

WILL THE WINNERS LOSE?

NEEDED: two sets of scoring cards, clue cards, paper or white board to record running score

TO PLAY: Divide class into two teams. Shuffle the scoring cards and stack them face down. Decide which team goes first, and then give that team the first question. Use your normal methods to choose whom to call on (random, popsicle sticks, in order, etc.). If the student answers correctly, the student draws a scoring card and then adjusts the team score according to the scoring card. If the team has no points and the card says “double the score,” the score remains at zero. Scores can go into negative numbers.

If the student answers incorrectly, the question goes to the other team. The other team decides on the answer as a team. If that team answers correctly within a time limit you set, that team takes the top scoring card in their deck.

Because many of the cards actually lose points, “winning” is not that straightforward! You may wish to give students the option to not choose a card if they answer correctly, as the card may be costly!



earn 100
points



your team
loses a turn



take 50 points
from the
other team



earn 75
points



double your
team's points



take another
card




earn 500
bonus points



lose 25
points



earn 150
points



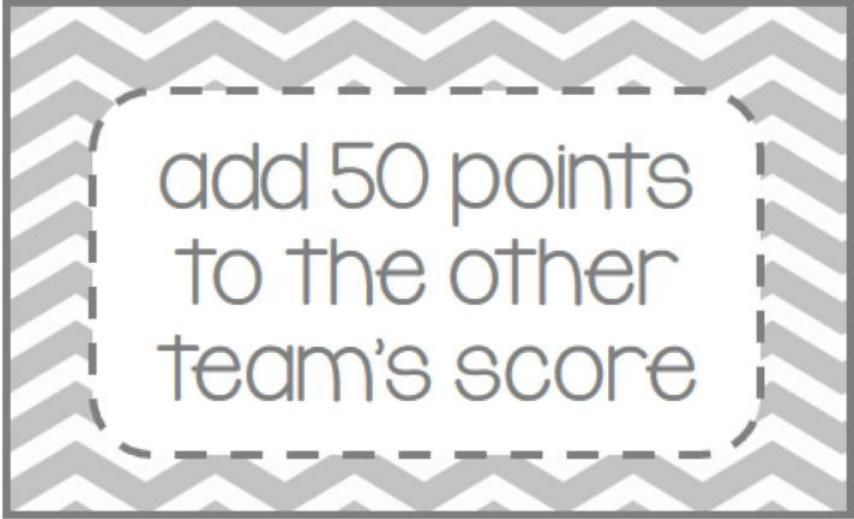
take 150 points
from the
other team



lose 150
points



triple your
points



add 50 points
to the other
team's score



earn 100
points



lose 100
points



get a bonus
turn



take 200 points
from the
other team



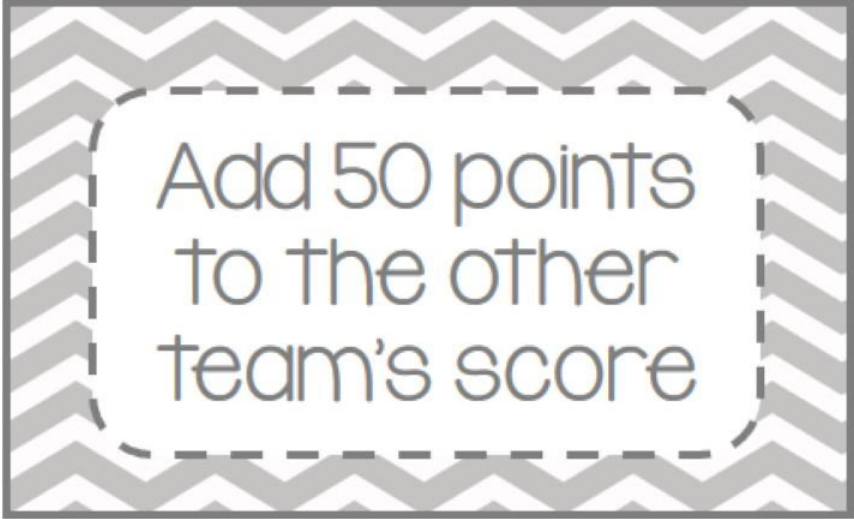
lose 300
points




earn 200
points



lose 50
points



Add 50 points
to the other
team's score



double
your score



earn 100
points



lose 150
points



earn 100
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lose 25
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earn 150
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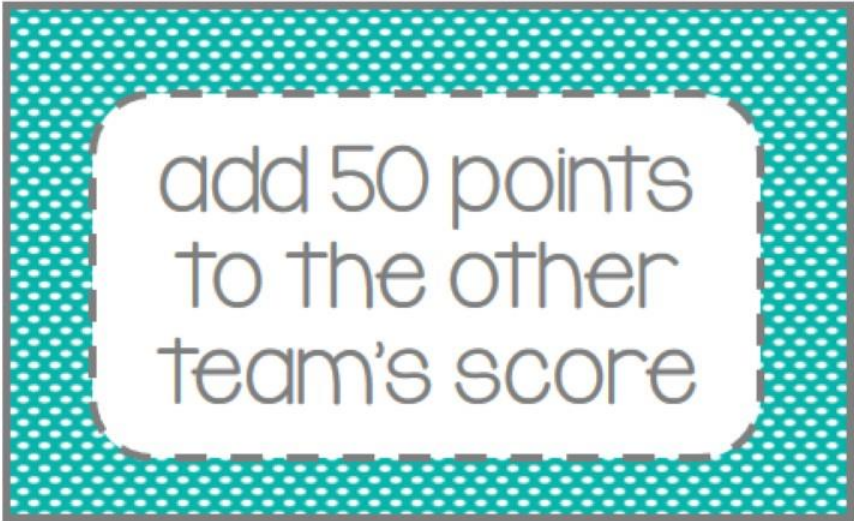
take 150 points
from the
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lose 150
points



triple your
points



add 50 points
to the other
team's score



earn 100
points



lose 100
points



get a bonus
turn



take 200 points
from the
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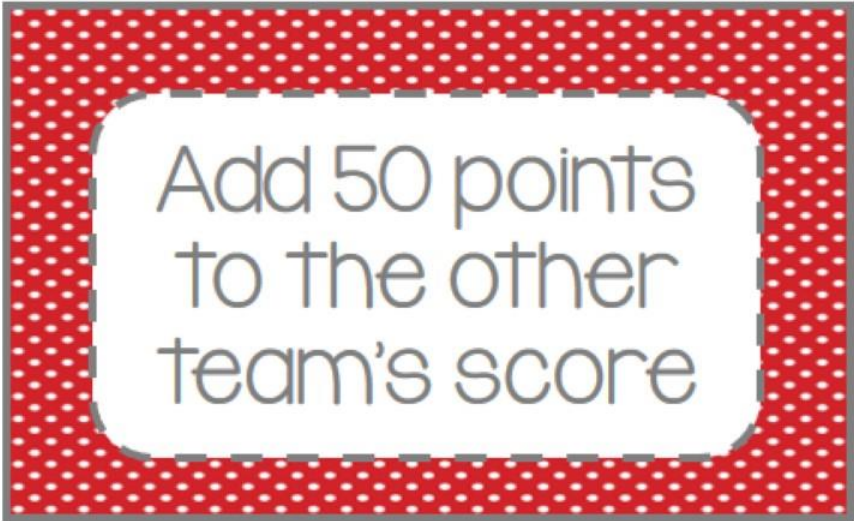
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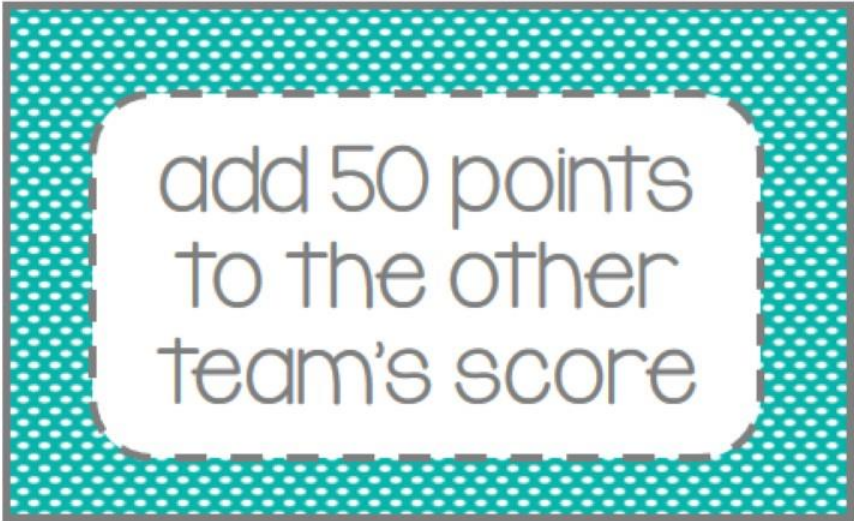
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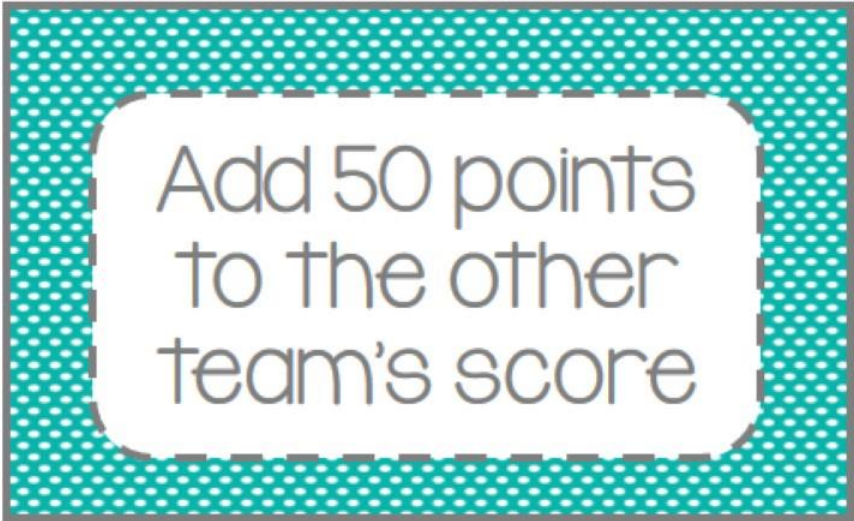
lose 300
points



