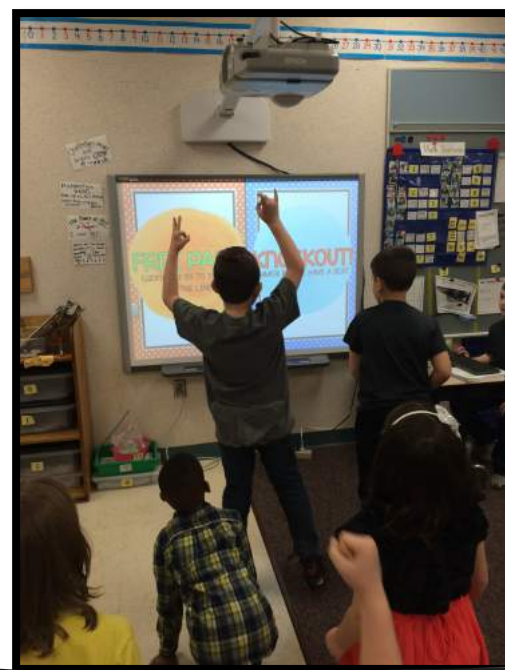
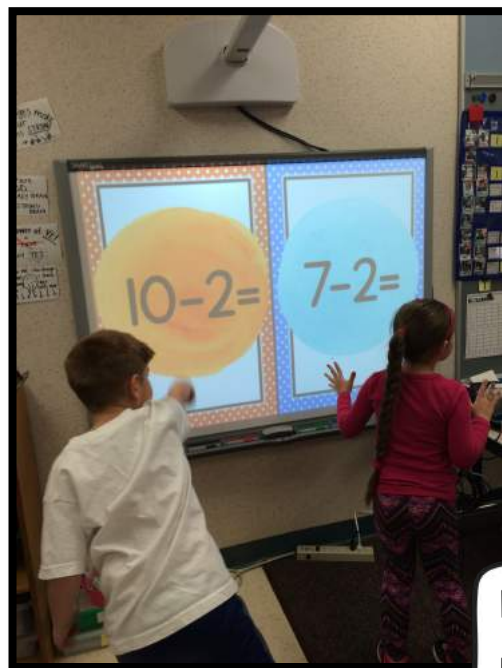
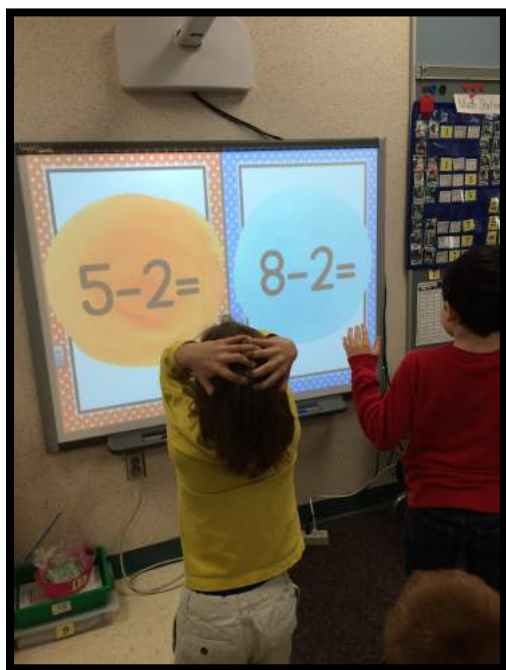


