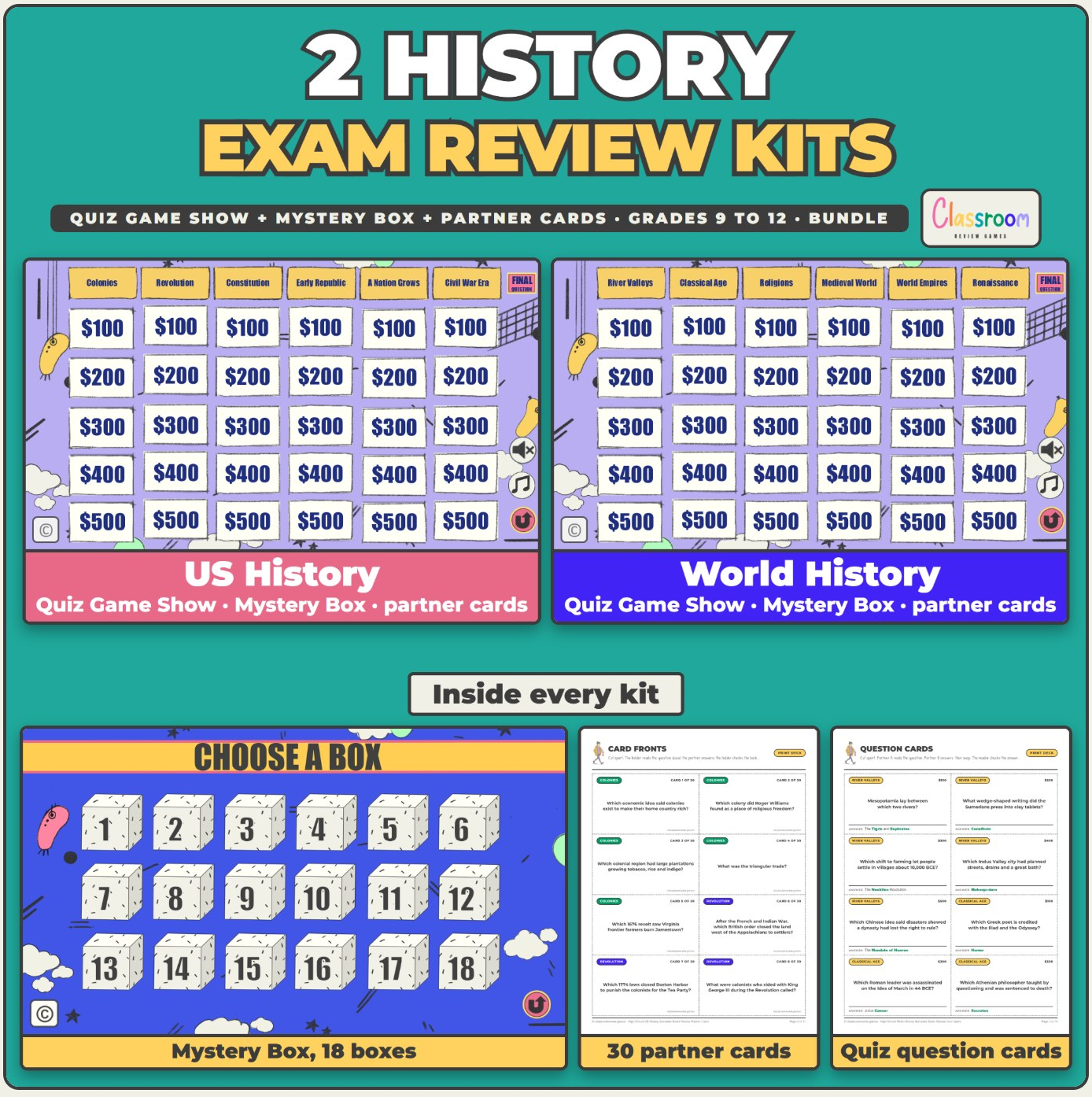
2 History Semester Exam Review Kits: US and World History Review Games Bundle

