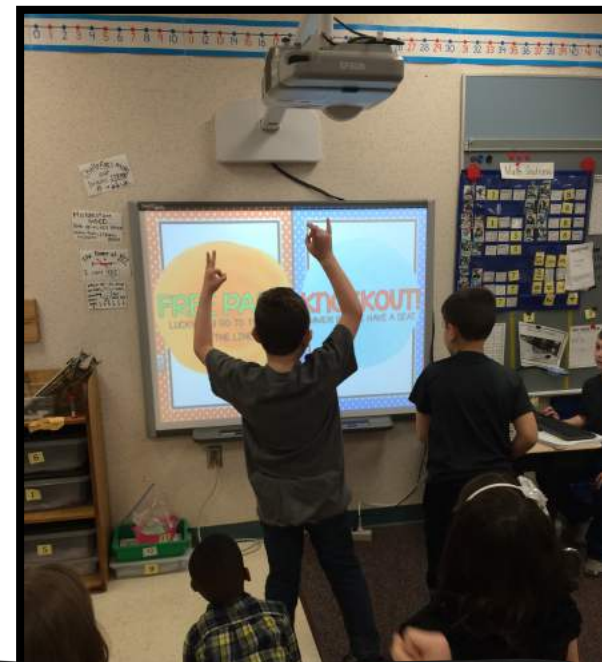
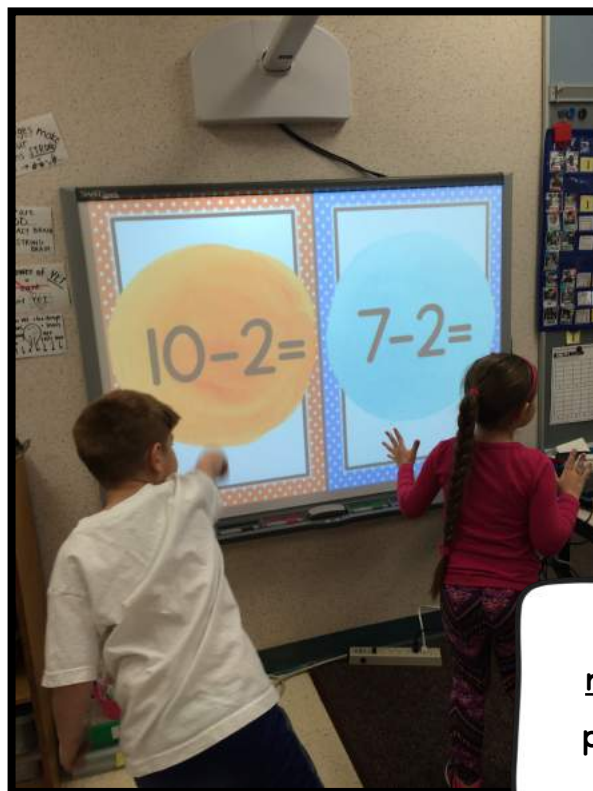
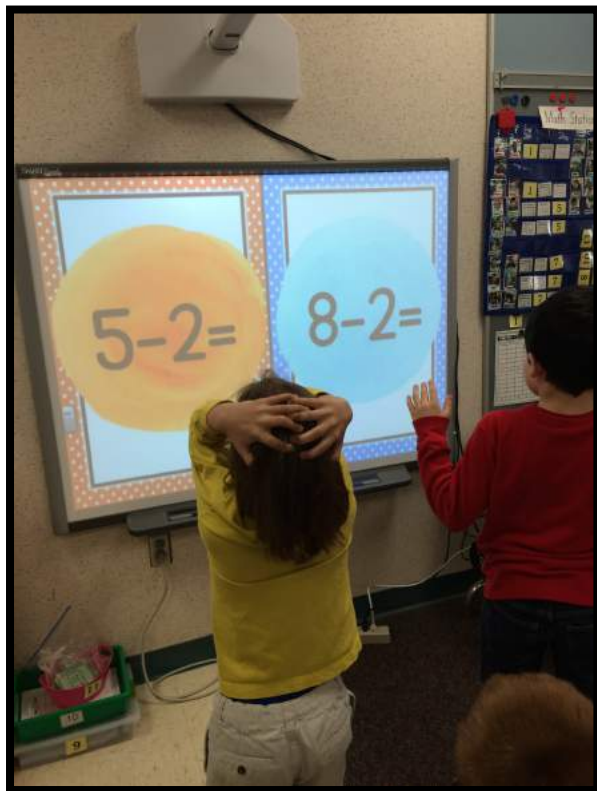