KNOCKOUT

IN ACTION

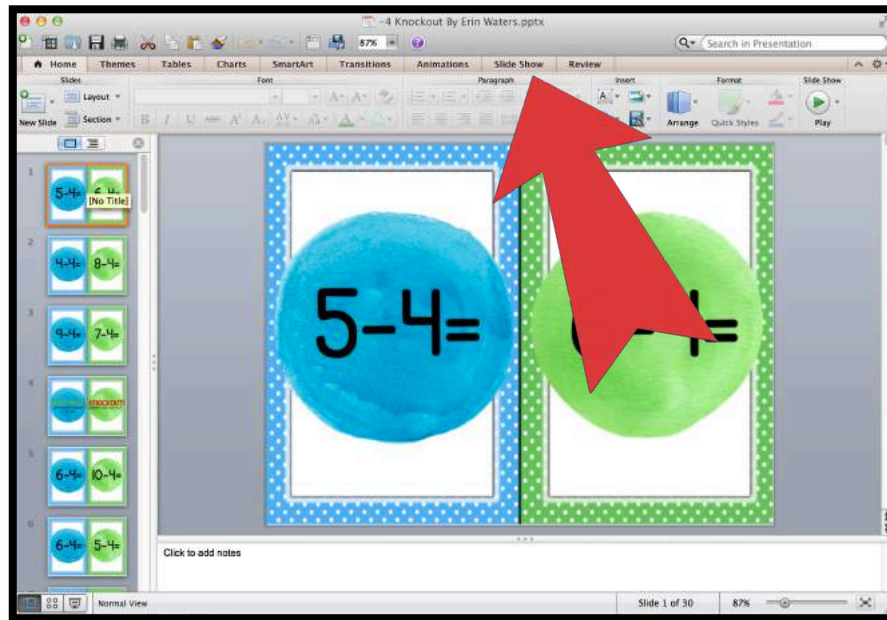


Knockout game pictured is not necessarily the one in this pack; photos for format example only—colors & content may vary!

KNOCKOUT

TEACHER SET-UP | *POWERPOINT*

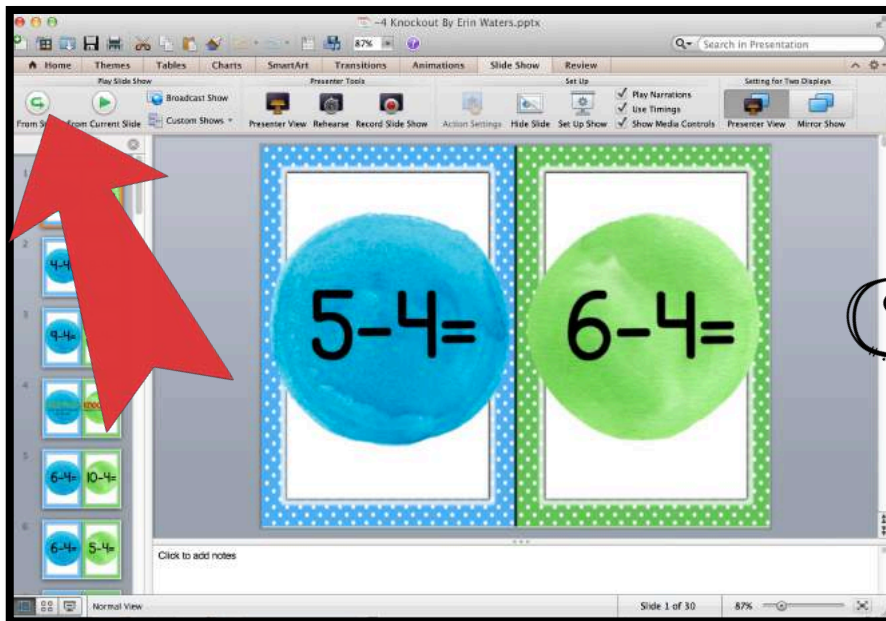
1. Open the PowerPoint presentation for the Knockout game you wish to play.
2. On the top of your screen, click on the tab that says "Slide Show."