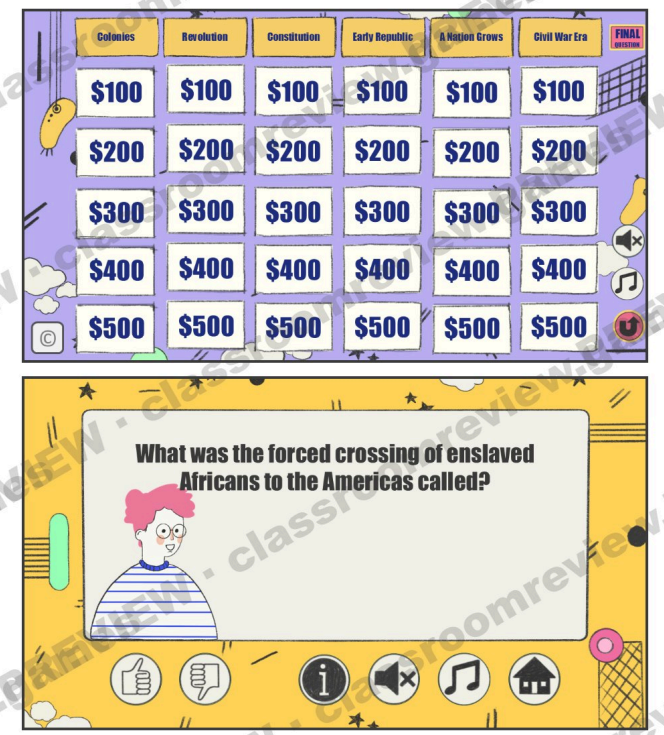
BUNDLE PREVIEW Everything in this bundle, on one page. Sample pages of each product follow.

WHAT'S INCLUDED: 2 PRODUCTS

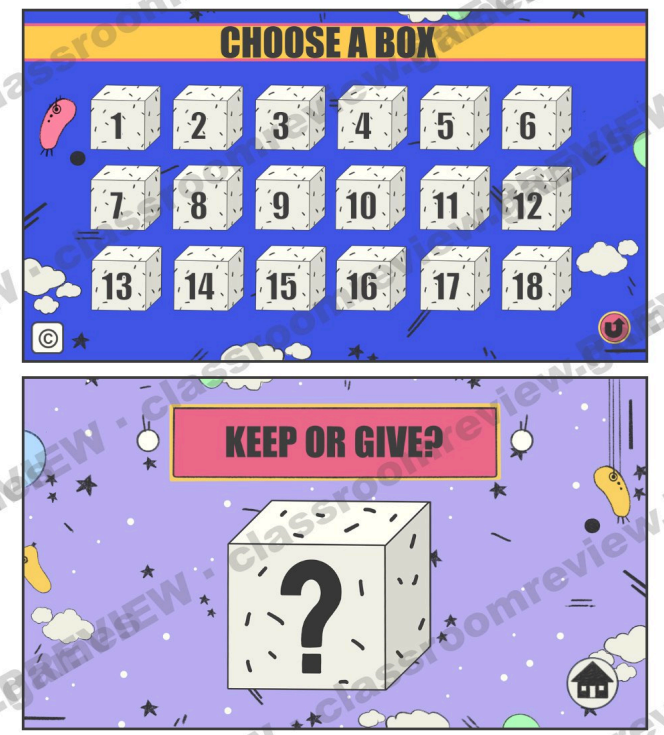


KIT 1 OF 2 Semester Exam Review Kit · 125 slides + 23 printable pages · grades 9 to 12

US History



Quiz Game Show: board and a question



Mystery Box: board, keep or give



Partner cards



Printable quiz question cards

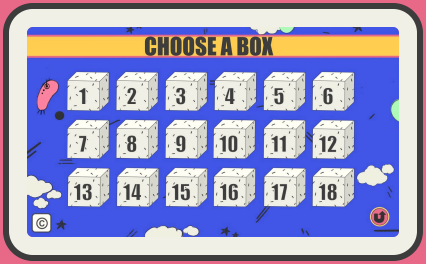
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US HISTORY
SEMESTER EXAM REVIEW KIT

GRADES 9 • 10 • 11 • 12 | **3 REVIEW GAMES** | **PREVIEW**



1. QUIZ GAME SHOW



2. MYSTERY BOX



3. PARTNER CARDS

WHAT IS INSIDE

- **1. Quiz Game Show** (Google Slides, also opens in PowerPoint): 6 categories (Colonies; Revolution; Constitution; Early Republic; A Nation Grows; Civil War Era), 30 questions from $100 to $500 with answer slides, a Daily Double and a Final Question. Printable team score sheet, teacher key and 30 question cards with backs.
- **2. Mystery Box:** 18 quick-answer questions, each behind a box worth +500 to -500 points. Answer, then keep the box or give it to another team. Printable score sheet and teacher key.
- **3. Partner Cards:** 30 double-sided Quiz-Quiz-Trade cards in 6 topics (Colonies; Revolution; Constitution; Early Republic; A Nation Grows; Civil War Era), with a teacher page, an answer key and a student recording sheet.
- **Both slide games are fully editable.** Printables in color and ink-saver B&W, US Letter and A4.

