

Teaching and Tech Tips for Fall of Jericho

The Quiz Game and Quiz-making software from Sonsoft presented by Sunday Software



This downloadable version of the Fall of Jericho software is being made available by Sonsoft free-of-charge to the supporting members of Rotation.org and families in their congregation. You are free to install and share it on as many PCs as needed within your congregation. It may not be otherwise distributed. (Ignore the installer's old licensing language.)

Installation and Startup

To install Fall of Jericho and its Question Editor, first you need to UNZIP/EXTRACT the downloaded zip file into a folder on your PC, and then double-click “**Install-Jericho.exe**” found in that folder (do not run the installer from the zip file itself). Be sure to install and play Jericho while logged in as the main user on your PC. Some zealous security programs may not like it when Jericho tries to register itself or write new question or score files. Follow your security software's instructions for “allowing” Fall of Jericho and the Jericho Question Editor to write to your hard drive.



You may ignore the “copying restriction” seen in the installer. Sonsoft has given you permission to make as many installs as needed for your Sunday School and the members of your congregation. It may not otherwise be shared or publicly posted.

This guide supersedes the “teaching tip.doc” installed in the game's folder.

Make Fall of Jericho Fill More of Your Screen

Windows 7, 8, and 10 have a “display scaling” feature you can play with to make all Sunday Software's program and Sonsoft's Fall of Jericho appear larger on your screen.

⇒ The **Windows 10** “scale and layout” option is found in the Windows 10 “Settings App,” and not in the Windows Control Panel (for some dumb reason). To find it, click any blank area on your Desktop and select Display Properties to locate the scaling feature. 125% or 150% is usually the good setting depending on the size and current resolution of your monitor.

⇒ The “display scaling” option in **Windows 7 and 8** is found in the Windows Control Panel.

Please Note: These Teaching and Tech Tips are a newer version of the one linked in the program.

About Fall of Jericho and Its Options

Versions of the Fall of Jericho software have been a staple in many Sunday Schools for over two decades and it's been one of Sunday Software's best sellers over the years. Not only is the quiz game fun and flexible, the game's Options Menu and the Question Editor make it adaptable to just about any subject or age-range or time constraint.

Fall of Jericho is essentially a multiple-choice quiz game that takes place in an Exodus “themed” landscape. Each game's content can be **about any subject you want** to create questions about. See our “**About the Question Editor**” **notes below** for editing helps and insights.

Fall of Jericho's default question set has 1400 Bible trivia questions of varying degrees of difficulty. If playing the pre-installed “general” set of questions, you can select the “**easy/medium/hard**” options to tell the game

Options	Help
<input checked="" type="checkbox"/>	Animation
<input checked="" type="checkbox"/>	Sound
<input checked="" type="checkbox"/>	Music
	Short Game
	Random Questions
<input checked="" type="checkbox"/>	Sequential Questions
<input checked="" type="checkbox"/>	Easy Questions
<input checked="" type="checkbox"/>	Medium Questions
<input checked="" type="checkbox"/>	Hard Questions
<input checked="" type="checkbox"/>	Wrong Answer - Try Again

which questions to include in the quiz. Some children like getting “easy” questions but don’t like that they only move a short distance if they get it right. Answering “hard” questions correct moves you farther. When creating your own 25-30 question sets, we recommend marking them all as “hard” so that players enjoy a big advance when they get questions right. It also makes the game go faster if you have many teams. Selecting the “**shorter game**” option advances players faster which is helpful when you have a short time, younger players or many teams.

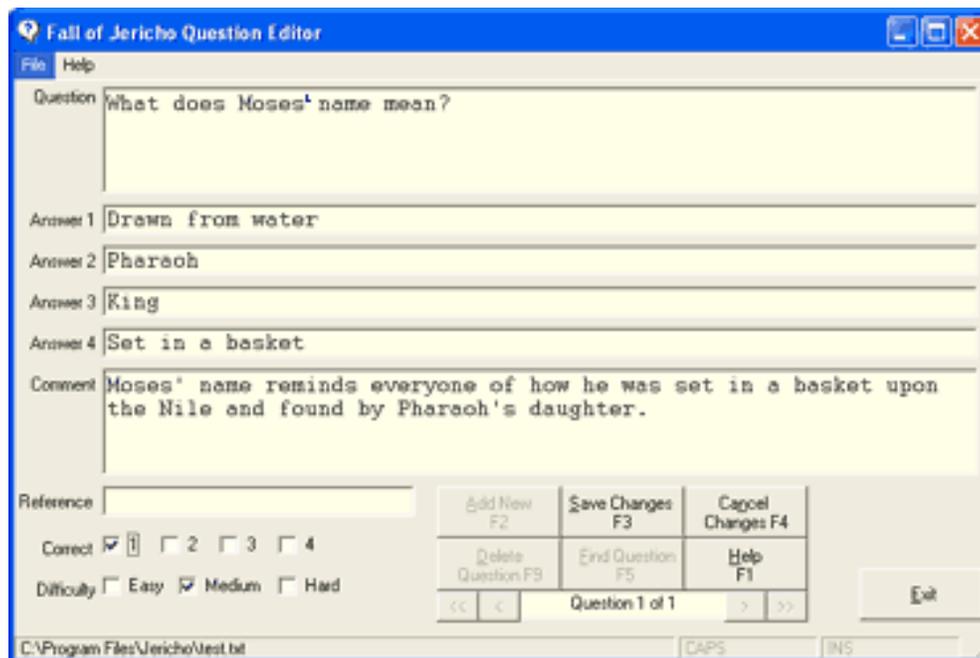
The “**Sequential Questions**” option presents the questions in the order you created them. It’s a good way to “walk” student through a subject and include new information in a previous question that can be quizzed in a later question.

