

PowerPoint 6-Pack Quiz Shows Volume 4 Help

OVERVIEW

The PowerPoint 6-Pack Quiz Shows Volume 4 contains six PowerPoint Quiz Show training games. As a bonus, we also have provided you with a free game which can be an icebreaker or an intro to the “Mazing” Race Quiz Show game. These games are tested to work on all PowerPoint versions 2002 and above. Games included are:

1. Blackjack Quiz Show – Combines Blackjack and a Quiz Show to double the fun and learning.
2. Concentration Quiz Show – Based on an old TV Show “Concentration” with questions added.
3. Crossword Puzzle Quiz Show – Everyone loves crossword puzzles, but with this puzzle, you must answer your training questions before you get the opportunity to solve the crossword puzzle.
4. Make A Deal Quiz Show – Ready to find out what’s behind curtain #2. Players and teams answer your training questions then get ready to make a deal!
5. Mazing Race Quiz Show – Answering your training questions correctly gives teams or players an opportunity to amass points by running the maze. The further you get, the more points you receive.
6. Wheel of Fame & Fortune Quiz Show – Spin to see the points you’re playing for. Answer the question correctly and you’ll have an opportunity to solve the word puzzle. “I’ll take the letter E, Vanna.”
7. Mazing Race game – A free computer mouse game where contestants can play to see how far they can move through the maze within the allotted time.

HYPERLINKS AND CUSTOM ANIMATION

These games take advantage of hyperlinks to move between slides or perform other special functions. Do not delete any buttons as this may negatively affect the functionality of the games. Exiting slideshow mode will reset all the Custom Animation and links. This will reset the current scores, questions used and any other Custom Animations found in the game.

GENERAL EDITING

These files are not protected and can be altered and edited as needed. ***Always work from a copy of the original game so any changes or edits can be easily fixed by starting again from the original game file.***

COMMON FEATURES

All of these games have some common features in them. They are:

1. Introduction. This is an animated introduction with background music. It is designed to allow your program to begin with a bang, and tells all participating to get ready to have some FUN!
2. Icebreaker. This is an optional icebreaker which can be used to introduce the players.
3. Finale. Let's celebrate with some music and animation at the end of your program. Images can be edited, personalized and customized.
4. Prize Selector. The optional PS button lets your winners choose a prize from 3 hidden choices. You, of course, can edit our suggested prizes.
5. Questions. Most questions are multiple choice but may also be quickly modified to become True/False questions. Enter your own training program questions on these slides. There are 20 questions per game.
6. Additional Information or Exercises. These optional slides allow you to enter additional information about your question topic or run a short exercise to support the question. Using these slides allows you to expound on the question, and to present new information to your group as you play the game.

Here are some screen shots and notes about each of the individual games.

BLACKJACK QUIZ SHOW



The Home slide has 20 cards on it. These represent the points a player or team will be awarded for answering a question correctly (i.e. – 6 pts for landing on the 6 of spades). Clicking on the card itself, will bring you to the actual question to be answered. Press the Start/Stop button once to start the green marker moving from card to card, and a second click to have the marker select a question and point value. If the card has been used (becomes transparent once used) then go to the next card as you move around clockwise.



If you answer a question correctly, you have the option of doubling the original point value (in our above example – 6 pts.) by playing a hand of Blackjack against the game’s dealer, or playing it safe, and keeping the original point value from the home screen. If you choose to play, your host must first select the Dealer’s hand by clicking on 2 of the cards shown at the bottom of the question screen. If the accumulated value is less than 16 then the host will select a third and if necessary, a fourth card. If the Dealer’s hand exceeds 21, the team or players automatically win at Blackjack. If not, press the My Hand button to play your hand and attempt to beat the Dealer’s hand!



