

**Name of Activity:** Who Wants to Be a Millionaire??

**Preparation Time:** 20 minutes

**Activity Time:** 15-30 minutes

**Preparation:**

1. Insert the Who Wants to Be a Millionaire? PPT slides into the Power Point presentation to be used during training.
2. It is recommended that trainers become familiar with the slides prior to the presentation. There are several features of the slides worth noting:
  - The information on the game show slides is set to phase in – it will come in on its own slowly, or you can see it more quickly by pressing enter or the down arrow.
  - If during the presentation more information is needed to support the answer, there is additional material on subsequent slides after each question. If there are no questions or need for additional information, the additional slides may be skipped.
  - Slide 5 includes the instructions in bullet #2 and may be removed prior to the presentation if desired.
  - You may choose to use the slides in two different ways – it may either be inserted into the presentation Power Point (as noted above), or displayed by itself in a separate file. In either case, in order for the slide to work properly the Power Point presentation must be in Slide Show mode. Click on the Slide Show tab at the top of the Power Point tool bar. On the far left hand side, choose the second option to start slide show “From Current Slide”.

**Activity Instructions:**

1. Introduce the activity to participants by asking them if they have watched Who Wants to Be a Millionaire! on television. The activity will follow the same format, which includes multiple choice answers and some of the features used in the game show (i.e., life lines).
2. Start the slide presentation. Ask the question listed on the slide.
3. The slide operates on a mouse click or the down arrow on the key board. To unhide the answer, click the mouse or use the down arrow. The answer will appear. (Note: if you accidentally uncover one too many slides, you may use the up arrow to cover the last answer until you are ready to move on).
4. Participants provide answers by calling out the letter that corresponds with the correct answer (a, b, c or d). The trainer should facilitate discussion about the correct answers using the slides that follow each question.
5. Features of the game show can be used at the trainer’s discretion. For example, if there is confusion about a particular response, invite them to use one of their life lines by asking the trainer or another participant what they think (the equivalent of “phone a friend”).



## Activity Variations:

- This activity may be completed as a competition as individuals or two groups.
  - If individuals will respond, the trainer may instruct them to raise their hands and respond. The trainer then calls on the first person to raise their hand. If that person is incorrect, the trainer may ask again or call on the second person who raised their hand.
  - The trainer may opt to divide the group in half. The trainer may elect to use the hand raising method described above, or the group may assign a spokesperson to respond for the group.
  - Bring bells or noisemakers that groups can use to signal they are ready to answer.

For both options describe in this variation, it is recommended that each correct response is given after the answer is revealed, and any discussion about different answers occur prior to moving on to the next answer. This variation works best when training groups of 20 or fewer people.