KNOCKOUT

TEACHER SET-UP | *POWERPOINT*

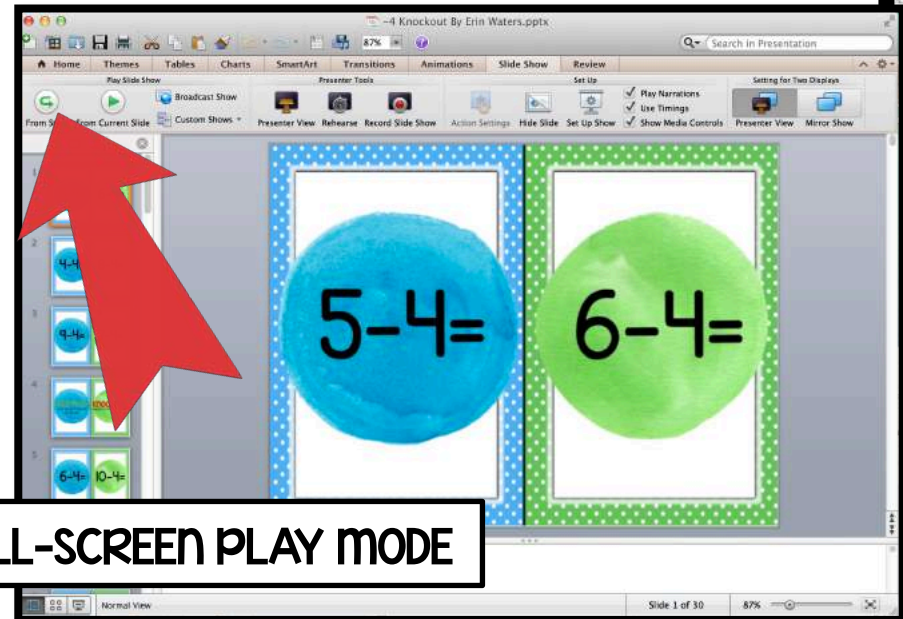
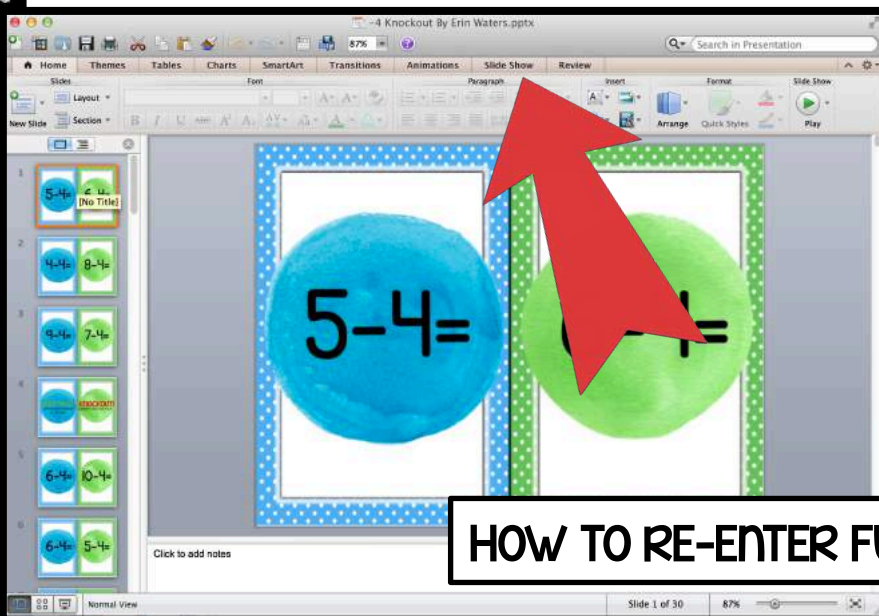
3. Click on the button that says, "Play From Start." This will show the KNOCKOUT intro slide in full-screen mode. To switch to the next slide, press the right arrow key on your keyboard.



KNOCKOUT

TEACHER SET-UP | *POWERPOINT*

4. When you reach the last slide and click the right arrow button on your keyboard, the game will exit full-screen mode and you will repeat Steps 1-3 to rotate again through the slides until the game is over.

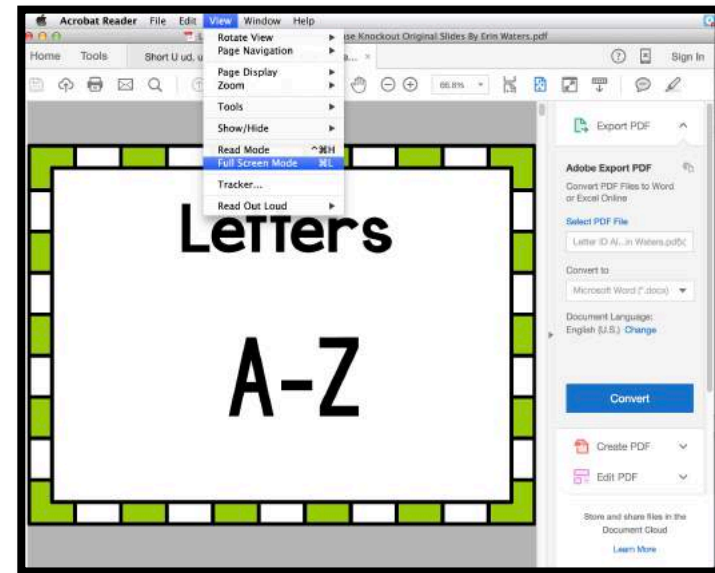
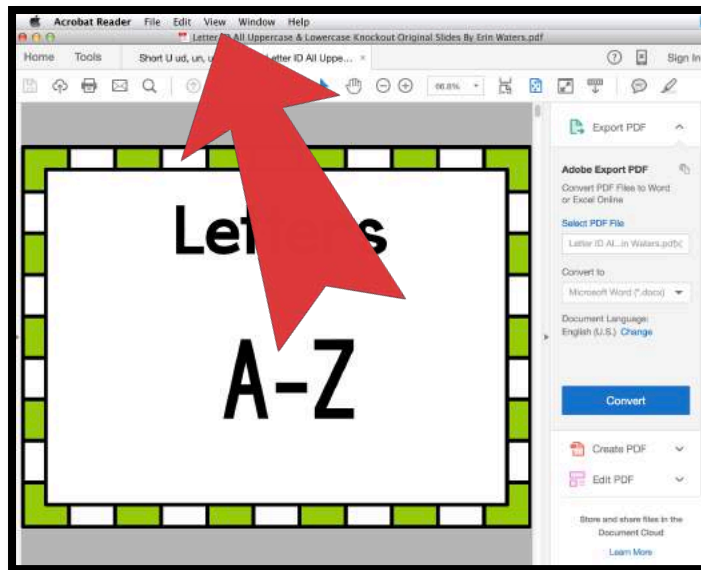