On the Your Hand screen, press the Select Cards button twice with a random time delay between presses. Two cards will be highlighted. Click on these cards to reveal them. If you want a “hit” (a third card) – press the Select Cards button twice again. Two cards are again selected. Choose one of the cards for your third card and if desired, select the other card as well for your fourth card. The object, of course, is to accumulate a card value equal to but not greater than 21 (you automatically lose when you go over 21). If your card total is closer to 21 than the dealer’s hand, you win (i.e. – The Dealer’s hand equals 17, and

your hand equals 18). Teams/players receive 2X the original point values determined on the home screen for answering the question correctly and beating the dealer at Blackjack, but only ½ the original point value if they fail to beat the dealer. So, *using the 6 pts. from the above example*, if a player or team gets the question correct, they receive 6 pts. They may keep the 6 pts. or play Blackjack to double their points (12 pts.). If they, however, fail to beat the dealer, they receive ½ or 3pts. for the round. Return to the home slide to post your score.

The above rules will work well for a review of your training program materials; however The TGI Blackjack training game can also be used to deliver new training material. In that your training material is more than likely logically sequenced, your training questions will also need to be delivered in sequence. In this regard, questions cannot be selected randomly. Deliver your questions, beginning with the first question located top left (the 10 of spades), and continue in a clockwise direction. Each player or team will take turns receiving a question. All questions, regardless of the card, will be worth 6 points. Use the Start Stop button on this screen to determine the turn order for teams and players. High card will go first; next highest card will go second and so on. Continue to play until all questions (max 20) are used. The scoring will, of course, be the same as indicated in the above paragraph. The only difference is that each play will be based on a set amount of points rather than randomly selected.

CONCENTRATION QUIZ SHOW



Click on the small blue boxes on the Home/scoreboard screen to select a question. Questions may be presented in sequence or selected at random depending upon the trainer's preference. If the trainer is using the game as a program review, random question selection may be preferred. However, if the trainer is using the game to deliver new program material, it may be essential that questions are presented in sequence (Question #1 is found at the top left hand corner of the board or question grid, Questions 2 – 5 are directly under question one. Question 6 is found on the top of the second column of the grid, with questions 7 – 10 direct below it, and so on). After a question is answered correctly, return to the Home/scoreboard screen and click on Puzzle 1 button to go to the first concentration board. If the Concentration puzzle is solved before running out of questions, use the Puzzle 2 button for another puzzle.



The Concentration puzzle is editable. To reveal pieces, a player chooses 2 numbers. Click the Green-Yellow button to reveal a picture symbol. Players MUST match 2 symbols to see the actual phrase under it. If a match, press the Blue buttons to reveal part of the phrase. If not a match, press the Green-Yellow buttons again to again hide the symbols. Answering a question correctly awards a player or team a chance at the board. After each match, the team or player may attempt to guess the puzzle. One match and one guess are allowed per turn. Participants get two points for answering a regular question correctly, three points for a premium question, three points for each match, and finally five points for guessing the puzzle. Regular and premium questions are indicated on the question screens at the bottom, and these are editable as well.

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CROSSWORD PUZZLE QUIZ SHOW



This game works very much like the Concentration game. Select questions from the top of the Home slide. Questions can be selected randomly or delivered in sequence. Puzzle 1 and Puzzle 2 buttons on the bottom allow access to the two crossword puzzles (just in case the first puzzle is completed before all questions have been delivered).

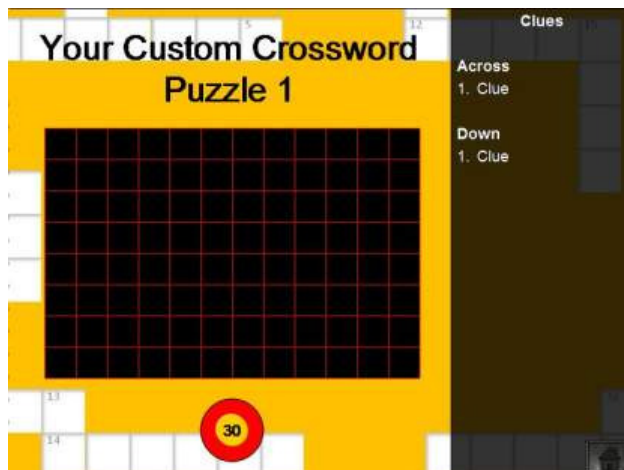


This is a sample puzzle. The host should have a printout so they can confirm the correct answers by clicking the black squares to reveal the letters and words.

