

# WIC Food List Jeopardy Facilitator Guide

Jeopardy is best played by at least two teams composed of individuals or groups. This game features two rounds of competition and a final Jeopardy bonus question for the team controlling the board at the end of round two.

## Overview – basics of Jeopardy

Game facilitator allows teams to select tiles with category/point values (e.g. Vegetables for \$200) until all tiles on the screen have been read.

- Once all sixteen question tiles in round 1 have been completed, proceed to round 2.
  - Click the link at the bottom of the screen for round 2
- Upon completing all sixteen question tiles in round 2, proceed to final jeopardy.
  - Click the link at the bottom of the screen for final Jeopardy
- After final Jeopardy is played, the team with the highest number of points wins.
- The facilitator may choose whether players will be allowed to use WIC Food List guides to answer questions. (Many questions focus on very specific details. With a reasonable time limit to answer, such as 30 seconds, it may still be challenging.)
- Scoring: each correct answer wins the number of points shown on the tile. An Additional 50 points is awarded if the answer is given in the form of a question.
  - Example: Correct answer is “can buy” canned tomatoes.
  - 50 bonus points awarded for “What is a canned vegetable you can buy?”
- **For incorrect answers, the number of points is SUBTRACTED** from the team score (scores may be negative)

## Roles to Assign

All roles may be performed by the facilitator or delegated. It is recommend to delegate score keeper if possible.

- Game facilitator (hosting game and navigating the board, reading clues, clarifying rules)
- Time keeper (suggest to allow 30 seconds to answer game questions)
- Score keeper (record point earned for correct answers)
- Judge to decide answers which do not exactly match the given “correct” answer

## Beginning game play

1. Determine which team begins the game by any method.
2. The first team to play chooses any category/point tile on the board. The facilitator clicks the selected tile and reads the question.
  - **Food category tiles** ask “can buy” vs. “cannot buy” questions.
    - Example: (Canned beans for 100 points is selected.) Question - Can buy or cannot buy: Navy beans.
  - **Cannot Buy tiles** give the WIC Food List word description of items not allowed in various food categories. Team answers by stating to *WHICH FOOD CATEGORY* the Cannot Buy description applies.
    - Example: (Cannot Buy for 200 points is selected.) Question – What food category has this cannot buy restriction: Kits with dressings or dipping sauce.
3. For each question the individual/team responds by stating one final answer within 30 seconds. Answers stated in the form of a question score an additional 50 points above the point value for the item. Teams alternate between turns to choose tiles and attempt answers.

- **Food Category Example:** (Canned beans for 100 points is selected.) Question - Can buy or cannot buy: Navy beans.
  - Team response: You **“Can buy”** navy beans (*100 points awarded for correct answer*).
  - Alternative response: “What is a type of canned beans you **can buy?**” (*50 bonus points*)

#### Answers and scoring

- If the team who selected the question **correctly answers it** within 30 seconds, they win the point value of the tile, adding bonus points when applicable.
  - **Incorrect answers** result in points being **subtracted** from team score.
  - If the team who selected the question **gives no answer** within 30 seconds, the other team(s) may attempt to answer.
- **Cannot Buy Example:**
    - Example: (Cannot Buy for 200 points is selected.) Question – What food category has this cannot buy restriction: Kits with dressings or dipping sauce.
      - Team response: Frozen Vegetables (**Incorrect answer**. No points awarded. Correct answer is Fresh Vegetables.)

Once all sixteen tiles in round 1 have been played, the facilitator clicks the link at the lower screen to go to the board for round 2.

4. Once all sixteen tiles in round 2 are played, the team in control of the board will play final Jeopardy. Facilitator clicks the link at the lower screen to play final Jeopardy.

#### Playing Final Jeopardy

- Teams choose how many points to wager on the final Jeopardy question. They may wager any number of points up to (but not exceeding) their total score.
- After the question is read, the first team to buzz in or signal they wish to answer is chosen. **Teams are not allowed the usual 30 seconds to answer.** They must give their answer within 5 seconds.
- By **correctly answering** the final Jeopardy question, the team wins the number of points wagered.
- **If they answer incorrectly** they will lose the number of points wagered.

5. **Final scoring:** After final Jeopardy is completed the team with the highest score wins.