Though you can have up to four teams, generally speaking, “fewer teams” is more fun. Kids get antsy or bored waiting for others to take their turns. “**Wrong Answer – Try Again**” makes the other teams pay attention because they may get the question passed to them. Use a timer to limit the amount of time each team has to answer. Offer hints. Help teams understand the question and the possible answers.

Use the game options menu to select having teams continue to answer a question until someone gets it right. Questions will begin to recycle if they get used up and nobody has yet made it to Jericho.

The Question Editor

Jericho comes with a starter set of general Bible trivia, however, you’ll most likely want to create your own sets using the Question Editor which installs when you install the game. **Click Start | Programs | Jericho and select *Question Editor*** to open the editor.



In general, you'll want to create 25 to 35 questions per question set for two teams or more to race to Jericho without repeating questions. This number will vary depending on the difficulty of material and age of players. If you’re creating your own questions and want them to appear sequentially in the game rather than in random order, begin typing each question by giving it a number. Sequentially ordered questions are great for walking through a story. You can also put more reflective questions at the end of your sequence as students approach Jericho. Adding a number to the beginning of the question also makes editing easy.

To create a new set of questions, open the Jericho Editor, create a new file name (such as “MyBeatitudesQuestions”) and start typing your first multiple choice question and answers. Select the right answer, then click SAVE CHANGES and select ADD NEW and so on. When you turn on the Jericho game, click FILE and “set you created.” Select your file name.

You can add scripture references and “Comments” that will appear onscreen. As an incentive to read them, put information in the notes that are clues to future correct answers.

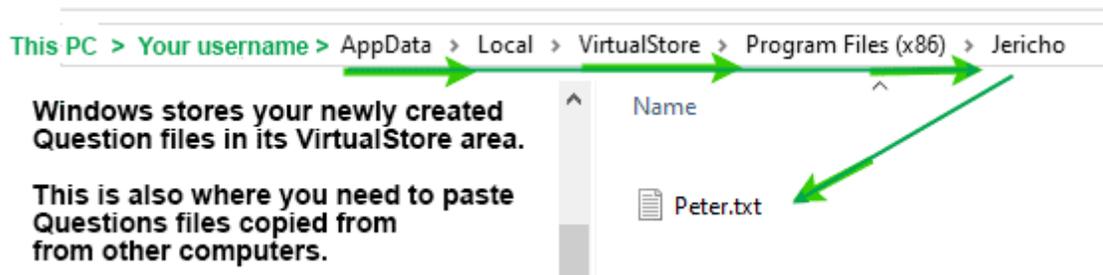
You can simply add an *asterisk in the C or D answer fields to cut down on the number of possible answers students need to choose from. You can also do this to create True/False questions -- placing T F * * in the four fields. Fewer answers to choose from helps younger players too.

Do not type any more text than can comfortably fit in the Editing Fields. In fact, keep your typing to a minimum and do not use any special characters. Do not attempt to edit question file with a text editor. The Jericho Editor adds special spacing to the texts which the program uses for layout. Only use the Editor.

Transferring Questions Sets to Other Computers

If you never want to copy or move any of the sets you’ve created, you don’t this tech note. Your **question sets can be transferred** from one computer to another where Jericho is also installed. HOWEVER, due to the way Windows stores files “written” to the hard drive by some programs like Jericho, you need to do the following. Windows stores the real copy of the question file that you created in your PC’s “VIRTUAL STORE” folder. You’ll need to drill into Window to find the VirtualStore folder and copy the set you created in order to transfer them to another PC’s VirtualStore folder where Jericho has also been installed.

