

Classroom Feud Team-Building Game

Modeled after the classic *Family Feud* format, this team-building activity is a great way to engage students!



- **Facilitate an exciting Classroom Feud game** with a ready-to-use slideshow, complete with timers and live scoring.
- **Engage students in a no-tech team-building challenge** using printable survey cards, strike counters, and score sheets.
- **Includes editable slide template** to customize questions to fit your classroom culture.

A fast-paced team building activity that blends strategy, speed, and fun!

PURCHASE HERE

See what others are saying...

Here's what teachers like you are loving about this **Classroom Feud Game!**

 **Fun game for class**

This was a really fun game that was perfect for a random day where half the class was missing. I like that it is all done for you, but that you can make changes!

– Amanda H.

 **Perfectly created!**

Low prep and ready to play! My students loved it. They continue to beg to play again.

– Jenna B.

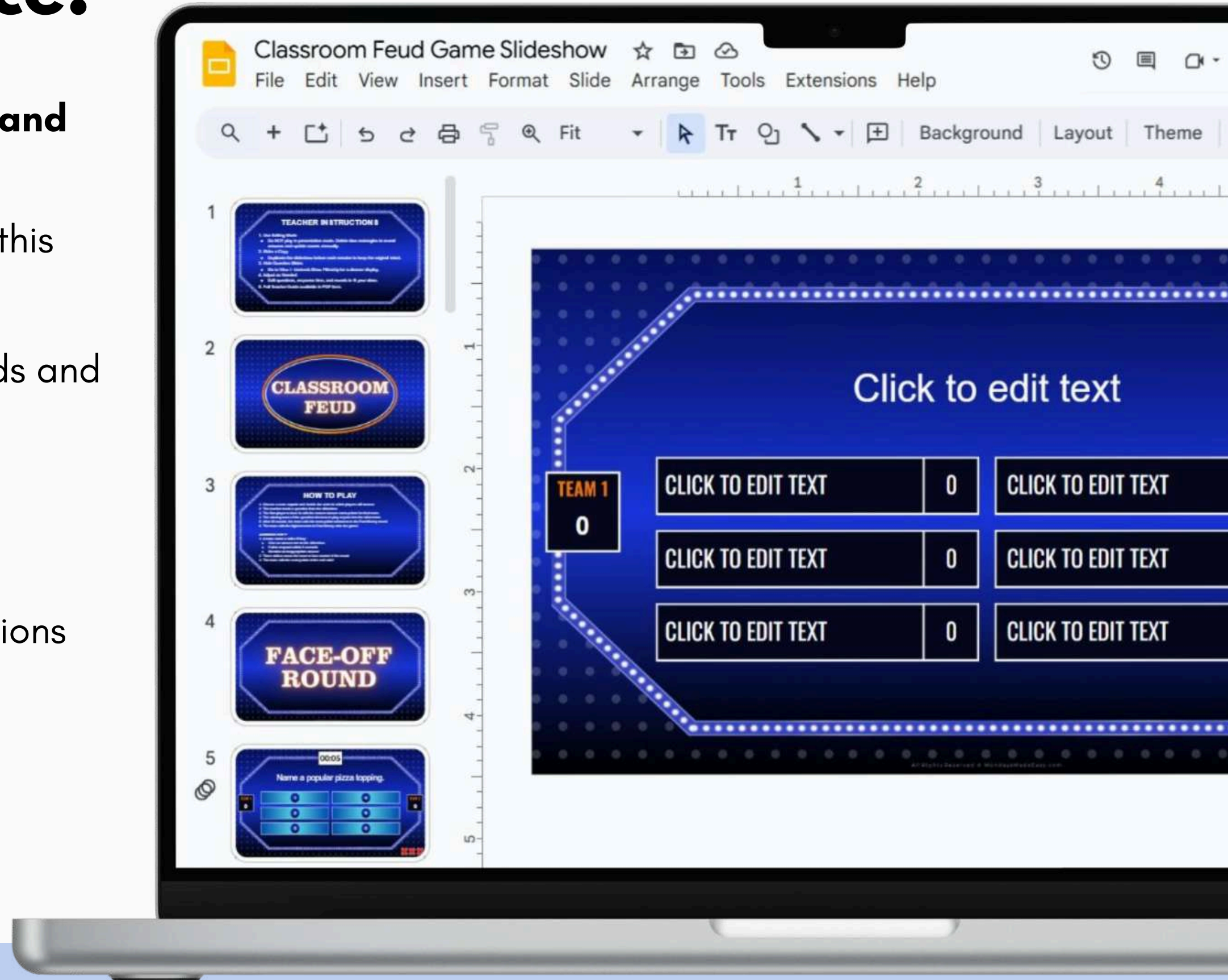
 **So much fun!!**

I am always looking for fun activities to do with my students throughout the year and this was great!! My students had a blast! I would highly recommend this resource!

– Allison E.

Included with this resource:

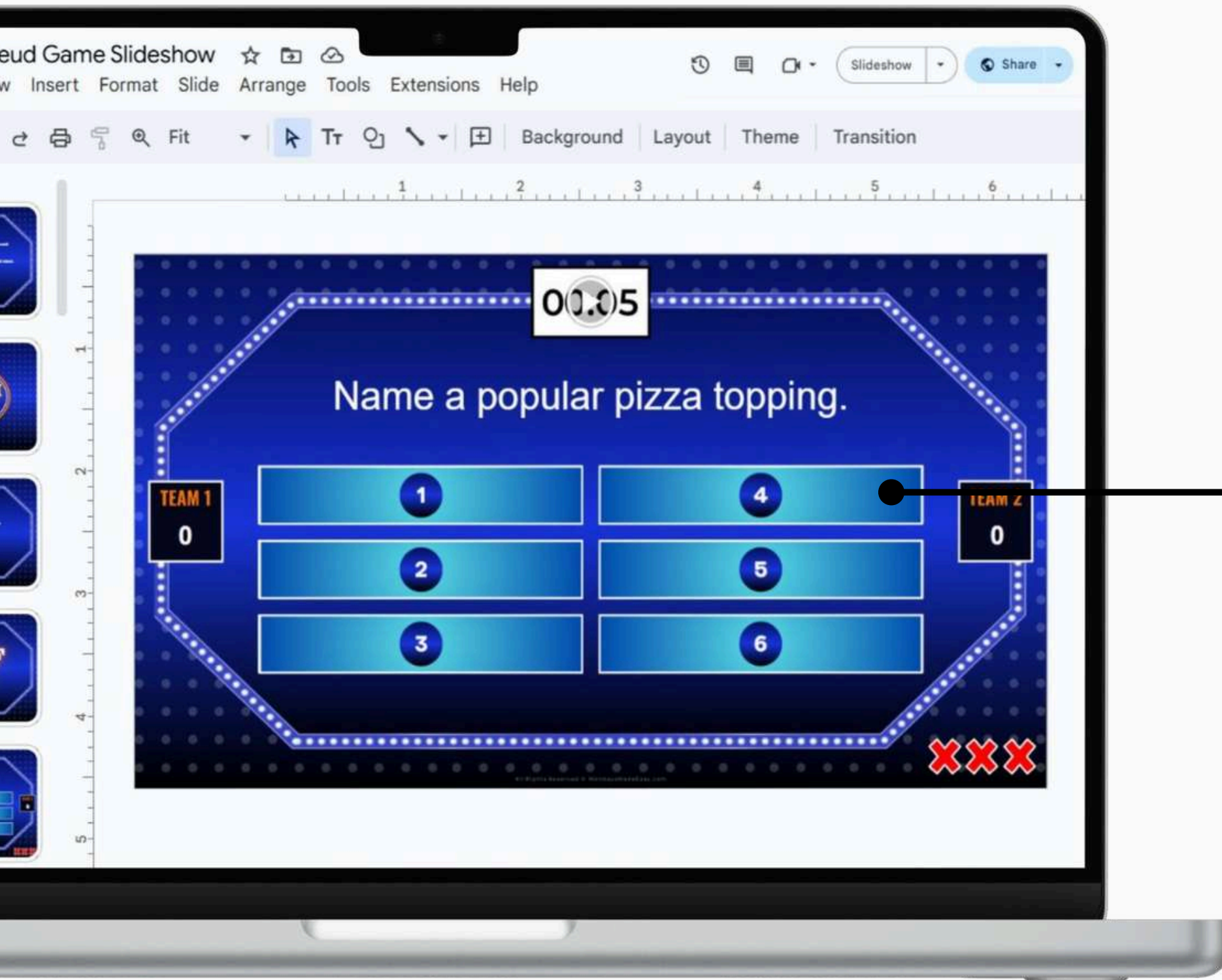
- ✔ Classroom Feud **Game Slideshow** – **Editable and Ready-to-Play**
 - Facilitate a game of classroom feud using this no-prep interactive slideshow format!
- ✔ **Paper-Based Game Version** with Survey Cards and Score Sheets
 - No-tech option for facilitating a game of classroom feud!
- ✔ **Student Instructions** for Digital and Print Versions
- ✔ Survey **Answer Key**
- ✔ **Game Score Sheets**