Two blank puzzles are provided for you to create your own puzzles. We suggest they be based on your training program materials. Each player or team is given 30 seconds per turn to guess the hidden puzzle words (alternatively, you may wish to limit the number of puzzle words a team can solve per turn). Participants receive two points for

answering a question correctly and an additional three points for crossword puzzle words as well.

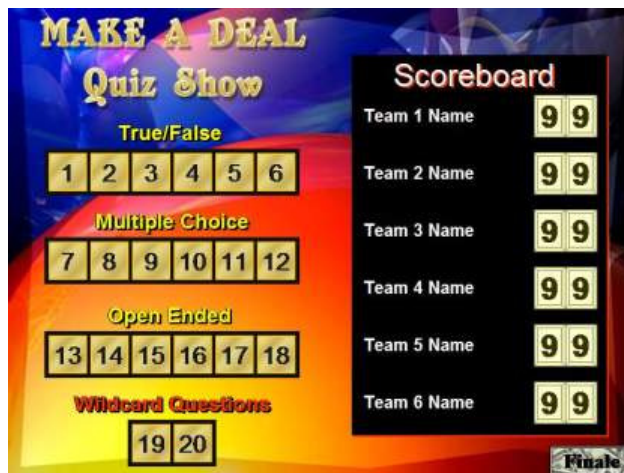
Here is how to create your own puzzles:



1. On separate grid, plan your own puzzle and clues.
2. Click on a black square and enter a letter (in caps).
3. When done, click on and delete all of the unused black squares.
4. At the left edge of the slide are several little yellow circles with numbers in them.
5. Move them to the first letter of all the words and enter this number and the clues on the right side of the slide.

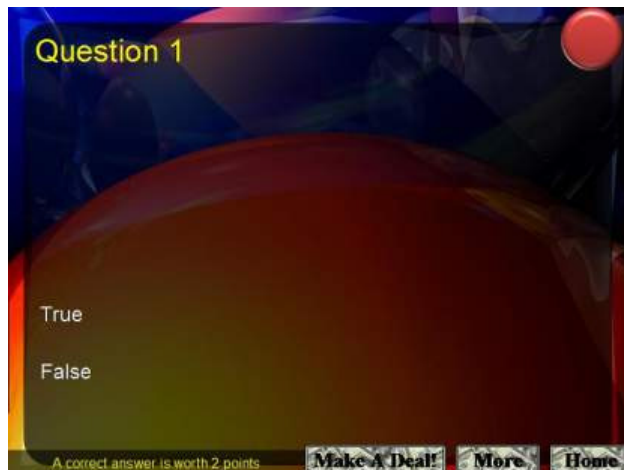
During a turn, a correct answer earns a player/team 30 seconds to solve the puzzle. Press the 30 circle on the button to start the timer.

MAKE A DEAL QUIZ SHOW



This game has 3 different types of questions in it: True/False, Multiple Choice and Open Ended questions. In general, True/False is the easiest type of question to answer, followed by Multiple-Choice, with Open Ended questions perhaps being the most difficult. Allowing the players a choice of question type adds another level of complexity to the game.

For the Open Ended questions an Answer button on the bottom of the slide reveals the correct answer. For True/False and MC questions simply click on your answer selection (shown below) to determine if your answer is correct or incorrect.



If a question is answered correctly, the player or team is awarded two points. However, now press the Make A Deal button on the bottom to allow the team or player to make a deal for a higher point award.



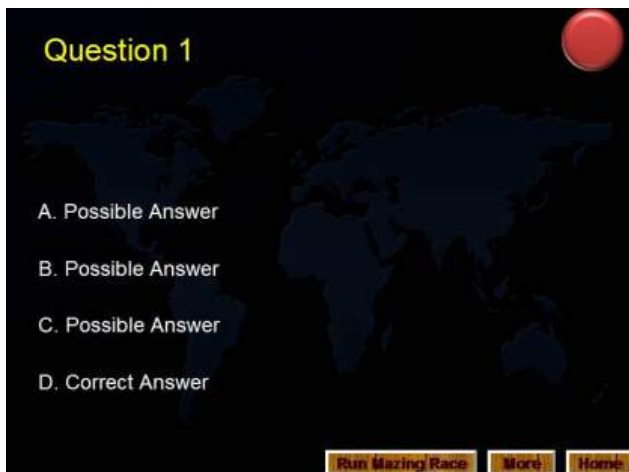
Again, a correct answer earns the player 2 points automatically. The Make A Deal slide allows them to trade their 2 points for as many as 4 points by choosing the right curtain or the box. The host can really have some fun “hamming up the action” here. A caution to your teams and players however, there is a chance they will lose a point if they pick the wrong curtain or box.