KNOCKOUT

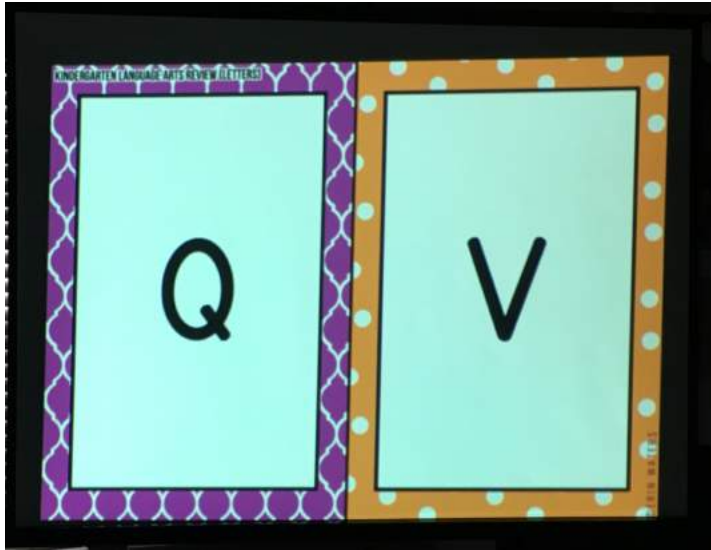
IN ACTION



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

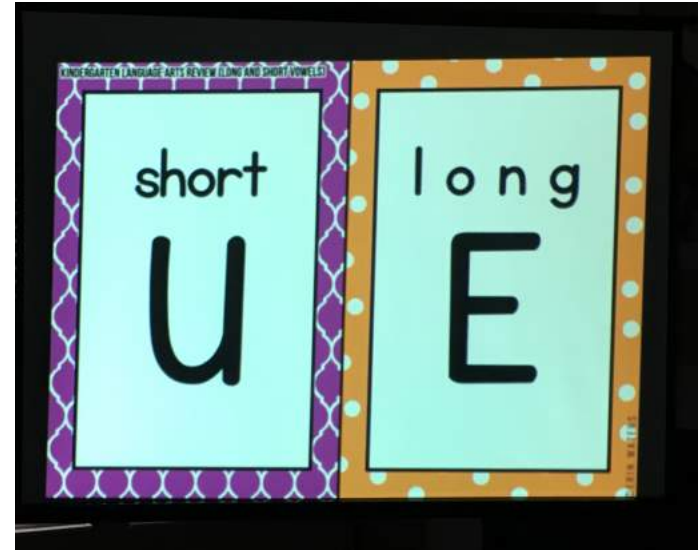
CONTENTS

KNOCKOUT



GAME 1:

Letter
Identification

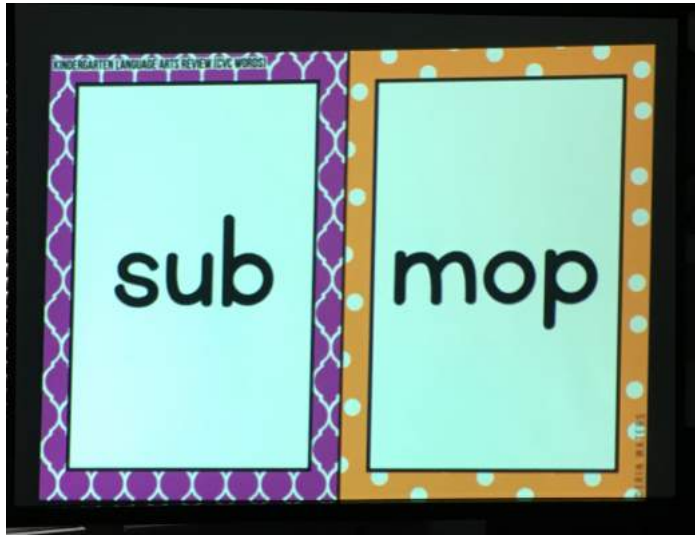


GAME 2:

Long & Short
Vowel Sounds

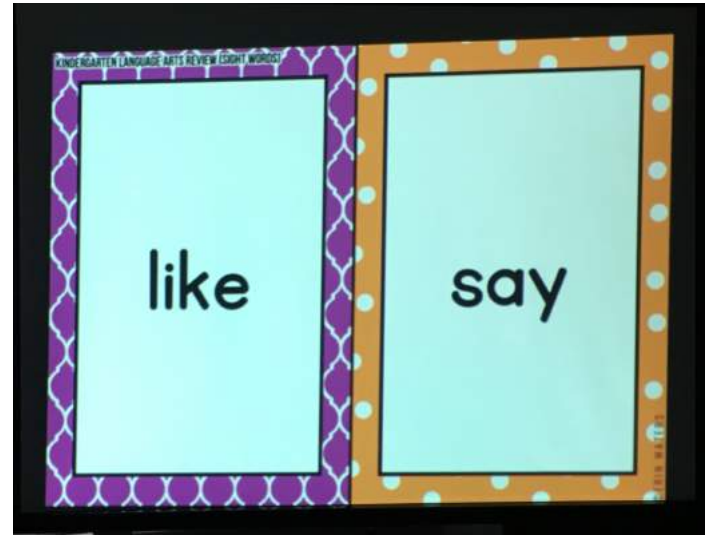
CONTENTS

KNOCKOUT



GAME 3:

Short Vowel/
CVC Words

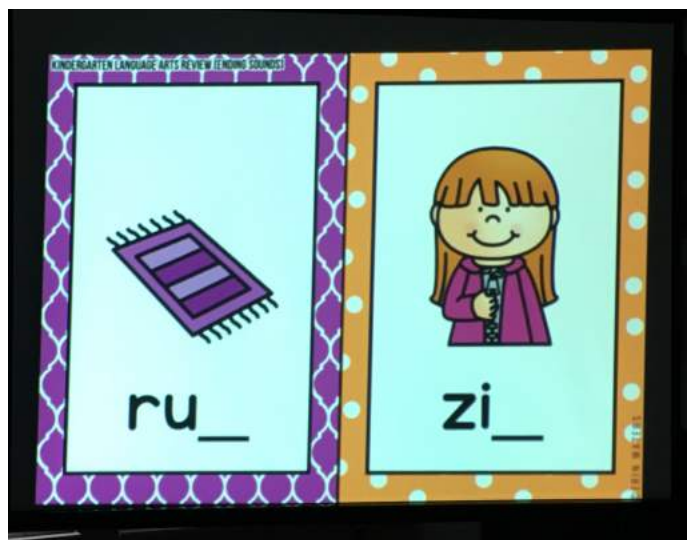


GAME 4:

