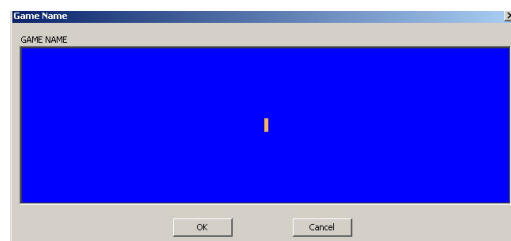# Creating a Game in
Classroom Jeopardy! Editor

Begin by logging on and going to the **Start** menu. Click on **Programs**, select **School Purchase** and choose **Classroom Jeopardy! Editor.**

Once the Program launches, double click in the **Game Name** cell.

GAME NAME:	SINGLE JEOPARDY!®

The editor window will appear. Type in a name for the game. This is the name that will be listed on the cartridge. If a name is not entered error messages will appear when trying to load the game to a cartridge. Click **OK** when you have finished.

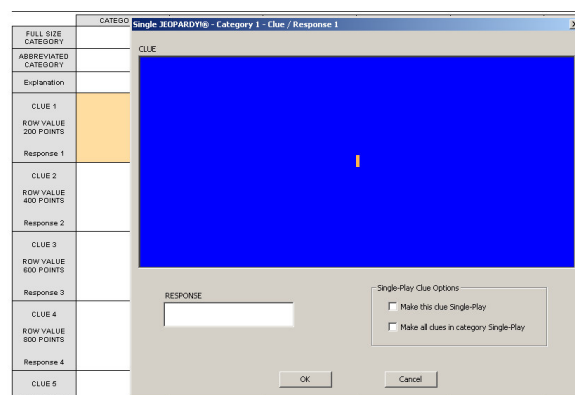Double click on the Category 1 **Category Name Cell.**

When the **Category Name Cell** editor opens, type in the entries for the **Full Size Category**, the **Abbreviated Category** field and the **Explanation** field. The **Abbreviated Category** field will be displayed on the screen when the game is played.

Open and complete all the responses for the remaining **Category Name Cells.**

Double-click on the Clue 1 **Clue/Response Cell.** Once the editor opens type your entry into the Cells. Now open each clue and response cell and type the entries in, in the same manner.

To make a **Double Jeopardy!** game, select **Round → Double** from the **Menu Bar** or click on **DJ** tool on the tool bar.

Classroom Jeopardy!® Editor - [Untitled]
File   Edit   View   Zoom   Round   Tools   Window   Help
SJ DJ

Double click on the **Final Jeopardy!** Cell and type in the entries.

You are now ready to save. Click on **File**, **Save As** and navigate to the **Staff** drive and then the **Jeopardy Games** folder.

Once you have saved there, let Michael know and he will save the game to a **Jeopardy Game** cartridge.

Finally, you can come to the lab and sign up to loan the **Jeopardy Game** for use in your classroom.