# KNOCKOUT IN ACTION 



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

# KNOCKOUT 

 CONTENTSFractions Circles and rectangles featuring halves, thirds, and fourths


Telling Time to 5 Minutes
Analog and digital clocks featuring time to 5 minutes
 Comparing Numbers 3-digit numbers to 999


Place Value
A mixture of expanded form and base ten block arrangements-name that number!

# KNOCKOUT contents 

## Adding 3-digit numbers A mixture of regrouping and no <br> regrouping




Fact Fluency
Addition and subtraction facts with sums and differences from 11-20

Money
Groups of quarters, dimes, nickels, and pennies to $\$ 1.00$


## KNOCKOUT Rules of the game

## COAL

- To be the team with players left - To have FUN! - To challenge our brains!


## WE WILL:

- Encourage each other
- Be good sports, win or lose
- Try our best
- Keep the noise level down so answers can be heard


## WE WONTT:

- Make others feel bad for wrong answers
- Be poor sports, win or lose
- Shout answers out or talk while others are playing


## KNOCKOUT Rules of the game

1. Divide your class into 2 groups.
2. Each group forms 1 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 unless...


## KNOCKOUT EXPECT THE UNEXPECTED



One player is out and must go to their team bench to cheer on their teammates. The other player stays in and returns to the end of his/her line to keep playing.


## KNOCKOUT EXPECT THE UNEXPECTED



Both players are out and must go to their team bench to cheer on their teammates.


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


