

## Pre-Visit Activity Guide: *MathAlive!* Jeopardy



### Activity Overview

Review third grade math concepts in this math-themed trivia game! Students will work in teams to solve math equations related to five different Jeopardy categories.

Complete this activity prior to your field trip to the Michigan Science Center to prepare students for their experience in the *MathAlive!* Traveling exhibit.

**Suggested Activity Time:** 1-hour

### Basic Rules

- Divide students into four or five teams.
- Teams take turns choosing a topic category and a question in that category associated with a specific dollar amount (\$100, \$200, \$300, etc.), e.g., 'We want Space Math for \$300.'
- Give teams one minute to answer each selected question correctly. Teammates must collaborate before giving the answer.
- If the answer is correct, the team earns the amount of 'money' the question was worth. That is, they earn 100 points for a \$100 question. You and/or the teams can tally their point totals.
- If the answer is incorrect, the question stays up on the board.
- After the answer is given, whether correct or incorrect, it is the next team's turn. Taking turns allows each team more opportunity to participate throughout the game.
- The game continues until all amounts under each category have been chosen and questions have been correctly answered.
- The team with the most points wins!

### ***MathAlive!* Jeopardy Game Link**

<https://docs.google.com/presentation/d/1ULdMRvkJaILSjFt1ceW8uadN1bpKLuPAH8ZBRvl-SaA/edit?usp=sharing>

### Activity Variations

Any of the rules can be adapted to meet the needs of the students in your classroom and to meet your own preferences for running games in your classroom.

Here are just a few ideas of how to change up or run a Jeopardy game:

- You could have one student from each team always give the answer.
- You could alternate who gives the answer every time from the team.
- If a question is incorrect, the next (or any other) team could 'steal' the question right away, or you could just put it back on the board, and the next team could choose any question they like.
- If you allow a team to 'steal' a question, that team could get double the amount for a correct answer.
- For variety, after a random question is chosen, you could write Daily Double on the question. That means the team gets double the amount it was worth ( $\$500 = \$1,000$ ) if the answer is correct.
- You could have a scorekeeper for the game.

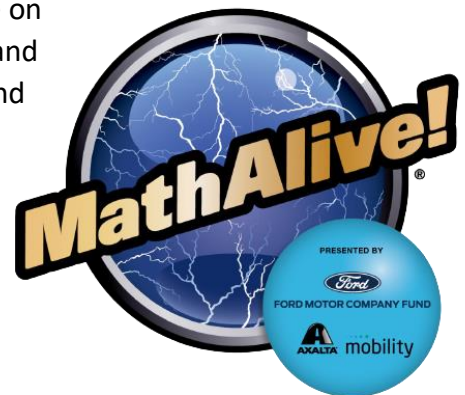
### ***MathAlive!* At the Michigan Science Center – Exhibit Information**

MiSci, with generous support from the Ford Motor Company Fund and Axalta, is thrilled to announce *MathAlive!*, a traveling exhibit that opened in June 2021. This interactive and immersive experience is designed to put visitors at the center of math while answering the age-old question: “When will I ever use this math they’re teaching in school?”

*MathAlive!* features math at work in six different areas, including extreme sports, fashion and design, video games and robotics in order to connect math concepts to real-world applications.

Visitors will build a skateboard with “pop”, design a sustainable skyscraper, strike a pose in a 360° photo shoot, learn how to control the Curiosity Rover, take on cyber-security threats in an immersive video game experience, and more. Each area is accompanied by stories from professionals and visionaries, highlighting how they apply math in their respective fields every day.

*MathAlive!* is located in the Science Hall, on the fourth floor of the museum. The exhibit will also feature special programming and live demonstrations every day.



**Recommended time in *MathAlive!*: 45-minutes**