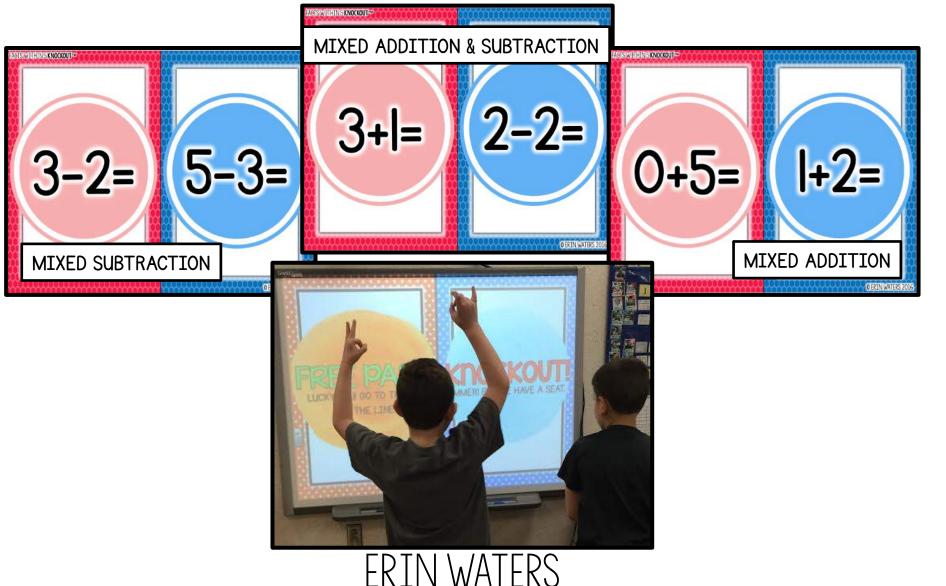
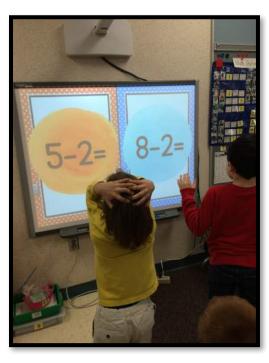
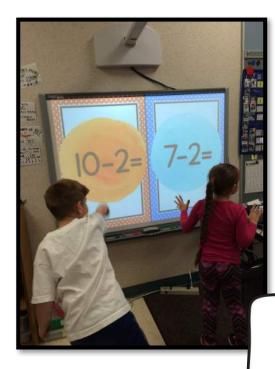
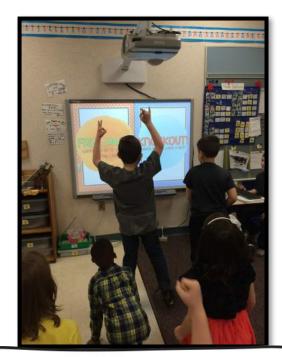
## **FACTS WITHIN 5} KNOCKOUT**





