to find the answer.	Jeremy had 4 apples and picked 7 more. How many did he have in all?	What is *4 + 7*?
	If Clare is 9, how old was she 3 years ago?	What is *9 – 3*?
The Missing Link The correct response is the missing piece of information needed to find the answer.	Anna bought 4 pencils. How much money did she spend?	What is *the price of each pencil*?
	If Carlos drove to Anita's house at 32 miles per hour, how long did it take him to get there?	What is *the distance to Anita's house*?
Greater Than and Less Than	a number greater than 12 and less than 14	What is *13*?
	a number greater than 45 and less than 100	Multiple responses possible. Example: What is *50*?
Mighty Measurements	the number of ounces in one cup	What is *8*?
	the number of kilometers in a mile	What is *1.6*?
Place Value Challenge	the numeral in the tens place in 461	What is *6*?
	the numeral in the hundredths place in 816.15	What is *5*?
Lowest Common Denominator The correct response is the lowest common denominator for the fractions in the clue.	1/2, 5/8	What is *8*?
	5/8, 5/6, 3/4	What is *24*?

Time-Telling Games

CATEGORY	SAMPLE CLUES	CORRECT RESPONSES
Units of Time	the number of seconds in a minute	What is *60*?
	the number of hours in a day	What is *24*?
	the number of seconds in an hour	What is *3600*?
Read the Clock* The correct response is the time when the clock looks like the description.	the short hand is on 4 and the long hand is on 12	What is *4:00*?
	the hour hand is between 8 and 9 and the minute hand is on 3	What is *8:15*?
AM or PM The correct response is AM or PM.	6:00 in the evening	What is *PM*?
	3:00 in the morning	What is *AM*?
	the clock says 1:00 and the sun is out	What is *PM*?
Time Goes By The correct response is the amount of time, in hours, between the first and second time.	noon to midnight	What is *12 hours*?
	11:00 AM to 2:00 PM	What is *3 hours*?
	4:00 AM to 10:30 AM	What is $6\frac{1}{2}$ *hours*?
Say It Again The correct response is another way to say the same time.	half past three	What is *three thirty*?
	quarter to eight	What is *seven forty-five*? or What is *fifteen minutes to eight*?
Our Day	the time we start school	Responses will vary.
	the time shown on our classroom clock right now	Responses will vary.

* You'll probably find it helpful to use a teaching clock to illustrate the category "Read the Clock."

Geometry and Algebra Games

CATEGORY	SAMPLE CLUES	CORRECT RESPONSES
Magic Formulas	the formula for finding the circumference of a circle	What is $2\pi r$?
Notable Numbers	the number of degrees in a circle	What is *360*?
	This special symbol represents the ratio of a circle's circumference to its diameter; it equals 3.142.	What is *pi*?
Polygons Profiles	a three-sided polygon	What is a *triangle*?
	an eight-sided polygon	What is an *octagon*?
What's Your Angle?	the sum of the angles of a triangle	What is *180 degrees*?
	an angle of less than 90 degrees: acute or obtuse?	What is *an acute angle*?
Hot Properties	According to the commutative property, a + b = _____	What is *b + a*?
	the name of this property: a (b + c) = ab + ac	What is *the distributive property*?

Geography Games

CATEGORY	SAMPLE CLUES	CORRECT RESPONSES
Where Are We?	the state we live in	Responses will vary.
	the ocean nearest to where we live	Responses will vary.
America the Beautiful The correct response is a U.S. state.	the largest state	What is *Alaska*?
	the state that is farthest south	What is *Hawaii*?
	the state Yosemite National Park is in	What is *California*?
	Its nickname is the "Garden State."	What is *New Jersey*?
"New" Places The correct response includes the word "new."	a U.S. state	Answers will vary. Examples: What is *New Jersey*? or What is *New Hampshire*?
	the city with the highest population in the U.S.	What is *New York, New York*?
	There is a breed of dog named after this Canadian province.	What is *Newfoundland*?
Going to Extremes	the longest river in the world	What is the *Nile*?
	the country with the highest population in the world	What is *China*?
Capital Capers The correct response is a capital city.	the capital of California	What is *Sacramento*?
	It's the capital of the largest country in the world.	What is *Moscow*?
Border Patrol	the two countries that border the United States	What are *Mexico and Canada*?
	It forms the border between Arkansas and Mississippi.	What is the *Mississippi River*?
Under the Surface	They're caused by shifts in tectonic plates.	What are *earthquakes*?
	a term that describes how the earth's landmasses are moving away from each other gradually	What is *continental drift*?

