

Possible “On-The-Bus” games

FAMILY FEUD

In this game, the two sides of the bus would compete against each other as “families”. The liaison would serve as the game host. To start the game,

1. One person from each time is paired against each other for a speed question. For example, the liaison would ask: Name one of the fastest growing occupations in the United States (this topic is found on page 13 of the Guide);
2. The first person to hit the buzzer (make a sound, clap, etc), answers. If they get the answer right, the question goes to their team. If they get the answer wrong, the other team gets a shot;
3. Then, each person on the team provides an answer for the question. As each answer is given, the host says “survey says...” If the answer is correct, the team is awarded points (10 point per answer) and play continues. If the answer is incorrect, the team gets a strike. After 3 strikes, play is passed to the other team;
4. The team continues play with this question until all answers are given or a certain time has elapsed (10 minutes?). At that point, the host reveals all the answers and tallies the points for that question;
5. Play resumes with another speed question. Repeat steps.

MONTANA COLLEGE “TABOO”

This game is modeled after the game “Taboo” and is also similar to the \$25,000 Pyramid TV game show.

1. The bus is split into two teams and the object of the game is to get through the most cards in a minute;
2. Each card has an answer at the top and then 3-5 facts about the answer on the card;
3. One person from the team is required to give clues for the answer without saying any of the fact words on the bottom of the card. For example, a card might look like this:

UNIVERSITY OF MONTANA

- Grizzlies
- Missoula
- Oval

In this case, the answer is UM and the words that cannot be said are the three below it. So, the person has to come up with other facts about UM that can be used to guess the answer.

4. Once the team guesses the answer, the clue person moves on to the next card. Again, the object is to get through as many cards as possible;
5. Each correctly answered cards equals one point. Points can be awarded to the other team if one of the following occur:
 - The clue giver passes on the clue (either they can’t think of anything or they have given all their clues and their team still hasn’t guessed.)
 - If they slip and accidentally say one of the “taboo” words on the bottom of the card.

20 QUESTIONS

1. The liaison has the MPSEOC guide and picks a college;
2. The students take turns asking questions about the school (i.e., is it a 4-year college?, does it have housing?, is it located in Billings?, etc.);
3. The Liaison answers either ‘yes’ or ‘no’ to each question;
4. When a student thinks they have the answer they write it on a piece of paper and show it to the liaison;
5. If the student is correct, he or she become the leader and pick the next college;
6. If the answer is incorrect, play resumes.

WHERE AM I?

1. The liaison picks a college using the MPSEOC guide;
2. He/She states 3 things about the school (I am living on campus, in Missoula, studying forestry);
3. Students write down their guess (or use the guide to find the answer);
4. Repeat 3-5 times using different college;
5. Determine the winner and reward with a prize (candy?);
6. The winner picks the next college to use and asks the questions;
7. Repeat.

HOT POTATO

1. A person starts the game by saying the name of a college;
2. The person then says the first name of a person playing the game (Joe) and tosses Joe a soft object (like a koosh-ball or something);
3. When the person catches the ball (Joe in this case) he would make a short statement about the college that the first person selected;
4. He would then say the name of another person in the group and toss the ball to them;
5. When that person catches the ball, they make another statement about the college before saying the name of another person and tossing the ball;
6. The game continues until someone makes a statement that isn't true or they can't think of anything to say.
7. An example of how this might work is:
 - Mark says "MSU-Bozeman" and tosses the ball to Abby;
 - Abby catches the ball and says "Bobcats...Sam" (and tosses the ball to Sam);
 - Sam catches the ball and says "Engineering...Cyrus" (and tosses the ball to Cyrus);
 - Cyrus catches the ball and says "Rodeo Club...Mae" (and tosses the ball to Mae);
 - And so on...

There are several variations to this game.

1. Once the pattern is established and the ball is passed several times so every person has been tossed to once, the pattern is repeated with only the fact about the college being stated (not the person's name);
2. The speed of the game increases; challenge the group to see how many times they can complete the pattern and continue to add new facts about the college; or
3. Students who are not in the circle where they can receive the ball (maybe the students sitting by the windows) can be "checkers" who would have the MPSEOC guide and be responsible to checking the facts stated about each college.

MONTANA COLLEGE POKER

1. The liaison has a deck of playing cards;
2. Each student received 1-3 cards (depending on how long you want the game to go on);
3. Students must "earn" the rest of their cards by answering questions asked by the liaison (or a chaperone or student) about Montana colleges, careers, etc.;
4. Questions are asked/answered with a playing card given to the student when a question is answered correctly;
5. Play continues until a determined point (number of questions? Time limit?);
6. The student with the best hand is declared the 'winner';
7. The winner becomes the dealer/question asker;
8. Repeat.