TACpardy – Instructional Outline – Team Version

Goal:

The goal of this game is for students to apply their knowledge in a game scenario to obtain the most points. Students are divided into teams; each team has their own cumulative score.

Game Flow:

The basic flow of the game is cyclical in nature. The slideshow progresses as follows:

- Team Assignment
  - Home Slide
    - Question Slide
    - Answer Slide
  - Home Slide
  - (Repeat)

Team Assignment:

The first slide is used to assign the students to different teams. Students select a team from the list of teams presented – either randomly by themselves, by instructions from the professor, or by zones in the room – in a similar way that they would respond to a normal clicker question.

The Home Slide:

The Home Slide is the where all navigation throughout the PowerPoint presentation takes place. This slide features a matrix of all possible categories and questions, the Confidence Contest options and a running total of all team scores.

Question Slide:

A question is chosen from a specific category by clicking on the point value. This links to that particular question in the PowerPoint presentation.

When the question slide appears, polling will open immediately and students will be able to submit their answers. After all students have responded, a single click of the mouse closes the polling session. Another click of the mouse advances the presentation.
to the Answer Slide. NOTE: A bar chart with the students’ responses will not be displayed.

**Answer Slide:**

The Answer Slide is a static slide showing the correct answer. A single click of the mouse advances the presentation back to the Home Slide.

**Repeat:**

Each time a question cycle is completed (Home Slide – Question Slide – Answer Slide) the presentation cycles back to the Home Slide.

**Confidence Contest (optional):**

The Confidence Contest is an optional feature in the game; it can be used anytime throughout the game or not used at all.

The Confidence Contest allows students to wager points based on their confidence in the subject matter for a question. Students first select a percentage of their points to wager, and if they answer the next question correctly, they receive that percentage of points in addition to the point value of the question. This applies to all students, not just the team who initiated the Confidence Contest round.

To initiate the Confidence Contest:

1. Click on any one of the three numbers in the bottom right corner of the Home Slide. The presentation will advance to a wagering slide.
2. Ask students to submit responses for the percentage they would like to wager.
3. Click on the white arrow at the bottom of the wagering slide. This advances the presentation back to the Home Slide.
4. Select a question that teams would like to answer in the Confidence Contest.
5. Game play returns to the normal Question Slide-Answer Slide-Home Slide cycle.
Instructor Requirements (Pre-lecture):

The TACpardy PowerPoint template is complete with all necessary formatting. As an instructor you must complete the following steps in order to personalize this presentation.

Enter five different question categories

Click on any one of the category textboxes on the Home Slide and enter personalized categories.

Enter question and answer choices on Question Slide

Each question slide must include question text and answer choices. Click on the Category X, X00 textbox and type a question. Click out of the textbox when you are done editing. To enter answer choices, click on the A. Enter answer text textbox. Enter appropriate answer choices for letters A to D. Additional answer choices can be added to the slide by hitting ENTER after the answer choice D.

Select correct answer

In order to accurately award points to teams throughout gameplay, you must select the correct answer to a question before running the presentation. This can be done from the blue Slide Preferences panel that appears when a question slide is selected. Select the correct answer(s) and set all remaining answer choices to incorrect.

Enter correct answer on Answer Slide

The answer slide is a visual indication of the correct answer to students. This slide is not connected to TurningPoint in any way (i.e. the Slide Preferences panel will not appear when this slide is selected). Click anywhere on the slide and enter text corresponding to the correct answer from the previous question. NOTE: The entire Answer Slide is a textbox. Moving or resizing this textbox will alter the functionality of the presentation.

Change team names (optional)

The team names can be changed from the team assignment slide by changing the answer choices for this slide.
Frequently Asked Question:

*When I click on the correct Answer Slide to advance back to the Home Slide, my PowerPoint advances instead another Question Slide.*

A single large textbox fills the face of the Answer Slide. This textbox is linked to return to the Home Slide. If this link is not working properly, you may have either:

a) Clicked outside of the text box
b) Accidentally moved or resized the textbox
c) Used an arrow key or other slide advance trigger to change slides.

Slide advances **must** only be trigged by a mouse click.

*After students respond to a question, they receive points that aren't multiples of 100, e.g. 85. How is this possible if the point values are only multiples of 100?*

When more than one student comprises a team, the overall team score is calculated as the average value of all student response from that team. If all students in a single team submit the correct answer, this will average to the maximum amount of points for that question; if some students respond incorrectly while the majority respond correctly, this will lower the point average and thus lower the points rewarded for that question.

*After I click on the point value links from the Home Slide the text disappears. How do I get the text to reappear?*

The point value links disappear after they have been selected so students can only choose questions which have yet to be answered. Resetting the TurningPoint session within PowerPoint will not reset these links. Instead, the file must be closed and reopened. This also applies for the Confidence Contest links.

*Can teams receive negative points?*

Each question is assigned a specific point value (100 to 500). Each time a question is answer incorrectly, points are deducted from a team’s running total.

*How are negative points affected during a Confidence Contest?*

Negative point values are ignored during a Confidence Contest even if a student chooses to wager their points. They are, however, penalized further for submitting a wrong answer.