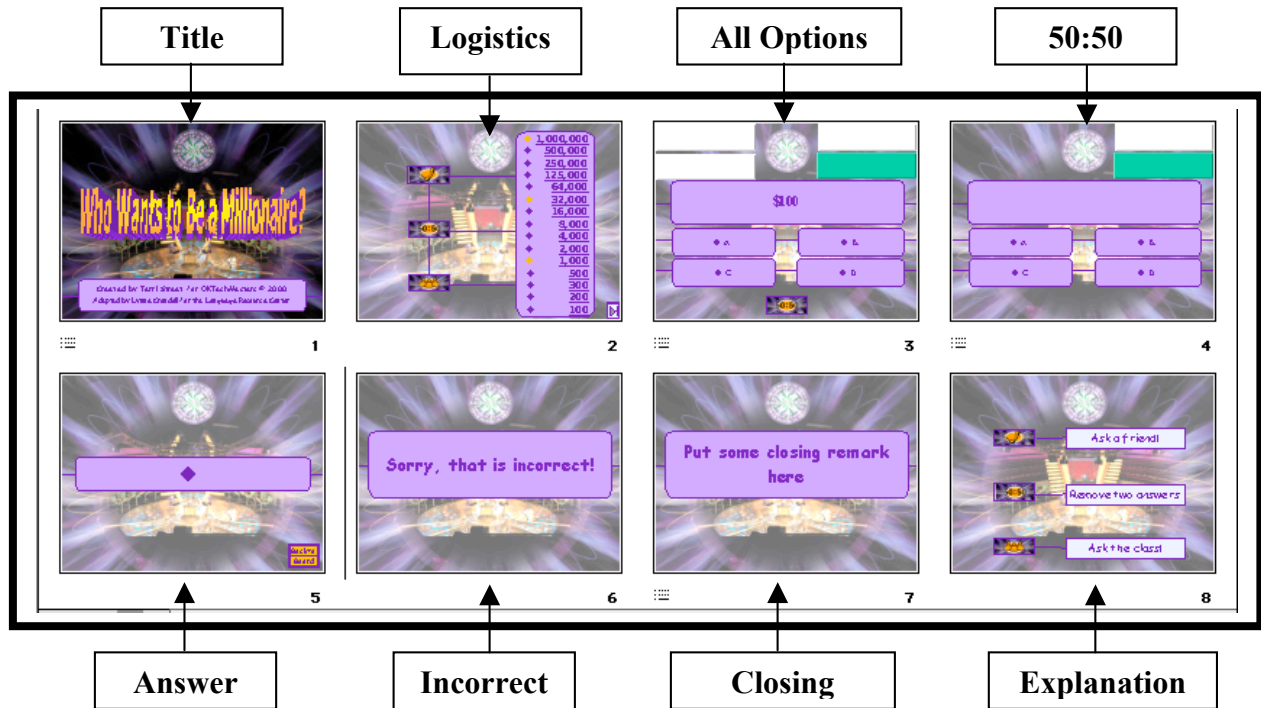


Who Wants to Be a Millionaire?

The *Who Wants to Be A Millionaire* template, written in PowerPoint, is adapted from the original design created by Terri Street. Without needing to know much about PowerPoint, one can customize a game board with relevant content using the template. When playing the game one moves through the board via a series of hyperlinks and action buttons. All linking is coded into the template; no link changes are necessary. The only editing needed is to add content to the game board and set the correct and incorrect options.

There are 50 slides in the template, comprised of 8 slide types.



Title Slide (Slide 1)

On this slide the only item that might be customized is the title. For example, to put the title in another language:

