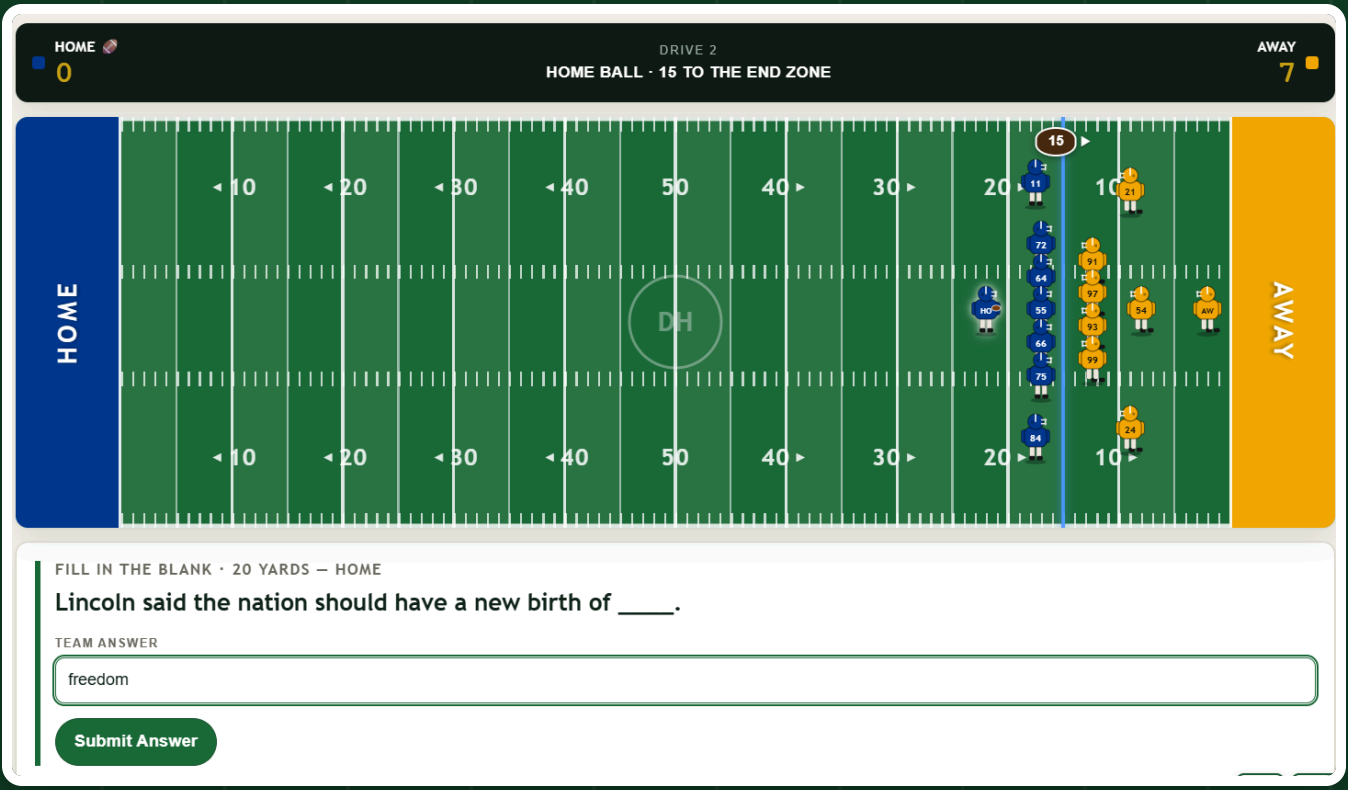
DUELING HISTORY · CLASSROOM GAMES

Football Quiz Game

Teacher Guide — setting up, playing, and building your own question banks for any subject.



duelinghistory.com/games/football-quiz/

Free · runs in any web browser · no login

Fill in the Blank = 20 yds **Multiple Choice = 10 yds**

THE GAME AT A GLANCE

How the Football Quiz Game plays

Two teams take turns driving the ball down the field by answering review questions. There are no downs and no quarters. A team keeps the ball as long as it keeps answering correctly — one miss and the other team takes over right where the drive stopped. Your class does the thinking; the players on the field do the running.

+20
Fill in the Blank
Students type the answer. Higher risk, bigger gain.

+10
Multiple Choice
Four answers on screen. Safer, but slower down the field.

