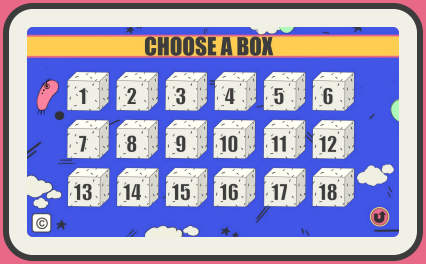
US HISTORY
SEMESTER EXAM REVIEW KIT

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

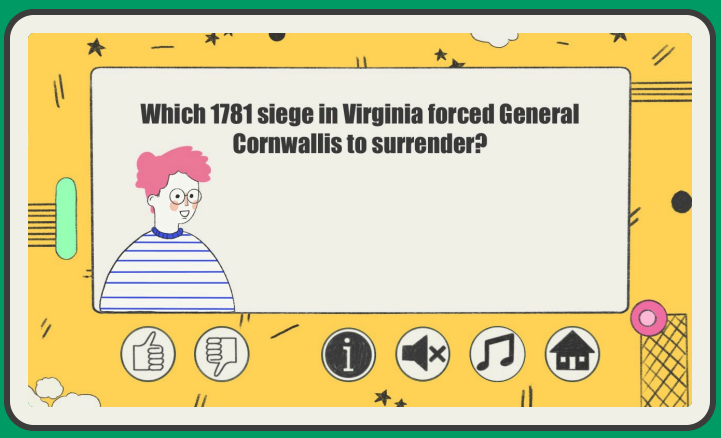
Click a dollar value. Answer. Check with one click.



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?"

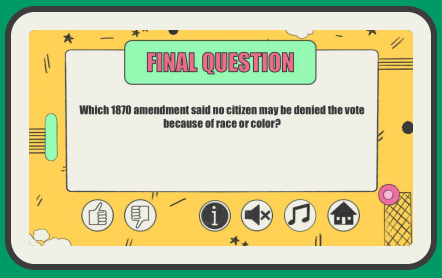


STEP 3

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**.

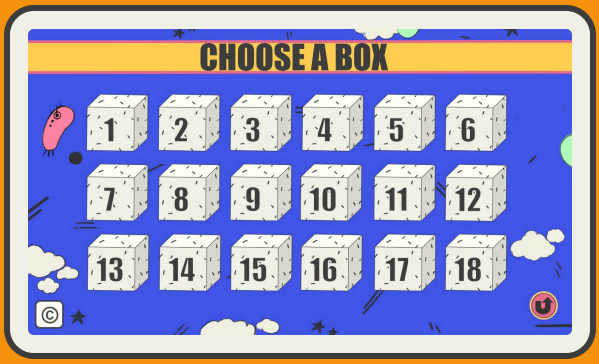
© classroomreview.games

30 questions in 6 categories, every one editable

GAME 2 OF 3

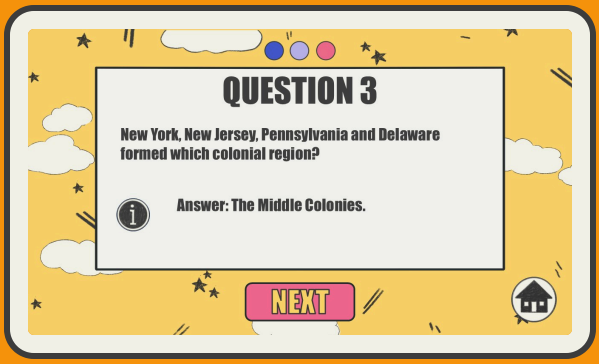
MYSTERY BOX

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?

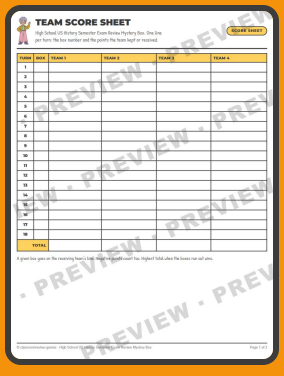
Right answer? The team decides: keep the box, or hand it to another team. Nobody knows what is inside yet.



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.





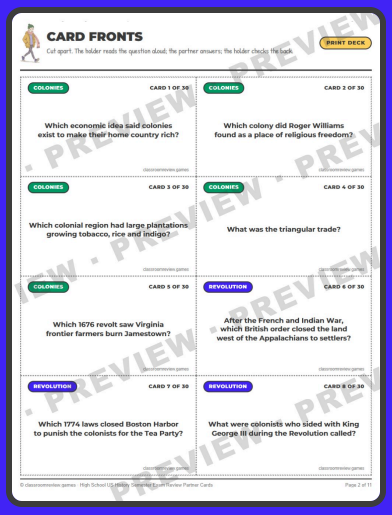
Printable team score sheet (one line per turn: the box number and the points each team kept or received) and a teacher key listing every box value and every answer.

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.



