More Games for the Bus

*Adapted from Washington GEAR UP*

*Play these games during the bus ride to campus or as a fun pre-visit activity.*

Family Feud

Each side of the bus is a team and competes as a "family." The coach/teacher serves as the game host.

Begin with one person from each team paired against each other for a question. For example, the host asks: Name one of the fastest growing occupations in the United States, Name one university in Arizona and its mascot, or Name one Arizona private college. Base your questions on whatever pre-visit materials you've covered with your students.

The first person to hit the buzzer (make a sound, clap, etc.) answers. If they're correct, the question goes to their team. If they're incorrect, the other team goes. Then, each person on the team provides an answer to the question. As each answer is given, the host says "survey says…” If the answer is correct, the team is awarded points (10 points 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. Then, the host reveals all the answers and tallies the points for that question.

Play resumes with another speed question. Repeat steps.

Arizona State College Taboo

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

Split the bus into two teams. The object is to get through the most cards in one minute.

Each card contains the answer and 3-5 facts.

One person from the team gives clues without using any of the fact words on the card. For example:

UNIVERSITY OF ARIZONA

Wildcats

Tucson

Cardinal and Navy

In this case, the answer is UA, and the words that can't be said are listed below the answer. The person giving clues must use other facts that will help contestants answer.

Once the team correctly answers, the clue giver moves to the next card.

Each correct answer equals one point. Points can be awarded to the other team if one of the following occurs:

The clue giver passes on the clue (either they can’t think of clues, or they've used all their clues and their team still hasn’t guessed.)

If clue giver slips and accidentally says one of the “taboo” words on the bottom of the card.

20 Questions

The coach picks a college or university in Arizona.

The students take turns asking questions about the school. They have up to twenty questions. For example:

Is it a 4-year college?

Does it have housing?

Is it located in Eastern Arizona?

The coach can answer either only ‘yes’ or ‘no’.

If a student knows the answer, they write it down and show the coach. If correct, they become the leader and choose a university, and the game restarts. If incorrect, play resumes.

Where Am I?

The coach picks a college and gives 3 facts about the school (i.e., I live in Tucson, on campus, and study journalism.)

Students write down their guesses.

Repeat 3-5 times using different colleges.

The winner is the person with the most correct responses. Reward with a small prize. The winner picks the next college to use and asks the questions. Repeat.