Here's a screenshot showing the file location where Question set get created and should be pasted:



Misc Tech Notes:

Depending on your system, you may need to Right Click the Question Editor startup icon and select "run as admin" to get permission to run it.

To delete/edit HIGH SCORES, open the HighScores.txt file in the installed Jericho folder and edit carefully.

You can edit the TEXT that appears in each of the Sinai Landscape scenes! Open up the Descriptions.txt file in the installed Jericho folder.

Do not attempt to edit question files with a text editor. Only use the Editor for editing those files.

Visit sundaysoftware.com/support for technical help.

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Teaching Tips for Fall of Jericho

Fall of Jericho and programs like it have been in use for many years in Sunday Schools. Quizzing is great for refreshing previously taught lessons, or at the end of a lesson to reinforce just-taught content. Carefully written, quiz questions can also introduce and reinforce meaning and life application. Here are some basic Jericho quizzing helps:

- Offer “hints” and “phone a friend.”
- Keep the “competition” fun and balanced. Change the rules and teams as needed to keep it light.
- Never pit one player against another.
- Make sure teammates agree on an answer before someone clicks an answer.
- Avoid letting one student dominate a team.
- Read the scripture/comments to the students so they are sure to hear them.
- Continue to be the teacher even as you host the game. Interject comments about the questions, the possible answers, and the correct answer. (Pick your spots and don’t talk too long.)
- To aid reinforcement, write fewer questions so that questions repeat in the game.

The Importance of Quizzing

Freshly taught information needs reinforced almost immediately for the brain to better store and comprehending the information. Recalling at a later time refreshes and deepens those memories. Simply put, if you are not helping your student remember and refresh your lesson content, you are wasting your time.

Beyond Trivia

Question: *"How many priests did King Saul kill at Nob?"* The correct answer: "who cares!" Good questions and good answers create and reinforce memories about important facts **but also concepts and meaning**. A better question about Saul and the priests of Nob (if you insist on teaching that story), is WHY did Saul kill the priests? (Answer: Because he was jealous of David’s relationship with them and their support of David.) It is always better to ask a series of questions that drill down into the subject, rather than a single question about a single fact. A better way to ask about Saul and Nob 😊 would be to ask a series of questions that walk through the key facts but get into the meaning. For example, "Who was Saul?" then, “Who was he jealous of?” and then, "What was one bad thing he did because of his anger?" and then, “Which of the following four things is NOT a good way to deal with *your* anger?”

The following questions “about the Bible” illustrate how to introduce information in one question that another question will reinforce and build on.

1. The Bible is really not ONE book but many books in a collection.
What does the word "Bible" mean? Book, Collection, God's Word, Word

2. How many different books are there in “THE BOOK”? 33, 36, 66, 73

3. Who wrote the 66 books of THE BOOK (The Bible): Moses, The Disciples, Several people, Many people

Skipping to question 6.... the content comes back around:

6. God's Spirit guided ____ writers to write the ____ books of the Bible. A few/36, a few/66, many/66, many/63

7. The two main parts of the Bible are _____ and _____. The Old Testament and New Testament, Genesis and Exodus, The Old Testament and The Gospels, The Christmas story and the Easter story.

8. The word "Testament" means: section, book, covenant, inspiration
9. What does the word "Covenant" mean? holy, agreement, history, inspiration
10. What is God's agreement (covenant, promise) with us? ...

Other Ways to Use Fall of Jericho

1. Select a One Player Game, but create different teams who all must answer the onscreen question at the same time (give them a stack of ABCD answer cards and have them pick which answer they think is right and place that card face down in front of them then reveal it. Then select the correct answer on the screen and award points to teams which got it right.
2. Another fun variation on quiz play is the RELAY game. Line up the entire class or two teams. One by one the players come up to answer a question for their team hoping to advance their player. *Keep the question set short* so that questions repeat themselves often. This makes each person on each team pay attention to all the questions, not just their own.
3. Have two teams of students do some Bible story reading and then ADD 3 or 4 questions to a Question Set you have previously created. They'll enjoy seeing their material come up added to your own.
4. When one team is trouncing another, swap some members. The more you do this, the more they'll get used to it and enjoy the game rather than worrying about who is winning.
5. Use Jericho in combination with other programs to test what they learned in those programs.

Using Fall of Jericho with younger children and non-readers

1. Create simple questions and answers that a volunteer can read to the students.
2. If you're creating new questions for younger children, use True and False for your first two options and simply type an '*' in the field for answers 3 and 4.
3. Write just 10 or 12 key questions instead of 25 or 30 so that questions will start to repeat.
4. As you read the possible answers, HELP students think about which ones are obviously wrong, narrowing it down to two likely answers. This is a great way to continue to teach and interject content, though they think you're just helping them.

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