

Using the Family Feud! Template

Instructional Support Services

Students enjoy the challenge and excitement a game provides. Family Feud through PowerPoint is one way to capitalize on this excitement. This simple-to-adapt template enables the instructor to quickly prepare challenging and enjoyable review materials or provide a venue for students to synthesize what they know.

The Family Feud template has 18 slides: 2 intro slides, 7 Round One slides (an intro, 5 survey slides, and a 'winner' slide), a transition slide, 7 Round Two slides (an intro, 5 survey slides, and a 'winner' slide) and a closing slide. Round One and Round two are exactly the same format.



What do you need to play the game?

1. Your finished PowerPoint saved, along with the music file, on a thumb drive or CD.
2. Computer and projector
3. 2 groups of students
4. Bells to ring in with
5. A tally board for scores
6. Prizes!

Intro Slides

There are two intro slides in the template; the first acts as a welcome board and can be left up while you organize your players. The second is a copy of the first, but includes the music. This is the signal that the game is about to begin. After the intro, there is a Round 1! slide that announces the beginning of the first round.

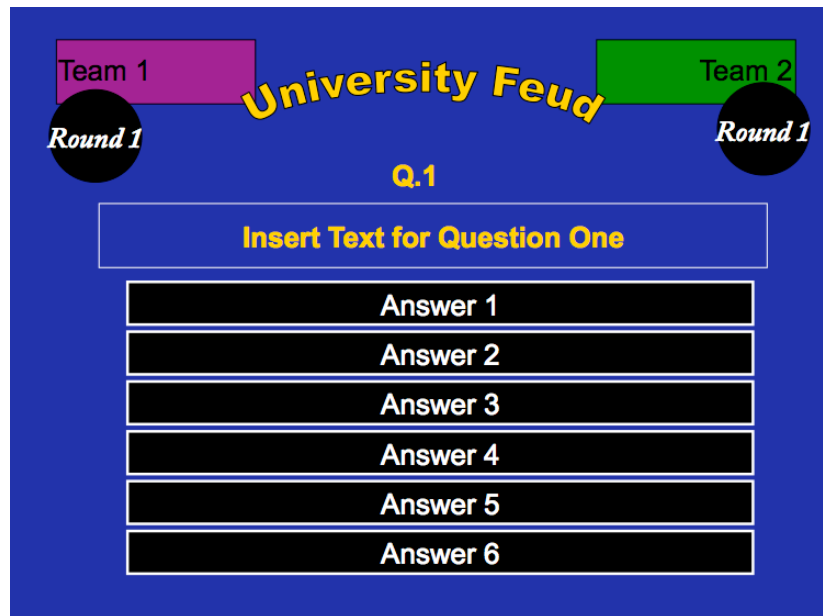
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The text on any of these slides can be replaced. For instance, feel free to change the title of the game from “University Feud” to something more appropriate for your class.

Questions Slides

There are 5 question slides for each round. Each slide in the template has the same format, but can be altered as you wish.



At the top, you have colored tags for each team. You can replace the “Team 1” and “Team 2” text with other names if you prefer, or double-click on the colored rectangles to change the color.

In the “question box,” you’ll want to replace the “Insert Text for Question One” text with your own question or survey topic. In each of the answer boxes, replace the “Answer” text with the correct responses for each question.

You will want to make sure the font size is reasonable enough to fit your text into the boxes. You particularly don’t want too much text, as it may make the question and answers difficult to read. You may change the text color, but again, be careful to make sure the colors are clear and easy to read and identify.

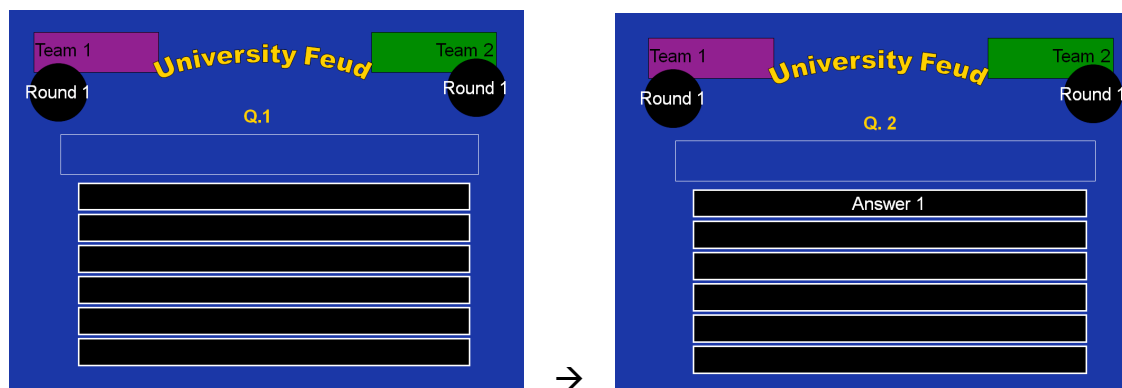
The template comes with 6 standard answers. We suggest not including more than 6 answers. If you end up only using a couple of answer boxes, just click on and delete the rest. It is also preferable to include the number of points the answer is worth as well. For instance, if the top

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answer is worth 50 points, the revealed text might read: [50] Richard Dawson

The question and answer texts operate sort of like animations in this game. When the presentation is launched, the question and answer boxes will appear to be empty. Clicking once within each box will reveal the text inside, allowing you to show the answers as they are given.



When the answers are revealed, the powerpoint will chime. In question 5 of each round, the point values of the game are doubled. So if the first answer was normally worth 50 points, in Question 5, it is now worth 100.

Winner Slides

At the end of each round, you can reveal the winner by clicking *directly* on the name of the winning team. The theme music then will begin to play.



Transition Slide

Between Round 1 and Round 2, there is a transition slide that serves to act as a placeholder while the participants get ready and re-organize.

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Round 2 functions exactly the same as Round 1, except that often the point values are higher. The game finished with a Thanks-for-playing slide.