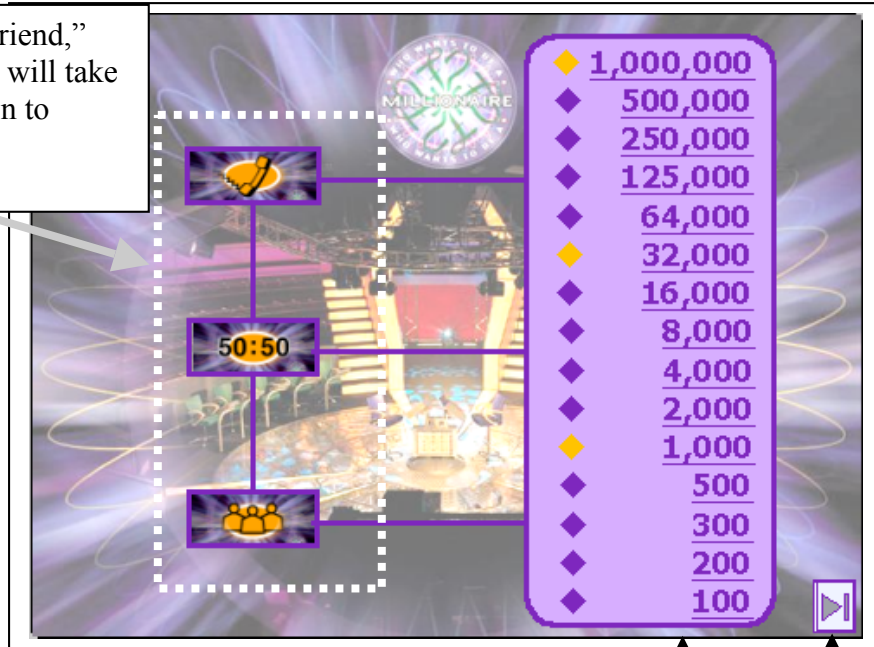
- 1) Double-click on the text "Who Wants to Be a Millionaire?" The Word Art window with the text will open.
- 2) Replace the English text with the target language text.
- 3) Click OK.



Logistics Slide (Slide 2)

The Logistics slide is the “control” slide you link from and return to when playing the game. No customization is required on this slide.

Clicking on the “Phone a Friend,” 50:50, or Audience buttons will take you to an explanation screen to provide game instructions



Each of the values is linked to the appropriate question, with four response options for that value. The link will be shaded a different color once it has been visited during game play.

Link to the Closing Slide

Explanation Slide (Slide 50)

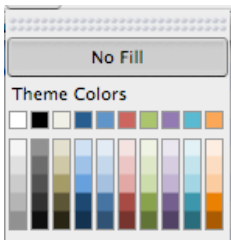
Clicking anywhere on this slide will return you to the Logistics Slide. The text can be customized. To access the text boxes you **must first move** the invisible action button off the top of the text boxes. After customizing your text **remember to move the invisible action button back** over the top of the entire slide!



The Question and Answer Slides (Slide 3-47)

The first slide one sees after clicking on a **Logistics** slide value is the **4 Option Slide**. To customize this slide requires 5 steps.

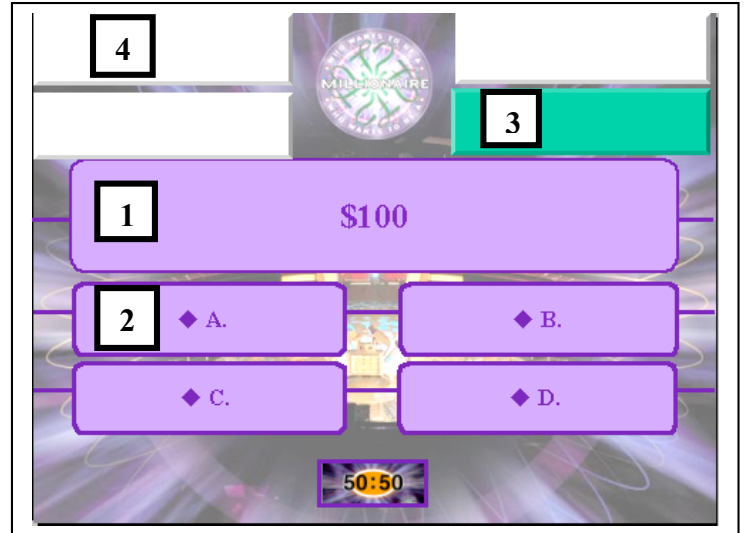
- 1) Click in the large value box and type in the question.
- 2) Click on Options A-D and enter possible answers.
- 3) Move the green box at the top of the screen over the *correct* answer.
- 4) Move the white boxes at the top of the screen over the *incorrect* answers.
- 5) Select all green and white boxes by clicking on one, then holding down the SHIFT key while clicking on subsequent boxes. Release the SHIFT key and move your cursor to the



