

## Teaching notes

Create your own grid by adding the initials to keywords and phrases into the hexagons.

Devise a question for each keyword in the style of 'What '●' is a gas?'

Students could be given the game to play in small teams with one of them as the question master. Students could be asked to write their own questions and fill in the grid which they could then swap with another group. Each team will need 10 coloured counters or hexagons to place on the grid when they get a question right.

The object of the game is to complete a path across the board. One team should make a path from left to right and the other teams should go from top to bottom. The original TV game pitted one contestant (on the shorter path (top to bottom)) against a pair (going left to right).

Teams take it in turns to choose a hexagon. If they get the question correct they place a coloured counter over the hexagon. The team that wins is the one that makes a complete path from one side to the other.

The grid can be used on an interactive whiteboard. Just type the letters into each hexagon and click and drag the coloured counters to cover the appropriate hexagon when a question is answered correctly.

**Question grid**

	<b>Question</b>	<b>Answer</b>
<b>1.</b>		
<b>2.</b>		
<b>3.</b>		
<b>4.</b>		
<b>5.</b>		
<b>6.</b>		
<b>7.</b>		
<b>8.</b>		
<b>9.</b>		
<b>10.</b>		
<b>11.</b>		
<b>12.</b>		
<b>13.</b>		
<b>14.</b>		
<b>15.</b>		
<b>16.</b>		
<b>17.</b>		
<b>18.</b>		
<b>19.</b>		
<b>20.</b>		

