PowerPoint 6-Pack Training Games Volume 1 Help

OVERVIEW

The PowerPoint 6-Pack Volume 1 contains six PowerPoint training games and a free Ice Breaker Team Builder Word Jumble game.   These games are tested to work on all PowerPoint versions 2002 and above. Games included are:

1. All The Way – Millionaire type game for a single player or team.

2. InJeopardy3D – Special Jeopardy style game where all players answer all of the questions.

3. Peril – Jeopardy style game, "I'll take Leadership for 500".

4. Quiz Show – Game with the look and feel of a popular TV Quiz Show.

5. Tic Tac Dough – Hollywood Squares style game. Includes 3 games with animated characters.

6. Wheel of Color –Wheel type game where teams spin for high point questions to win.

7. IB-TB Word Jumble – An ice breaker or team building game where players get points for unscrambling program words and concepts.

HYPERLINKS AND CUSTOM ANIMATION

These games take advantage of hyperlinks to move between slides or perform other special functions. Do not delete any buttons as this may negatively affect the functionality of the games. Close and restart a game to reset the hyperlinks OR exit slideshow mode to reset the custom animations.

GENERAL EDITING

These files are not protected and can be altered and edited as needed. Always work from a copy of the original game so any changes or edits can be easily fixed by starting again from the original game file.

HOW THE GAMES WORK

Below are sample game screens from various games to demonstrate how the different game features work. **Not every game has all the features listed below.**

Below the general instructions below are specific instructions related to games in Volume One. Instructions for the InJeopardy3D game are in a separate PDF document.

HOME SLIDE

All games will have a Home slide to get things started. Typically you'll return to the Home slide after posting scores for each question.

Edit topic boxes to customize the game name or question categories.

Buttons at the bottom of the screen will take you to the game's rules/ instructions, scoreboard or return to any used questions.

Remember to keep the game in slide show mode while playing. Moving into edit mode will reset the question buttons and scoring. If you need to revisit a question simply use the "Return to Question" button.

SCOREBOARD SLIDE

Most scoreboards will use custom animation to keep score. Click on the transparent buttons to add points. Click through the 0 to 9 sequence to correct an error. The Next Up button can be used to keep track of who is up. Caution: Exiting slideshow mode will reset all of the scores.

Before playing, don't forget to enter your team or players' names on this slide. It's quick and easy to do, so you can even allow teams to come up with their own team names.

QUESTION SLIDES
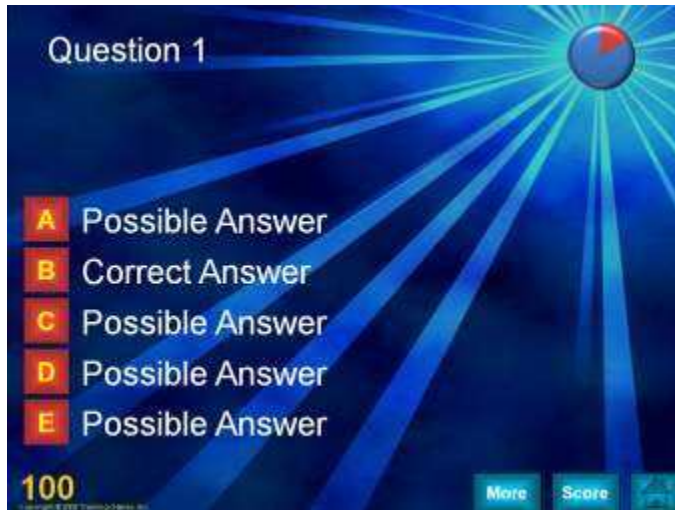
An optional 30 second timer (top right corner of slide) is available to help move the game along. Click on the correct answer to advance.

The trainer can easily click and type to enter questions, correct and incorrect answers on each slide. Note: correct answer positions vary from slide to slide and may be edited, or repositioned if you prefer.

It is also possible to change the question format to a True/False or open-ended question by deleting (3) possible answer boxes & leaving a True/False or Correct/Incorrect alternative.

Here is an example of a format changed to a True/False question. This same format can be used for an open-ended question by changing the True/False to Correct/Incorrect and placing the correct answer on the More slide.

INFORMATION AND EXERCISE SLIDES

Most of the games provide Information and Exercise buttons on each question slide. The Information button moves to a slide designed to provide the trainer with an area in which they can expound on the current question. The Exercise button moves to a slide designed to allow the trainer to introduce an interactive exercise related to the question. In this way your TGI games become a highly effective tool for not only grabbing attention, but for introducing new information, and

allowing trainees to more meaningfully engage with your program content. Consequently TGI games are not only great for reviewing program materials, but are useful to deliver program information while increasing learner retention.