History Games

CATEGORY	SAMPLE CLUES	CORRECT RESPONSES
Firsts	the first U.S. president	Who is *George Washington*?
	the first person to set foot on the moon	Who is *Neil Armstrong*?
	the first woman appointed to the U.S. Supreme Court	Who is *Sandra Day O'Connor*?
Relatively Speaking	President George W. Bush's father	Who is *George Bush*?
	One of Senator Ted Kennedy's brothers, he was the 35th U.S. president.	Who is *John F. Kennedy*?
	Known as "the virgin queen," she was Henry VIII's daughter.	Who is *Queen Elizabeth I*?
Decades The correct response is the decade in which the event occurred.	the U.S. entered World War II	What is the *1940s*?
	the Nineteenth Amendment is passed, guaranteeing women the right to vote	What is the *1920s*?
First Things First The correct response is the event that happened first.	• the American Revolution • Columbus's voyage to North America • Battle of the Alamo	What is *Columbus's voyage to North America*?
	• U.S. Civil War • the civil rights movement • the Revolutionary War	What is the *Revolutionary War*?
Amendments The correct response is the Constitutional Amendment described in the clue.	It guarantees freedom of speech.	What is the *First Amendment*?
	It prohibits states from depriving people the right to vote based on their race.	What is the *Fifteenth Amendment*?

Science and Health Games

CATEGORY	SAMPLE CLUES	CORRECT RESPONSES
Our Solar System	third planet from the sun	What is *Earth*?
	Phobos and Deimos	What are *Mars' moons*?
Weather Words	a common name for a tsunami	What is a *tidal wave*?
	cirrus, nimbus, or stratus are types of them	What are *clouds*?
Animal Records	It's the largest animal on earth.	What is the *blue whale*?
	Measuring up to 18 feet tall, it's the tallest land animal.	What is a *giraffe*?
In the Genes	This chemical substance contains the genetic information for humans and most living things.	What is *DNA*?
	Blue eyes and blonde hair – recessive or dominant traits?	What are *recessive traits*?
Acid or Base? The correct response is "acid" or "base."	lemon juice	What is an *acid*?
	a substance with a pH of more than 7	What is a *base*?
In Terms of Science	an example of organisms that have a *mutualistic* relationship	Several possible responses. Example: What are *bees and flowering plants*?
	the process by which plants turn sunlight into food energy	What is *photosynthesis*?

Multi-Subject Games

CATEGORY	SAMPLE CLUES	CORRECT RESPONSES
Have a Hundred The correct response includes "100."	a dollar	What is *100 cents*?
	a century	What is *100 years*?
	It has a picture of Benjamin Franklin.	What is the *100-dollar bill*?
	one and two-thirds hours	What is *100 minutes*?
	the temperature at which water boils	What is *100 degrees Celsius*?
All-Time Greats The correct response includes the word "great."	your mother's mother's mother	What is *great-grandmother*?
	large bodies of fresh water in northeastern North America	What are the *Great Lakes*?
	the sequel to "Charlie and the Chocolate Factory"	What is *Charlie and the Great Glass Elevator*?
	a man-made object on earth that can be seen from space	What is the *Great Wall*? or What is the *Great Wall of China*?
	a period of U.S. economic hardship in the 1930s	What is the *Great Depression*?
	The main character in this novel by Charles Dickens goes from rags to riches.	What is *Great Expectations*?
Famous Franks The correct response includes the word "frank."	This monster was the literary invention of Mary Shelley.	Who is *Frankenstein*?
	This founding father wrote "Poor Richard's Almanac" and conducted experiments to study electricity.	Who is *Benjamin Franklin*?
	It means "honestly" or "directly."	What is *frankly*?
	Her famous diary told the story of a Jewish family in hiding during the Holocaust.	Who is *Anne Frank*?
	A type of sausage was named for this city in Germany.	What is *Frankfurt*?

