Flyswatter Family Feud

This is a variation on a widely used activity in various disciplines and educational levels.

Supplies/Preparations needed:
- Flyswatters (1 for each team)
- Desk at front of room with a card with an X on it taped to the top of the desk
- Questions prepared on index cards (at least 40-50)

Directions:

Class is divided into teams of 3-4 students per team. Each team chooses a different player for each round played. Players stand in a circle around the desk with the X. Rounds consist of anywhere from 5-10 questions.

Instructor reads the first question. Any players who think they know the answer must swat the X. The player who first swats the X is recognized and must supply an answer. If the answer is correct, that team receives a point. If the answer is incorrect, the second swatter is allowed an opportunity to answer and receive the point. If all swatting players respond incorrectly, the question is deferred to the first swatter’s team for a response. If the team cannot supply the correct response, the second swatter’s team is allowed to respond, and so forth until the correct answer is supplied.

This activity has been done with varying point values (sometimes decreasing as the answers are deferred).