Sight
Words

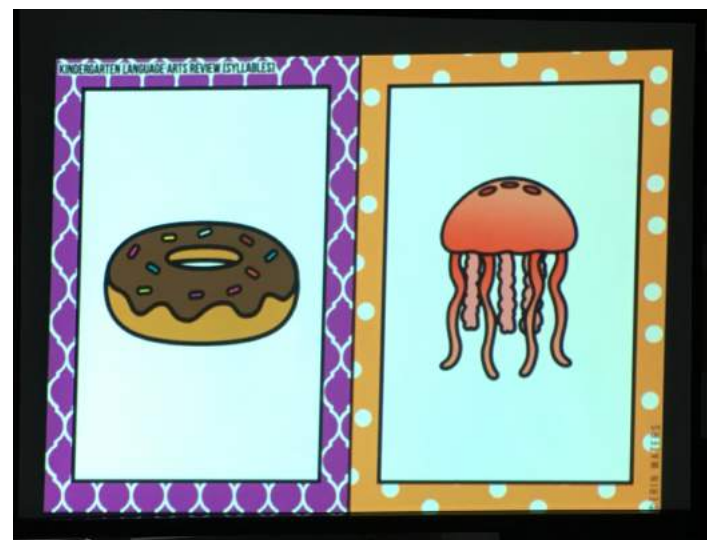
CONTENTS

KNOCKOUT



GAME 5:

Ending
Sounds

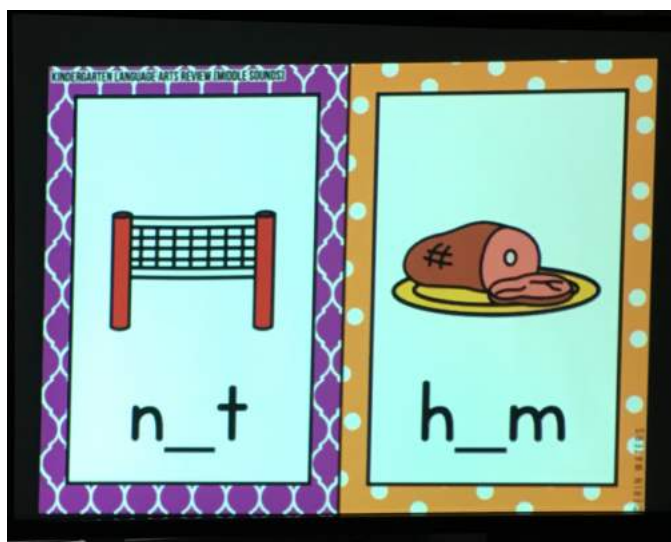


GAME 6:

Syllables

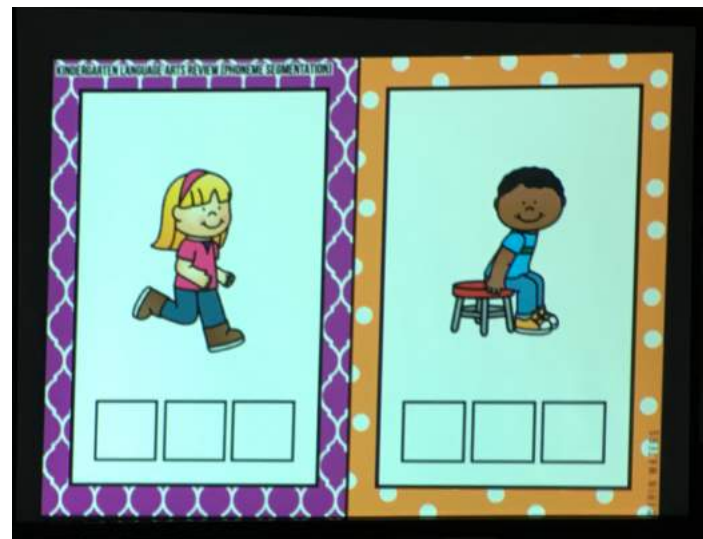
CONTENTS

KNOCKOUT



GAME 7:

Medial
Sounds

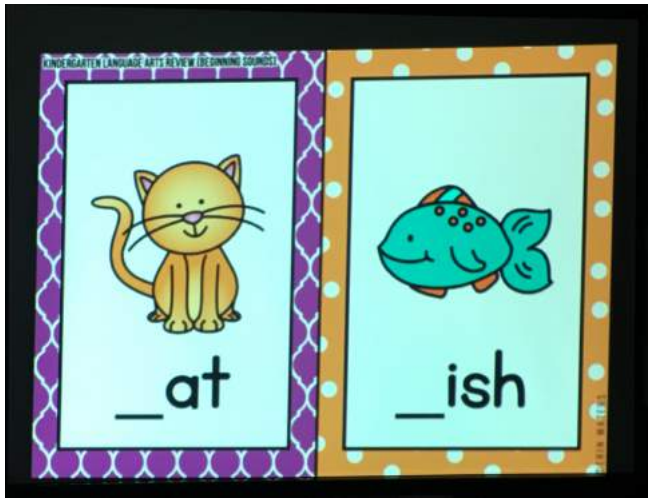


GAME 8:

