

AP Physics Jeopardy Recommended Rules
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Note: This is just one possible way of handling the rules. You may find others work better for you.

Teams

In the original Jeopardy, there were only three players. The typical classroom has far more than three students, so modification of the original scheme is necessary. I ran this Jeopardy with 30 students grouped into six teams of five students. It worked, but it would have worked better in a smaller group. In retrospect, I should have divided the class into two groups of 15 and divided each group into five teams of three students.

Question/Answers

In Jeopardy, Q&A works in reverse: Players are presented with an answer and must guess the corresponding question. For example, if the answer is “The capital of Bangladesh.” then players must ask the question “What is Dhaka?”. If a player guesses a question that is close to the exactly-correct question then you must use your judgment to decide whether or not to accept the guess.

Daily Doubles

Single Jeopardy has one Daily Double hidden somewhere on the game board; Double Jeopardy has two. The Daily Double will be on the same topic of column it was found in.

Scoring System

Each question/answer (except for Daily Doubles) has a certain point value assigned to it. In Single Jeopardy, the values are 50, 100, 150, 200, and 250. In Double Jeopardy, the values are 100, 200, 300, 400, and 500. If a team gets a question/answer correct, then the number of points corresponding to that question/answer is added to that team's score. If a team gets a question/answer incorrect, then the number of points corresponding to that question/answer is subtracted from that team's score.

For Daily Double question/answers, the team must place a wager for how many points they would like the question/answer to be worth before the answer is revealed. The minimum wager is five points. The maximum wager depends on how many points the team has. If the team has more points than the highest point value of that round's question/answers (250 for Single Jeopardy; 500 for Double Jeopardy), then the maximum wager is the number of points that the team has. If the team has fewer points than the highest point value of that round's question/answers, then the maximum wager is the highest point value of that round's question/answers.

Turns

To start the game, choose a team at random (or by some other criteria of your choice) to select the first question/answer. The player who guesses right gets to select the next question/answer. If no one guesses right, then the player who selected the previous question/answer gets to select the next question/answer.

After an answer is revealed, *if it is not a Daily Double*, the first player to raise his/her hand gets to guess the answer's question. If the first player guesses wrong then that player's team can no longer guess. The second player (not from the first player's team) then gets to guess. This continues until someone guesses right or

until all teams that wish to guess have guessed. If no one on a team wishes to guess, then that team can decline to guess.

If a Daily Double is revealed, then the player who selected the question/answer is the only one who can respond. This player first places a wager (see Scoring System section) then proceeds. After the question/answer, this player then selects the next question/answer.