

Activity 3: The Policy Cycle Jeopardy

OBJECTIVES

Participants will:

- Learn about the different stages in the public policy process
- Learn about what can influence the public policy process

AUDIENCE

- Age: Young adult learners (including High School students) or adult learners
- Political knowledge: No prior knowledge necessary
- Language: Beginner-intermediate English

MATERIALS

- The Policy Process 101 presentation
- Jeopardy Style worksheet (For Facilitator: print 2-sided so one side displays the point numbers and the other has the clue. For Participant: print only one side with that displays the points.)
- Pens/Pencils

INSTRUCTIONS

Form small groups of at least two people each. Each group should have a printed copy of the jeopardy sheet to write down their answers and to keep tally of their scores.



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➔ Step 1

The teacher or facilitator should run through the activity and rules for “Jeopardy: The Public Policy Cycle Edition” for the whole group.

Like the game of Jeopardy, answers are to be given in the form of a question. In order to choose who goes first the facilitator can flip a coin, or roll a die, or write names on small pieces of paper and select at random, or use any other selection method they would like.

The group selected to go first gets to pick which square they would like to answer. Lower point squares at the top of the chart are worth less (100) and incrementally increase to the bottom row (200, 300, etc).

Once the group whose turn it is has chosen a square they will have at maximum one minute to answer in the form of a question. Example: 100 is chosen. The clue is “The step in the public policy process that initiates a new cycle.” Answer: “What is Agenda Setting?” If a group gets their answer wrong the game continues to the next group.

The team that wins the most points wins.

➔ Step 2

Break the participants into small groups. Groups will only receive the one-sided copy of the chart with the point numbers and categories on top.

➔ Step 3

The group who obtains the most points at the end of the game wins! You may allow groups to either or both use the powerpoint and/or just reference various City website materials to answer the clues correctly.

➔ Step 4

After a group winner emerges, go back to review your answers as a full group.



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Tips and Tricks:

If you have a whiteboard consider making a large version with whiteboard markers from the Jeopardy Sheets provided here. This way you do not need to print out the sheet and everyone in the group will be able to see the chart.

You do not need to write out the clues, but instead can just read them out.

Alternatively you can write out the chart, with all of the clues and then with some tape and paper, cover the clues on the whiteboard with the designated point number on them to make it feel more like a real game of jeopardy, and to assist those who learn better with direct visuals!