From these slides, you can return to the question, go to the scoreboard or back to the Home slide.

PRESENTATION SLIDES
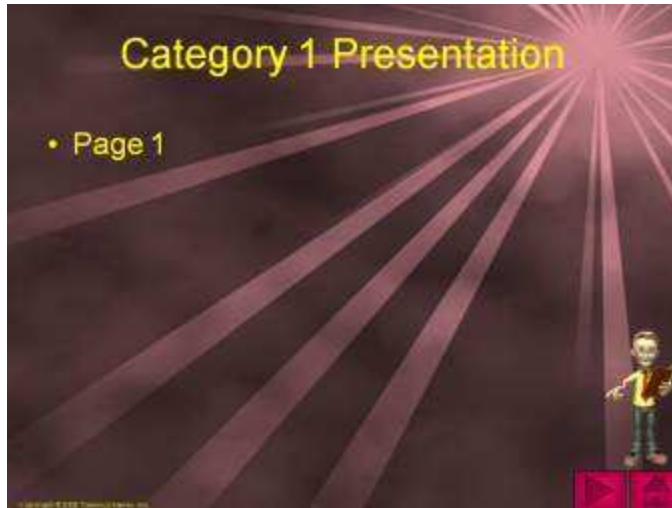
Along the same lines, the InJeopardy Quiz Show Game offers presentation slides connected to the categories on the Home slide. Here the trainer can deliver a short (3 slides) presentation on each of the game categories before, during or after the game.

ICE BREAKER SLIDE

Several of the games have a built in ice breaker which can be used at the beginning of a game or meeting. See the instructions on each ice breaker for how they work.

PRIZE SLIDES

Most games provide a way to award prizes at the end of a game. Trainers can enter their own prizes and let the winners choose a prize randomly. Prizes can be a real prize or perhaps a whimsical prize such as a longer coffee break or applause from the opposing team/s.

Clicking on the Prize Selector button from the Home slide will show a short congratulations slide with music and animation before letting you select your prize. This is a great way to end a game.

GAME INTROS

Most of the games have a flashy intro that helps to "hype" the game for your group and get everyone excited. Don't forget to enter the team or players' names on these intro slides. Intros consist of animation and lively music.

NOTES BY GAME

Tic Tac Dough Game
MAIN SCREEN

The first menu is for going to the different games and keeping overall score of wins. Best of three games wins the overall game. Click on the Game1, Game2 or Game3 buttons to go to a Tic Tac Dough game. Clicking on the red buttons next to a game will rotate through an X and O to show who won the game.

On the Tic Tac Dough screen, click on the actual player to select them and answer that question. Once a square has been answered, click on the players name to rotate through X or O to show who won that

square. If a team or player answers correctly they get the square. If they don't answer correct then the square go to the opponent.

QUESTIONS

Questions are open ended questions. Click Start Timer to start an optional 30 second timer. Click Answer button to show the answer. You can also enter a hint, joke, correct or incorrect answer in the text bubble on the top. This will not appear in slideshow mode until the players picture is clicked on. This can be used several ways to let the animated square player either give a hint, tell a joke or give a correct or incorrect response to help or hinder the player.

All The Way Game
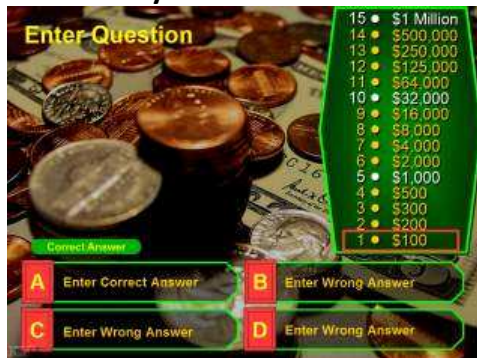
This is a single player game which can also be played as a team. After selecting A, B, C, or D to see if your choice is correct, press the Correct Answer button to confirm the correct answer and reveal the button which will let you go to the next question.

Remember, this is like the millionaire game. Normally one wrong answer and your done. Of course, you can elect to continue through all the questions in this version.

Wheel of Color Game

The scoreboard screen lets you track scores for up to 4 teams or players. The Start/Stop Team Selector button will let you select a team at random. The game can be played using random team up or rotate teams. Select the Select Question to go to the question selector.