Includes Editable Template for Google Slides®!

Foster Teamwork and Energize Students

This team-building game is perfect as a back to school icebreaker or end of the year activity.



FACE-OFF ROUND

NAME SOMETHING PEOPLE OFTEN SKIP.

MEALS	50
SCHOOL/WORK	40
EXERCISE	30

FACE-OFF ROUND

NAME SOMETHING THAT HAS THE WORD "SUPER" IN IT.

HERO	20
POWER	10
GLUE	5

FACE-OFF ROUND

NAME SOMETHING A KID MIGHT WANT TO BE WHEN THEY GROW UP.

DOCTOR	50	TEACHER	20
FIREFIGHTER	40	ATHLETE	10
POLICE OFFICER	30	ACTOR/SINGER	5

03:00

Includes **customizable** countdown timers!

Includes Paper-Based Version

This ready-to-print tech-free option offers a tactile experience for students!

**PRINT
AND
PLAY!**

CLASSROOM FEUD GAME

Face-off Round

Instructions: One player from each team will come to the front. The teacher will read the question aloud, and the first person to raise their hand or hit the buzzer gets to answer. If you are wrong, you will decide whether to play the round or pass it to the other team.

Team: _____

1 Name a popular pizza topping.

1. PEPPERONI	50
2. SAUSAGE	40
3. MUSHROOMS	50
4. SAUSAGE	20
5. ONIONS	10
6. OLIVES	5

4 Name something that starts with the letter 'S'.

1. SUPERMAN	
2. SUPERMARKET	
3. SUPER BOWL	
4. SUPERHERO	
5. SUPERPOWER	
6. SUPER GLUE	

2 Name something you might need to wrap a gift.

5 Name something that is used to hold things together.

CLASSROOM FEUD GAME

Face-off Round

Instructions: One player from each team will come to the front. The teacher will read the question aloud, and the first person to hit the buzzer gets to answer. If your team is wrong, you will decide whether to play the round or pass it to the other team.

Team: _____

Survey Question #1

Survey Question #2

Survey Question #3

CLASSROOM FEUD GAME

Score Sheet

TEAM: _____

STRIKE COUNTERS

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GAME ROUNDS

Face-off Round	Score	Face-off Round	Score
Survey Question #1		Survey Question #11	
Survey Question #2		Survey Question #12	
Survey Question #3		Survey Question #13	
Survey Question #4		Survey Question #14	
Survey Question #5		Survey Question #15	
Survey Question #6		Survey Question #16	
Survey Question #7		Survey Question #17	
Survey Question #8		Survey Question #18	
		Survey Question #19	

TOTAL SCORE

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FAST MONEY ROUND

NAME A PLACE WHERE YOU HAVE TO WAIT IN LINE.

