

“Are You Smarter Than Your Ag Class?”

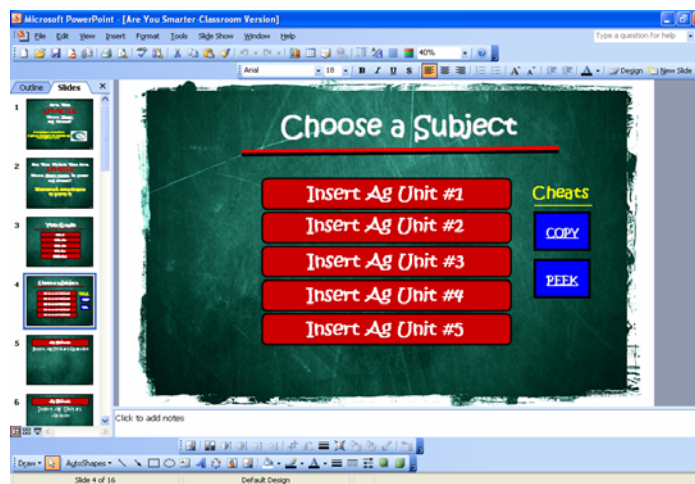
*Game Template sponsored by the
National Association of Agricultural Educators*



Section 1

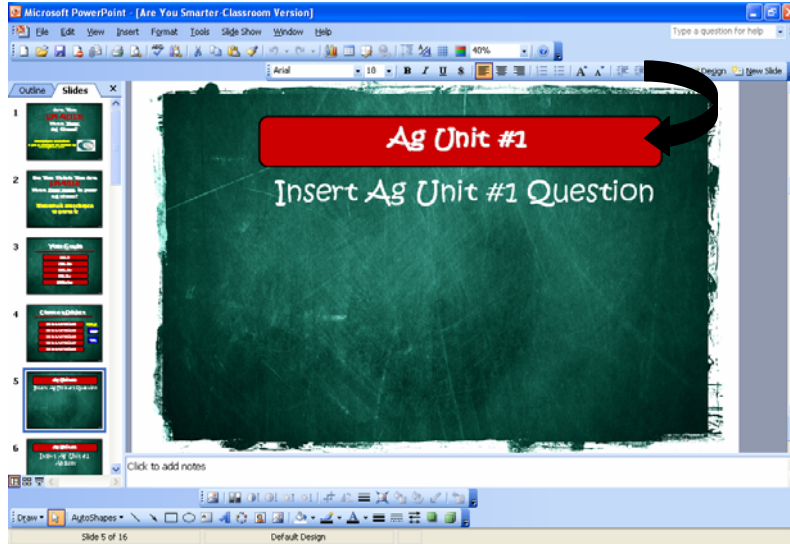
How do I set up my “R U Smarter than Your Ag Class?” Game template?

1. Open your game template
2. Advanced to the “Choose Your Subject” slide (slide #5)

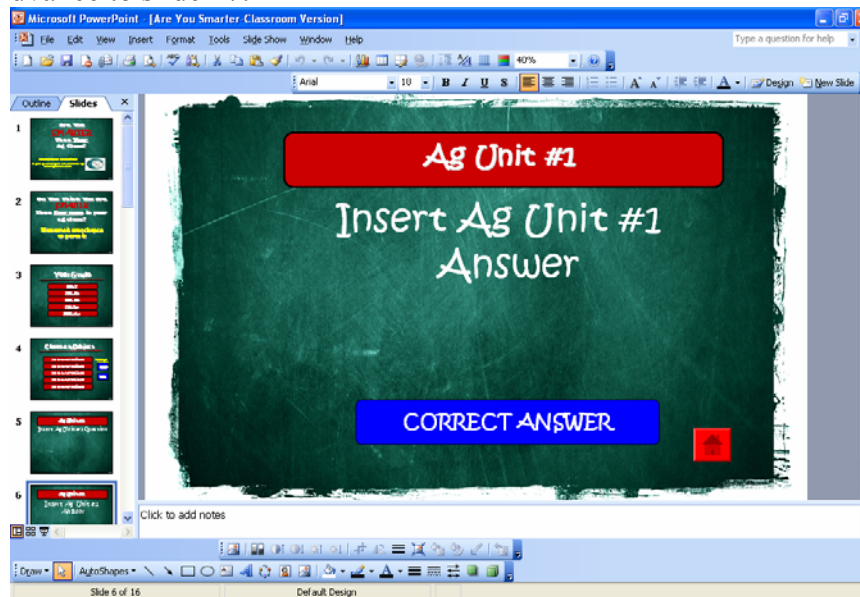


3. Highlight the “Inset Ag Unit #1” and type the title of your ag subject or unit you plan to use for the game.
4. Repeat Step 3 for #2-#5.

