

This is.....Civil Rights Jeopardy!

Civil Rights Refresher 2024



Facilitator Guide

Civil Rights Refresher 2024: This is...Civil Rights Jeopardy!

This year's civil rights refresher comes in the form of a game. Learning can happen in many ways – playing is one of the more fun!

This guide offers some ways to play this game – in person and remotely. We hope you will find it engaging, enriching, and FUN!

Learning Goal

The purpose of this activity is to refresh and update WIC staff knowledge related to the complaint process, identifying protected classes when receiving complaints, and our responsibility and responsibility in protecting the civil rights of WIC participants.

Learning objectives

After playing the WIC Civil Rights Jeopardy game staff will be able to:

- Define protective classes
- Describe who is eligible to enter a complaint with the WIC program
- Identify the difference between a civil rights complaint and a complaint about customer service.
- Identify a potential civil rights complaint when writing down a complaint.

Where is the game?

You can get the PowerPoint game in these ways:

- As a zip file on our website.
- From Basecamp in the Training Supervisor's group or
- Email Konrad Bruszcak (konrad.bruszczak@oha.oregon.gov), Alexia Roy-Miller (alexia.j.roy-miller@oha.oregon.gov) or Joan Medlen (Joan.E.Medlen@oha.oregon.gov) for a copy.

How to use the game file

The PowerPoint is a little tricky so here are a few hints.

- Turn **OFF** "autosave" before playing if enabled.
- The theme song plays immediately when the show is started.
- The first game board has a sound. Do not use this board to select the questions. Advance to the next slide to display the full game board with the categories and point values.
- Always run it from the "desktop app" rather than a web-based version of PowerPoint (such as in Teams or SharePoint).

Steps to navigate between gameboard and Answer and Question Slides

- Select the category and point value by clicking on the point value.

WHO?	TERMS	REGs & REQs	CLASS ACT	NUTS & BOLTS	REPORT OR NOT?!
<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>
<u>200</u>	<u>200</u>	<u>200</u>	<u>200</u>	<u>200</u>	<u>200</u>
<u>300</u>	<u>300</u>	<u>300</u>	<u>300</u>	<u>300</u>	<u>300</u>
<u>400</u>	<u>400</u>	<u>400</u>	<u>400</u>	<u>400</u>	<u>400</u>
<u>500</u>	<u>500</u>	<u>500</u>	<u>500</u>	<u>500</u>	<u>Final</u>

- The “answer” will display. The game host reads the answer.

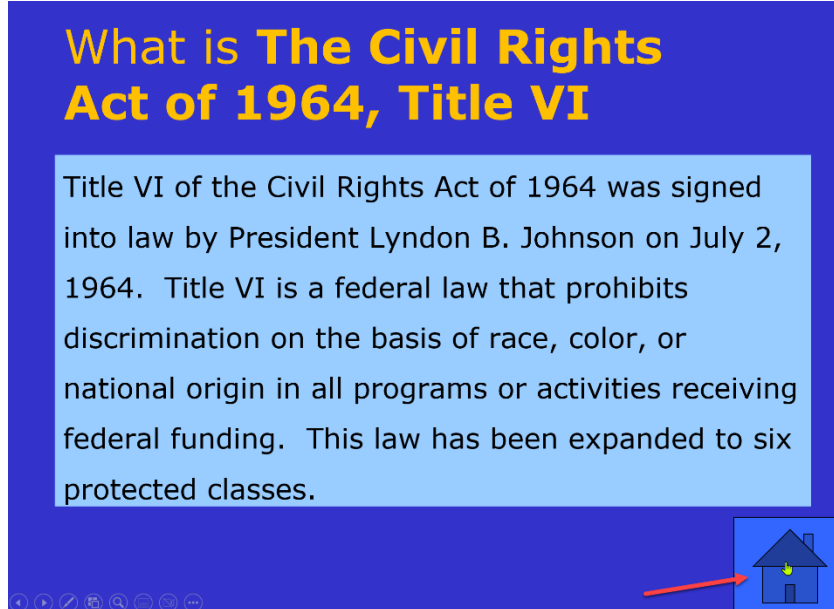


- Player(s) decide on the question for the answer. Click anywhere to advance the slide. You can also advance the slide with the forward arrow button on the screen or your keyboard.

- The “question” appears is displayed.

