*Use* ***101 College Trivia Questions*** *or* ***101 College Vocabulary Words*** *to personalize the following activities.*

# Family Feud

In this game, the two sides of the bus compete against each other as “families” and the teacher serves as the game host.

One person from each side is paired against one another for a speed question. For example, the host might say, “Name one Oregon university and its mascot.” or “Name one of Oregon’s private colleges.” Base your questions on whatever pre-visit material you’ve covered with your students.

The first person to hit the buzzer (make a sound, clap, etc) answers the question. If they get the answer right, the question goes to their team (and they get 10 points). If they get the answer wrong, the other team gets a shot;

Then, each person on the other team provides an answer for the question. As each answer is given, the host says “survey says…” If the answer is correct, the team is awarded points (10 point per answer) and play continues. If the answer is incorrect, the team gets a strike. After 3 strikes, play is passed to the other team;

The team continues play with this question until all answers are given or a certain time has elapsed. At that point, the host reveals all the answers and tallies the points for that question;

Play resumes with another speed question. Repeat steps.

# 20 Questions

The teacher picks a college;

The students take turns asking questions about the school (i.e., is it a 4-year college? Does it have dorms? Is it located in La Grande? etc.);

The teacher answers either ‘yes’ or ‘no’ to each question;

When a student thinks they have the answer they write it on a piece of paper and pass it to the teacher;

If the student is correct, he or she become the leader and pick the next college; if the answer is incorrect, play resumes.

# Oregon College “Taboo”

This game is modeled after “Taboo” and is also similar to the $25,000 Pyramid game show.

The bus is split into two teams. The object of the game is to get through the most cards in 60 seconds;

Each card has an answer at the top and then 3-5 facts about the answer on the card;

One person from the team is required to give clues for the answer without saying any of the fact words on the card. For example, a card might look like this 🡪

**UNIVERSITY OF OREGON**

Ducks

Eugene

Green and Yellow

In this case, the answer is University of Oregon and the words that cannot be said are the three below it in red (Ducks, Eugene, Green and Yellow) as well as any part of the answer. So, the person has to come up with other facts about UO that can be used to guess the answer.

Once the team guesses the answer, the clue person moves on to the next card. Again, the object is to get through as many cards as possible;

Each correctly answered cards equals one point. Points can be awarded to the other team if one of the following occur:

* The clue giver passes on the clue (either they can’t think of anything or they have given all their clues and their team still hasn’t guessed.)
* If they slip and accidentally say one of the “taboo” words on the bottom of the card.

**More sample cards:** *Students can create the cards as part of a pre-visit assignment as well.*

|  |  |  |
| --- | --- | --- |
| **FINANCIAL AID**MoneyScholarshipsGrants | **ENTRANCE REQUIREMENTS**AdmissionsGradesGPA | **ASSOCIATE DEGREE**Community collegeA.A.2 years |
| **OREGON STATE UNIVERSITY**ForestryCorvallisBenny the Beaver | **FAFSA**Financial aidOctober 1Grants | **OREGON PROMISE**Community collegeGrantFinancial aid |

# Where Am I?

The teacher picks a college and s/he states 3 things about the school (I am living on campus, in Ashland, studying forestry);

Students write down their guesses;

Repeat 3-5 times using different college;

Determine the winner of a small prize based on who has the most correct responses; the winner picks the next college to use and asks the questions; repeat.

# Hot Potato

A person starts the game by saying the name of a college;

The person then says the first name of a person playing the game (Joe) and tosses Joe a soft object;

When the person catches the ball (Joe in this case) he would make a short statement about the college that the first person selected;

He would then say the name of another person in the group and toss the ball to them;

When that person catches the ball, they make another statement about the college before saying the name of another person and tossing the ball;

The game continues until someone says something that isn’t true or can’t think of anything to say.

An example of how this might work is:

* Mark says “PSU” and tosses the ball to Abby;
* Abby catches the ball and says “Vikings…Maria” (and tosses the ball to Maria);
* Maria catches the ball and says “Urban planning…Cyrus” (and tosses the ball to Cyrus)…and so on;

There are some variations to this game:

1. Once the pattern is established and the ball is passed several times so every person has been tossed to once, the pattern is repeated with only the fact about the college being stated (not the person’s name);

2. The speed of the game increases; challenge the group to see how many times they can complete the pattern and continue to add new facts about the college.

# Oregon College Poker

The teacher has a deck of playing cards and each student receives 1-3 cards (depending on how long you want the game to go on);

Students must “earn” the rest of their cards by answering questions asked by the teacher (or a chaperone or student) about Oregon colleges, careers, etc.;

Students are given one playing card when a question is answered correctly;

Play continues until a determined point such as a set number of questions or a time limit;

The student with the best hand is declared the ‘winner’;

The winner becomes the dealer/question asker; Repeat.