Jeopardy Game

Objective:

- To help broaden the knowledge around the topic of Hypersexualization and sexual violence.

Materials:

- A computer – power point
- The jeopardy game

Time frame needed: 1 hour

Process:

- Create 4 teams.
- Have something such as a bell, whistle or noise maker to identify which team has the possible answer first.
- Have students answer questions their peers have outlined in the jeopardy game.
- Have them discuss what they have learned
- What did they already know? What was new to them?
- How do they feel about the new issue/topic information they have been presented with?

Resources:

Sample categories with questions on flash drive