WHAT IT REVIEWS: THE FIRST SEMESTER

Colonies, Revolution, Constitution, Early Republic, Expansion, Civil War, Reconstruction: the thirteen colonies and their regions, the Atlantic slave trade and the Great Awakening, the road to revolution and the war, the Articles, the Constitution and how the government works, the early republic from Hamilton to the Missouri Compromise, Jackson, removal, canals, the Mexican-American War, abolition and women's rights, and the Civil War and Reconstruction. The standard first-semester survey course, written for a December exam or a midterm.

This preview shows: one whole quiz turn (board, question, answer) with the Daily Double and Final Question, a Mystery Box turn from the board to the opened box, the partner cards front and back with the teacher page and recording sheet, and the printables.

GAME 1 OF 3

QUIZ GAME SHOW: ONE WHOLE TURN

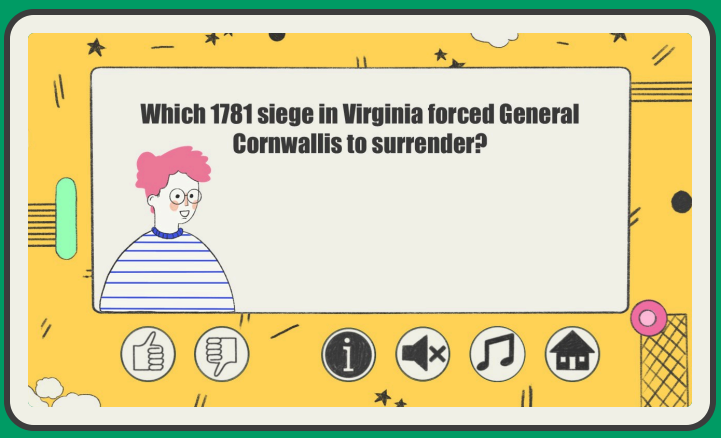
Click a dollar value. Answer. Check with one click.



STEP 1

Pick a category

A team chooses a category and a dollar value on the board.



STEP 2

Read the question

Revolution for $300: "Which 1781 siege in Virginia forced General Cornwallis to surrender?"

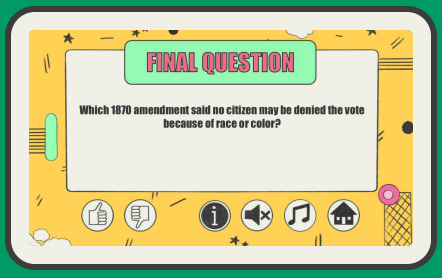


STEP 3

Reveal the answer

One click shows Yorktown. The house button goes back to the board; in PowerPoint the cell is marked as played.





One cell hides the **Daily Double**: the team names a wager first; right adds it, wrong subtracts it. After the board, every team wagers on the **Final Question**.

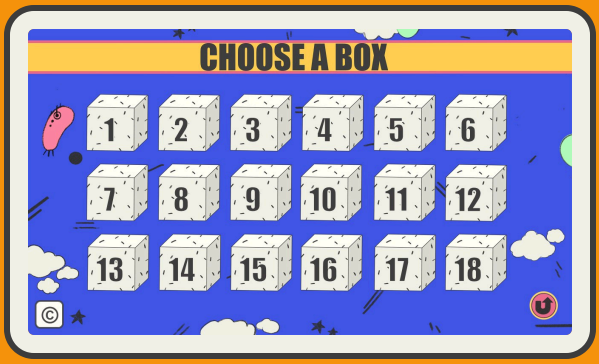
© classroomreview.games

30 questions in 6 categories, every one editable

GAME 2 OF 3

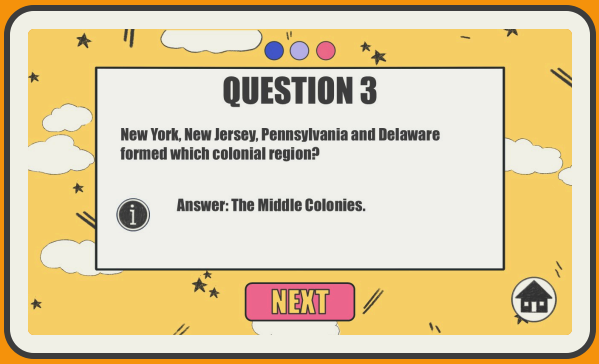
MYSTERY BOX

18 quick-answer questions. Answer, then keep the box or give it away.