The rules

Situation	What happens
Start of the game	Pick who gets the ball first, or flip the coin. The receiving team starts on its own 25 — 75 yards from the end zone.
Choosing a play	Before every question, the team with the ball picks **Fill in the Blank** or **Multiple Choice**. Each button shows how many of that type are left.
Correct answer	The ball moves 20 or 10 yards and the same team picks its next play.
Wrong answer	Turnover. The correct answer is shown, and the other team takes over at that spot, heading the other way.
Touchdown	Worth **7 points**. The other team then gets the ball on its own 25.
End of the game	Press **End Game** when time is up, or the game ends when the bank runs out of questions. Highest score wins.

The strategy question your class will argue about: 20 yards on a harder question, or 10 on a safer one? Near the goal line a 10-yard play may be all you need. Let teams decide together before they answer — that discussion is review too.

What you need

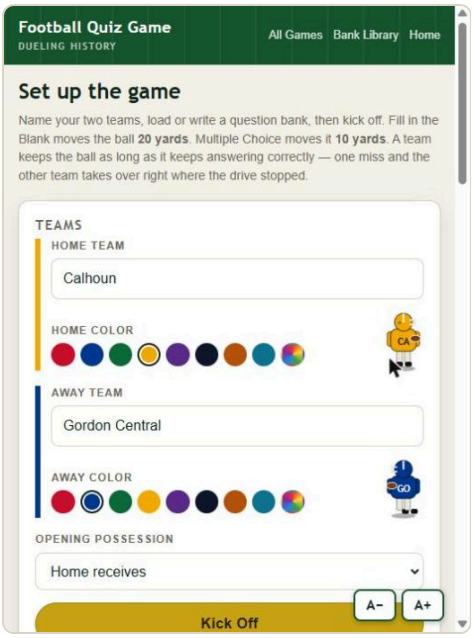
- A computer with a web browser (Chrome or Edge recommended) and a projector or interactive board.
- A question bank — pick one from the online library or build your own (page 5).
- Two teams. One student at the keyboard per team works well, or the teacher types what the team decides.

BEFORE CLASS

Setting up a game

1. **Open the game** at **duelinghistory.com/games/football-quiz/**. You land on the setup page.
2. **Name your teams.** Type a Home team and an Away team name — school names, class periods, row names, whatever your students will cheer for. The first two letters go on the quarterback's jersey.
3. **Pick team colors.** Click a color dot, or the rainbow dot to choose any color. The players on the field wear the colors you pick. If both teams pick the same color, the Away team wears white road jerseys.
4. **Choose Opening Possession.**
   - **Coin toss (Away calls it)** — a coin pops up, the visiting team calls heads or tails, and the winner receives the opening kickoff.
   - **Home receives** or **Away receives** — skip the toss.
5. **Load a question bank** (next page). The status line under Kick Off tells you how many questions are ready.
6. Press **Kick Off**.

> Use **A−** and **A+** in the bottom corner to make the text bigger for the back row of the room.



Team names, colors and a uniform preview for each side.



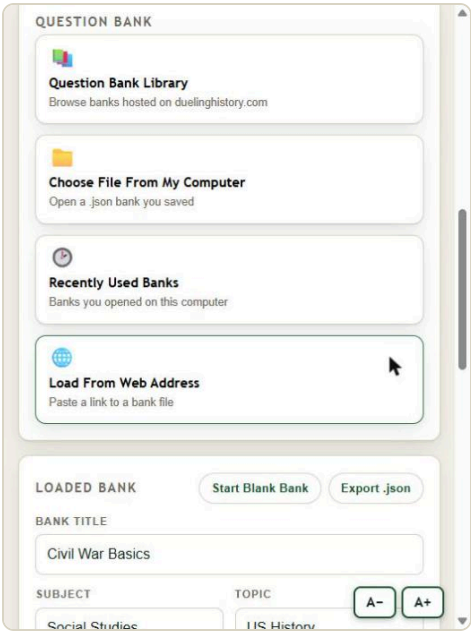
The coin toss — the visitors call it.

BEFORE CLASS

Loading a question bank

The game engine stays the same; the questions change. A **question bank** is a small file of questions for one subject or topic. There are four ways — four "doors" — to load one:

Door	Use it when…
📚 **Question Bank Library**	You want a ready-made bank. Click a subject, then a topic, then a bank. Each bank shows its question count and fill-in / multiple-choice split. Click **LOAD**.
📁 **Choose File From My Computer**	You saved your own bank (a `.json` file) and want to open it again.
🕑 **Recently Used Banks**	You opened a bank on this computer before. The list is kept in this browser only.
🌐 **Load From Web Address**	A colleague posted a bank online. Paste the full link, starting with `https://`, that points straight at the `.json` file.

