CEW CURRENT EVENTS WEEKLY®

Organization, Rules and Procedures – Online Edition

Many of the suggestions for playing the Print Edition of Current Events Weekly are applicable to the Online Edition. Below is a list of guidelines specifically for the Online Edition. You may also wish to review the Organization, Rules and Procedures for the Print Edition as well.

1. Open the Online Edition page in your browser. It will open in a new browser window automatically. Once you open this page you can use it for as many classes as you want as long as you keep the page active in your browser. After opening the game page you can log out of the subscriber area.

2. Divide the class into teams of equal number of students. With classes under twenty, three is a good number; with more than 20, five works well.

3. As in the Print Game, questions are arranged in eight categories, with 5 questions each in 'Game One' and 'Game Two.'

4. Each game consists of questions of differing degrees of difficulty (10, 20, 40, 80 points) followed by a Bonus question.

5. Have a team select a Category and click on that category name to bring up the question panel on the left hand side of the screen.

6. Starting with Game 1, have the team select a Point Value. Click on the chosen Point Value number in that category to display the question to the class.

7. For answering the questions, you can call on the first student from a team to raise their hand OR you may allow all teams to write down an answer (using whiteboards if available). If you choose to call on students, it works best to give each team a maximum of one chance to answer a question. Once a team gives an incorrect answer, they cannot answer again until the next question. This allows other teams an opportunity to play. If whiteboards are used, all teams can write an answer without penalty.

8. To display the correct answer to a question, click on the "View Answer" button. Whichever team answered the question correctly gets to choose the next Category and Point Value from 'Game One.' If no team answered the question correctly, the teacher can choose.

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9. In the Question panel, the point value of the question you just asked will now be shaded a different color to indicate that question has been asked and answered.

10. When a team answers an 80-point question correctly, they become eligible for the Bonus question in that category. These questions have a point value of 20. Only the team that answered the 80-point question correctly can attempt to answer the Bonus question. There is no penalty if the question cannot be answered.

11. When all questions have been asked and answered in a category for 'Game One,' choose a different category from the top menu. After completing all the categories in 'Game One,' repeat the sequence for 'Game Two' by selecting questions from the lower section of the question panel for each category.

12. If you need to use the Online Edition for another class, keep it as an active window in your browser and click on the "How to Play" link in the left-hand navigation panel. You'll find a button on this page that will let you reset all the Questions to an "unanswered" status. When the button is clicked, a confirmation message will appear when the reset process is complete.

13. A simple, 6-step tutorial for playing is available on the opening page of the Online Game just click on the link at the left of the Question panel to review these instructions as needed.