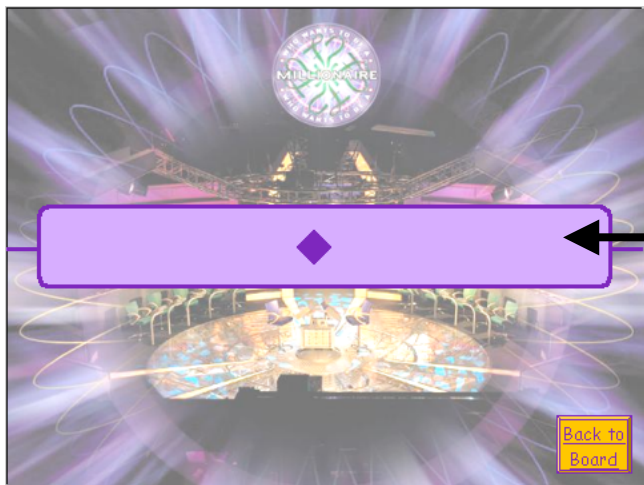
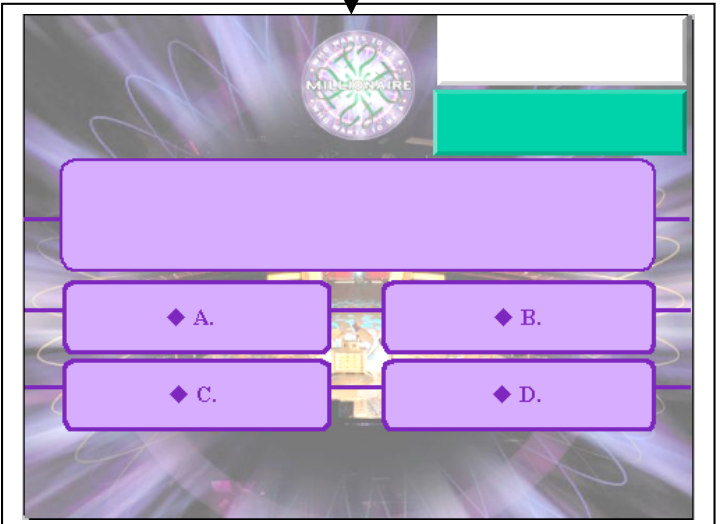
Fill bucket, which can be found on the drawing toolbar or on the Formatting Palette. Click on the dropdown arrow next to the Fill Bucket, select *No Fill* from the palette. The action buttons will become invisible.

The **50:50 Slide** follows the **4-Option Slide**. If a student requests the 50:50 option during game play, two answers of your choosing are removed. To customize this slide, repeat steps 1-5 above, deleting two of the A-D options.

During game play, clicking on the correct answer takes you to the **Answer Slide** for that value. Clicking on the incorrect answer takes you to the **Incorrect Slide**.



During game play, clicking on the 50:50 button will move you to the next slide, where only two answers remain.



To customize the **Answer Slide** click in the text box and enter the correct answer.

The **Back to the Board** button will return you to the **Logistics** Slide.

The Incorrect Slide (Slide 48)

The **Incorrect Slide** is the slide displayed when a student gives an incorrect answer. When you click anywhere on this slide, it is coded to return to the **Question** slide from which it was called. As in the text for the **Explanation** slide, if you wish to customize the text on this slide you must move the invisible action button off the text box, enter your target text, then slide the action button back over the entire slide.



The Closing Slide (Slide 49)

The Closing slide is displayed when the button in the lower right hand corner of the Logistics Slide is selected. This slide contains no links and can be customized with any text you choose.



What do you need to play the game?

1. Your completed presentation
2. A computer and projector
3. Some means of selecting who will play first -- the highest card from a deck of playing cards, dice, etc.
4. Prizes!! (*Yes, your students will expect to win something!*) candy, a free homework pass, etc.
5. Questions and answers! Each game board consists of 15 questions and 4 answer options. Given the structure of the game, you may need to have several boards prepared for each class period. Or, you might want to reconsider the way the game is played to maximize each question board. For example, instead of re-starting a new board, you may allow a player to “steal” another player's points if the original player offers an incorrect answer.

Using Media

You can use images or other media as the prompt stimulus or answer options. If you decide to use them as answer options you must drag the white and green boxes over the images or media players to mark them as correct or incorrect and preserve the proper links!