1. Choose a box

18 boxes on the board. A team picks one; the deck jumps to its question.



2. Answer

"New York, New Jersey, Pennsylvania and Delaware formed which colonial region?" One click checks it: The Middle Colonies.



3. Keep or give?

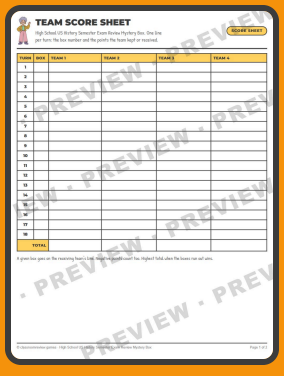
Right answer? The team decides: keep the box, or hand it to another team. Nobody knows what is inside yet.



4. Open the box

This one hides -200 points. Box 4 hides +500. Values run from +500 to -500, so every choice is a gamble.





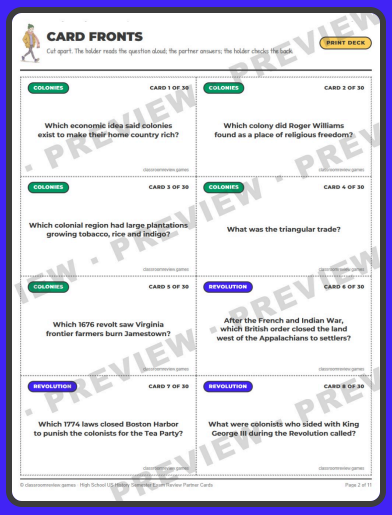
Printable team score sheet (one line per turn: the box number and the points each team kept or received) and a teacher key listing every box value and every answer.

Every question, answer and box value is editable. A warm-up, a last-period review, or a sub-day game: about 20 to 30 minutes.

GAME 3 OF 3

PARTNER CARDS

30 double-sided Quiz-Quiz-Trade cards in 6 topics, printed and cut apart.



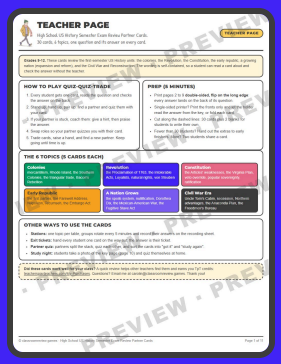
Card fronts: the question



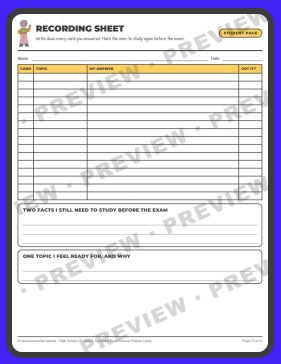
Card backs: answers, mirrored for printing

HOW TO PLAY

1. Every student gets one card, reads the question and checks the answer on the back.
2. Stand up, hand up, pair up: find a partner and quiz them with your card.
3. If your partner is stuck, coach them: give a hint, then praise the answer.
4. Swap roles so your partner quizzes you with their card.
5. Trade cards, raise a hand, and find a new partner. Keep going until time is up.



Teacher page



Recording sheet



Answer key (full kit)

ALSO WORKS AS

- Stations: one topic per table, groups rotate and record answers.
- Exit tickets: one card per student on the way out.
- Partner quiz: sort the stack into "got it" and "study again".
- Study night: students photograph the key and quiz themselves.

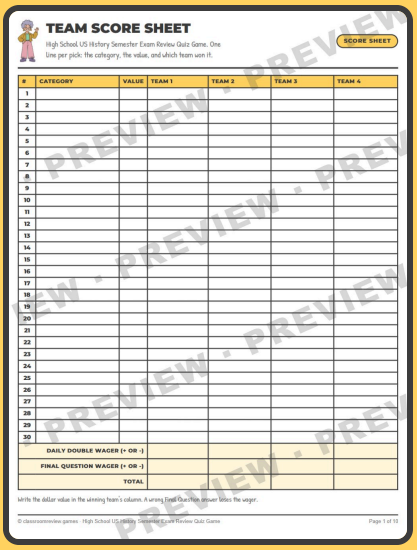
Topics: Colonies, Revolution, Constitution, Early Republic, A Nation Grows, Civil War Era. Two blank cards are included for your own questions.

