**College Knowledge Workshop Lesson Plan: Family Feud – College Knowledge**

Subject:

College Knowledge

Target audience:

10th-12th graders

Duration:

20min- 45min.

Overview

Students will review college-knowledge concepts by participating in a competitive activity.

**recommended Prior KNOWLEDGE:**

Basic knowledge about university admission requirements, financial aid, scholarships, and the college-going process

**Materials:**

* 2 call bells/some type of buzzer device
* Family Feud question and answer key
* Family Feud Power Point and proper equipment (lap top/projector/speakers)
* Facilitator debriefing notes

|  | Facilitator Guide |
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| Objectives | Students will review concepts such as: 16 core course admission requirements, FAFSA (definition, work-study, loans, and deadlines), ways to pay for college, ways to reduce the cost of college, scholarships, college application process, and college pathways. |
| Activity instructions/  *facilitator notes* | 1. *Divide the class into two teams.* |
| 1. *Share the lesson objectives and game instructions with students.* |
| 1. One member of each team faces the other in a face-off as the facilitator reads the question off the game board. |
| 1. The team that *buzzed* in first, will have the first opportunity to provide one correct response to the question. If any correct answer is given, that team receives control of the board and has the option of playing or passing control to the other team. If the team member that buzzed first gives an incorrect answer, the other team member may provide a response.   *\*Please note that the order of answers is not a factor in this game.* |
| 1. The team that has the control tries to reveal all of the correct answers to the question before receiving two strikes. Each team member answers individually, and can only take up to three seconds to provide a response. (If the answer is not on the board, click the “x” button.)   *\*Each correct answer is worth 5 points.* |
| 1. If the team receives two strikes without clearing the board, control is passed to the other team. |
| 1. The team that now has control is able to give all the remaining answers. Each team member gets one turn to provide a response (individually, taking only up to three seconds), until the team accumulates two strikes.   *\*Each correct answer is worth 5 points.* |
| 1. After the all the answers are provided and/or both teams have had a chance to respond and have gotten two strikes, the facilitator reviews the question and answer in that round using the debriefing notes.   *Each team/or score keeper tally their points before moving to the next round.* |
| 1. Before each round, the team rotates so that each student has a turn to face-off. Continue the game repeating steps three through seven. |
|  | 1. Each team tries to collect the most points. The team with the most points wins the game! |