5. Advance to slide #6



6. Type the same title that you used on slide #5 for your first question in the red bar.
7. Type your first question in the text box that reads “Insert Ag Unit #1” Question
8. Advance to slide #7.



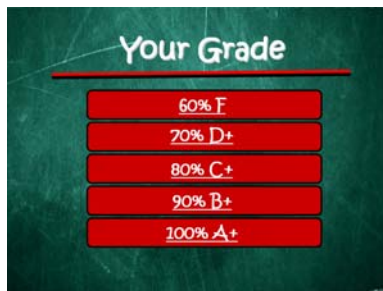
9. Repeat step #6.
10. Type your answer to your first question in the text box that reads “Insert Ag Unit #1 Answer”
NOTE: The small red box at the bottom of the screen is hyperlinked. Please do not delete.
11. Repeat steps #6-#10.
12. Lastly you need to save the game by selecting File, Save As.

13. Save as another name so that you can open the template again and use it to create additional games.

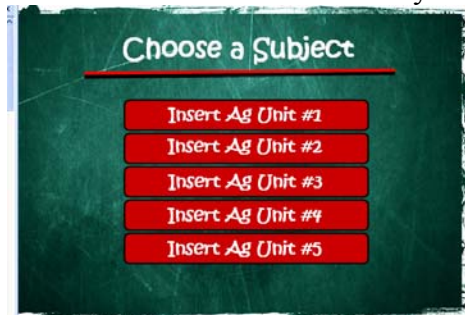
Section 2

How do I operate my “R U Smarter than Your Ag Class?” Game template once I have finished creating it?

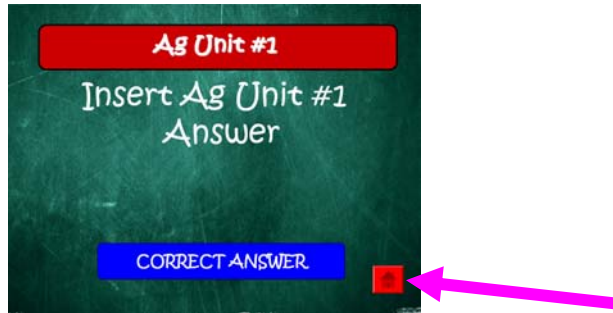
1. Open the saved version of the game you created.
2. You should begin the game by introducing the game and giving specific directions. (see game play options below)
3. Once you have selected your contestants and are ready to go, you need to advance to slide #4.



4. You will click on the 60% F link and it will take you to slide #5.



5. This is where students can select their unit that they would like to answer questions from.
6. Once you select your question, you need to click on the bar and it will direct you to the appropriate question.
7. When you want to see the answer to the question, you just need to click your mouse and it will advance to the answer.
8. To get back to “Your Grade” slide, you need to click the red box with a house on it in the bottom left hand corner of the slide.



9. You will need to repeat steps #4-#8 to get to the remaining grades and questions.
10. If a student decides that they would like to copy another student's paper, then you need to allow that student to select one of their "classmates to copy" and get their answer before clicking to the next slide.
11. If a student decides that they would like to peek, then you need to allow that student to select one of their "classmates to peek" and get their answer before clicking to the next slide

Section 3

How do I operate my "R U Smarter than Your Ag Class?" Game template once I have finished creating it?

You can play this game however it will work best for your classroom situation. If you watch "Are You Smarter Than A 5th Grader?" on FOX, then you will have an idea of how it should work. If not, I would recommend watching it at least once or visiting their website at <http://www.fox.com/areyou smarter/> .

Framework for the Game:

- One student/group must prove they are smarter than the rest of the ag class and would serve as the **contestant**.
- The contestant should have a group of individuals that can be called on during the game considered their **classmates**.
 - This group would be used when it was necessary for the contestant to use one or all of their three cheats.
 - The contestant should select a classmate to go head to head with during each question. (You can decide if they switch each question or every other question, etc.).
- CHEATS-are used to assist contestant with hard questions.
 - **Peek**-can peek at anyone's paper (contestant must select the person's paper that they would like to peek at). They can choose to use the answer they get after peeking or they may choose to use their own answer.

- **Copy**-can copy any classmates paper. **Must use that answer if they select to Copy.**
- **Save**-If a contestant gets a question wrong, if the classmate they selected to help them gets it right, then they are saved and continue with the game. If they both get it wrong, then the contestant is eliminated.
- The contestant must answer each question and moves up the grading scale with each right answer.
- Provide some type of award for contestants that do well.

SUGGESTIONS FOR PLAY:

- You could have one student and their classmates or you could have groups of students who are competing against once another.
- Could be used for review before tests.
- Could be used to test FFA history knowledge.
- Could be used during the FFA chapter meeting/banquet as a “fun” activity.
- Could be used as a way to engage FFA Alumni and ag students during community activity.