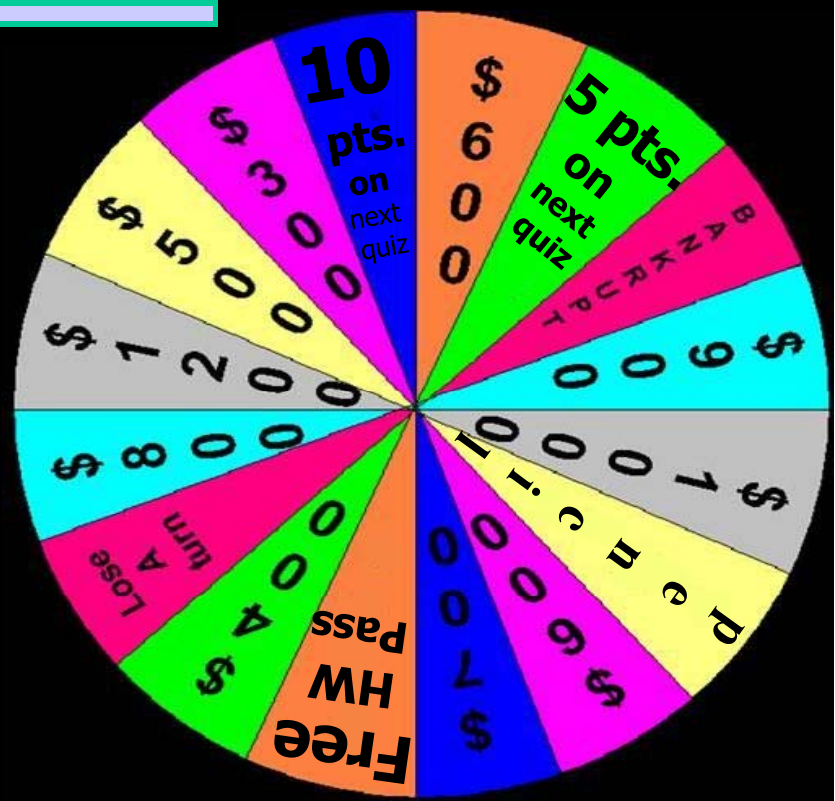


1 2 3 4 5 6 7
 8 9 10 11 12

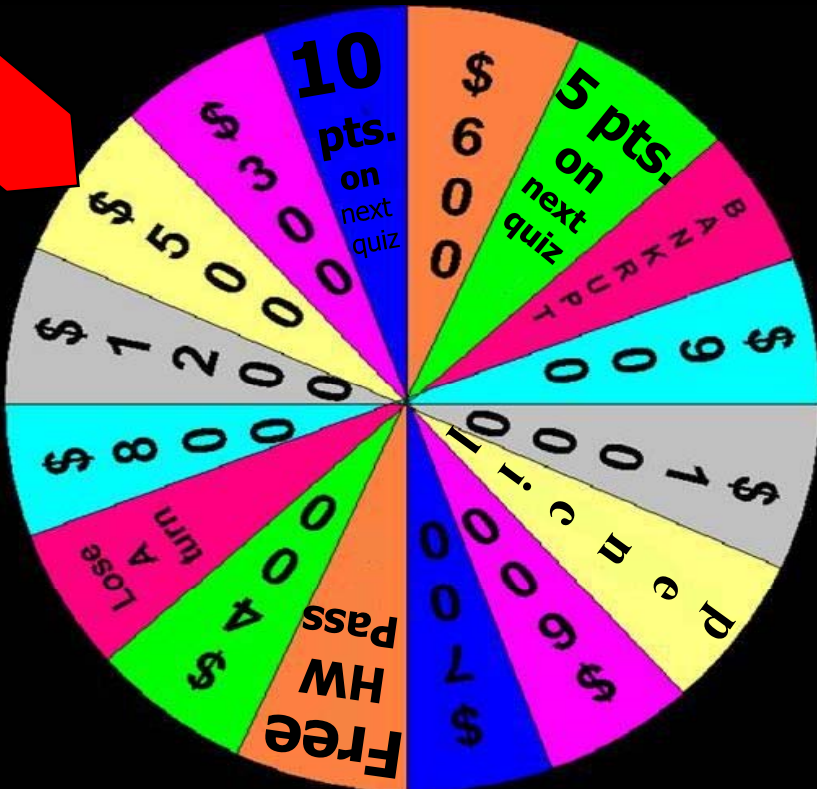
Score

1
 2



What is the name of