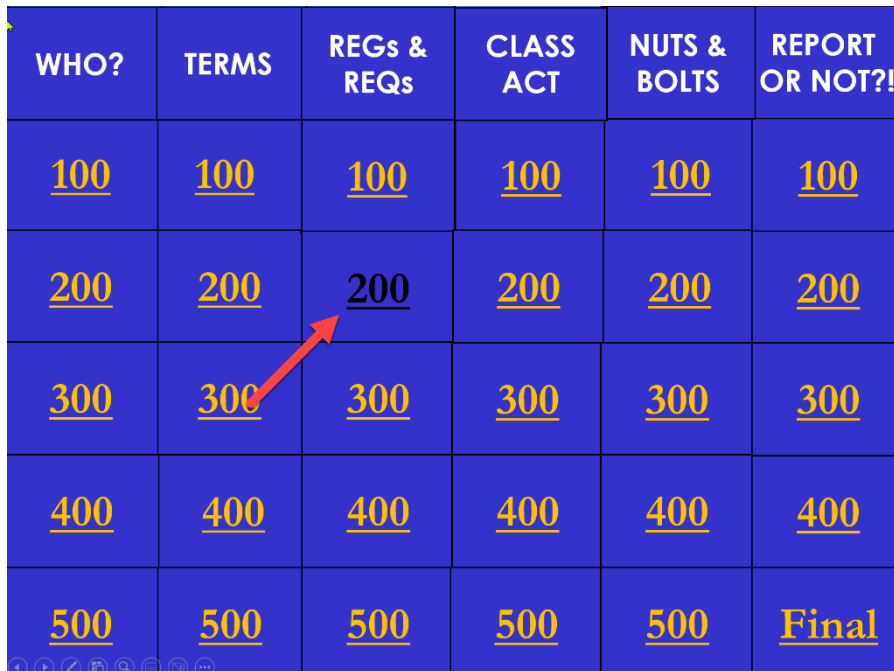
What is The Civil Rights Act of 1964, Title VI

Title VI of the Civil Rights Act of 1964 was signed into law by President Lyndon B. Johnson on July 2, 1964. Title VI is a federal law that prohibits discrimination on the basis of race, color, or national origin in all programs or activities receiving federal funding. This law has been expanded to six protected classes.



- To return to the game board, click the “home” button in the bottom right corner.
- This should return you to the game board. The selection that was completed should now be black.

WHO?	TERMS	REGs & REQs	CLASS ACT	NUTS & BOLTS	REPORT OR NOT?!
<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>	<u>100</u>
<u>200</u>	<u>200</u>	<u>200</u>	<u>200</u>	<u>200</u>	<u>200</u>
<u>300</u>	<u>300</u>	<u>300</u>	<u>300</u>	<u>300</u>	<u>300</u>
<u>400</u>	<u>400</u>	<u>400</u>	<u>400</u>	<u>400</u>	<u>400</u>
<u>500</u>	<u>500</u>	<u>500</u>	<u>500</u>	<u>500</u>	<u>Final</u>



How to play WIC Civil Rights Jeopardy

Time

The game takes 45-60 minutes.

Mode

This game can be played in person or as an online meeting.

Online method:

- Facilitators should have one person run the board and one person keep score.
- Group participants into teams. Group teams so each team has the same number of questions. There are 30 questions total. Example: 3 teams would have 10 questions each, or 6 teams would have 5 questions.
- Groups should have enough people to collaborate on responses. Use your best judgement for your group! Make it fun! Give each team a theme name, like seasonal items or animals!
- Use the tools of your online platform to create team collaboration spaces, such as creating separate group chats in Teams.

Some basic rules for Jeopardy apply:

- The gameboard starts with questions in the form of an answer.
- Answers are given in the form of a question.

Example:

Answer: "Eating this fruit-a-day keeps the doctor away."

Question: "What is an apple?"

Some rules are different than standard Jeopardy:

- Teams will each go in turn.
- When your team's turn comes, all staff except the game operators, should mute their microphones so the team can communicate with each other.
- When it's your team's turn you may select the category and value.
For example, "Nuts and Bolts for 300"
 - Alternate approach: the team finishing their turn selects the category and value for the next team.
- Facilitator will read the answer.
- The team will have 15-20 seconds to discuss with each other and respond.
- If a team has the correct question, they receive the points. If they answer with the wrong question, they receive zero points.
- Facilitators will keep track of the scores.
- Now it's the next team's turn!
- There is a Daily Double, and it is worth double the points!
- Final Jeopardy is considered a 500 point question and only one team will have an opportunity to respond.

In-person method:

Conducting the game in person allows the use of buzzers rather than turn-taking to play the game. Divide staff into teams and have them “buzz in” when they have the answer.

- Facilitators should have one person run the board and one person keep score.
- Group participants into teams.
- Groups should have enough people to collaborate on responses. Use your best judgement for your group! Make it fun! Give each team a theme name, like seasonal items or animals!
- Decide on a way to select which team goes first. Rolling dice or picking a number between 1-20 works well.

Some basic rules for Jeopardy apply:

- The gameboard starts with questions in the form of an answer.
- Answers are given in the form of a question.

Example:

Answer: “Eating this fruit-a-day keeps the doctor away.”

Question: “What is an apple?”

- The team that was selected to go first has control of the board and may select the category and value.
For example, “Nuts and Bolts for 300”
- The facilitator will read the answer.
- Any team can “buzz in” and will have 15-20 seconds to respond.
- If they get it right, that team takes control of the board.
- If they get it wrong the remaining teams can “buzz in” to respond. If that team is correct, they take control of the board and select the next category and value. If that team is incorrect, remaining teams can continue to “buzz in” until one team remains, at which point they will have an opportunity to respond without buzzing in.
- If no one “buzzes in” on a selected category and value, the team with control of the board keeps it and chooses another category and value.
- Facilitators will keep track of the scores.

Some rules are different than standard Jeopardy:

- The Daily Double treated as a regular answer and can be responded to by any team through “buzzing in”. However, it is worth double the points of the selected category and value!
- Final Jeopardy is a 500 point value. All teams can write down their question and will each receive 500 points for correct responses or zero points for incorrect responses.

Be creative. Use the method that works best for your staff and enjoy the process of learning together!