

## POLITICAL PARTY MATCH

**Learning objective:** The student will

Assess their knowledge and understanding of key events, people, and terms in the TEKS.

**TEKS:** 8.5C; Govt.2A&B

**Materials Needed:** Computer version of the game or transparency of the board with a printout of the questions.

**Teaching strategy:**

1. Students should be divided into teams of two or three or each person can play individually with a piece of paper to record their answers. A dice can be used to determine the first team to select a category and the value with which they would like to begin, or the teacher can randomly call on students.
2. After the category has been chosen, the first answer is revealed by clicking on the dollar amount on the board. All teams should attempt to write the question for the answer revealed. At a time prescribed by the teacher, all teams hold up their answer. The teacher can access the question slide by advancing forward one slide. The teams who have the correct answer get the amount of the question. No one loses money for an incorrect answer. This will encourage everyone to try each question. To return to the main board, click on the house button at the top of the question slide.
4. On the Political Party Match board, two Daily Doubles are hidden on the board. When a team selects this square, they may decide how much money they would like to bet as long as it is not more than double the amount they have. This is the only time they could lose the money they select if they get the incorrect question.
5. A final question is also included at the end of the board. To get to the final round, click on the question mark button. The teams may bet as much money as they have after they see the category of the final question.
6. The winning team will be the one that has the most money at the end.