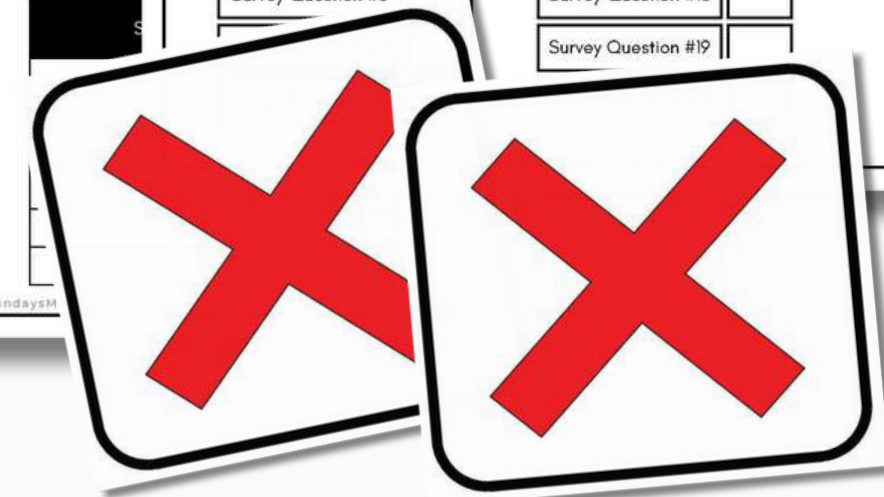
NAME A COMMON REASON PEOPLE ARE LATE TO WORK.

NAME SOMETHING KIDS LOSE ALL THE TIME.

NAME AN ANIMAL YOU WOULDN'T WANT AS A PET.

NAME _____ **4**

6



Everything You Need to Facilitate Gameplay!

Includes Teacher Guide, Student Instructions, a Score Card, and Survey Answer Key

Name: _____ Date: _____

Classroom Feud

Instructional Handout

How to Play

- Face-Off Round:**
 - The teacher will read a question from the Survey Question Key.
 - One player from each team competes to answer first with their hand or buzzing in.
 - The player who answers first must give a response. If it's correct, they earn points.
 - The winning team chooses to play or pass the question to the other team.
 - Each answer on the board is covered and will be revealed at the end of the round.
- Main Round:**
 - Team members take turns writing their answers on the Survey Question Key within 5 seconds.
 - The teacher checks each answer using the Answer Key accordingly.
 - Incorrect answers or no response = strike (X).
 - The teacher places an X (strike counter) for incorrect answers.
 - Three strikes = The other team gets one chance to steal the question.
 - The teacher removes all strike counters at the end of each round.
 - The teacher updates the team's score on the Score Sheet.
- Fast Money Round:**
 - The team with the most points after 20 rounds moves to the Fast Money Round.
 - Two players from the winning team take turns answering questions.
 - Player 1 answers first, while Player 2 turns away or wears headphones.
 - Each Fast Money question is covered and will be revealed at the end of the round.
 - Players cannot repeat the same answers. If Player 2 gives an answer already said, they must provide a new response.
 - Each player has 30 seconds to respond.
 - The teacher assigns points, and the final score must reach 300 points.

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Classroom Feud

Teacher Guide

Welcome to Classroom Feud! Get ready to engage students with this fast-paced game. Please note that for the Google Slides® version of this game, it is in **presentation mode**, but rather in the editing mode. This is because in presentation mode, you will delete the blue rectangles to reveal answers and questions.

To hide the question slides along the left-hand side of the Google Slides, click on the "View" button and then make sure that "Show Filmstrip" is turned off.

