

Let's Play – Who Wants To Be A “Healthy” Millionaire?

Games - Activity 2

Created 2002

ROLES:

- **Contestants** - Invite, or choose by draw, 5 or more Contestants. (Note: Number of contestants and game process can vary depending on time available.)
- **Host** - Select a “dynamic/flamboyant” game show host.
- **Audience** – Invite an active, enthusiastic audience: a school assembly, special community event, etc.

RESEARCH AND FORMAT YOUR GAME/QUESTIONS:

- **Questions:** Using the **FastFact Sheets** in this Kit and other resource-based information, create a series of question cards, overheads, power point slides using the following format:
 - **Second hand smoke is associated with many severe conditions in children. Which condition is not usually associated with second hand smoke?**
 - a) Asthma
 - b) Decreased Vision
 - c) Ear Infections
 - d) Sudden Infant Death Syndrome
- **Answers:** Create an answer sheet, or duplicate question cards with answers on the back for your host. Along with the answer, provide the host with some interesting additional details, stats, etc. that can be incorporated into their response for added awareness value. Sample answer:
 - **Answer** (to sample question): **b) Decreased Vision** – Second-hand smoke is more dangerous to babies and children. They breathe faster, taking in more pollutants relative to their body weight.

SECURE PROPS:

- **Decorate:** Use banners, signs, posters to set the mood.
- **Costumes:** Have your contestant put on a special cap, t-shirt or sign.
- **Telephone:** Find a telephone (toy, old phone decorated, “Candy” cell phone, actual phone).
- **Timer/Buzzer:** Check with your school’s Physical Education Department or local Community Clubs.

GAME PROCESS:

- **Narrow the Field (Optional activity) – Start with 5 or more contestants.** Have contestants answer one timed sequential order question. The contestant who answers correctly and in the best time goes on to be the First Contestant. **Note:** Skip this step if you have special guest contestants.
- **The Game**
 - The host reads out a question, which is displayed on a screen.
 - For each question the contestant must choose the correct answer out of four options.
 - If the host feels the contestant is struggling, they ask if a “**Life Line**” is needed.
 - Three times during the game, the contestant can ask for help by using “**Life Lines**”.
 - “**Life Lines**” can be used to: call a friend who has 30 seconds to respond (can be a specific audience member using the “toy” phone) or ask the audience (level of applause determines the audience choice).
 - If you have several guest contestants or wish to involve more participants limit the number of questions posed to each contestant, e.g. each could receive 5 questions.
 - For each correct answer, the contestant receives various amounts of “monopoly-style” money, e.g. \$100,000; \$150,000; \$200,000; \$250,000; \$300,000 = \$1,000,000.
 - **Option:** For each incorrect answer, the contestant loses ½ of their accumulated winnings.
 - Winnings can be used to redeem various prizes: e.g. mug, t-shirt, goodies, posters, etc.