

Spot the Bugs

A PowerPoint Review Game

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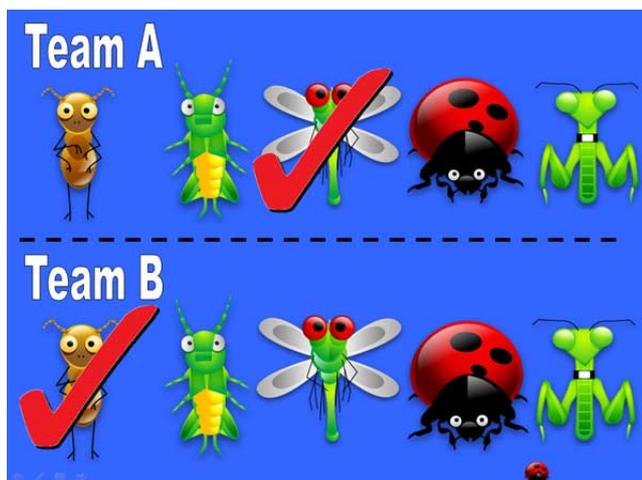
INSTRUCTIONS

How to work the PowerPoint

This game is made of two PowerPoint presentation files (*Spot_the_bugs_part1* and *Spot_the_bugs_part2*).



Spot_the_bugs_part1 contains the **playing "board"**. This has 15 items - three each of an ant, grasshopper (cricket), ladybird (ladybug), dragonfly and mantis. Each item is covered by a numbered rectangle. The aim of the game is to gather one each of all the items.



The other presentation (*Spot_the_bugs_part2*) contains the scoring chart.

To begin playing, open **BOTH** presentations at the same time.

Only one of these slides is visible at a time. So the game is played by "hopping" from one presentation to the other as each team has its turn.

Movement between the boards is by means of the small ladybird (ladybug) buttons at the bottom right corner of each slide. After a team has completed its turn, click on the ladybird button and you will be taken to the other board.

*** Remember, this will only work if you have both the files in the same folder on your computer!

How to play the game:

Method:

1. Divide the group into TWO teams - Team A and Team B.
2. Ask a starter question to determine which team goes first.
3. Then start the review proper. A correct answer earns the right to choose a letter. That rectangle is removed by clicking on it to reveal the item underneath.
4. Now use the ladybird button (bottom right) to open the second presentation with the score chart.

- *If this is the first time the team has spotted the item they revealed*, click on it in their line of items. A red tick (check mark) will be put on it. Click on the ladybird button to return to the playing board.

Now the other team has a chance to answer a question and choose a lettered card.

- *If the item revealed on the playing board had already been ticked on the score board*, then click on the small ladybird button (bottom right) to return to the playing board.

****IMPORTANT** : In this case, when back on the playing board, click on the item that was revealed, but not needed, and it will be covered again with a letter card.

This can cause great excitement, if the other team are looking for that item. They must be on the alert, and remember which letter it is under! This is an aid to concentration!

Each return to the score chart enables the teams to see at a glance what they have already collected, and adds interest to the game when they know what they are looking for, and what to avoid.

5. Now the other team has a chance to answer a question and choose a lettered card.

The game progresses like this, moving back and forward from the playing board to the score chart. At times, you may like to go to the score chart even before the team chooses a card on the playing board. Then you can build up excitement and hold their interest by pointing out

something like: "Look, you only need the cricket and dragonfly to finish the game. Let's see if you can find one of them!" Then, back on the playing board, they choose their lettered card.

The winner is the first team to collect all 5 items or, if time or questions run out, the team that collects the most items.

Be sure to practise several times before playing this with the children. Then you will move easily from one board to the other and back again. And you will also learn how to click the centre of the bugs, and not the space between them, which will cause you to exit the game!

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