Preparation Steps

- Access the Google Slideshow:**
 - Open the provided Google Slides game file.
 - Make a copy of the slideshow before each play session to avoid editing the original.
- Set Up the Classroom:**
 - Divide students into two teams.
 - Select a team captain for each team.
 - Arrange students so that each team has a designated area.
 - Provide a buzzer for each team to use when answering questions.

Game Instructions

- Face-Off Round:**
 - The teacher reads a question from the slideshow.
 - One player from each team competes to answer first with their hand or buzzing in.
 - Press the timer to ensure players respond within the allotted time.
 - The first player to buzz in with a correct answer (verified using the answer key) earns points for their team.
 - Click on the corresponding numbered blue rectangle and press delete to reveal the answer.
 - The team that wins the face-off decides to play or pass the question.

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CLASSROOM FEUD GAME

Fast Money Round

- Name a place where you have to wait in line.**

1. GROCERY STORE	50
2. DMV (DEPARTMENT OF MOTOR VEHICLES)	45
3. AIRPORT	40
4. BANK	35
5. AMUSEMENT PARK	30
6. RESTAURANT	25
7. POST OFFICE	20
8. DOCTOR'S OFFICE	15
9. CONCERT/EVENT VENUE	10
10. RESTROOM/PUBLIC BATHROOM	5
- Name a common reason people are late to work.**

1. TRAFFIC	50
2. OVERSLEEPING	45
3. CAR TROUBLE	40
4. PUBLIC TRANSPORTATION DELAY	35
5. WEATHER CONDITIONS	30
6. KIDS TOOK TOO LONG GETTING READY	25
7. FORGOT SOMETHING AT HOME	20
8. ALARM DIDN'T GO OFF	15
9. TOOK TOO LONG GETTING READY	10
10. EMERGENCY SITUATION	5
- Name something kids lose all the time.**

1. TOYS	50
2. SHOES	45
3. SOCKS	40
4. HOMEWORK	35
5. SCHOOL SUPPLIES	30
6. JACKETS OR SWEATERS	25
7. LUNCHBOX	20
8. GLASSES	15
9. REMOTE CONTROL	10
10. WATER BOTTLE	5
- Name an animal you wouldn't want as a pet.**

1. LION	50
2. SNAKE	45
3. ALLIGATOR	40
4. TARANTULA	35
5. SKUNK	30
6. SHARK	25
7. BEAR	20
8. WOLF	15
9. SCORPION	10
10. HIPPO	5
- Name something that flies but isn't alive.**

1. AIRPLANE	50
2. KITE	45
3. DRONE	40
4. BALLOON	35
5. HELICOPTER	30
6. ROCKET	25
7. BOOMERANG	20
8. PAPER AIRPLANE	15
9. FRISBEE	10
10. SATELLITE	5
- Name something you associate with pirates.**

1. TREASURE	50
2. SHIPS	45
3. EYEPATCHES	40
4. PARROTS	35
5. HOOK HANDS	30
6. WOODEN LEGS	25
7. JOLLY ROGER	20
8. SWORD	15
9. CANNONBALLS	10
10. RUM	5

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Survey Question #8	
Survey Question #9	
Survey Question #10	

Classroom Feud

Teacher Guide

- Main Round:**
 - Player 1 provides answers within 5 seconds.
 - If Player 1 provides an incorrect answer or fails to respond within the time limit, it results in a strike.
 - The team that earns the strike provides three strikes, control of the round shifts to the other team, and they have one chance to provide a correct answer. If they succeed, they steal the question.
 - At the end of the round, scores by clicking on the score box for each team and entering the points earned for the round to the existing score sheet.

CLASSROOM FEUD GAME

Score Sheet

Face-off Round	Score
Survey Question #11	
Survey Question #12	
Survey Question #13	
Survey Question #14	
Survey Question #15	
Survey Question #16	
Survey Question #17	
Survey Question #18	
Survey Question #19	
Survey Question #20	

TOTAL SCORE

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