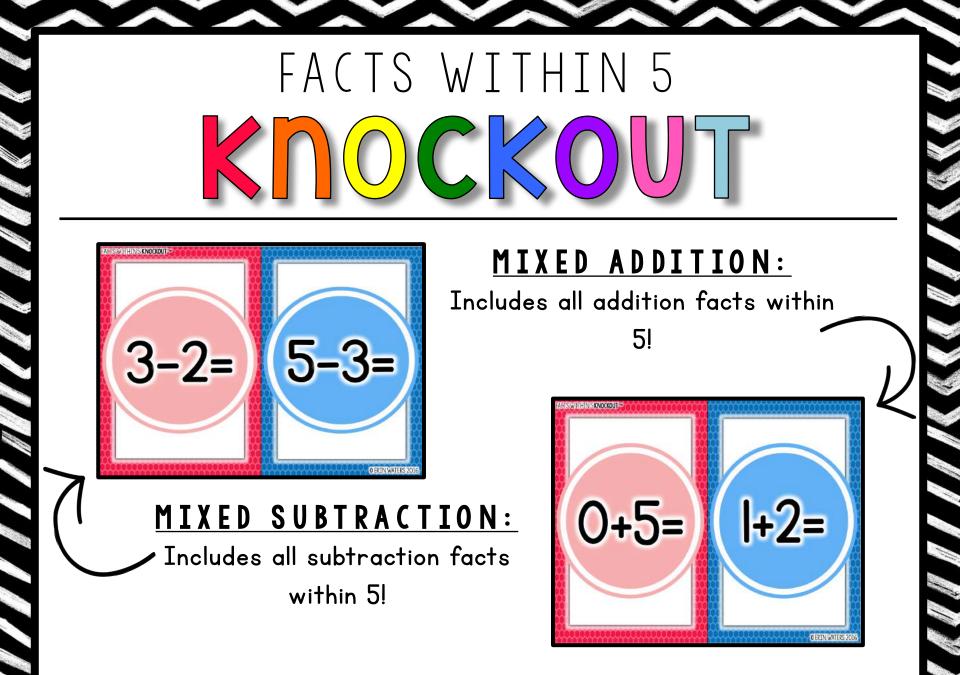


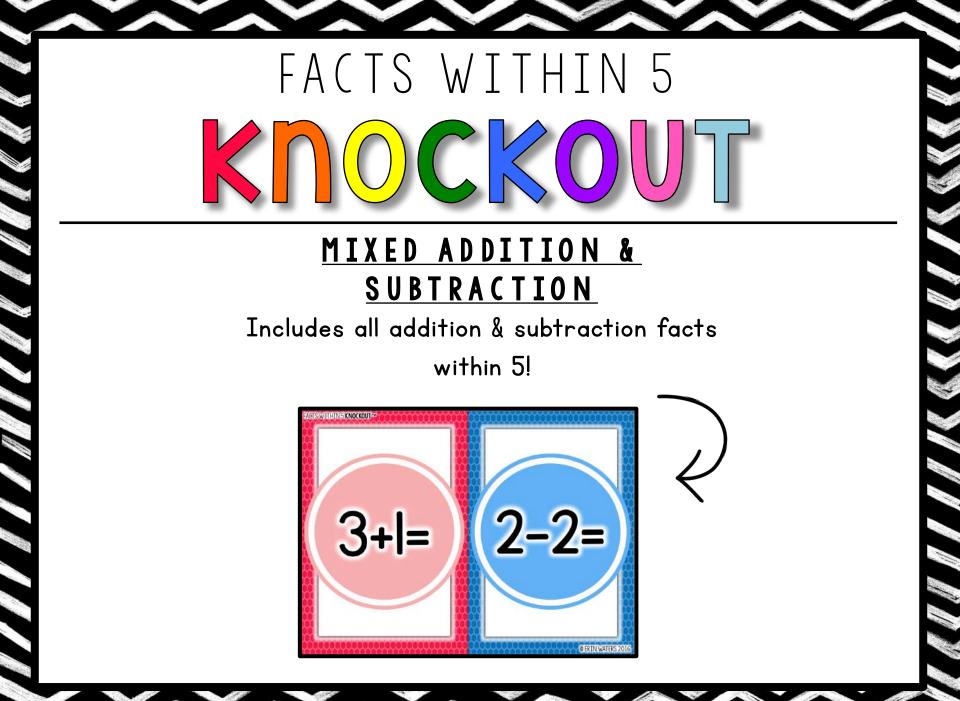




14

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







## KNOCKOUT THE RULES OF THE GAME

Divide your class into 2 groups.

3.

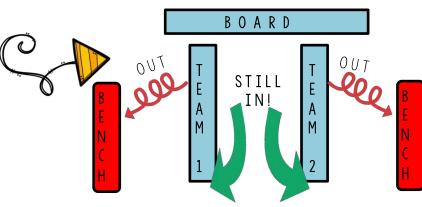
- Each group forms I single file line in front of the board where the game will be displayed.
  - Display the intro slide. When players are ready, show the first game slide. The player who says his/her correct answer first wins and gets to rejoin their team at the end of his/her line. The player who does not say his/her correct answer first is out and must join the "bench."

Play continues as usual <u>unless...</u>



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T E A M						T E A M	

2

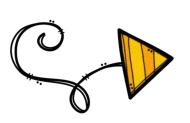


## **KNOCKOUT** EXPECT THE UNEXPECTED!





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

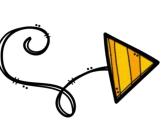


Both players <u>stay in</u> without having to answer a question. They return to the end of their lines to keep playing.

## **KNOCKOUT** EXPECT THE UNEXPECTED!







One player is <u>out</u> 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.

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

