**DINING WITH DIABETES SPINQUEST**

**GAME ACTIVITY**

**Note:**

Can be used during each Dining with Diabetes session (questions are categorized by session topic) or questions can be mixed for use with the final session. All questions are based on the Dining with Diabetes 2003 Edition.

**Objectives:**

Participants will:

reinforce knowledge learned in a fun manner.

gain points for their team by answering questions.

**Length of Time Needed:**

Depends on size of group and number of questions you want

to ask.

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**Materials Needed:**

A spinner game board

Questions & answers

Score keeper

Prizes, if you choose to reward teams

**What to Say and Do:**

Mark the spinner board with a specified number of points on each wedge of the board (for example, if there are 4 wedges, assign points in the following amounts: 100, 200, 300, & 400).

Divide the group into teams (need at least two teams). Have each team select a captain.

Ask each team captain for a number from 1 to 10 to determine which team will start first. The one closest to the number you have preselected will go first.

The captain of the starting team will spin the wheel. Game host asks the question and the team may collaborate for the answer, but only the team captain may give the final answer. If correct, the team is awarded the number of points corresponding to the position where the spinner needle has stopped and the score keeper records the points.

That team continues by spinning and answering another question.

When they answer incorrectly, the next team is offered the chance to provide the correct answer.

Play may continue for as long as you have the time. The winning team will be the team with the most points. Prizes may be awarded to each member of the winning team, if you choose.