Southwest Middle School's reading period?

Next Question



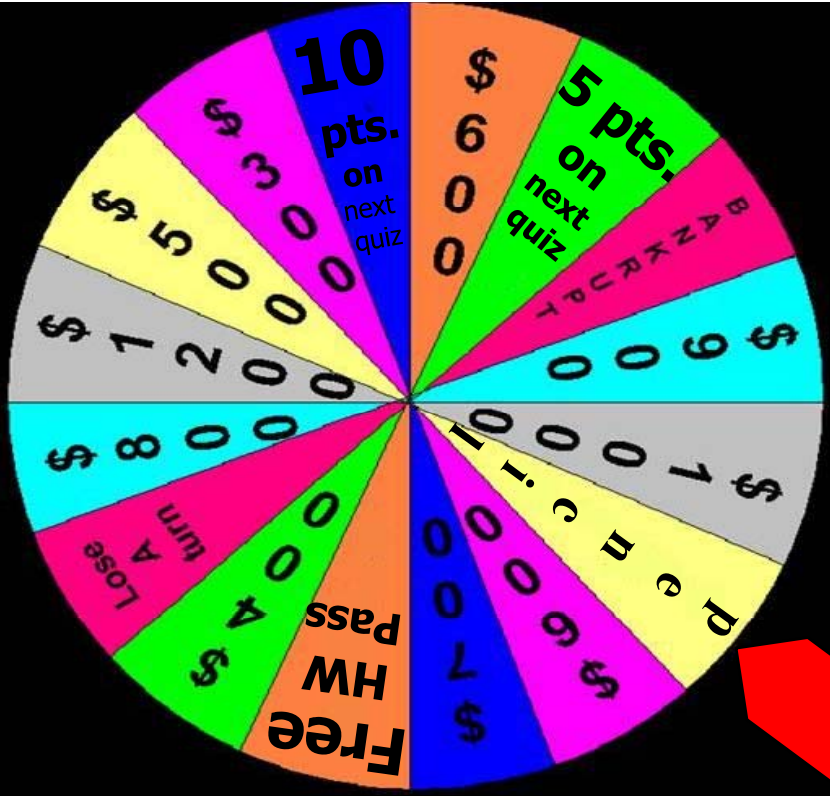
s	e	a	l	i	o	n		
	t	i	m	e				

You win a new pencil!