Multi-Subject Games (continued)

CATEGORY	SAMPLE CLUES	CORRECT RESPONSES
Primary Colors The correct response includes the word "red," "yellow," or "blue."	the largest animal that ever lived	What is the *blue whale*?
	It's where you should go to see the geyser Old Faithful.	What is *Yellowstone National Park*?
	The symbol of this international relief organization resembles the flag of Switzerland.	What is the *Red Cross*?
	The banjo is featured prominently in this style of music.	What is *bluegrass*?
	It's a huge storm in the atmosphere of the planet Jupiter.	What is the *Great Red Spot*?
	This historically important area is the center of Moscow.	What is *Red Square*?
Shape Shifters The correct response is the name of a geometric shape.	a plaza in a city or town	What is a *square*?
	an edible container for ice cream	What is a *cone*?
	a musical instrument	What is a *triangle*?
	You'd see this type of historical monument in Egypt or Mexico.	What is a *pyramid*?
	a military headquarters building in Arlington, VA	What is *The Pentagon*?
	a V-8 engine has 8 of them	What is a *cylinder*?

TIPS FOR GAME EXTENSIONS

Incorporate Other Media

Augment the written onscreen clue with a photograph, illustration, or recorded sound. Possible categories include Animal Sounds, Name That Tune, Artists and Their Work, Who Is It?, Reading Graphs and Charts, and Reading Maps. A few sample media and clues are listed here.

- Play a recording of a coyote to go with the clue "nighttime howler."
- Show a picture of a painting to go with the clue "the artist who painted this."
- Play a recording of "The Star Spangled Banner" to go with the clue "our national anthem."
- Show a graph to go with the clue "the percentage of students in our class who have cats."
- Show pictures of triangles of different proportions to go with the clue "the kind of shape these are examples of."
- Show a photograph of Winston Churchill to go with the clue "the name of this British leader."

Add Some Action

Spice up your games with "action" categories that challenge students to do something. Whether they're serious or silly, these tasks are a great way to engage kinesthetic learners. For these types of challenges, eliminate the time limit and the requirement that students respond in the form of a question.

- Sing the Alphabet Song.
- Point to your cervical vertebrae.
- Draw a parallelogram.
- Measure the height of your desk.
- Spell your name in sign language.
- Make the sound an elephant makes.
- Find Morocco on the globe.
- Show "23" with the Unifix blocks.
- Balance a pencil on your nose.

Challenge Students to Use Higher Thinking Skills

If you plan to be the game host, you can include clues that require a creative response. Questions that are somewhat open-ended can provide variety and substance without compromising the game's fairness. For example, you might include the clues "a factor that contributed to the extinction of the dodo bird" or "a person who played an important role in the civil rights movement." You may even wish to require that students follow their "question" response with a brief explanation. Be sure to make your expectations clear before students begin playing.

GAME ACCESSORIES

Classroom Jeopardy! has been engineered to provide teachers with ease of operation and to allow opportunities for expansion. Below is a list of optional game accessories you can purchase to expand the program's capabilities.

Accessories List

EI-7911 Classroom Jeopardy! Accessory Scoreboard (ASB)

Includes: ASB Unit

AC Adapter

Signal Cable

3 Player Remotes (2 AAA batteries per remote not included)

3 Name Cards

Dry-Erase Marker

Guide

EI-7922 Classroom Jeopardy! Blank Cartridge

EI-7923 Classroom Jeopardy! Ten-Pack Blank Cartridges

EI-7976 Classroom Jeopardy! Host Remote

EI-7977 Classroom Jeopardy! Programmable Remote (White)

EI-7978 Classroom Jeopardy! Programmable Remote (Silver)

EI-7979 Classroom Jeopardy! Programmable Remote (Charcoal)

EI-7981 Classroom Jeopardy! AC Power Adapter

EI-7984 Classroom Jeopardy! Telescoping Antenna

EI-7930 Classroom Jeopardy! Erasable Name Card Set with Marker (3 cards per set)

Accessory Scoreboards

Your Classroom Jeopardy! unit comes with a scoreboard that displays scores for three players or teams. To accommodate multiple players, you can purchase Accessory Scoreboards (ASB). (The Accessory Scoreboard, however, is NOT a replacement for the Base Unit.) Each ASB displays three scores. You can add up to nine Accessory Scoreboards to the Base Unit to display a maximum of 30 scores. (See page 80 for instructions on setting up the Accessory Scoreboard.)

Player Remotes

Player Remotes come either preprogrammed or unprogrammed.

- The Classroom Jeopardy! Base Unit includes three preprogrammed remotes for players 1, 2, and 3.
- The Classroom Jeopardy! Accessory Scoreboard comes with three preprogrammed remotes for players 4, 5, and 6.
- Additional unprogrammed remotes are available for purchase and can be programmed to numbers you select.
  — EI-7977 White
  — EI-7978 Silver
  — EI-7979 Charcoal

Cartridges

The cartridge that comes with your Classroom Jeopardy! unit can store up to 12 games, depending on the content of each game. Extra cartridges are available, however, for storing additional games.

