

100	100	100	100
100	200	200	200
200	200	300	300
300	300	300	400
400	400	400	500



## ZAP INSTRUCTIONS

Suggested use: Play using “get to know you” questions, the CKC Question Pack, or simply play for points! Or, incorporate into the discussion questions during the lesson to add a fun competitive element and to keep students more engaged.

1. Divide your small group into two teams or have them play individually.
2. Ask one team to answer a question. If the team answers correctly, they pull a card from the envelope. If they pull a number, they earn a point value and can choose whether they want to keep those points or pull another card.
3. If they pull again and they get a number value, they get to add that number to their accumulated points. Each time they must decide whether to pull again or stop. If they pull a ZAP card, all their points are lost. If they stop before pulling a ZAP card, record the accumulated total of points.
4. Keep score as you go along and put the points back in the bag for the next team or player. The person or team with the highest accumulated points wins.



500	500
ZAP	ZAP
ZAP	ZAP
ZAP	ZAP
400	ZAP
500	1,000