

Bounce

A BOARD GAME ADAPTED FROM
BOUNCE AROUND

at

<http://www.mes-english.com/games/bouncearound.php>.



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Directions for Play

Give each student a copy of the game and a blank answer page so they can follow along. Elect, draft, draw numbers, pick a volunteer, or otherwise choose a “contestant” to respond aloud to the questions. Ask the first question. A correct answer qualifies the contestant to move down the column to the second question. At the bottom and top of each column, the contestant bounces over to the next column, as shown by the arrows.

Each correct answer counts one point, with the exception of the Good Luck square, which is explained in the paragraph below. The contestant may opt to add a second point to his/her score on by correctly spelling the answer as a second part of each question. The total attainable score is 22 points.



A contestant who lands on the Good Luck square can ask a classmate for help on one question at any time during the rest of the game. The Good Luck square has zero point value *unless* the contestant completes the entire set of questions without using it to get help from a classmate. If s/he does **not** call on a classmate at any point in the game, the contestant may add three points to his/her final score, for a total attainable score of 25 points.

Graphics from Microsoft Office
at <http://office.microsoft.com>.

Wrong Answers

Each time a contestant answers incorrectly, subtract one point from that contestant's score. The contestant is "OUT" when the number of wrong answers brings the number of right answers to zero.

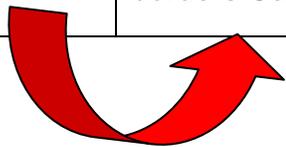
Variations

1. Allow the contestant to use the Good Luck square to bounce around the squares in the order of the contestant's choice, thereby answering the questions in the order he/she feels most sure of the answers. In this variation, the Good Luck square has no final value at the end of the game. Neither may the contestant call on a classmate for help with an answer.
2. Allow the contestant to go through the questions giving the answers and then bounce back to the beginning to go through the squares a second time giving the spelling. This variation preserves the contestant's option to use the Good Luck square to call on a classmate or to add a final three points if it is not used during the game.
3. A blank game board is included as the final page of this activity. Use it to write questions of your own for your class.

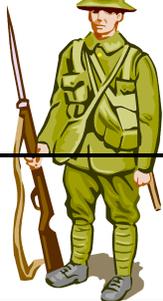
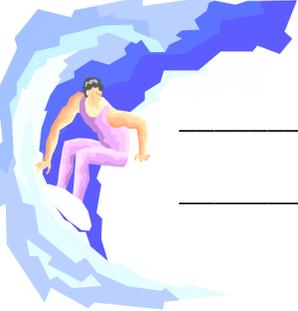
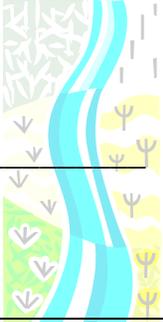
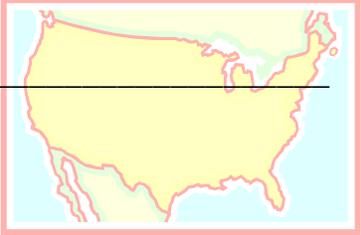
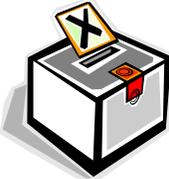


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<p>START</p> <p>How many U.S. Senators are there?</p> 	<p>Name one war fought by the United States in the 1900s,</p> 	<p>Name one American Indian tribe in the United States.</p> 
 <p>What ocean is on the West Coast of the United States?</p>	<p>Name one of the two longest rivers in the United States.</p> 	<p>Name one U.S. territory.</p> 
<p>You can ask a classmate for help on one question at any time during the rest of the game.</p> 	 <p>Name one country the United States fought during World War II.</p>	<p>What ocean is on the East Coast of the United States?</p> 
<p>Name one state that borders Mexico.</p> 	 <p>Name one state that borders Canada.</p>	 <p>What month do Americans vote for President?</p> <p>END</p>

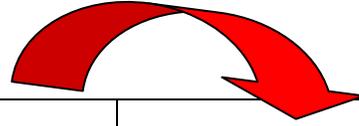


Sheet for Answers

<p>START</p> <hr/> <hr/>		 <hr/>
 <hr/> <hr/>		 <hr/>
<p>You can ask a classmate for help on one question.</p> 	 <hr/>	 <hr/>
	 <hr/>	 <hr/> <p>END</p>



Bounce



<p>START</p> 		
<p>You can ask a classmate for help on one question.</p> 		
		<p>END</p>