SETTING UP THE ACCESSORY SCOREBOARD

Each Accessory Scoreboard (ASB) enables you to display three additional scores in your game. You can add up to nine ASB's to the Base Unit for a maximum of 30 scores.

1. The back of each Accessory Scoreboard has a 4-position switch. The switch is used to set the code from the Base Unit so that the Player Remotes can be assigned to the corresponding scoreboards.

   Set the ASB switch as follows:

		Switch Positions				
ASB	Player No.	1	2	3	4	
	1-3*	OFF	OFF	OFF	OFF	*(Players 1-3 are default to the Base Unit)
1	4-6	OFF	OFF	OFF	ON	
2	7-9	OFF	OFF	ON	OFF	
3	10-12	OFF	OFF	ON	ON	
4	13-15	OFF	ON	OFF	OFF	
5	16-18	OFF	ON	OFF	ON	
6	19-21	OFF	ON	ON	OFF	
7	22-24	OFF	ON	ON	ON	
8	25-27	ON	OFF	OFF	OFF	
9	28-30	ON	OFF	OFF	ON	

2. Make sure your TV and the Base Unit are turned off. Place the ASB(s) on top of or beside the Base Unit.

3. Each ASB comes with an AC power adapter and one white Signal Cable. Plug one end of the power adapter into the ASB and the other end into the Base Unit. (The receptacles are located on the left-hand side of each unit.)

4. Insert one end of the Signal Cable into the Base Unit port marked SIGNAL OUT. Insert the other end into the ASB port marked SIGNAL IN.

Accessory Scoreboard
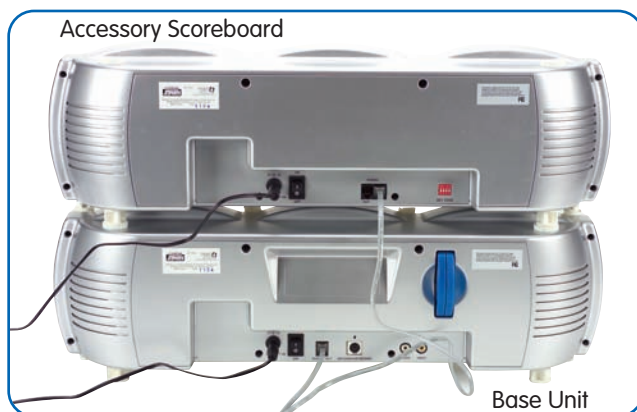
Base Unit

5. If you have more than one ASB, connect the scoreboards in a similar fashion. Daisy-chain the first ASB to the second ASB, then the second ASB to the third one, and so on.

6. Once all the connections have been completed, turn on the TV, Base Unit, and ASB's. The Base Unit and ASB center LEDs will illuminate green.

Configuring Scoreboards

Once you have connected your Accessory Scoreboard(s) to the Base Unit, you may want to check that you have positioned the switches correctly so that the score panels correspond to the appropriate player numbers. Generally, the Base Unit displays scores for Players 1, 2, 3, the first ASB displays scores for Players 4, 5, 6, the second for Players 7, 8, 9, and so on.

1. Access the JEOPARDY! START MENU before you have selected a game or after you have just selected one (see page 20).

JEOPARDY! START MENU	JEOPARDY! START MENU
SELECT GAME	START GAME
OTHER OPTIONS	CHANGE GAME
	VIEW CATEGORIES
	OTHER OPTIONS

Jeopardy! Start Menu **before** selecting a game
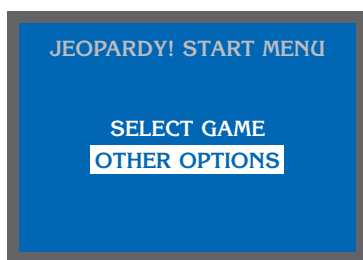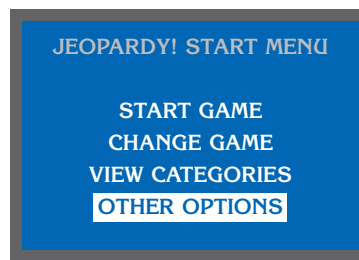
Jeopardy! Start Menu **after** selecting a game

2. Use the arrow buttons to highlight OTHER OPTIONS. Press SELECT.

3. The JEOPARDY! OPTIONS MENU will appear. Press SELECT.

4. The screen will display ten groupings of numbers. These groupings indicate the different ways that the scoreboards can be configured. The numbers stand for the player numbers.