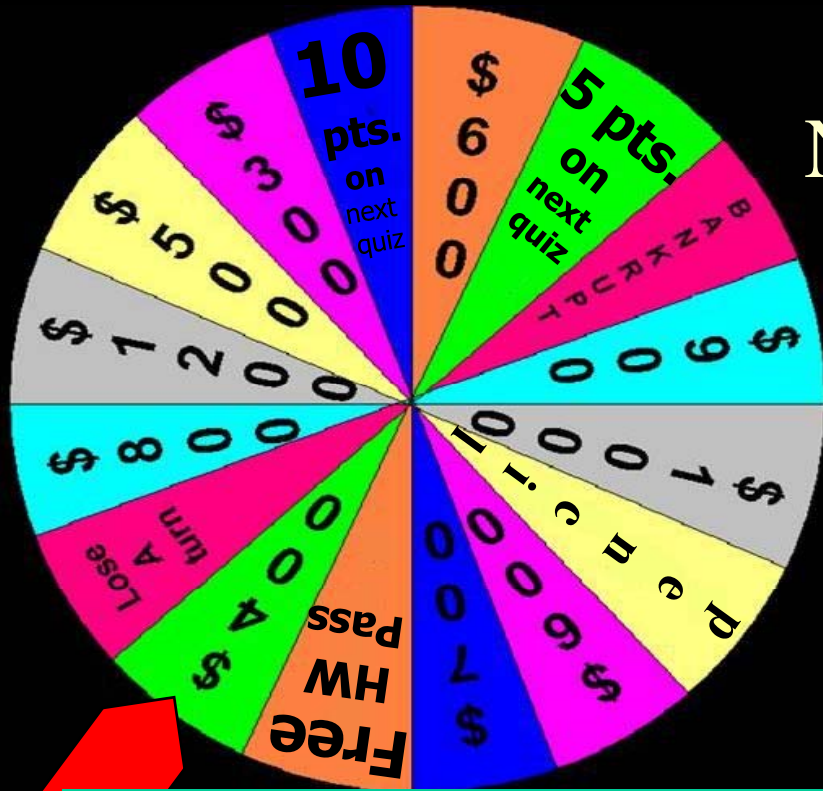
What do Monday's lessons consist of ?

Next Question



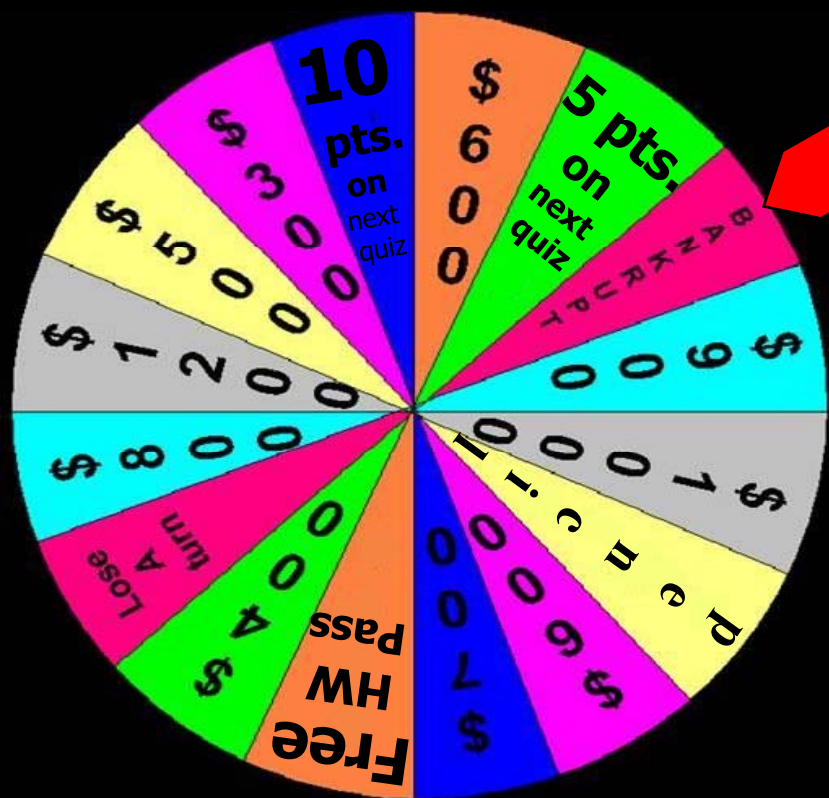
c	h	a	r	a	c	t	e	r
	e	d	u	c	a	t	i	o
n								

Name Florida's state test.