From the Category & Question screen you can use the wheel to select a category and point value and then let the team select which question in that category to answer or work through the questions in any method that suits your objectives, material and style. When used a question will be made transparent.

MAIN SCREEN

Questions are open ended and pressing the Show Answer button will reveal the answer. The More button will allow you to show more information or images about this question. Depending on your preference, the More button could be used before or after the answer is shown.

Quiz Show Game

From the scoreboard screen, the spinner can be used to select a team or by adding a notice like the example, it can select points to play for.

For the first question, press the Start button. Subsequent questions you will need to press the Return button and from the last slide, press the Next button to show the next question or additional information slides.

QUESTIONS
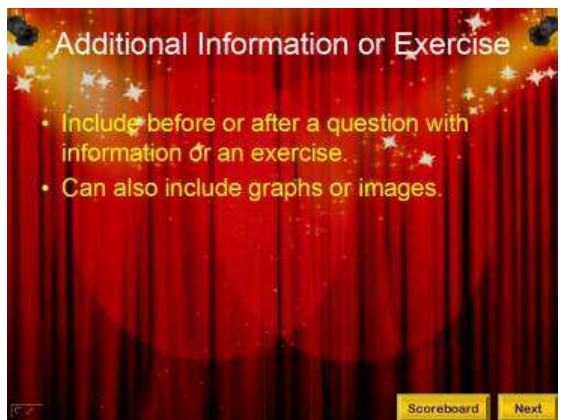
The Quiz Show has four different types of questions that can be used. They are open ended, true/false, multiple choice and match. Also included is an additional information or exercise slide which can be used to add information, images or an exercise either before or after a question.

To create a Quiz Show game, make copies of the question slides you want to use. Questions and information slides should follow the scoreboard slide and you can create as many questions or information slides as you need. The game over slide should be at the end of your questions.

Peril Quiz Show Game

This Peril board works like a normal question selector in other games except clicking on a topic will start a 3 slide mini presentation which can be shown before any of the questions in that category are revealed. This is optional and does not have to be used. Note: the slides are located at the end of the slides.

The Next Up button on the scoreboard will rotate a red dot through the teams. This can be used to keep track of which team is up.

Since you can access the scoreboard from any question, the Return to Last Screen button will return you to that question or press the home icon button to return to the Peril screen.
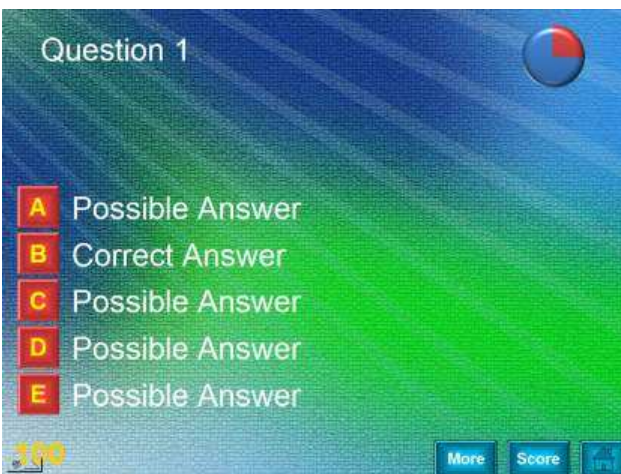
The 30 second timer starts automatically when a question is shown. Click on an A, B, C, D or E button to select that answer.

If you only want to have 2 (true/false) to 4 possible answers then delete those buttons and text during your question entry. Important: make sure that you never delete the Correct Answer selection from a question.

Ice Breaker – Team Builder Word Jumble Game

For the first jumble, press the First Jumble button. Subsequent jumbles you will need to press the Return to Jumble button and from the last jumble, press the Next Jumble button to show the next jumble.

To create a Jumble game, make copies of the jumble slides to add a new jumble. The End slide should be after your last jumble.

Creating a jumble:
The mixed up jumble goes on the top of the slide. Enter your mixed up word in the top textbox. Placing a space between each letter will make it easier to see.

Enter a hint but not too obvious; and then the unmixed up word in the lower textbox.

Ideas for words to use: create jumbles that support your training program. If used as a team builder, enter words that are related to team building concepts.

OTHER

Be creative establishing your own rules and ways to play these games. Contact us for questions or concerns at Support@training-games.com or phone 602-750-7223. Thank you for purchasing TGI products.