5. One or more groups of numbers will be highlighted. These numbers indicate the player numbers to which your scoreboards correspond. (Players 1, 2, and 3 are default to the Base Unit.) If you want to reconfigure your scoreboards, simply change the position of the switches located on the back of each Accessory Scoreboard. (See page 80 for information on setting the switch positions.)

6. Press BEGIN to return to the JEOPARDY! OPTIONS MENU.

7. Press BEGIN again to return to the JEOPARDY! START MENU.

JEOPARDY! OPTIONS MENU

CONFIGURE SCOREBOARDS
PROGRAM REMOTES
REVIEW GAME

CONFIGURE SCOREBOARDS

1•2•3	4•5•6
7•8•9	10•11•12
13•14•15	16•17•18
19•20•21	22•23•24
25•26•27	28•29•30

AVAILABLE PLAYERS
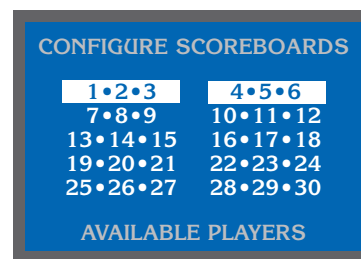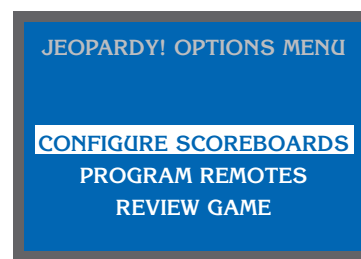
The highlighted numbers indicate that the scoreboards correspond to Players 1, 2, 3 and Players 4, 5, 6.

Programming Player Remotes

When you access the JEOPARDY! OPTIONS MENU before starting a game (see page 36), you can select the option PROGRAM REMOTES. This lets you assign or reassign numbers to the remotes. The three remotes that come with your Jeopardy! unit are already preprogrammed 1, 2, and 3, but you can change the numbers if you wish. Additional remotes you buy that are unprogrammed will need to be assigned a number.

> JEOPARDY! OPTIONS MENU
>
> CONFIGURE SCOREBOARDS
> PROGRAM REMOTES

1. Use the arrow buttons to highlight PROGRAM REMOTES. Press SELECT.

2. PLAYER ? will appear on screen. Press and hold the button on a Player Remote. The ? symbol will change to the current player number. (During each player number display, the corresponding score panel will show 88800 and the light above it will turn orange.)

> PROGRAM REMOTES
> PLAYER ?

3. After two seconds, the player number will revert back to the ? symbol. Continue holding down the Player Remote button for 30 seconds. The player number will reappear, indicating that the remote is now in programming mode. Release the button.

4. Press and release the Player Remote button quickly to increment the player number. The new number will appear on screen. (In programming mode, the number increments when the Player Remote button is released. If 30 is reached, the next number returns to 1.)

5. When the correct player number is displayed, press and hold the Player Remote button for four or five seconds until the player number disappears and then reappears. The new player number is now programmed into the remote. To check that the remote is operating correctly, press its button; the scoreboard should show the programmed number.

6. If the Player Remote sits idle for more than two minutes in programming mode, the unit saves the last displayed player number and automatically exits programming mode. The saved player number does not appear on the screen when this occurs. At this point, check your remotes to make sure the numbers are what you want them to be.

7. To return to the JEOPARDY! OPTIONS MENU, press BEGIN.

8. Press BEGIN again to return to the JEOPARDY! START MENU.
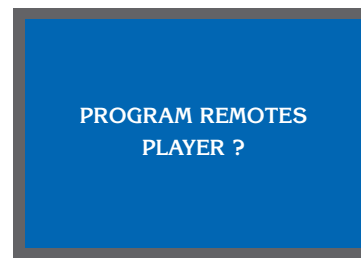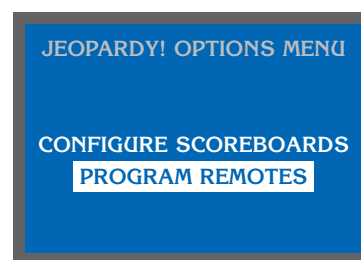
PRODUCT FEATURES

Classroom Jeopardy! is an exciting, interactive game that lets you use customized programming to introduce concepts, reinforce curriculum, encourage participation, and motivate learning. Below is an overview of the product's various features.