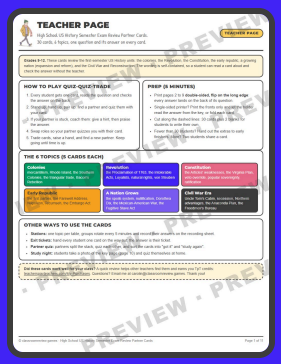
Card fronts: the question



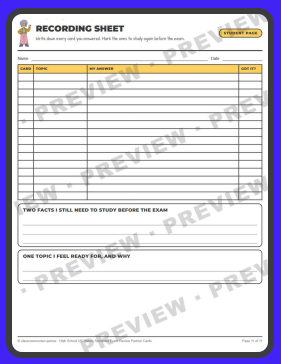
Card backs: answers, mirrored for printing

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.

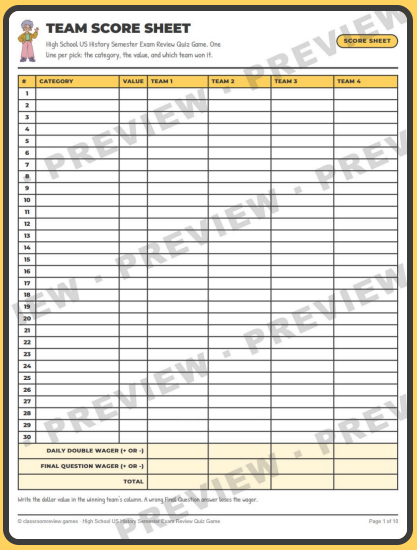
Topics: Colonies, Revolution, Constitution, Early Republic, A Nation Grows, Civil War Era. Two blank cards are included for your own questions.

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

PRINTABLES

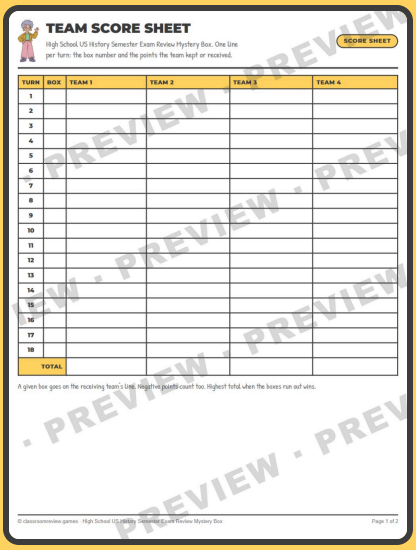
23 pages across the three activities, in color and ink-saver B&W, US Letter and A4.



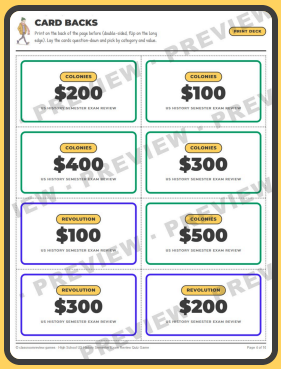
Quiz team score sheet



Quiz question cards



Mystery Box score sheet

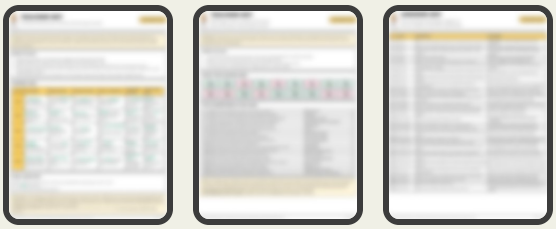


Quiz card backs

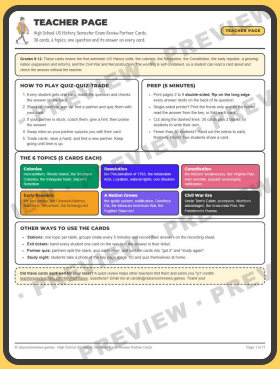


Partner cards

THREE TEACHER KEYS



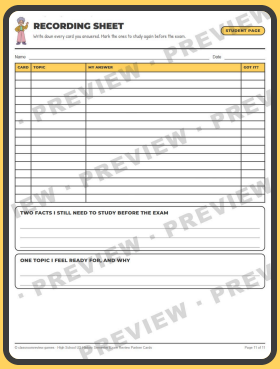
Every answer with a detail or other accepted forms, the Final Question, every box value, and all 30 card answers by topic. Included in the full kit.



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.

IN THE FULL KIT

Three ready-to-run review activities for the first-semester US History exam, grades 9 to 12: a whole-class quiz game show, a Mystery Box, and a partner card game.

30 quiz questions with answer slides, a Daily Double and a Final Question

18 Mystery Box questions, each behind a box worth +500 to -500

30 double-sided partner cards in 6 topics, with a recording sheet

23 printable pages: score sheets, cards, three teacher keys

MADE FOR EXAM WEEK

- Covers the first semester, from the colonies to Reconstruction.
- Google Slides and PowerPoint: present from any classroom computer.
- Both slide games are fully editable, so each one matches what your class covered.
- No prep for the two games; the cards print and cut in minutes. Each activity fills one lesson, or spread the three across review week.

Thank you! A quick review helps other teachers find this.

The sound buttons play in the PowerPoint versions only (the same goes for the scoreboard in my games that have one); Google Slides does not play sounds. Both games here keep score on the printable score sheets. The website download includes the PowerPoint files; on TpT, email me for them at no extra charge.

Classroom REVIEW GAMES