Phoneme
Segmentation

CONTENTS

KNOCKOUT



GAME 9:

Initial
Sounds

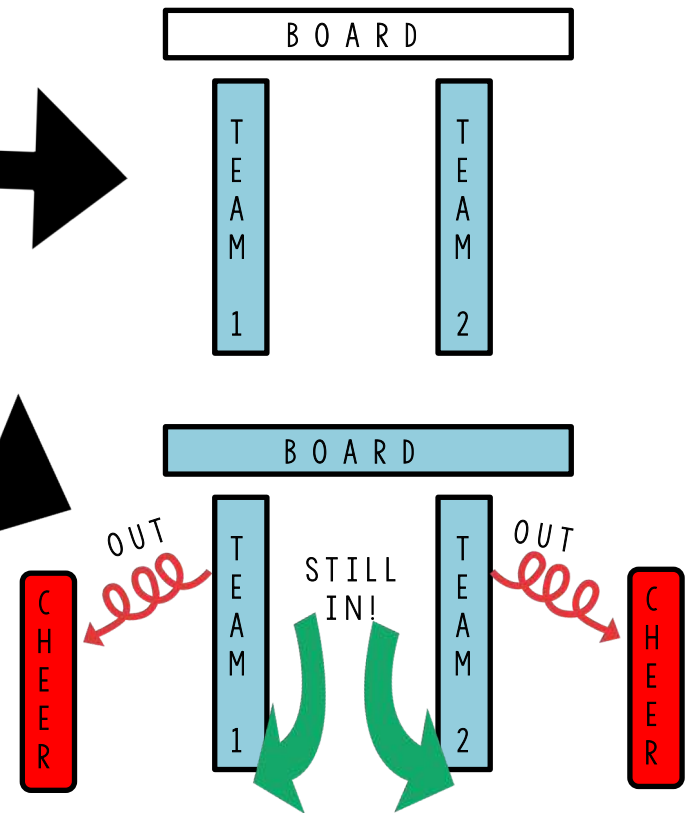


GAME 10:

Rhyme
Generating

THE RULES OF KNOCKOUT

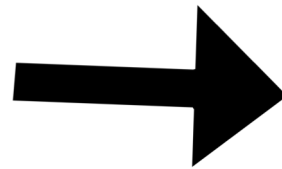
1. Divide your class into 2 groups.
2. Each group forms 1 single file line in front of the board where the game will be displayed.
3. Display the intro slide. When players are ready, show the first game slide. The player who says his/her correct answer first wins and gets to rejoin their team at the end of his/her line. The player who does not say his/her correct answer first is out and must join the "cheering section."



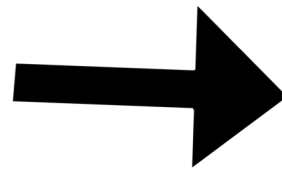
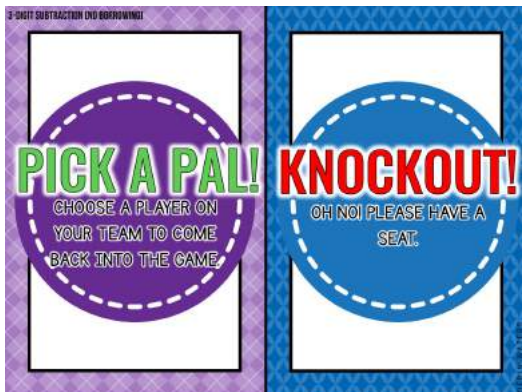
Play continues as usual unless...