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30 cards, 6 topics, teacher page, answer key, recording sheet

PRINTABLES

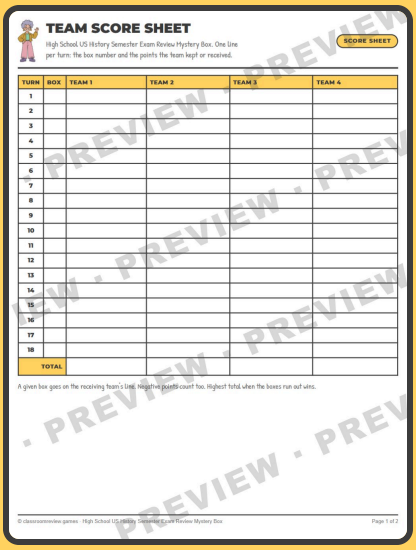
23 pages across the three activities, in color and ink-saver B&W, US Letter and A4.



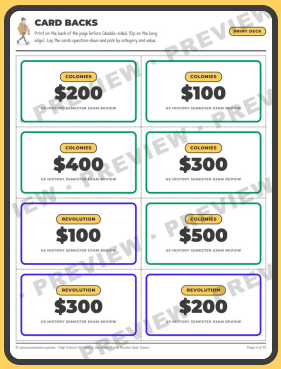
Quiz team score sheet



Quiz question cards



Mystery Box score sheet

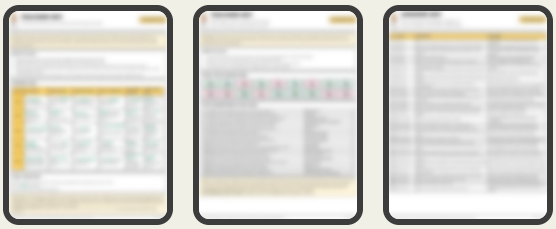


Quiz card backs

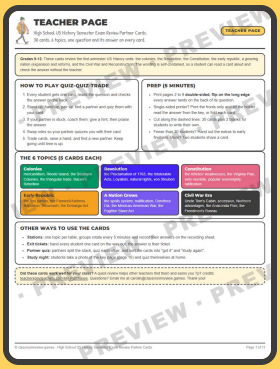


Partner cards

THREE TEACHER KEYS



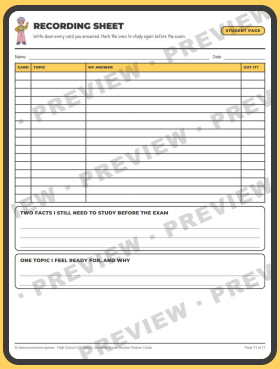
Every answer with a detail or other accepted forms, the Final Question, every box value, and all 30 card answers by topic. Included in the full kit.



Partner Cards teacher page



Partner card backs



Recording sheet

Print only what you need. One PDF per activity in color, one in ink-saver B&W, each in US Letter and A4. The quiz cards and the partner cards have backs for double-sided printing.

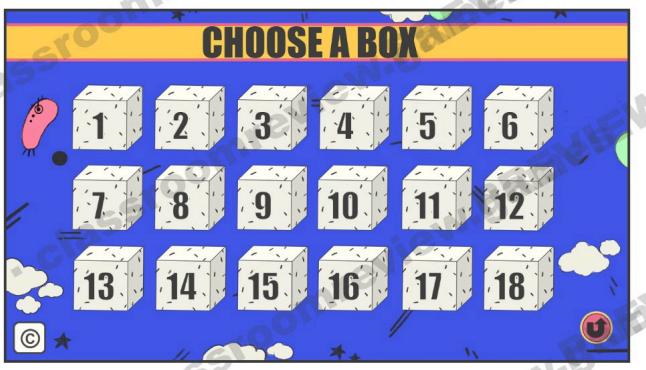
KIT 2 OF 2 Semester Exam Review Kit · 125 slides + 23 printable pages · grades 9 to 12