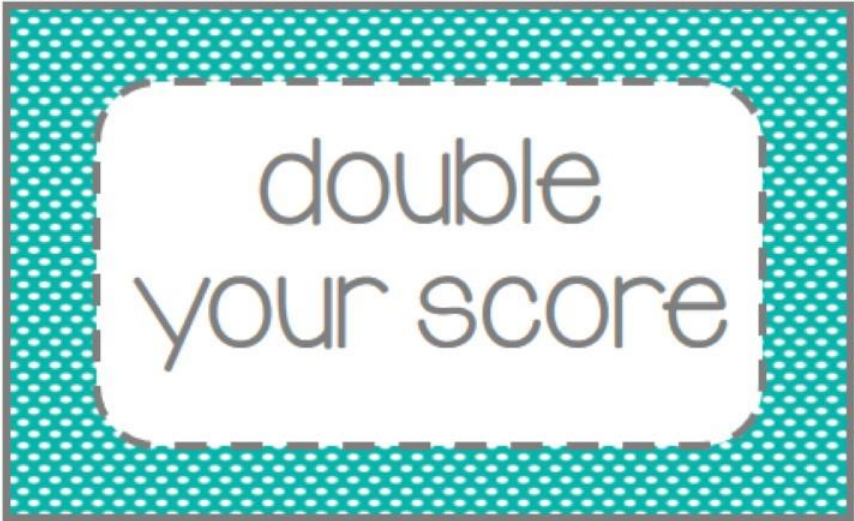
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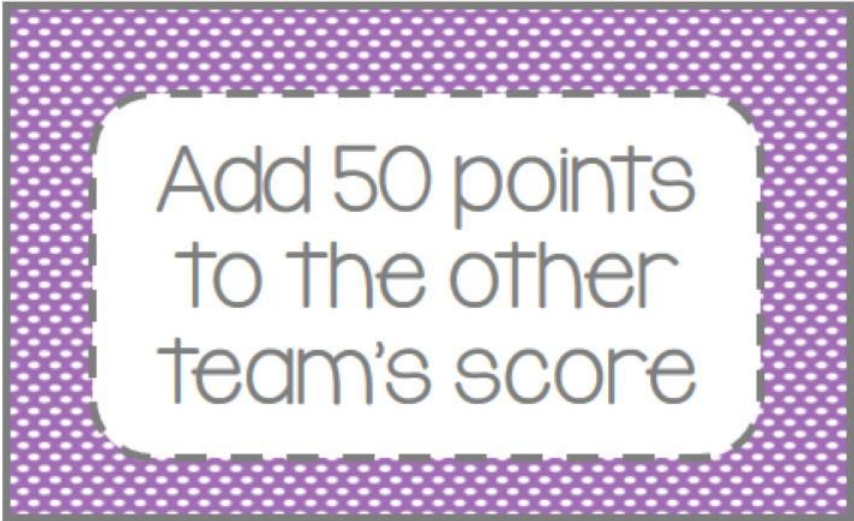
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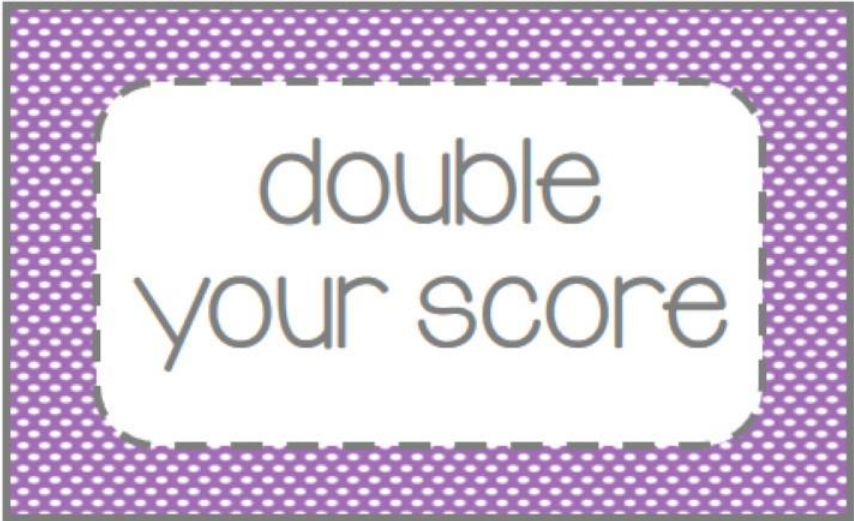
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