KNOCKOUT

EXPECT THE UNEXPECTED



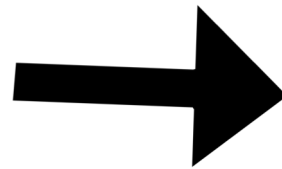
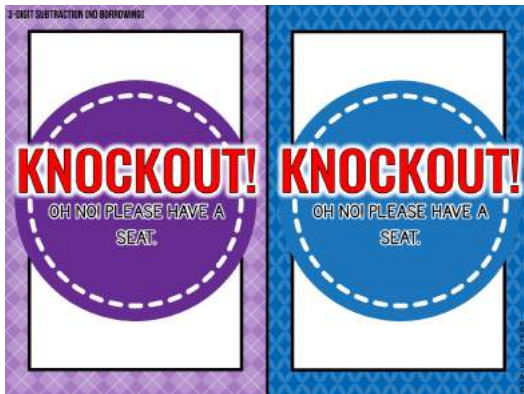
One player is **out** and goes to his team bench to cheer on his team. The other player stays **in** and returns to the end of his line to keep playing.



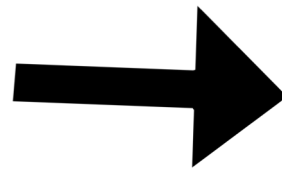
One player is **out** and goes to her team bench to cheer on her team. The other player stays **in** and gets to choose 1 player from her bench to return to the game!

KNOCKOUT

EXPECT THE UNEXPECTED



Both players are out and must go to their team benches 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.

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.

**Do you have an editable
Knockout template?**

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

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

KNOCKOUT

LIKE WHAT YOU SEE? CHECK US OUT!

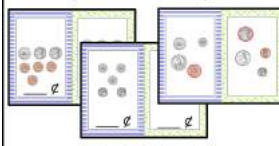
KNOCKOUT
— HOUR, HALF HOUR, DIGITAL, & MORE! —



TELLING TIME K-2

— ERIN WATERS —


KNOCKOUT
— COIN ID, COIN COUNTING, & MORE! —



MONEY

— ERIN WATERS —


KNOCKOUT
— SHORT VOWEL/CVC —



CVC WORDS

— ERIN WATERS —


KNOCKOUT
— UPPERCASE, LOWERCASE, & MIXED —



LETTER ID

— ERIN WATERS —


KNOCKOUT
— ADDITION & SUBTRACTION —



SOLUTIONS WITHIN 20

— ERIN WATERS —


KNOCKOUT
— BASE 10, EXPANDED FORM, & MORE! —



PLACE VALUE

— ERIN WATERS —


KNOCKOUT
— HOW MANY?, I SPY, & MORE! —



SYLLABLES

— ERIN WATERS —


KNOCKOUT
— MULTIPLICATION —



FACTORS WITHIN 12

— ERIN WATERS —


KNOCKOUT
— MATCHING, ODDBALLS, & MORE! —



RHYMING WORDS

— ERIN WATERS —


KNOCKOUT
— COUNTING, SUBITIZING, & MORE! —



NUMBER SENSE

— ERIN WATERS —

KNOCKOUT
— ADDITION & SUBTRACTION —



SOLUTIONS WITHIN 10

— ERIN WATERS —

KNOCKOUT
— 200 GAMES & GROWING! —



MEGA BUNDLE

— ERIN WATERS —

KNOCKOUT
— ALL 6 DOLCH LISTS —



SIGHT WORD BUNDLE

— ERIN WATERS —


KNOCKOUT
— NUMBERS TO 1,000 —



NUMBER ID

— ERIN WATERS —

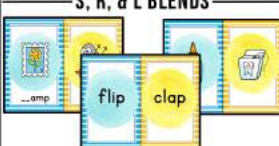
KNOCKOUT
— SOUNDS IN WORDS —



BEGINNING, MIDDLE, & ENDING SOUNDS

— ERIN WATERS —

KNOCKOUT
— S, R, & L BLENDS —



LETTER BLENDS

— ERIN WATERS —

PLUS MANY
MORE **HERE!**