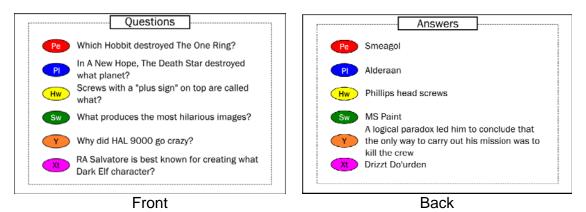
	Name
Computer Science	Teacher/Hour

WARRIOR SIDE QUEST Trivial Pursuit

Create a set of 6 trivial pursuit cards using the following categories: People, Places, Hardware, Software, Why, and Extra. <u>Your questions should all relate to the history of computing.</u>

- "People" should ask "who...?"
- "Place" should ask "where...?"
- "Hardware" and "software" should ask about notable hardware and software
- "Why" should ask about the purpose of something or why something was done
- "Extra" can be odd, quirky, or random questions about computing

Remember, trivial pursuit cards must have all questions for all 6 categories on one side of the card and the corresponding answers on the other. See the image below for an example.



If you print the next two pages back-to-back, they should line up and let you make two-sided cards. For extra verisimilitude, print on card stock.