MAZING RACE QUIZ SHOW



The scoreboard on the “mazing” race game is found across the top of the Home slide. Each of the 20 world pictures represents a question. Click on one to reveal a question. (Note: as in previous games questions can be selected randomly or used in sequence. Generally speaking the question sequence (1 to 20) zig zags across the world beginning on the top left question in North America (Question #1) to the 20th question located in Australia.

Used questions will become transparent once clicked on but you can still click on the faded image to revisit a used question.



If a team or player answers their question correctly, they will get an opportunity to run the Mazing Race and determine how many points they will be awarded.

Players will need convenient access to a mouse device when attempting the mazing race. A wireless mouse is recommended. You may consider using more than one mouse as well. This part of the game is great fun as teams cheer on their mouse mazing appointee. It's also recommended that teams select ahead of time, the order in which each player will attempt the maze for points. Remember, it is always good to have participants engage and to get up and move

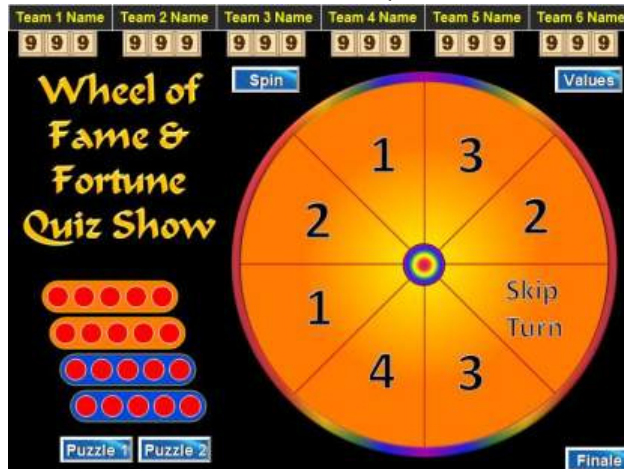
around a bit. It is not only fun, but helpful in the learning process to keep you participants interacting and focused. According to John Medina, (“Brain Rules”) a classroom, in which people are sedentary for long periods of time, is indeed, NOT the best environment for our brains to learn in.



A player clicks the Start button to start the timer. They have 35 seconds to get as far as they can along the WHITE path. The race ends when a buzzer sounds. A buzzer will sound if you move the mouse off of the white path, touch a moving obstacle or the timer expires. Your points (1 – 6) are determined by how far along the maze you get before hearing a buzzer.

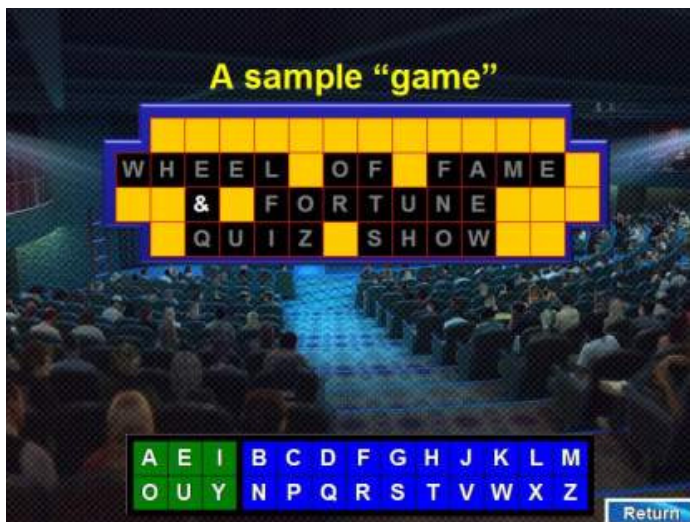
Let the group have access to the game, or use the free game provided in this 6-pack prior to the start of the meeting or on breaks. Allow your training participants to try their luck in the Mazing Race. It is a great way to build excitement before the game itself begins.