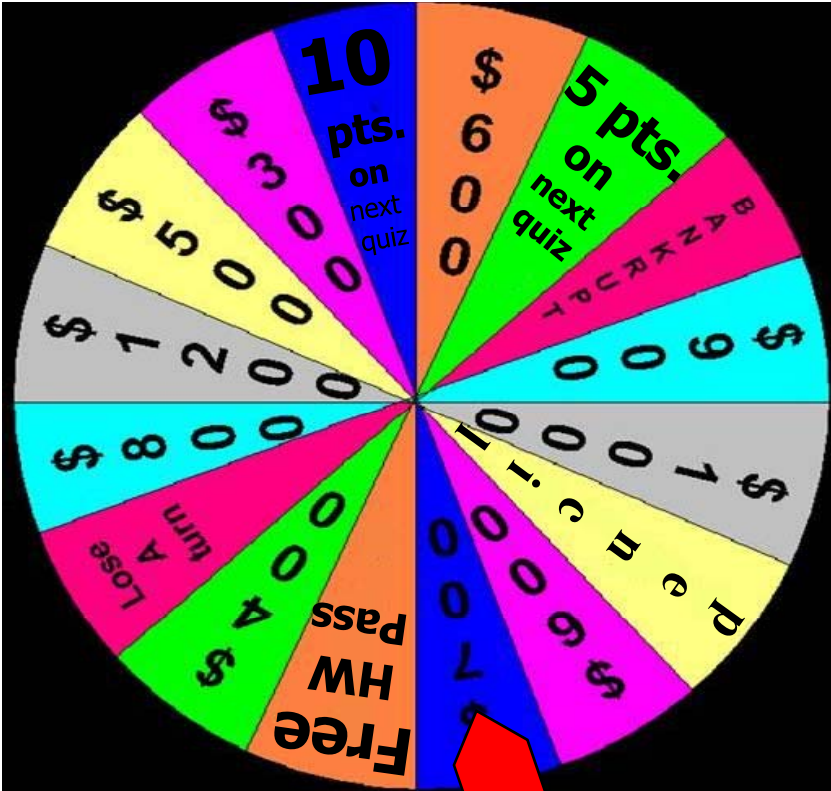
Next Question

F	C	A	T					



Oh no! You've gone Bankrupt!

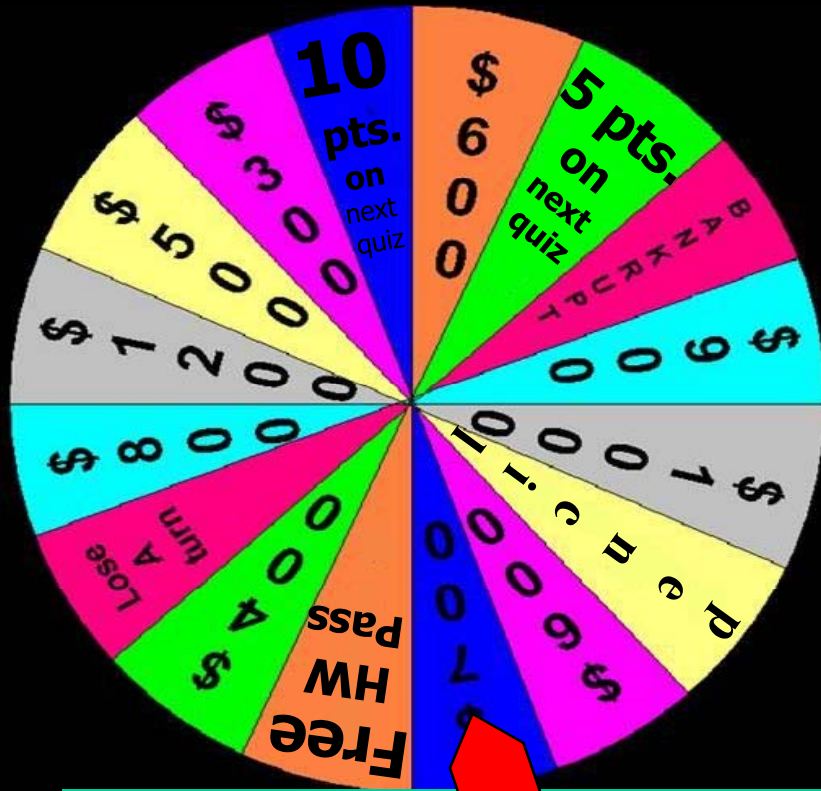
Next Question



SWMS' daily vocabulary activity is called _____?

