**Name That Tune**

**Room: Room 252**

**Advisor(s): Hanson, Wilson**

**StGovtContact: Olu Vaughan**

*Teacher Advisor: Please read these rules to the students before the activity begins. Thank you!*

*~ Student Government*

The object of this activity is to…

win as many games as possible!

The rules of this activity are…

Play the first song - usually about 10/15 seconds - and then stop the music. The team has 30 seconds to discuss and present the title. If the team names the the next team is up with a new song. If the team can not come up with the answer the other team(s) may steal. Play the next song and repeat the process.

The winner of this activity will be based upon …

the number of winning games; class who wins the greatest number of games earns 4 points, second greatest earns 3 points, third greatest earns 2 points, and the class with the fewest participants earns 1 point. If there is a class that has no participants in the activity, they will earn 0 points.

**Name That Tune**

**Activity Period 1**

**11:45-12:15**

(circle ONE grade level for each place below)

1st Place (4 points): 9 10 11 12

2nd Place (3 points): 9 10 11 12

3rd Place (2 points): 9 10 11 12

4th Place (1 point): 9 10 11 12

0 participants (0 points): 9 10 11 12

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**Name That Tune**

**Activity Period 2**

**12:20-12:50**

(circle ONE grade level for each place below)

1st Place (4 points): 9 10 11 12

2nd Place (3 points): 9 10 11 12

3rd Place (2 points): 9 10 11 12

4th Place (1 point): 9 10 11 12

0 participants (0 points): 9 10 11 12

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**Name That Tune**

**Activity Period 3**

**12:55-1:25**

(circle ONE grade level for each place below)

1st Place (4 points): 9 10 11 12

2nd Place (3 points): 9 10 11 12

3rd Place (2 points): 9 10 11 12

4th Place (1 point): 9 10 11 12

0 participants (0 points): 9 10 11 12