World History





Quiz Game Show: board and a question





Mystery Box: board, keep or give



Partner cards



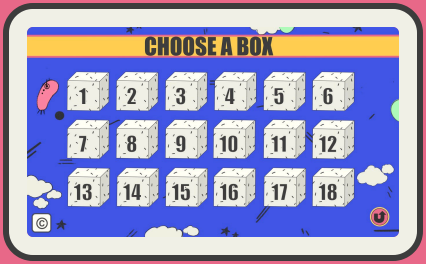
Printable quiz question cards

WORLD HISTORY
SEMESTER EXAM REVIEW KIT

GRADES 9 • 10 • 11 • 12 | **3 REVIEW GAMES** | **PREVIEW**



1. QUIZ GAME SHOW



2. MYSTERY BOX



3. PARTNER CARDS

WHAT IS INSIDE

- **1. Quiz Game Show** (Google Slides, also opens in PowerPoint): 6 categories (River Valleys; Classical Age; Religions; Medieval World; World Empires; Renaissance), 30 questions from $100 to $500 with answer slides, a Daily Double and a Final Question. Printable team score sheet, teacher key and 30 question cards with backs.
- **2. Mystery Box:** 18 quick-answer questions, each behind a box worth +500 to -500 points. Answer, then keep the box or give it to another team. Printable score sheet and teacher key.
- **3. Partner Cards:** 30 double-sided Quiz-Quiz-Trade cards in 6 topics (River Valleys; Classical Age; Religions; Medieval World; World Empires; Renaissance), with a teacher page, an answer key and a student recording sheet.
- **Both slide games are fully editable.** Printables in color and ink-saver B&W, US Letter and A4.

WHAT IT REVIEWS: THE FIRST SEMESTER

River Valleys, Greece, Rome, Religions, Middle Ages, Empires, Renaissance, Reformation: the Neolithic Revolution and the river valley civilizations of Mesopotamia, Egypt, the Indus and China, classical Greece and Rome, Judaism, Hinduism, Buddhism, Confucianism, Christianity and Islam, feudal Europe, Byzantium and the Crusades, empires of Africa, Asia and the Americas, and the Renaissance and Reformation. A common first semester of World History in grades 9 and 10, written for a December exam or a midterm.

This preview shows: one whole quiz turn (board, question, answer) with the Daily Double and Final Question, a Mystery Box turn from the board to the opened box, the partner cards front and back with the teacher page and recording sheet, and the printables.

GAME 1 OF 3

QUIZ GAME SHOW: ONE WHOLE TURN

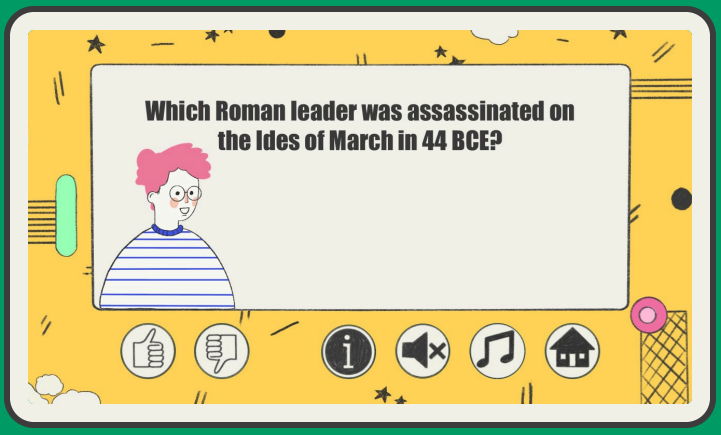
Click a dollar value. Answer. Check with one click.



STEP 1

Pick a category

A team chooses a category and a dollar value on the board.



STEP 2

Read the question

Classical Age for $200: "Which Roman leader was assassinated on the Ides of March in 44 BCE?"

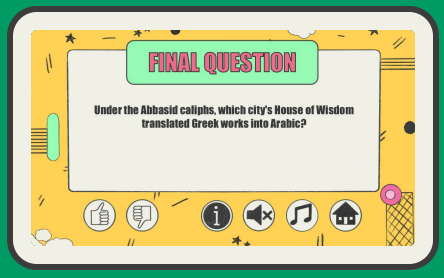


STEP 3

Reveal the answer

One click shows Julius Caesar. The house button goes back to the board; in PowerPoint the cell is marked as played.





One cell hides the **Daily Double**: the team names a wager first; right adds it, wrong subtracts it. After the board, every team wagers on the **Final Question**.

