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# To the Teacher

*World History Jeopardy* generates real enthusiasm as it addresses the fundamentals of world history. It is designed to be used for several purposes: as a fun and easy way to reinforce what is being studied, as a study guide, and as a review of the unit or a culminating activity. It challenges your students to remember important facts and encourages them to enjoy themselves in the process.

The format of *World History Jeopardy* is like the popular television quiz show *Jeopardy!* A student is given the answer and is asked to provide the question. Questions are divided into categories, and the fact given as a question is actually stated (“Legendary ruler of Bronze Age Crete”), not asked. Then the student response is given as a question (“Who was Minos?”). Many students will be familiar with the format from watching the *Jeopardy!* television show or playing its computer or board-game versions.

## How to Use This Book

Each topic, or game, consists of four general categories. Each question in each category has a point value. The easiest questions are worth 5 points, more difficult questions are worth 10 points, and the most difficult questions are worth 15 and 20 points. Categories do not always include the same number of questions in each game, nor are the values of the questions always exactly divided among 5, 10, 15, and 20 points.

Before you play the game with your students, it may prove effective to allow them to find the answers to, or study, the questions first. You may wish to reproduce the questions for a series of assignments, and then use a game as an evaluation, a further review, or a culmination of the unit. You may find that using the questions without a game is adequate. For these reasons, the answers are presented separately at the back of the book rather than with the questions.

Here are the directions for a typical *Jeopardy!*-style game:

- Put the categories for the game to be played on the board with the point-value range.
- Divide the class into teams. Play begins when one student asks for a question from a given

category with a given point value. For instance, the student might say, “I want a 10-point question from the ‘Phoenicians’ category.”

- The game leader then reads a 10-point question from the requested category.
- Any student on the team may answer. The first person on the team to raise his or her hand is called on. (It may be the student who asked for the category to begin with.)
- If the answer is correct, record points for the team. The student who answered chooses the category and point value for the next question.
- If the answer is wrong, subtract the point value of the question from the team score. A student from the other team now has the chance to answer the question. Whoever answers the question correctly chooses the category and point value for the next question.
- If no one can answer the question, give the correct answer to the group. The student who last successfully answered a question chooses the next category and point value.
- When all the questions of a given point value have been used within a category, erase that point value. Continue with the other questions until the category is completely used.
- When all the questions in a category have been used, erase that category from the board. Continue until all the categories are erased and the game is over.

Feel free to modify *World History Jeopardy*. If you have stressed something in your class that is not included in this game, it is easy to add questions. Your students will quickly learn how to make questions for you in order to extend the game. Your class can play the same game more than once, which will help them remember material more easily.

No matter how you use *World History Jeopardy*, it is an entertaining and stimulating way to review, and it's an excellent change-of-pace activity. You'll find your students eager to play over and over again.

## 1

## Prehistoric Times and the Concepts of History

## HISTORICAL VOCABULARY

## THE AGES OF PREHISTORY

## OUR HUMAN ANCESTORS

## PREHISTORIC LIFE

5

1. Period of the human past before writing was invented
2. The story of the human past
3. Development that separates prehistory from recorded history
4. Folktales that explain the past
5. The way of life of a people
6. The number of people who live in a given area

1. Period when the northern continents were buried under ice and snow
2. Before the birth of Christ
3. Anno Domini, the years after the birth of Christ
4. First period of human history
5. What C.E. stands for

1. Continent where the earliest humanlike remains have been found
2. Muscular prehistoric people who were *not* ancestors of modern humans
3. Prehistoric people who closely resembled modern humans
4. Characteristic that allowed humans to use their hands freely
5. Skill that allowed humans to pass along knowledge

1. Earliest (Paleolithic) ways of getting food
2. A shaped stone
3. Earliest clothing material
4. Resource used both for cooking and as a weapon
5. Neanderthal shelters
6. Huge woolly creature, often hunted

10

7. Person who studies the human past
8. The study of people, their environments, and their resources
9. Scientist who studies the earth
10. Scientist who studies the remains of ancient peoples and civilizations
11. Society centered around cities
12. Any surviving object made by early people

6. What B.C.E. stands for
7. Huge, slowly moving masses of ice and snow
8. Years in between glacial times
9. Exceptionally long period of time
10. Period of time figured from some particular date

6. Characteristic that allowed humans to store and use more information than animals
7. One of the facial characteristics that made a Neanderthal different from a Cro-Magnon
8. "Skillful human"
9. "Upright human"
10. "Wise human"

7. How Neanderthals disposed of their dead
8. Prehistoric wall art
9. Neolithic ways of securing food
10. New, Neolithic living arrangement
11. Neolithic invention used for cooking and food storage
12. Neolithic clothing material





15

- 13. Large, extended kinship unit
- 14. Digging into the earth to find ancient remains
- 15. To decode an ancient language
- 16. Careful hunting for facts or evidence
- 17. Idea about how something happened
- 18. To determine how old a historical find is

- 11. The Old Stone Age
- 12. The New Stone Age
- 13. Period of 1,000 years
- 14. These were formerly used to date archaeological sites.
- 15. Radioactive element used to date ancient objects

- 11. Prehistoric dweller on a Southeast Asian island
- 12. Prehistoric dweller of China
- 13. When *Homo sapiens* emerged
- 14. When Cro-Magnon people emerged
- 15. The color of this depended on the climate where people lived.

- 13. Neolithic material that began to replace stone
- 14. Neolithic invention that was the basis of transportation
- 15. Neolithic invention that was a machine to weave cloth
- 16. Material mixed with clay to produce pottery
- 17. People who wandered from place to place, as Old Stone Age people did
- 18. Hardened lava from volcanoes, used as mirrors

20

- 19. Scientist who studies languages and written records
- 20. Scientist who studies the origin and development of human beings
- 21. Term for father-related society
- 22. Term for mother-related society
- 23. Scientist who studies fossilized remains of early life

- 16. The shift from food hunting and gathering to food producing
- 17. When the Stone Age ended
- 18. When the Neolithic Age began
- 19. Years of the Paleolithic Age
- 20. When the last Ice Age ended

- 16. People who have lived in Australia since prehistoric times
- 17. A 3.5-million-year-old female humanlike skeleton found in Ethiopia
- 18. River in western Germany where Neanderthal remains were first found
- 19. Term for creatures that walk upright

- 19. Methods of shaping stone in the Old Stone Age
- 20. Method of shaping stone in the New Stone Age
- 21. Neanderthal religious belief about death
- 22. First domesticated animal
- 23. Mobile way of life that depended on large herds of livestock

NOTES

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