WHEEL OF FAME & FORTUNE QUIZ SHOW



Spin the wheel to see how many points players/teams are playing for. (Note: After the first 10 questions, press the Values button (top right) to increase the wheel's point values for the 2nd half of your game.

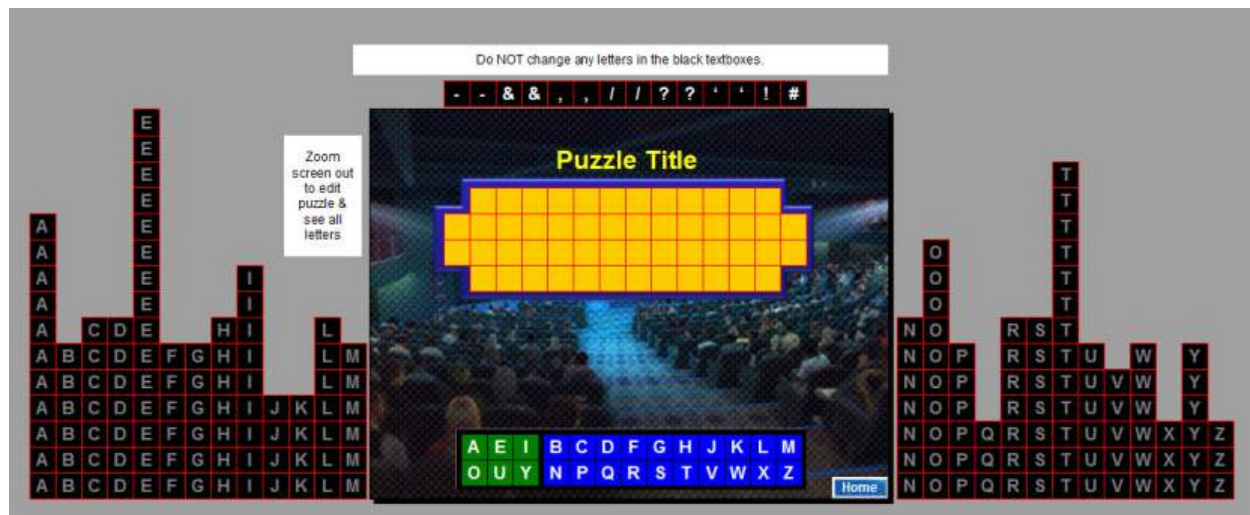
The Puzzle 1 and Puzzle 2 buttons on the bottom of this screen transport you to the game puzzles (shown below). Teams/players get to try to solve the puzzle when they answer one of your training questions correctly. Each correct answer allows you to choose and reveal a letter you believe to be within the puzzle and then players/teams get an opportunity to guess the puzzle.



The puzzles are editable so you create your own phrases. These of course, can be key statements from your training program, famous quotes, or "just for fun" sentences.

When you are on this slide, pressing one of the letters at the bottom of the slide will reveal of ALL of those same letters found within the puzzle. For example, a team may select the letter E, and it will appear in 4 squares if we were playing the sample game puzzle shown here (puzzle building instruction below). Scoring Points: A correct answer gets the points on the wheel. Each letter that is revealed on the puzzle gets you one additional

point. The team or player that solves the puzzle receives an additional 6 points.



On one of the puzzle slides (in edit mode), change the zoom to show all of the letters above. Do NOT edit any of the letters in the textboxes. Develop your phrase and simply drag the black letter boxes on to the yellow grid. Position the black textboxes directly over the appropriate yellow box on the grid. You can also place any of the symbols on the top in your phrase if needed. When complete, you can delete any of the black textboxes not in the puzzle if desired, however it is not essential that you do so.

When placed in PowerPoint slide show or presentation mode, the boxes will appear blank as shown above, until the letters at the bottom are clicked on. Again all instances of the letters selected will be revealed. (Note: Symbols like question marks and ampersands appear immediately when the puzzle is first shown in slideshow mode). If the first puzzle is solved before all questions have been played, move to puzzle #2 and continue playing the game.

OTHER

Be creative establishing your own rules and ways to play these games. Contact us for questions or concerns at Support@training-games.com or phone 602-750-7223. Thank you for purchasing TGI products.