Base Unit

- The power switch at the back of the Base Unit lights up when the power is on.

- The Base Unit displays scores for three players or teams. The lowest score that can be displayed is –9,900. The highest score that can be displayed is 99,900.

- Base Unit is supplied with a 110/240VAC-50/60Hz power adapter with a DC output of 9V-1.5A. Do not use any other power supply with your Classroom Jeopardy! Base Unit.

Host and Player Remotes

- The Host Remote uses 2 AAA batteries. Each Player Remote uses 2 AAA batteries. (Batteries are not included with the Classroom Jeopardy! unit.)

- Under normal conditions, the Host and Player Remotes operate at a range of up to 50 feet from the Base Unit.

- Although not recommended, more than one Host Remote can control the Base Unit.

- The most efficient way to signal with the Player Remote is to press and fully release the signal button quickly. If players press and hold their button, they risk being blocked out from signaling. Also, pressing the button harder does not give players any advantage.

- Three preprogrammed Player Remotes (programmed 1, 2, 3) come with the Base Unit. However, additional remotes can be purchased to accommodate multiple players.

- Battery life for the Host and Player Remotes is 9 to 12 months, depending on usage.

- It is recommended that the batteries be removed from the remotes if nonuse exceeds 3 weeks.

- Player Remote number assignment will not be lost when the batteries are removed.

Antenna

- The Antenna can be connected and disconnected with the Base Unit power on.

- The telescoping antenna must be extended in order for it to work.

- When in use, the Antenna must be placed in an unobstructed position where signals from the Host and Player Remotes will not be blocked. The Antenna should not be placed on top of the TV.

Keyboards

- When a computer with Classroom Jeopardy! Editor is not available, a PC computer keyboard with a PS2 Plug may work with the Base Unit and be used to program it. Please visit the Classroom Jeopardy! web site at **www.classroomjeopardy.com** for complete instructions on how to use your base unit to program games.

- WARNING: Do NOT use Macintosh keyboards with Classroom Jeopardy! as they will not work and they may damage the unit.

Game Programming

- Games can be viewed on a TV screen or in Classroom Jeopardy! Editor.
- You cannot change the font style and size for the category names, answer clues, and values.
- Lowercase letters are not available.
- Characters cannot be italicized, boldfaced, or underlined.
- An underline score can be created for fill-in-the-blank formats.
- Math equations must be entered horizontally (no vertical problems).
- No foreign language can be entered unless it uses the standard English alphabet. Accents are not possible.
- The program cannot display colors, graphics, pictures, or video clips as clues.
- No audio sounds or speech can be programmed.
- No calculator or spell check is available on the Base Unit. Classroom Jeopardy! Editor includes a Spell Checker.
- Nothing can be printed from the Base Unit or Cartridge. However, answer keys for games can be printed from Classroom Jeopardy! Editor.

Cartridges and Game Storage

- The cartridge provided with Classroom Jeopardy! is preloaded with five complete games.
- Extra blank cartridges may be purchased. Each one can store up to 12 complete games (containing rounds of Jeopardy!, Double Jeopardy!, and Final Jeopardy!), depending on the content.
- You can edit or change games on the cartridges as often as you like.
- A game from one cartridge can be copied onto the same cartridge (provided the game is given a new name), can be copied onto a different cartridge, or can be saved to your computer's hard drive with Classroom Jeopardy! Editor.
- If the cartridge is full when trying to save a game, a warning will appear on screen. You will need to delete one or more games from the cartridge before continuing with the save, or you will need to save the game onto a different cartridge.
- Only Classroom Jeopardy! Game Cartridges can be used in the Base Unit.
- Names and high scores cannot be stored or saved for future reference.
- A computer cannot be used to program games directly onto a cartridge. However, a computer can be used to write games in Classroom Jeopardy! Editor and then save them to a cartridge with Classroom Jeopardy! Link.

TROUBLESHOOTING

Every effort has been made to make Classroom Jeopardy! a comprehensive, yet easy-to-use, program. If you experience a problem, read this section first for a possible solution. If you require additional help or information, please contact Customer Service.

Problem: The TV screen remains blank when Classroom Jeopardy! is started up.

Possible Solutions:

- Make sure that the TV and Jeopardy! Base Unit are turned on.

- Check that the TV has been set to VIDEO or LINE, corresponding to the audio/video connections between Classroom Jeopardy! and the TV.