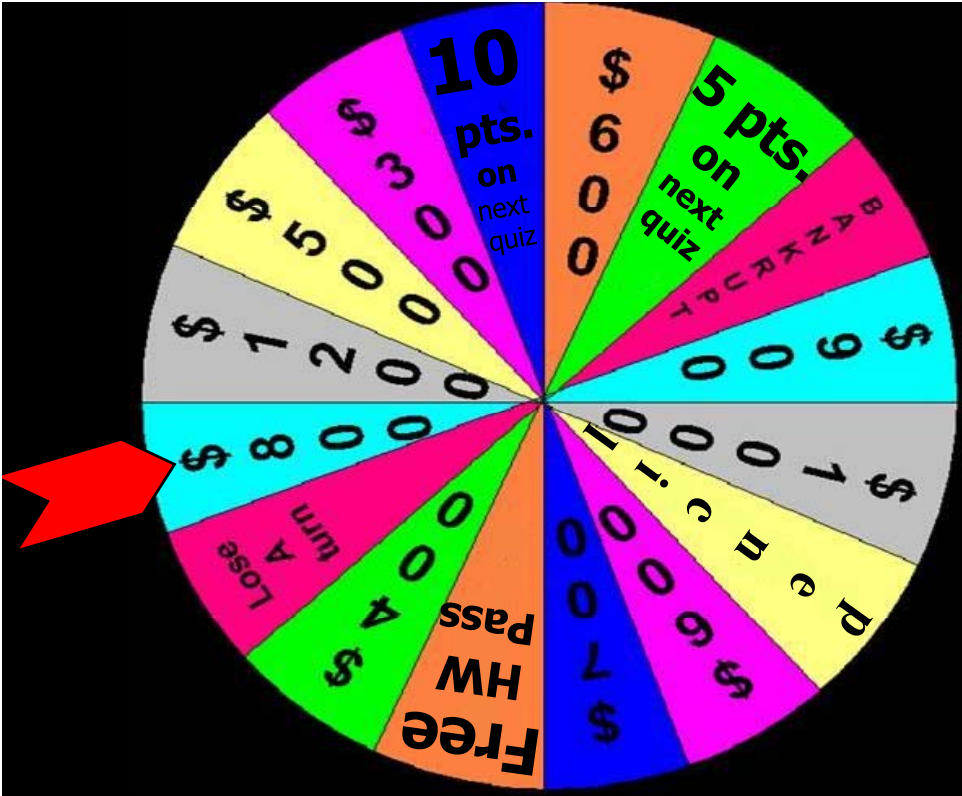
✓ Answer

SWMS' daily vocabulary activity is called _____?



