

Group Activities: Manners in "Jeopardy"

The Right Foot

A group game is an enjoyable way to review skills learned in Manners Matter and allow participants to socialize.

Civil Action

Prepare a quiz bowl in the format of the "Jeopardy" game show. Players are shown an answer and asked to provide the question that fits it. For example, one category might be "Dining." The questions in each column should become increasingly complex near the bottom and worth more points. For "Dining" a clue or answer might be: "This utensil always goes to the left of the plate in a table setting." The correct response or question would be: "What is a fork?" Another answer might be: "The standard amount of a restaurant tip." The correct question would be: "What is 15 percent?"

Here are some preparation tips:

- Choose a wide variety of topics, with at least five categories per game. Subjects could include manners used for dining, jobs, special occasions and ceremonies, letter writing, Internet and telephone communication, friendship, dating, sportsmanship, and sensitive situations. As bonus questions, you might introduce etiquette not covered by the activities in the curriculum.
- Preparing the game can be as beneficial a learning experience for participants as playing. If you have a group of mixed ages, let older participants develop the questions for a round among younger players.
- Decide how the responses—both correct and incorrect—will be scored, how long the game will last, and if the rounds will be timed.

Age Level

- 5-19

Life Skill

- Social skills

Project Skill

- Learning etiquette through a quiz game

Objective

- Participants play a game to demonstrate their knowledge of a variety of manners.

Success Indicator

- Participants answer questions correctly.

Eti-Kit

- Chalkboard or large sheets of newsprint (and tape for hanging)
- Hand buzzers or bells for players to "ring in"
- Chalk or markers
- Stopwatch or timer (optional)
- Prizes (optional)
- Computer and Internet access (for Extra Polish, optional)

Courtesy Corner

- Good manners are a prime indicator for how you are thought of by others.

Manners Matter Helper's Guide

- Appoint a scorekeeper and host, and make sure everyone gets a turn in being a contestant.
- Encourage the players to use the game to practice good sportsmanship.
- If you award prizes, give something to all participants.
- After the game, discuss any questions players had trouble answering.

Extra Polish

Have several youth work together to develop a Web site about manners. The site might include interactive quizzes or dichotomous keys, trivia, and links to etiquette resources.

Finishing School

Share

- Which questions were easiest to answer? Which ones were hardest?
- In what ways did you and your fellow players practice good sportsmanship during the game?

Process

- How do you improve at a game or sport even if you don't win?
- How can you compete aggressively in a game without being overbearing or ill-mannered?

Generalize

- At what other times have you demonstrated your knowledge of etiquette?
- At what other times have you practiced good sportsmanship? What did you do that made you a good sport?

Apply

- How can using what you've learned about being polite, considerate, and empathetic help you act appropriately in situations not addressed in books of etiquette?