- Some TV sets do not have a video/line button. Instead, they usually work by setting the channel to 3 or 4, depending on the geographical location. Use the channel selector button on the TV or your remote control to find the channel that accommodates the Classroom Jeopardy! game.

- Turn the Jeopardy! unit off and on.

Problem: The Base Unit has no power.

Possible Solutions:

- When you turn on the power switch on the Base Unit, the the top center LED will illuminate green. If it does not, check the power adapter connection to make sure the plug has been inserted securely.

- Check the wall socket connection and make sure there is power going into it.

Problem: A Player Remote does not work during a game nor does it register with the scoreboard.

Possible Solutions:

- Unscrew the door to the battery compartment. Check that the batteries have been inserted correctly.

- Replace the batteries with fresh ones.

- Check that player remotes have been assigned player numbers 1, 2, 3 for the Base Unit, 4, 5, 6 for the first Accessory Scoreboard, and so on.

- Check that the Player Remote has not been reprogrammed with a different player number. To do this, first access the JEOPARDY! OPTIONS MENU before starting a game and highlight the option PROGRAM REMOTES. Press SELECT on the Host Remote. Then press and hold the button on the Player Remote. The player number will appear briefly. If the number is incorrect, follow the steps in the section "Programming Player Remotes" to reprogram the remote with the correct number.

  IMPORTANT: A player may inadvertently reprogram a remote by holding the signal button down for 30 seconds. To prevent this from happening, tell players that they must press and release their signal buttons quickly in order to keep the remotes from malfunctioning.

Problem: The Host Remote does not work during a game.

Possible Solutions:

- Unscrew the door to the battery compartment. Then check to see that the batteries have been placed in the correct positions.

- Replace the batteries with fresh ones.

- Make sure that the Antenna is attached to the Base Unit.

- Make sure that players have registered their remotes.

- Check that Jeopardy! is in game mode, not programming mode.

Problem: During game programming, the TV screen is blank.

Possible Solutions:

- If the TV screen is black, check that the power is on.

- Check that the A/V Cables are connected properly.

Microsoft Word File to Classroom Jeopardy Editor File Conversion

The requirements and restraints for making this conversion include the following:

1. The Structural layout of the Jeopardy! template file has not been changed.

2. The contents of the game cells conform to the requirements of the Jeopardy! unit.

Difficulties opening games created in Microsoft Word can frequently be traced to violating one of these requirements.

Here are a few tips for solving problems you might have opening Microsoft Word game template files.

When Classroom Jeopardy! Editor encounters a problem opening a Microsoft Word template file it will try to tell you where in the template it encountered the error. For example: **ERROR: DJ Row 1, Col 6: Incorrect Contents** indicates that the error was encountered in the Double Jeopardy Round (DJ) the first row and sixth column of the Category/Clue section (the section with columns and rows). This particular error was generated because someone had renamed the Category 5 column to Category 6. This violates the structure of the layout of the template.
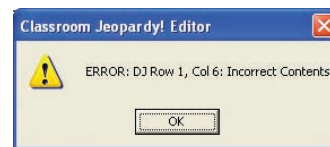
More frequently, errors have to do with an incorrect number of characters or lines in a cell. The file "Template Requirements" on your CD-ROM shows how many lines and characters are allowed in each cell of a game template.

NOTE: Lines include a certain number of visible characters and an invisible carriage return.

If you are uncertain about how many words or lines you have included in a cell, use Microsoft Word to count them.

1. Open the Microsoft Word game template in Microsoft Word.

2. Click and drag to select all the text in a cell.

3. Select **Tools → Word Count...** from the menu bar.

Among the things that Microsoft Word will display in the dialog box that appears is how many characters and lines there are in the cell. If there are more characters or lines than allowed, eliminate some of them, save, and close the file. Then, try to open it in Classroom Jeopardy! Editor.

NOTE: A common mistake is to add a carriage return to the seventh line in a clue. Doing so adds an extra (eighth) line and will always generate an error when you attempt to open the file in Classroom Jeopardy! Editor.

BATTERY INSTALLATION

The Host Remote requires 2 AAA batteries. Each Player Remote requires 2 AAA batteries. For the best operation, always use fresh alkaline batteries. Other battery types will have a shorter life.

1. Carefully open the battery compartment door (located on bottom of the Host Remote and on the side of each Player Remote) by loosening the screw holding it in place.

2. Install 2 fresh AAA-cell batteries in the battery compartment, carefully following the diagram showing correct battery installation. This diagram is found inside the battery compartment.