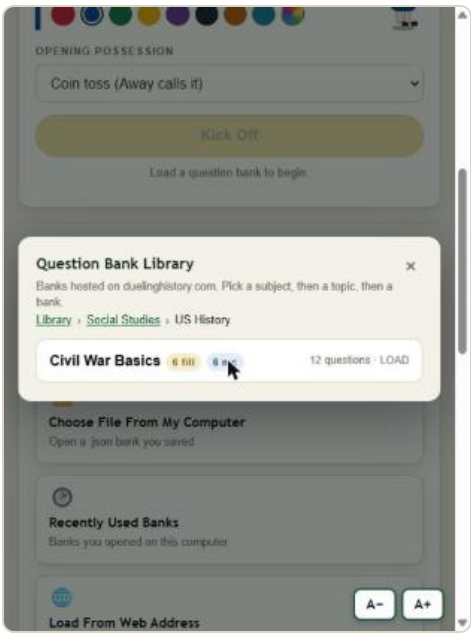


The four doors.

In the library now

- **English** › Literary Terms › Figurative Language
- **Math** › Pre-Algebra › Integers and Order of Operations
- **Science** › Life Science › Cells and Organelles
- **Social Studies** › US History › Civil War Basics
- **Social Studies** › World History › Arthurian Legend

More banks are added over time. Any bank in the library is also a good starting point for your own — load it, edit it, and save it under a new name.



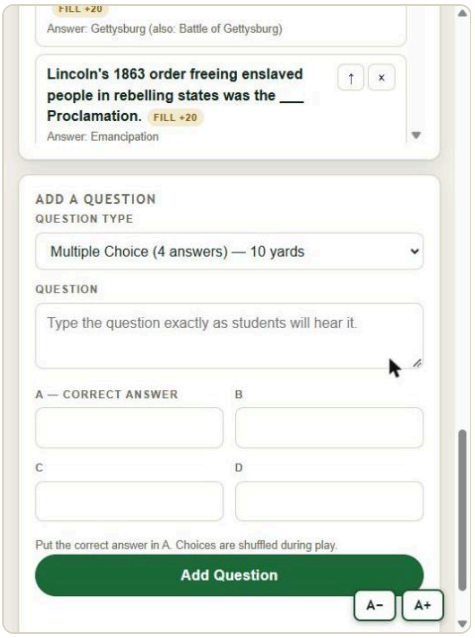
Library › Social Studies › US History.

MAKE IT YOURS

Building and editing your own bank

1. **Start.** Press **Start Blank Bank** for a new bank, or load an existing bank to edit it.
2. **Name it.** Fill in **Bank Title**, **Subject** and **Topic**. These show in Recently Used and help you find it later.
3. **Add questions.** Under **Add a Question**, choose the type:
   - **Fill in the Blank — 20 yards.** Type the question and the correct answer. Use **Also Accept** for other correct answers, separated by commas (for example: *Grant, U.S. Grant*).
   - **Multiple Choice — 10 yards.** Put the correct answer in box **A** and three wrong answers in B, C and D. The choices are shuffled during play, so the answer won't always be A.

   Press **Add Question**.
4. **Edit the list.** Every question appears in the Loaded Bank list with its answer. Use ↑ to move a question up and × to delete it.
5. **Save it.** Press **Export .json**. Your browser asks where to save — we suggest a folder named **Documents\Question Banks**. That file is your bank: open it next time with *Choose File From My Computer*, or hand it to another teacher.



Adding a multiple-choice question. Correct answer goes in A.

Save before you play. Questions you type are not a file until you export them. If you press Kick Off with unsaved work, the game offers to save it first — say yes.

Writing good questions

- **Grading is forgiving.** Capital letters, small words like "the," and minor misspellings are ignored — "fort sumpter" still counts for Fort Sumter. Add real alternatives with Also Accept.
- **Keep fill-in answers short** — a name, a term, a date. Save longer ideas for multiple choice.
- **Balance the bank.** About half and half works well. Twelve questions is a short game; 30–50 covers a full class period.
- Type the question exactly as students will hear it read aloud.

