## **Teaching** Tool

## Grade 7: Making Decisions about Sexual Health

### **Sexual Health Trivia**

Time: 30 minutes

#### **Materials:**

Sexual health trivia presentation

#### Instructions

- Divide the class into 4-5 equal teams
- Cue the slideshow, beginning with the Sexual Health Trivia board slide
  - There are 4 categories and 5 questions under each category
  - Point values range from 10 to 50 points
- **Important**: In order for the game to work properly, you must click on the colour when the "hand" shows, not the arrow (around the perimeter of the coloured square)
- Select and read the first question aloud to the class:
  - Choose the student who raises his or her hand first to attempt to answer the question and earn points for their team. If the student answers correctly, his or her team will be awarded the corresponding points, and that student can choose the next category and point value.
  - If the student answers incorrectly no points are taken off but the next student (from another team) to raise his or her hand will be allowed to answer the question
  - If the second student answers correctly, his or her team will earn the points and the or she will choose the next category and point value
- Continue in this manner until the question is answered correctly
- Correct and supplement information, using the Core Knowledge Content as needed

#### **Variations**

- To allow each student an opportunity to answer questions, assign each student on the team a number (e.g. if they are teams of 5 students, each team will have a #1, #2, #3, #4, and #5)
  - Have all #1s compete against each other to answer the first question, and rotate to the #2s for the next, and so on through to #5, before asking the #1s again



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- Quick review: This game can be used as a quick review whenever time permits (5-10 minutes)
  - Cue the game as per usual instructions, and have students attempt to earn as many points as possible in the time available
  - Alternatively, print the questions onto cards to be placed in a box or envelope from which they can be drawn at random to be answered whenever time is available. This can be done as a whole class activity or in pairs or small groups as an enrichment activity.

