

Youth Wheel of Readiness

Contestants will compete in the fill-in-the-blank word game made famous by Merv Griffin. This presentation is a great way to teach emergency management concepts to students, employees, or the public in a fun and educational way.

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Setup

- This game requires the following:
- Two Hosts (Moderating Host to run through the game, Technical Host to handle the technical aspects and keep score)
 - Three- four contestants to play
 - Zoom
 - PowerPoint

NOTE: Please review the entire guide to see game rules for each round, and how to determine a winner.

To set up the game, you will need to update the PowerPoint template with text of your choosing or you can use the game as is with pre-selected words.

If you'd like to change the text in the game you, type in your letters (in all caps) in the boxes where you want them, and then **DELETE** the boxes with the [-] you won't be using. You need to delete all the layers until you see the green board underneath. Then type in your category.



Once the game is updated, you are ready to compete. Do not share the PowerPoint in advance with contestants as it will spoil the game.

To start the game, you must first open the PowerPoint. Once you have the slideshow open, share your screen in Zoom or on an external monitor/screen if you are playing in person.

To hear sound effects, you will need to click “More” then “Share sound”

Click “Participants” in Zoom to display the list of participants on your screen. This will be used for the buzzer system. Drag the Participants list off to the side of your screen or secondary monitor and make it as small as possible so that it does not interfere with the game screen. You can also pin the participants to the top of the list by click the more option next to their name.

Rules

The game is split into multiple sections:

1. Toss-up Round: This round is used to determine who goes first. A blank set of tiles appears on screen. The host will click begin and the word/phrase is slowly revealed until a contestant buzzes in and guesses the phrase.
 - a) If they are correct, the contestant wins \$1000
 - b) If they are wrong, they do not win any point. At this time, another contestant may buzz in and guess the phrase
 - c) Three to four Toss-Up Rounds may be played in a single session. There are two in the premade game.
2. Wheel Round: The screen will display blank tiles that need to be filled in. Contestants spin the wheel, which will land in a point value.
 - a) If they guess a consonant, and it appears in the phrase, then it is revealed and they win the point value.
 - b) If they guess a consonant, and it does not appear, then the contestant does not win any points and it becomes the next person’s turn to spin the wheel.
 - c) A contestant with command of the wheel may guess a vowel, but they must pay \$250 from their bank.
 - d) You may play up to two Wheel Rounds
3. At the end of the combined Toss-up and Wheel Rounds, the player with the highest point value in their bank is declared the winner.
4. Bonus Round: The winner is invited to play in the Bonus Round. Blank tiles appear on screen. The Host reveals if any of the following letters are found in the phrase: R, S, T, L, N, E. Then, the contestant is given 10 seconds to guess the full phrase. They may guess as many times as they want in that time frame.

Gameplay

SLIDE 1:



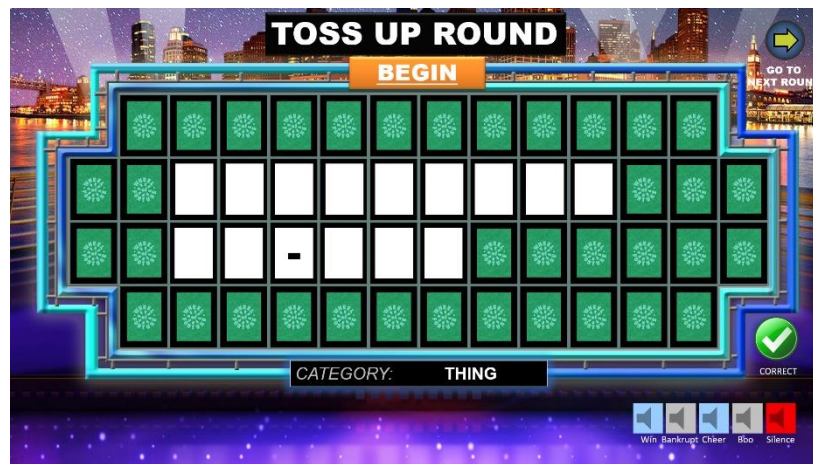
Slide 1

1. Wait for the animation to finish playing.
2. Click “Play Game”.

Toss-Up Round

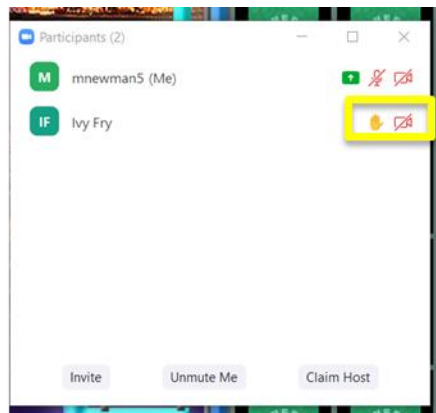
SLIDE 2: TOSS-UP ROUND 1

- Rules:
 - Letters will appear on the screen randomly every few seconds
 - When a contestant knows the full phrase, they can “buzz in” and answer
 - Instruct contestants to “buzz in” by using the “Raise hand” function on Zoom
 - If a contestant gives a wrong answer, they cannot attempt to answer again. Other contestants may buzz in and answer the question.



Slide 2

3. Click “Begin” to start round.
4. While the letters are appearing, closely watch the Participants window to see who raises their hand first. The person with the “raised hand” at the top of the participants list, indicates who raised their hand first.