   • Batteries must be inserted with the correct polarity.

   • Do not mix old and new batteries. Do not mix different types of batteries: alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

   • Remove exhausted batteries from the unit.

   • The supply terminals must not be short-circuited.

   • Non-rechargeable batteries must not be recharged.

   • Do not use rechargeable batteries.

   • Only batteries of the same or equivalent type as recommended are to be used.

3. Close the battery compartment door and tighten the screw.

4. Battery life for the Host and Player Remotes is 9 to 12 months, depending on usage. Player Remote number assignment will not be lost when the batteries are removed. It is recommended that you remove batteries from the remotes if nonuse exceeds three weeks.
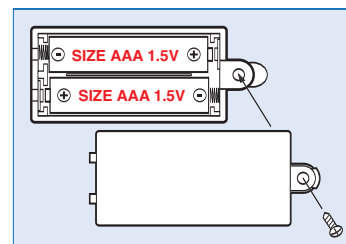
Host Remote Battery Installation
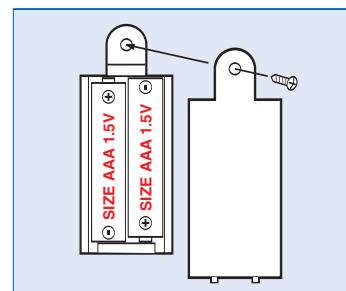
Player Remote Battery Installation

Adapter Information

1. The Base Unit and Accessory Scoreboard Unit must be only be used with the AC adapter included with the units.

2. The AC adapter should be examined regularly for damage to the cord, plug, enclosure, and other parts. In the event of damage, do not use the AC adapter until the damage has been repaired.

3. The Base Unit and Accessory Scoreboard Unit are not intended for children under three years old.

4. The AC adapter is not a toy.

5. The Base Unit and Accessory Scoreboard Unit must not be connected to more than the recommended number of power supplies.

6. Instructions for use:

   a. Turn the Base Unit or Accessory Scoreboard Unit off using the power switch on the back.

   b. Carefully plug the AC adapter into a wall socket.

   c. Turn the unit on using the power switch on the back.

AC Adapter Cleaning Information
Cleaning Instructions: Disconnect the AC Adapter before cleaning. Clean it with a damp or dry cloth–do not immerse or spray any liquid or water on the AC adapter.

WARRANTY INFORMATION

Dear Customer,

Thank you for purchasing Classroom Jeopardy!. We're certain that you will enjoy the learning fun offered by this product. Educational Insights products are guaranteed to function for one year. Educational Insights warrants each unit against factory defects in material and workmanship for one year from the date of purchase to the original purchaser only.

This warranty is invalid if the damage or defect is caused by accident, consumer abuse, or unauthorized alteration or repair. This warranty does not cover any claim concerning worn-out or defective batteries. If your Classroom Jeopardy! unit or accessory items fail to operate satisfactorily during the first year of purchase, return the item postage prepaid with your check or money order for handling and inspection. Be sure to include the product, your name, address, proof of purchase, and a brief description of the problem. Also package the item carefully to prevent damage during shipping. Send this information to the factory service center listed below. If the item is found to be defective within the first year, it will be repaired or replaced at no further cost to you.

Out of Warranty Service Policy

If any item requires service after expiration of the one-year, limited-warranty period, Educational Insights will service or replace it with a reconditioned unit—at our option—upon receipt of the item and your check or money order for the item as noted:

		In Warranty (for handling/inspection)	**Out of Warranty**
EI-7910	Base Unit	$15	$150
EI-7911	Accessory Scoreboard	$15	$75
EI-7922	Cartridge	$3	current retail
EI-7924	Classroom Jeopardy! Link (includes Classroom Jeopardy! Editor)	$0	current retail
EI-7977	Player Remote — White	$5 each	current retail
EI-7978	Player Remote — Silver	$5 each	current retail
EI-7979	Player Remote — Charcoal	$5 each	current retail
EI-7984	Telescoping Antenna	$5	current retail
EI-7981	AC Adapter	$5	current retail

Service Center
Direct all returns to: Educational Insights
Customer Service Department
2206 Oakland Parkway
Columbia, TN 38401-9901

We welcome your comments or questions about our product or service.
CALL: (800) 995-4436 Monday to Friday
FAX: (800) 995-0506
EMAIL: service@edin.com
WEBSITES: **www.educationalinsights.com**
www.classroomjeopardy.com