Next Question

w	o	r	d		o	f		
t	h	e		d	a	y		

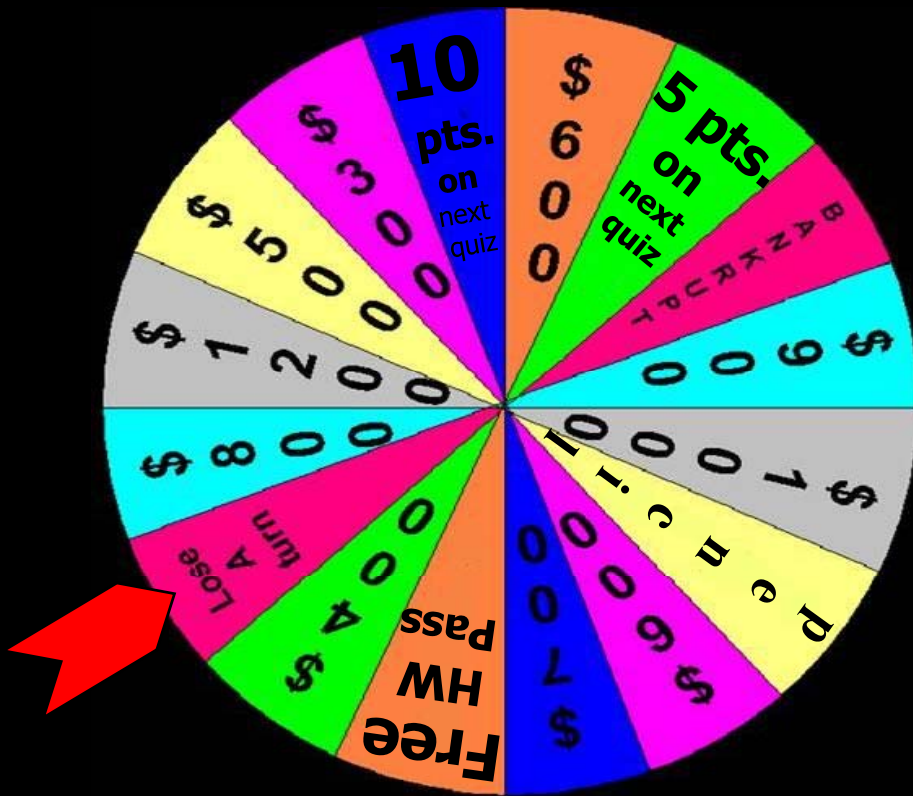


Passing the _____ is

a

_____ requirement.

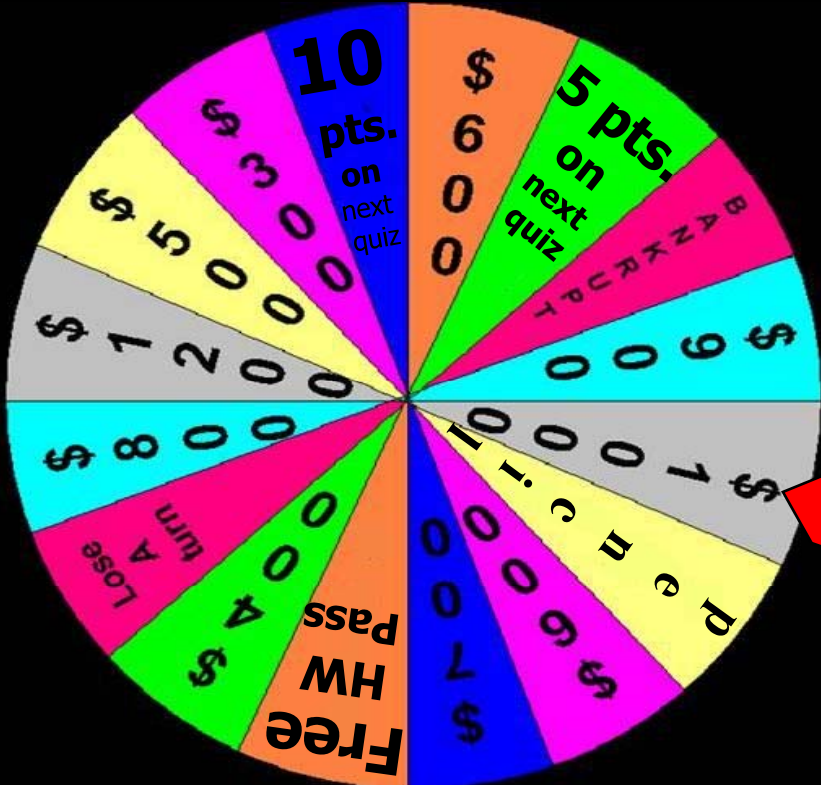
✓ Answer



Oh no! You've
Lost a Turn!