Step 4: Watch for participants’ raised hand in window on right-hand side of screen

5. When a contestant raises their hand, quickly RIGHT CLICK (or click with two fingers if using MAC) off to the side of the screen. This *will pause the animation*. Allow the contestants to give an answer.

WARNING. Do NOT click anywhere on the screen while the letters are appearing (except on a button). If you click anywhere else, all the letters will reveal at once.



Step 5: Pause the animation by right clicking off to the side (see yellow highlighted box)

6. If the contestant gives a **WRONG** answer, left click **ONCE** anywhere on the screen to resume the round.
7. If the contestant gives a **CORRECT** answer, left click **TWICE** anywhere on the screen to end the round.
8. When a contestant wins a round, feel free to use the sound effect on the bottom right side of the screen to applaud.
9. Click “Go to next round” to proceed to Slide 3.



Step 9: Click “Go to next round”

10. Instruct contestant to lower their hands on Zoom to begin the next round.

SLIDE 3: TOSS-UP ROUND 2

- Instructions are the same as [Toss-up round 1](#).

11. Before going to the Wheel round, close the “Participants” window. *You only need it during Toss-up round.*

Wheel Round

SLIDE 4: WHEEL ROUND 1

▪ Rules:

- Whichever contestant won the most recent round has the first turn
- Contestants begin their turn by either “spinning” or “solving”
- After the contestant spins the wheel, they guess one consonant
- If the guessed letter appears anywhere on the board, it is revealed
- If the letter does not appear, the contestant’s turn is over, and it moves onto the next contestant
 - At any time, the playing contestant can buy a vowel for \$250. It is the same cost no matter how many are on the board. For example, two A’s on the board cost \$250 total
- If the contestant guesses a letter correctly, or buys a vowel, the contestant is again given the option to “spin” or “solve”
- This process repeats until the puzzle is solved

12. Click “Spin” to open the wheel.



Step 12: Click on “Spin” in the lower left-hand corner

13. Click “Spin” and then “Stop” to spin the wheel.

14. Click “Back to the board”.



Step 13: Click “Spin” and “Stop” to spin wheel

Step 14: Click “Back to the board” in the top left corner

15. When a contestant guesses a consonant, reveal the letter(s) by clicking their respective square on the board.
Refer to the [Answer Key](#) for the words.
16. When a contestant solves the board, click the “Show” button at the bottom of the screen.
17. Click “Next round” to go to the next toss-up round.



Step 17: Click “Next round” in the top right-hand corner

18. Before the Toss-up round, remember to re-open the “Participants” window.

SLIDES 5 & 6: TOSS-UP ROUNDS 3 & 4

- These are the same format as the [previous Toss-up rounds](#).

SLIDES 7: WHEEL ROUND 2

- This is the same format as the [previous Wheel round](#).

Bonus Round

SLIDE 8: BONUS ROUND

Rules:

- The overall leader at the end of the game moves on to the Bonus round
- The letters RSTLNE are revealed on the board by the Technical Host (This is standard play).
- The contestant then chooses 3 consonants and a vowel, which are revealed on the board
- The contestant has 10 seconds to guess the phrase. They may guess as many times as they want within the 10 seconds
- If they solve the puzzle, they spin the prize wheel to determine what they win

19. When the correct answer is guessed, click **“Show answer”**.

20. Click on the **“Prize wheel”** to go to the final wheel.



Step 19: Click “Show answer” on the bottom of the slide

Step: 20: Click “Prize wheel” on the bottom of the slide

21. Click **“Spin”** then **“Stop”** to spin the wheel. *If the arrow ends up exactly between 2 prizes, you can reset the wheel **ONE** time.*



Step 21: Click on “Spin” and “Stop” to spin wheel

Scoring Guide

Scoring:

- Each Toss-up round is worth \$1000
- During the Wheel rounds, dollars are awarded based on how many letters show up on the board.
 - Example:
 - Contestant spins the wheel and lands on \$400
 - Contestant guesses “R”
 - If there are 3 “R’s”, the contestant gets \$1200
 - Vowels cost \$250 to buy, it is the same cost no matter how many are on the board. For example, two A’s on the board cost \$250 total

How to display scores:

- Have a Technical Host keep track of scores in a notes document on their computer
- Between each round, stop sharing your screen and have the other Technical Host share their screen with the scores

Answer Key

Toss-up: Emergency Go Bag (preparedness item)

Toss-up: Community Emergency Response Team (group)

Round One: Financial Preparedness (concept)

Toss-up: Make a Plan (preparedness action)

Toss-up: Youth Preparedness Council (group)

Round Two: Prepare with Pedro (awareness campaign)

Bonus: Hurricane Season (natural hazard)

Extra Notes

- This presentation is fairly involved, so it is a good idea to conduct a couple practice rounds before the official event to become familiar with the slideshow as well as the pacing.
- When spinning the wheel, allow extra time for the guests' screens to catch up before announcing the dollar amount. The usual delay is 3 to 5 seconds.
- Before beginning the presentation, it is a good idea to go through introductions for each contestant. This allows you to get to know the guests, as well as troubleshoot audio or any other technical issues before the game starts.
- After each round, the Moderating Host should spend some time explaining the uncovered phrase and talking a bit about it. This is a good opportunity to turn the presentation into an educational exercise. Another way to increase engagement is to ask contestants what they know about the phrase and allow them to talk about it.