

# Communication Jeopardy

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Lesson Title: Communication Jeopardy		
School: Stone Spring Elementary School	Grade Level: Guidance	
Is this a single lesson plan or a unit lesson plan? Single Lesson Plan - taught to all 2 <sup>nd</sup> grade classes		
Select the primary curriculum: English/Writing		
Target Grade Level: 2 <sup>nd</sup> Grade		
<b>Primary SOL:</b> The student will use communication skills in group activities		
<b>Goal:</b> Students will demonstrate knowledge of effective communication skills by playing "Communication Jeopardy"		
<b>Objectives:</b> <ol style="list-style-type: none"><li>1. The students will understand the meaning of communication and identify various means of communicating with others.</li><li>2. Students will distinguish and demonstrate three communication styles: passive, aggressive, and assertive.</li><li>3. Students will demonstrate effective verbal communication through the use of I-Messages.</li><li>4. Students will identify effective listening skills and will recognize the importance of listening.</li></ol>		
<b>Total Time Required to Complete Lessons:</b>	Class Periods: 1	Minutes 30
<b>Purpose:</b> The purpose of this lesson is to evaluate student learning, review unit objectives, and reinforce key concepts in a fun way. Evaluation of student learning is a challenge for classroom guidance units. We have limited time together and grades are not given for classroom guidance. However, classroom guidance is an important part of student learning. Thus, I believe it is important to find innovative ways to evaluate students' learning to ensure that concepts are being effectively taught. This is the final lesson taught for the unit and students really look forward to it and have a lot of fun playing the game.		
<b>Materials:</b> Materials needs for this lesson are a computer, multimedia projector, the Jeopardy game, five pieces of paper, five pencils, and a screen. Click here to download " <a href="#">Communication Jeopardy.</a> "		

**Procedure:**

Students sit at tables in groups of four or five. Each table represents a team that will work together to answer "Jeopardy" questions related to the Communication Skills unit.

The "Jeopardy" game board is projected onto a screen at the front of the room using the multimedia projector.

The instructor explains the format and rules for playing the game:

1. Name the five categories: Talking, Listening, Facts, You Do It, and Styles
2. We will take turns by teams. One team member will choose the question. For example, "Styles for \$300." The team will then work together to decide on an answer to the question and the original team member will report the response. If the response is incorrect, the correct answer will be given.
3. Teams take turns choosing and answering questions. Team members will also take turns choosing the question and reporting the response.
4. Questions vary in difficulty. \$100 questions are the easiest and \$500 questions are the most difficult. You may choose any question that has not yet been chosen. Questions that have already been answered will appear in blue.

After explaining the game and answering questions, we will play the game as described above.

After all questions have been answered, students will view the "Final Jeopardy" question. Each team will be given a piece of paper and a pencil. All teams will discuss the questions with their group and record their answers on a piece of paper. Teams will then display their answers simultaneously and the correct answer will be given.

**Observations:**

During the lesson, the instructor observes student participation and cooperation, and evaluates student learning. In teaching this lesson, I have observed both concepts that students have learned effectively as well as concepts that need to be reinforced. This allows me to reinforce concepts that have not been fully understood by the students.

**Conclusions:**

I have found the "Jeopardy" format to be a very effective teaching tool. This allows me to tailor questions specifically to the guidance unit objectives being taught. The students love playing the game and I enjoy teaching this lesson as well!

**For Your Information:**

The Jeopardy template was downloaded from the Internet. A variety of templates can be located by searching for "Jeopardy template" with your favorite search engine. I created the questions and answers and typed them into the template. This allowed me to design the game specifically for this unit. I have also created Jeopardy games for other guidance units. The students love the game and often ask if we are going to play Jeopardy at the end of this unit. I remind them from the beginning of the unit that they really need to pay attention because they will be playing the game at the end of the unit. This gives them an incentive to pay attention and try to remember the concepts taught during each lesson.

**Extension:**

This game takes the full amount of time we have for guidance and is the final lesson of the unit.

**Class Discussion Questions:**

This game allows for discussion throughout the lesson. As students answer the Jeopardy questions, key concepts are discussed.

**Cautions and Concerns:**

This lesson takes quite a lot of preparation and set up time. However, the time involved in designing the game is well worth the effort.