Next Question

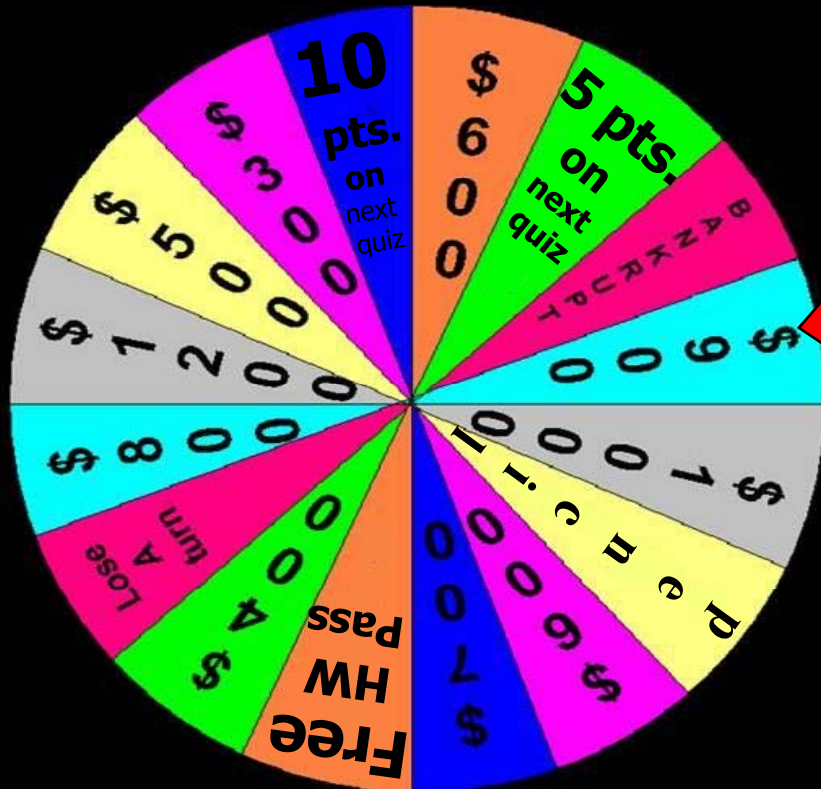
Name of the lessons dealing with specific weaknesses in reading.



Next Question

t	a	r	g	e	t			
l	e	s	s	o	n	s		

Where is Southwest Middle School located?



Next Question

O	r	l	a	n	d	o		

How to play *Wheel of Knowledge*

1. Divide the group up into two teams. Assign one group to be Team 1, the other will be Team 2. Have each team choose a spokesperson.
2. Begin the PowerPoint and review the rules.
3. Have the spokesperson from one team choose a question.
4. Click on that number. Read the question and have the group guess the letters in the answer. If the group continues to guess correct answers, they may choose to state the entire answer to the question. If the group guesses an incorrect answer, the next team takes a guess.
5. Read the answer displayed on the next slide. Click on the button to move back to the board.
6. If the answer given was correct, type the correct number of points in the score box.
7. Continue to play until all questions have been answered. The team with the most points wins.

Create your own!

Let's Play!

How to create your own *Wheel of Knowledge*

1. This formatted game can be adapted towards numerous classroom applications.
2. Page 2 (home) – The question tiles can either be duplicated or deleted according to the number of questions required.
3. Question Pages (odd numbered slides) – Double click onto each question to modify its content. The white letter tiles and blanks may be copied or deleted and rearranged individually accordingly.
4. Answer Pages (even numbered slides) – If desired the question may be repeated for this page; copy and paste from previous slide. The letter tiles may be edited and rearranged in the same manner as the question slides.
5. This game template provides fifteen response questions. More question and answer slides may be added by copying and pasting accordingly.
6. Random question selection is the key to a successful launch. Return to slide 2 to edit the question number's hyperlink. Hyperlinks may be edited by right clicking over them. Choose edit hyperlink and rearrange the slide numbers for each question slide (Place in this document, left hand side of window).
7. For further assistance email: nussiol@ocps.net

Let's Play!