



These quiz cards can be adapted to fit a range of teaching / quiz activities.

Quick Fire Quiz Option - Set up

Create a bank of review questions. This could include key facts, dates, vocabulary (see key word starters from other icHistory unit resources) spellings, similar words, etc.

Decide which cards you wish to use. Deal them out at random to students.

Quizzing!

Low stakes fun quiz = aim is to have students survive a period of time (10 mins) or go to the last person / 3 people 'alive'.

The student with the 'Pilot' card starts by nominating another student to answer the first question - asked by the teacher. If the nominated student gets the question right they then nominate the next student to receive a question and so on.

When a student can't answer or answers incorrectly they are eliminated. The power of nomination then returns to the Pilot.

(See Copilot and Navigator cards)

Students who are dealt **STAR CARDS** need to be identified and sorted prior to starting the quiz.

Cards with **GREEN** + can be used at any time.

Other cards only used when student is nominated- e.g. Shield card.

Advanced option- get students to create their own question banks. They can break into smaller groups and figure out their own rules using chosen cards - works well with smaller classes / groups.



Starts + controls nominations after a player is out.

Shield



Blocks a question. Nomination goes back to Pilot.

Overlord



Destroys ANY other card power.

Super Shield



Blocks a question AND you nominate.

Copilot



Takes over nominations if Pilot is eliminated.

Wizard



Choose 1 other player to receive a bonus each.

Ram



Sends question back to nominator.

Extra Life



Gives you an extra life.

Play once eliminated!

Medic

Can't stop Death card



Save another player just after elimination.

Force



Force 2 questions onto another player.

Death



Eliminates any another player.

1 Plague



When you go down so does the **closest** player to you!

Angel



Save ANOTHER player from Death card.

Alliance 1



Allows you to partner with one other player of choice.

Force Plus



Force 3 questions onto another player.



Choose two players to receive a bonus card each.

Bloodbond



When you are out .. your chosen 'friend' is out too.

Boom



Receive two more cards!

Time Travel



Choose to answer another question.

Bluffy



This card has no power ...

Repulse



Reverses any card used against you - even Death.

Loot



Take the **UNUSED** card of any eliminated player.

Navigator



Takes over nomination IF Pilot / Copilot are out.

Alliance +



Team up with 2 other players - answer together.

Bounty



one of their cards.

Chaff



Pilot cannot nominate you unlimited - until Pilot is out.

Immortal

Unlimited Use



Dice needed - Roll a 4,5 or 6 to survive once eliminated.

Zombie



Return from the dead after 2 more players eliminated.

Veto



Blocks any card played against you.

Amulet

Unlimited Use



Protects you from ALL card powers.







Ask another player for help answering the question.

Magneto



Join forces with other Magnetos and play together.

Magneto



Join forces with other

Magnetos and play together.

Magneto



Join forces with other

Magnetos and play together.

Super Shield



Blocks a question AND you nominate.

Super Shield



Blocks a question AND you nominate.

Super Shield



Blocks a question AND you nominate.

Super Shield



Blocks a question AND you nominate.

Super Shield



Blocks a question AND you nominate.

Shield



Blocks a question. Nomination goes back to Pilot.

Shield



Blocks a question. Nomination goes back to Pilot.

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Blocks a question. Nomination goes back to Pilot.

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Card Idea?



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