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To the Teacher

American History Jeopardy generates real enthusiasm as it addresses the fundamentals of U.S. history. It is designed to be used for several purposes: as a fun and easy way to reinforce what is being studied, as a study guide, and as a review of the unit or a culminating activity. It challenges your students to remember important facts and encourages them to enjoy themselves in the process.

The format of *American History Jeopardy* is like the popular television quiz show *Jeopardy!* A student is given the answer and is asked to provide the question. Questions are divided into categories, and the fact given as a question is actually stated (“First man to sign the Declaration of Independence”), not asked. Then the student response is given as a question (“Who is John Hancock?”). Many students will be familiar with the format from watching the *Jeopardy!* television show or playing its computer or board-game versions.

How to Use This Book

Each topic, or game, consists of four general categories. Each question in each category has a point value. The easiest questions are worth 5 points, more difficult questions are worth 10 points, and the most difficult questions are worth 15 and 20 points. Categories do not always include the same number of questions in each game, nor are the values of the questions always exactly divided among 5, 10, 15, and 20 points.

Before you play the game with your students, it may prove effective to allow them to find the answers to, or study, the questions first. You may wish to reproduce the questions for a series of assignments, and then use a game as an evaluation, a further review, or a culmination of the unit. You may find that using the questions without a game is adequate. For these reasons, the answers are presented separately at the back of the book rather than with the questions.

Here are the directions for a typical *Jeopardy!*-style game:

- Put the categories for the game to be played on the board with the point-value range.
- Divide the class into teams. Play begins when one student asks for a question from a given category with a given point value. For instance,

the student might say, “I want a 10-point question from the ‘Those Who Dared’ category.”

- The game leader then reads a 10-point question from the requested category.
- Any student on the team may answer. The first person on the team to raise his or her hand is called on. (It may be the student who asked for the category to begin with.)
- If the answer is correct, record points for the team. The student who answered chooses the category and point value for the next question.
- If the answer is wrong, subtract the point value of the question from the team score. A student from the other team now has the chance to answer the question. Whoever answers the question correctly chooses the category and point value for the next question.
- If no one can answer the question, give the correct answer to the group. The student who last successfully answered a question chooses the next category and point value.
- When all the questions of a given point value have been used within a category, erase that point value. Continue with the other questions until the category is completely used.
- When all the questions in a category have been used, erase that category from the board. Continue until all the categories are erased and the game is over.

Feel free to modify *American History Jeopardy*.

If you have stressed something in your class that is not included in this game, it is easy to add questions. Your students will quickly learn how to make questions for you in order to extend the game. Your class can play the same game more than once, which will help them remember material more easily.

No matter how you use *American History Jeopardy*, it is an entertaining and stimulating way to review, and it's an excellent change-of-pace activity. You'll find your students eager to play over and over again.

1 Concepts in History

HISTORY MAKERS

HISTORICAL LOCATIONS

HISTORICAL TIMES

IDEAS IMPORTANT TO HISTORY

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1. People who study about people, places, and events of the past
2. Person who actually sees some act or happening

1. Land just beyond the settled edge of a nation
2. Settlements people made in lands away from their own nations

1. Way to measure the passage of days, months, and years
2. Time before history was written
3. Period of 100 years
4. Event used in the Christian calendar to measure time

1. Agreement between nations
2. Humans' belief in God or the supernatural
3. A group of people who make and carry out the laws by which people live
4. Agreement that ends a war

10

3. Things that happen or occur
4. Scientist who studies ancient ruins and artifacts to learn about the past

3. Large settled area conquered and controlled by a single power
4. North America, Central America, and South America in the 1400s

5. Period of 10 years
6. Period after the Bronze Age when humans used tools made from iron
7. What A.D. stands for
8. An event or time that marks the beginning of a new development

5. Group of people who make laws that others must obey
6. Attack in which hostile troops of one nation enter another nation
7. Term for the problem facing a nation with more people than it can support
8. Conflicts in which two parts of the same nation fight each other





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5. Friendly nation that helps another nation in a war

6. Scientific name for humans

5. Places where the first known civilizations were established

6. Term meaning any natural feature of the earth's surface

9. Period of time figured from some particular date

10. Period of 20 years

11. Prehistoric period during which humans used tools made from stone

12. Period of 1,000 years

9. Facts that point toward what is true and what is false about an event

10. Careful hunting for facts or truth

11. Idea about how something happened

12. Exact words of someone

13. Culture or ways of living of a society

20

7. Uncivilized people

8. Thoughts, beliefs, and methods of doing things that are handed down from ancestors

13. Long period of time

14. Period of approximately 33 years

14. The way people use resources to make and sell goods and services

15. Family of rulers

16. Empire-building by nations

17. A human-made object, such as a tool or weapon

NOTES

Empty box for notes.