

“Street Smartz” Instructions

The Concept: Players will have to predict how two contestants from the group will answer a series of relatively simple questions.

Items Needed: Two contestants, worksheet (included as a separate PDF file)

Instructions: Two question answerers will need to be selected from your group to be Player 1 and Player 2. You might ask some specific kids before class if they would want to be the contestants or you could just ask for two volunteers right before the game starts and pick them at random. Regardless of how they are chosen, the two players will need to leave the room and be far enough away not to hear any of the questions or answers as the rest of your group is running through the game.

Make sure the rest of your group has a worksheet and have them fill in the names of Player 1 and Player 2 at the top. Once the two players are removed from the group, run through the questions that the contestants will be answering. Each question will be shown and a few seconds later the correct answer will appear. For questions 1 and 2 the group will decide “Who Knows It” and circle who they think will get the question right: Player 1, Player 2 or neither of them. For questions 3 and 4 they will decide “Who Blows It” and circle who they think will get it wrong: Player 1, Player 2 or neither of them. Before questions 5 and 6 they will need to pick one of the contestants and circle either Player 1 or Player 2. Once they have picked a player to follow, they will guess whether their player will know or blow questions 5 and 6.

After you have run through the questions with your group, a screen will come up that says to bring in Player 1. At that point, bring in the person you designated as Player 1 at the beginning of the game. The game will then show the questions for that contestant who will do their best to answer them correctly. The answers are not shown, so whoever is leading the game can tell the player if their answer is right or wrong and provide them with the correct answer. The group will keep track on their worksheets how they are doing as the game continues. After Player 1 is finished, a screen will come up asking you to bring in Player 2. I think you can figure out what to do with Player 2. Once Player 2 has completed answering the questions, have your group total up their scores and see how they did.

Scoring: One point for questions 1 and 2, two points for questions 3 and 4, and three points for questions 5 and 6. The final screen gives a breakdown of how well you did based on your score from 0-12.

Note: Version A & B of the game have different questions, but play exactly the same. The font used in the game is included so that you can use the game as a template and add your own questions to make new games. Simply place the font into the font folder on your computer.

Any questions or problems please email: service@pointmangames.com