



LESSON PLAN: Poison Jeopardy!

TARGET AGE GROUP: Teens and adults.

ESTIMATED TIME: 45-60 minutes.

#### LEARNING OBJECTIVES:

- The learner will recognize that medicines, common household products, illicit substances of abuse, and certain plants or animals could be *poisonous* if someone is exposed to them in a harmful way or harmful amount.
- The learner will identify the poison center as a resource for free, fast, confidential help if a poisoning is suspected.
- The learner will list several strategies that anyone can easily implement to prevent a poisoning.

#### MATERIALS:

- Equipment necessary for sharing a PowerPoint slideshow presentation with a group (laptop, projector, screen, etc.) *NOTE: At this time, the program only works well on a PC. Some important features are lost when opened on a MAC.*
- The PowerPoint presentation titled "Poison Jeopardy!"
- Index cards or blank slips of paper; tools for writing.
- Poison Jeopardy! Presenter's Guide. There are 2 formats to choose from:
  - Text version.
  - Flip chart version [recommended]. Suggestion: Print 1-sided and place in a binder with tabs to make flipping back and forth easy.
- Poison Jeopardy! pre- and post-tests, one each per student.
- A method for score keeping. (Ideal: the classroom whiteboard or chalkboard)
- BONUS- Magnets, stickers, or other items from the poison center, enough to distribute to all students. (Obtain your FREE supplies by ordering online: [www.brpc.virginia.edu](http://www.brpc.virginia.edu))

#### METHODS:

The following steps will ensure that every student participates equally.

1. Distribute pre-tests. Ask students to answer every question. Collect.

2. Distribute one blank card or slip of paper to each student, and ask them to write their name on it.
3. Divide the room into 2 groups. Each group will work as a team so it might be helpful to have group members sit near each other. Give each team a name. [suggestion: choose poison-themed names such as “The Copperheads” and “The Black Widow Spiders”]
4. Collect the name cards from each group; place into 2 separate stacks: TEAM #1 and TEAM #2.
5. Open the presentation “Poison Jeopardy!” in slideshow mode, with the first slide (the familiar Jeopardy! grid) showing on the screen.
6. Read aloud the Introduction (section I), found in the Presenter’s Guide.
7. Read aloud the description of the categories (section II, also from the Presenter’s Guide).
8. Call out the name on the first card from the TEAM #1 stack. It is this player’s “turn.” They must choose a category and dollar amount (example: ‘Keep Them Safe’ for 200). Place your mouse pointer on the corresponding yellow number and click. A new slide should open featuring a question. Only the student whose turn it is may provide a final answer. However, they may discuss the question with their fellow teammates first. Note—lots of open peer-to-peer discussion about the correct answer is part of the fun of this game, will result in better attention and retention of the material. It is to be encouraged, time permitting!
9. Once the player has provided an answer, place your mouse near the center of the screen and either mouse-click or hit ‘Enter.’ A new slide should open displaying the correct answer.
10. Follow up by reading the corresponding *discussion points* from the Presenter’s Guide. Please do not skip this part. This is how knowledge about poisoning prevention is shared in this program!
11. If the player was correct, assign their team the point value of that question.
12. Place your mouse in the bottom right corner of the answer slide--on the little image of a house--and click. This should return you to the home Jeopardy! grid. Any question that has already been asked should now be black instead of yellow. Note—it’s important to click on the image of the house. Otherwise the color will not change.
13. Call out the name on the first card from the TEAM #2 stack. It is now that player’s turn to choose a category/dollar amount. Repeat steps 6-10 above, alternating teams, until all the questions have been asked. If you run out of players before then, start over with player #1 for each team.
14. The winning team has the most points when all the questions have been asked.
15. Distribute the magnets or stickers.
16. Administer the post-tests.

17. The BRPC would greatly appreciate your feedback about this program. After you have completed the lesson, please fill out this \*quick\* anonymous survey:  
<https://www.surveymonkey.com/r/poisonjeopardy>

THANK YOU in advance.

Questions or comments? Contact:

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