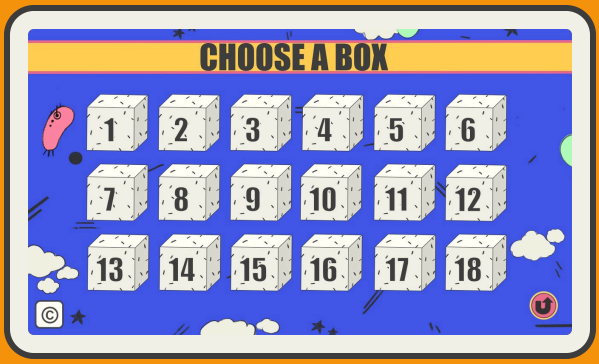
© classroomreview.games

30 questions in 6 categories, every one editable

GAME 2 OF 3

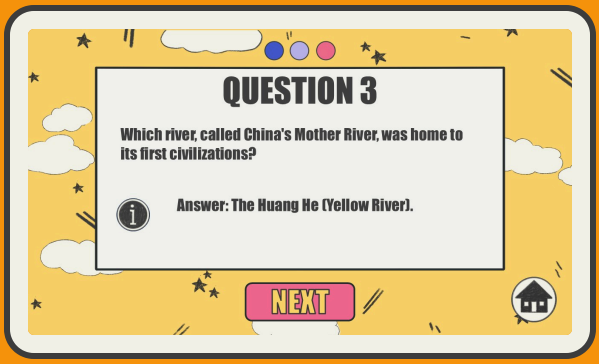
MYSTERY BOX

18 quick-answer questions. Answer, then keep the box or give it away.



1. Choose a box

18 boxes on the board. A team picks one; the deck jumps to its question.



2. Answer

"Which river, called China's Mother River, was home to its first civilizations?" One click checks it: The Huang He (Yellow River).



3. Keep or give?

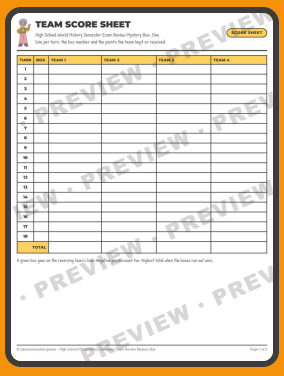
Right answer? The team decides: keep the box, or hand it to another team. Nobody knows what is inside yet.



4. Open the box

This one hides -200 points. Box 4 hides +500. Values run from +500 to -500: every pick is a gamble.





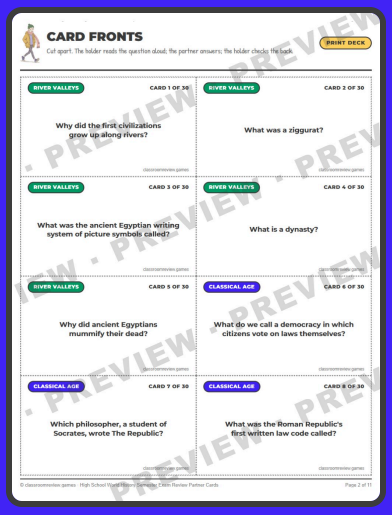
Printable team score sheet (one line per turn: the box number and the points each team kept or received) and a teacher key listing every box value and every answer.

Every question, answer and box value is editable. A warm-up, a last-period review, or a sub-day game: about 20 to 30 minutes.

GAME 3 OF 3

PARTNER CARDS

30 double-sided Quiz-Quiz-Trade cards in 6 topics, printed and cut apart.



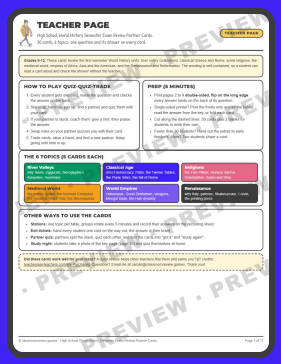
Card fronts: the question



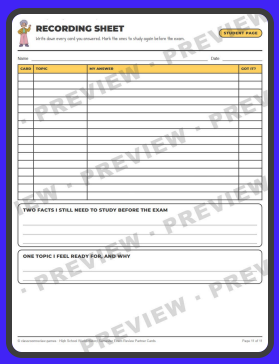
Card backs: answers, mirrored for printing

HOW TO PLAY

1. Every student gets one card, reads the question and checks the answer on the back.
2. Stand up, hand up, pair up: find a partner and quiz them with your card.
3. If your partner is stuck, coach them: give a hint, then praise the answer.
4. Swap roles so your partner quizzes you with their card.
5. Trade cards, raise a hand, and find a new partner. Keep going until time is up.



