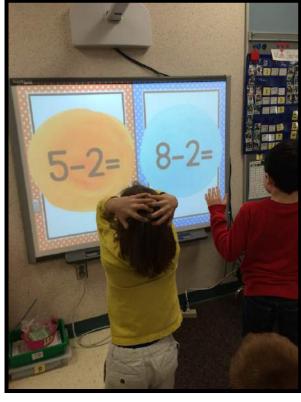
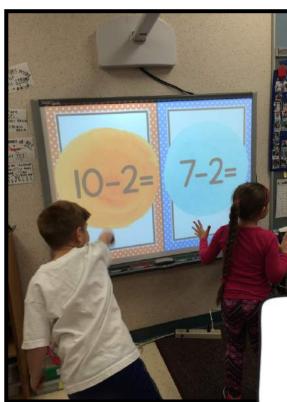
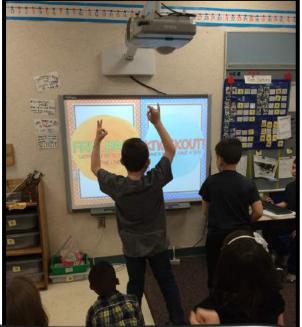
### KNOCKOUT In Action

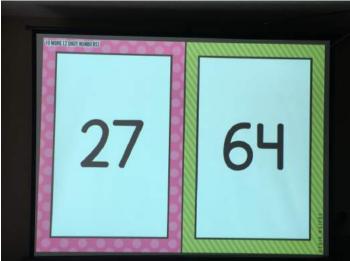






Knockout game pictured is <u>not</u> <u>necessarily the one in this pack;</u> photos for format example onlycolors & content may vary!

### CONTENTS KNOCKOUT



**GAME 1:** 10 More (2-Digit Numbers)



**GAME 2:** 10 Less (2-Digit Numbers)

### CONTENTS KNOCKOUT

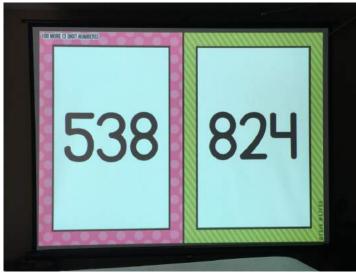


#### **GAME 3:** 10 More (3-Digit Numbers)

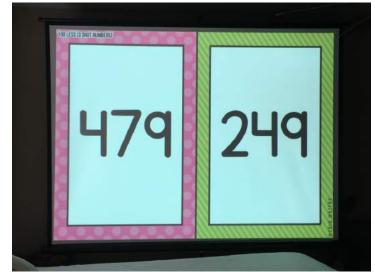


**GAME 4:** 10 Less (3-Digit Numbers)

### CONTENTS KNOCKOUT



#### **GAME 3:** 100 More (3-Digit Numbers)



GAME 4: 100 Less (3-Digit Numbers)

# THE RULES OF **KNOCKOUT**

BOARD

BOARD

STILL

E A

OUT

- I. Divide your class into 2 groups.
- Each group forms I single file line in front of the board where the game will be displayed.
- 3. Display the intro slide. When players are ready, show the first game slide. The player who says his/her correct answer first wins and gets to rejoin their team at the end of his/her line. The player who does not say his/her correct answer first is out and must join the "cheering section."
  - Play continues as usual <u>unless...</u>

## KNOCKOUT Expect the unexpected

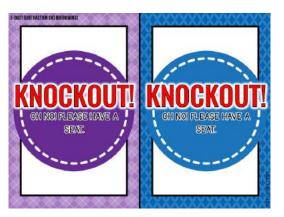


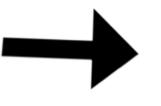


One player is <u>out</u> and goes to his team bench to cheer on his team. The other player stays <u>in</u> and returns to the end of his line to keep playing.

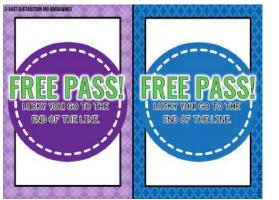
One player is <u>out</u> and goes to her team bench to cheer on her team. The other player stays <u>in</u> and gets to choose I player from her bench to return to the game!

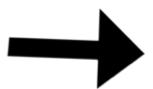
## KNOCKOUT Expect the unexpected





Both players are <u>out</u> and must go to their team benches to cheer on their teammates.





Both players <u>stay in</u> without having to answer a question. They return to the end of their lines to keep playing.

## FAQ KNOCKOUT

#### Do I need an interactive whiteboard to play Knockout?

No! The game is not interactive. All you need is a projector and a white surface onto which you can project the game.

#### <u>Do you have an editable</u> <u>Knockout template?</u>

I do not currently have an editable template; however, you are able to delete and rearrange the order of slides in any game.

#### SAVE MONEY! KNOCKOUT BUNDLES

KINDERGARTEN	1 <sup>st</sup> GRADE	2 <sup>ND</sup> GRADE	<b>3</b> <sup>RD</sup> <b>GRADE</b>
All Kindergarten	All l <sup>st</sup> grade appropriate	All 2 <sup>nd</sup> grade appropriate	All 3 <sup>rd</sup> grade
appropriate games.	games. Purchase now and	games. Purchase now and	appropriate games.
Purchase now and get	get lifetime access to any	get lifetime access to any	Purchase now and get
lifetime access to any	future l <sup>st</sup> grade games!	future 2 <sup>nd</sup> grade games!	lifetime access to any
future K games!			future 3 <sup>rd</sup> grade games!
MATH	<b>MEGA BUNDLE</b>		LANGUAGE ARTS
All Knockout math games	All Knockout games made:		All Knockout language
for all grade levels.			arts games for all grade
Purchase now and get			levels. Purchase now and
lifetime access to any	Past, present, & future!		get lifetime access to any
future math games!	Lifetime access to all		future language arts
			games!
	gan	nes!	

#### SEE? CHECK US WHAI YOU KNOCKOUT KNOCKUUI KNOCKOU KNUCKUUI UPPERCASE, LOWERCASE, & MIXED KNUCKUUI ADDITION & SUBTRACTION SHORT VOWEL/CVC HOUR, HALF HOUR. DIGITAL. & MORE! COIN ID. COIN COUNTING, & MORE BASE 10, EXPANDED FORM, & MOREL 988 988 0 g Ζ N MONEY TELLING TIME K-2 LETTER ID CVC WORDS PLACE VALUE SOLUTIONS WITHIN 20 MULTIPLICATION MATCHING, ODDBALLS, & MORE! HOW MANY? I SPY & MOBEL COUNTING, SUBITIZING, & MORE! ADDITION & SUBTRACTION 200 GAMES & GRO set hop red cod 3 vet cop fit tar • .... -SOLUTIONS WITHIN 10 MEGA SYLLABLES NUMBER SENSE RHYMING WORDS BUND FACTORS WITHIN 12 KNOCKOUT IOCKOU KNOCKOUT **PLUS MANY** ALL 6 DOLCH LISTS S. R. & L BLENDS KNOCKOUT KNOCKOU KNOCKOUT al 31 518 812 KNOCKOUT KNOCKOUT KNOCKOUT flip clap \_amp . **MORE HERE!** BEGINNING, MIDDLE, & CRADE UST DOLCH NOUN LIS NUMBER ID LETTER BLENDS SIGHT WORD BUNDL ENDING SOUNDS FRIN WATERS