GAME DAY

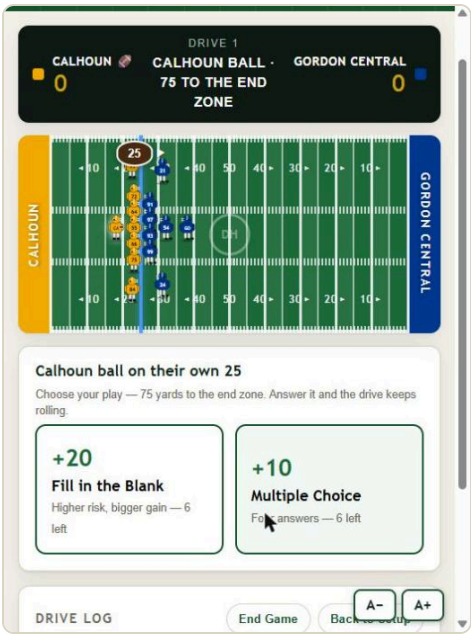
Running a game

1. **Call the play.** The team with the ball chooses **+20 Fill in the Blank** or **+10 Multiple Choice**. The scoreboard shows whose ball it is and how far to the end zone.
2. **Answer.** For fill-in, the team types its answer and presses **Submit Answer**. For multiple choice, click A, B, C or D.
3. **Watch the play.** On a correct answer the players move down the field. On a miss, the panel shows *Turnover* and the correct answer.
4. Press **Next Play** to keep going.

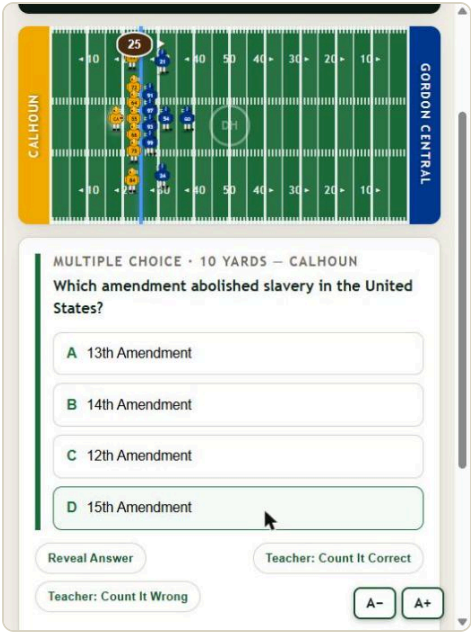
Teacher buttons

Reveal Answer	Shows the correct answer.
Teacher: Count It Correct	You make the call — the team gets the yards. Good for spoken answers or a close spelling.
Teacher: Count It Wrong	You rule it a miss and the ball turns over.
End Game	Ends the game and shows the final score.
Back to Setup	Returns to setup to change teams or banks.

The **Drive Log** below the field records every play. At the final whistle you'll see the score, the full drive log, and **Rematch (Same Bank)** for another game.



Choosing the play.



A multiple-choice play with the teacher buttons.

TIPS

Classroom ideas

- **Huddle rule:** give each team 20–30 seconds to agree on an answer before anyone touches the keyboard.
- **Rotate the quarterback.** A different student types each play so everyone takes a turn.
- **Talk about the miss.** When a drive ends, take a few seconds on the correct answer before Next Play — that's where the learning sticks.
- **Make it a rivalry.** Name teams after local schools, rival class periods, or two sides from the unit (Union vs. Confederacy, Athens vs. Sparta).
- **Students write the bank.** Have each student turn in one fill-in and one multiple-choice question; you type the best ones into a new bank for next week.

Troubleshooting

Problem	Fix
Kick Off is grayed out	No bank is loaded yet. Load one with any of the four doors.
"Could not reach the library"	Check your internet connection, or load a bank you saved with *Choose File From My Computer*.
The Library and Web Address doors don't work on a saved copy	A copy of the game saved on your computer can't reach websites. Use the online game at duelinghistory.com, or use *Choose File From My Computer*.
A web address won't load	The link must start with `https://` and end at the `.json` file, not a page about it. Some websites also block outside access.
My bank isn't in Recently Used	That list lives in one browser on one computer. Open your saved `.json` file instead.
A correct answer was marked wrong	Use **Teacher: Count It Correct** during play, then add that answer to **Also Accept** later.

For the curious: what a bank file looks like

```
{ "title": "Civil War Basics", "subject": "Social Studies", "topic": "US History",
  "questions": [
    { "type": "fill", "prompt": "The Civil War began in 1861 with the attack on this
        South Carolina fort.", "answer": "Fort Sumter", "accept": ["Sumter"] },
    { "type": "mc", "prompt": "Which amendment abolished slavery?",
      "choices": ["13th Amendment", "12th Amendment", "14th Amendment",
                  "15th Amendment"], "correct": 0 }
  ] }
```

You never have to edit this by hand — the setup page writes it for you when you Export.