Teacher page



Recording sheet



Answer key (full kit)

ALSO WORKS AS

- Stations: one topic per table, groups rotate and record answers.
- Exit tickets: one card per student on the way out.
- Partner quiz: sort the stack into "got it" and "study again".
- Study night: students photograph the key and quiz themselves.

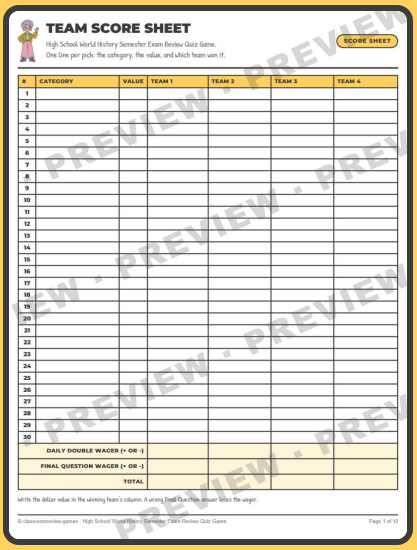
Topics: River Valleys, Classical Age, Religions, Medieval World, World Empires, Renaissance. Two blank cards are included for your own questions.

© classroomreview.games

30 cards, 6 topics, teacher page, answer key, recording sheet

PRINTABLES

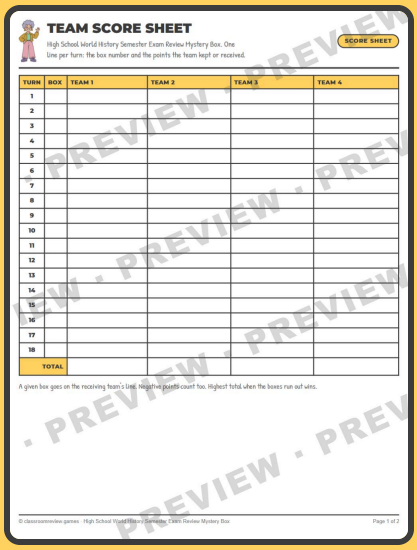
23 pages across the three activities, in color and ink-saver B&W, US Letter and A4.



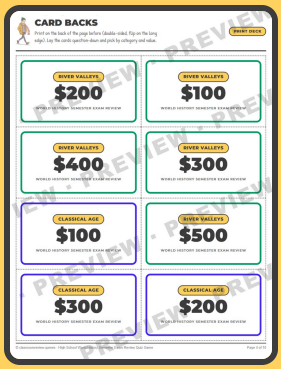
Quiz team score sheet



Quiz question cards



Mystery Box score sheet

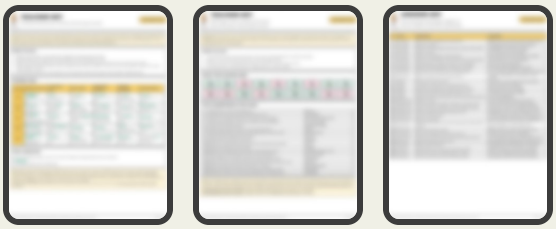


Quiz card backs

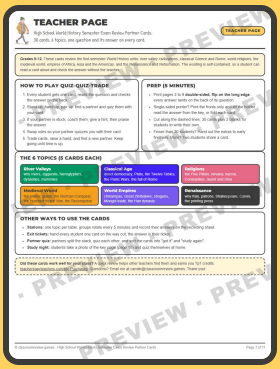


Partner cards

THREE TEACHER KEYS



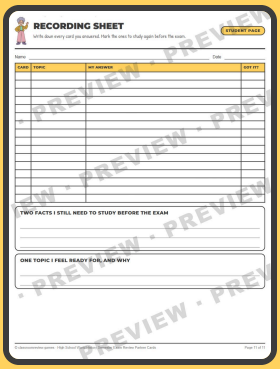
Every answer with a detail or other accepted forms, the Final Question, every box value, and all 30 card answers by topic. Included in the full kit.



Partner Cards teacher page



Partner card backs



Recording sheet

Print only what you need. One PDF per activity in color, one in ink-saver B&W, each in US Letter and A4. The quiz cards and the partner cards have backs for double-sided printing.

In the full bundle

Every product above, instant download, yours to keep.

After purchasing

Each product downloads separately with everything its own listing includes. Nothing is left out of the bundle version.

Thank you! If this works for your class, a quick review helps other teachers find it, and earns you TpT credits.