



Family Feud

Groups compete to guess top responses from survey questions

TIME

20-30 minutes



TEAM STAGE

Any Stage

MATERIALS

Computer (for prep work), small object, table

SUMMARY

Participants work in teams to try and come up with all of the top responses from survey questions. After a head-to-head guess to start each round, teams can either pass the question to the other team or play and try to guess the rest of the top responses with their team.

SET UP

- Come up with a set of open-ended questions to use in this activity. The questions can be relevant to the group participating in the activity, or random.
- Survey a pool of respondents to answer the questions. An online tool like [surveymonkey.com](https://www.surveymonkey.com) is helpful for gathering responses, but other methods like paper surveys can also be used.
 - **Facilitator Note:** The individuals participating in the activity can serve as the respondents, or a larger pool can be used. The more responses there are the better this activity works, so send the survey to as many people as possible.
- After the responses have been collected, make note of the five most popular responses for each question.

INSTRUCTIONS

- Divide participants into two teams.
- Have each team come up with a team name and an order for the participants on their team to go in.
- Ask participant number one from each team to come up and stand behind a table at the front of the room. Place the small object on the table equidistant from the two participants.
- Tell the participants that you are going to ask a question that a pool of respondents were surveyed on and that you are looking for the top five responses. The person who grabs the object off the table first will get to answer the question.
- Ask the first question from the survey.
- Whoever grabs the object first gets to say their answer. After that, one of three things can happen:
 1. If they get the number one response, they get to choose whether they want to pass the question to the other team or play with their team and try to guess the rest of the top responses.
 2. If they get one of the top five responses but it's not the top response, the participant from the other team gets to give an answer. If they can come up with a response that's ranked higher than the original guess, they get to choose to pass or play. Otherwise, the participant who guessed first gets to choose.
 3. If their answer is not one of the top five responses, the participant from the other team gets to guess. The first to come up with one of the top five responses gets to choose to pass or play.



INSTRUCTIONS *(continued)*

- Participant two from whichever team is playing then gets to give an answer to the question. If their answer is one of the top five responses, game play continues to participant number three. If it is not, the team gets one strike and game play still moves to participant number three.
- Participants continue providing answers for the question until all of the top five responses are guessed or until the team gets three strikes.
 - If the team gets all five of the top responses, they get five points.
 - If the team gets three strikes, the other team gets a chance to steal. They get to guess one final answer. If it is one of the top five responses, they get one point for each of the responses the opposing team got before they reached their three strikes. If it is not one of the top five responses, the team who did the original guessing gets one point for each of the top five responses they got.
- Next, have participant number two from each team come up to the table to go head-to-head for the second question from the survey.
- Continue until all the survey questions have been used. Whichever team ends up with the most points wins.

VARIATIONS

- For a more simplified game play, give each team a pad of paper and a writing utensil. After reading the first question, have participant number one from each team write down their answer and then reveal it at the same time. Whoever guessed a higher ranked response gets a point (or if they guess the same response then both teams get a point). Then, move on to participant number two and do the same with the second question. Continue until all of the survey questions have been asked.
- Instead of using a survey to come up with responses to the questions, do some research and use data to determine the responses. Use questions like "*which states have the highest population?*" or "*what are the best fast food restaurants according to Food Network Magazine?*"

 **Large Group:** To facilitate this activity for a large group, split participants into more than two teams (the ideal team size is five). Alternate which two teams get to compete in the head-to-head for each question. If a team gets three strikes, the team that gets to try and steal is the other team that was in the head-to-head for that question.

 **Online:** To facilitate this activity virtually, put each team in a breakout room to come up with their team name and order of participants. Then, use the "raise hands" feature for the head-to-head. Platforms like Zoom will automatically show participants in the order that they raise their hands. As an option, have participants type their answers in the chat in addition to saying them out loud so that other participants can see what has already been guessed.

DEBRIEF QUESTIONS

- What did you learn in this activity?
- What can the responses in this activity tell us about the group of people who were surveyed?
- How can this activity help us think creatively when answering questions?

 **Facilitator Note:** Typically a game like this does not need to be debriefed, however, when done intentionally, inserting a mini debrief or thought provoking question can help to tie a lesson together in a more seamless fashion. These are some sample questions that can be used or modified to connect this game to a lesson.