Who wants to be a Millionaire - Equality Act 2010

A fun activity to help learners understand some of the main points of the new Equality Act 2010

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- **15 50:50** Questions
- 25 Answers
- 30 Lifeline Cards

Instructions

How to play 'Who Wants to be a Millionaire?' as a group

1. Appoint a quiz host. (This could be the facilitator or a member of the group, but should be someone with good reading and speaking skills.)

The role of the quiz host is to:

- read out the question card and pass it to the player to see
- remind the player of the lifelines they have left
- administer lifelines (see below)
- reveal the correct answer and go through why this is (see Answer Sheet)

2. Explain the rules:

- You must answer 15 questions correctly to win the £1,000,000 jackpot.
- For each question you will be given four possible answers, only one of which is correct.
- You have three lifeline cards, but each can only be used once:
 - 50:50 two of the three incorrect answers are removed (50:50 cards are supplied)
 - Ask the audience the rest of the group votes (show of hands and no conferring) on what they think the correct answer is
 - Phone a friend members of the group indicate they think they know the correct answer (raise hand) and the player can choose one of them to answer the guestion on their behalf
 - (Alternatively, the facilitator can provide a clue to help the player work out the correct answer)
- If you do not feel they know the answer and have played or do not want to play your lifelines, you can quit and a new player will take your place.
 - (To keep the game going it may be helpful to select someone who is confident about the answer to the problematic question.)
- If a player answers incorrectly the game is over.
 (You could continue working through the questions 'for fun'.)
- 3. Play the game.

Questions



