

Jeopardy Game

Materials

- 18 index cards per pair of students
- one loonie or toonie per pair of students
- two rulers per pair of students

Work with a partner.

1. On three of the index cards, write the following headings:

Section 10.1 Exploring Angles in a Circle	Properties
Section 10.2 Exploring Chord	Section 10.3 Tangents to a Circle

2. First, each of you chooses one of these cards. Then, take five more index cards. Write 100 on one card, 200 on another, and so on, up to 500 on the fifth card. Below each of these numbers, write the section number in brackets (e.g., 10.2).
3. On the back of each card, create a question for that section. In the bottom right hand corner, write the answer.
4. Together, create cards for the third section, following steps 2 and 3.
5. Trade cards with another pair of students. Put the three heading cards in a row. Place the five corresponding cards below, number side up.
6. Have one student choose a topic and point value (e.g., "Exploring Chord Properties for 200"). The partner holds up the card while covering the answer and waits for the student to solve the question.
7. Check the answer. If the student gave the correct answer, record the points. If not, do not award points.
8. The game is over when all of the cards have been chosen. Whoever has the most points at the end of the game is the winner.