HOW TO RE-ENTER FULL-SCREEN PLAY MODE

KNOCKOUT

TEACHER SET-UP | PDF

1. Open the PDF file of the Knockout game you wish to play.
2. On the top of your screen, click on the tab that says "View."
3. Click on Full Screen Mode.
4. Use keyboard arrows or tap on screen to navigate through pages.



KNOCKOUT

TEACHER TIPS FOR IMPLEMENTING

- We use Knockout all year round for all subjects & topics (check back soon for language arts, social studies, & science-themed Knockout!), so at the beginning of every week, we choose new Knockout teams. During this time, we choose fun team names and start a new scoreboard for the week's Knockout tournament.
- It's great to save the entire folder of games to your desktop; this way, students can access the files on their own during stations or indoor recess and they are just a click away whenever you need them!
- In our classroom, I gradually released responsibility to my kids to play independently during indoor recess or stations. I chose a "coach" who was the only one allowed to control the slides.

KNOCKOUT

THE RULES OF THE GAME



GOAL:

- 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

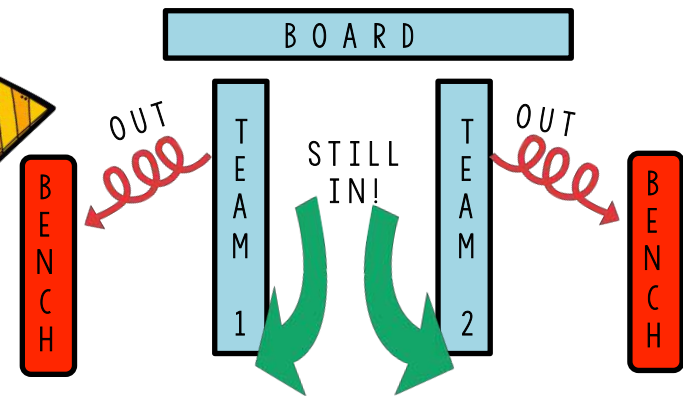
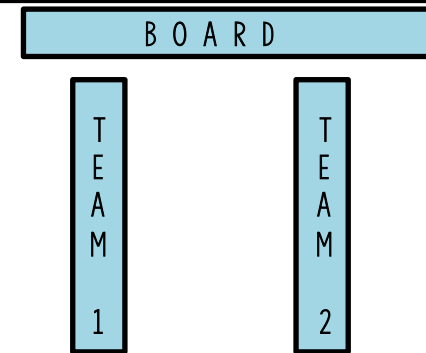
WE WON'T:

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

KNOCKOUT

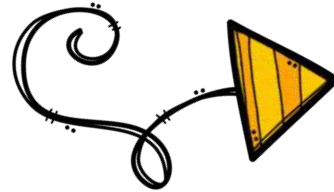
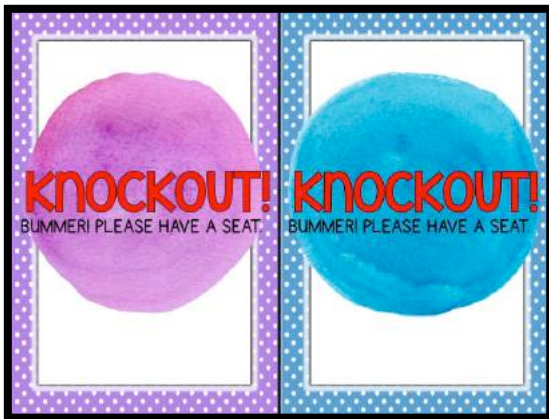
THE RULES OF THE GAME

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 "bench."
Play continues as usual unless...

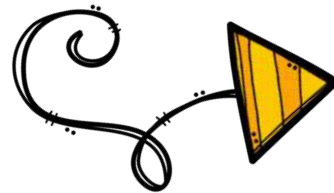


KNOCKOUT

EXPECT THE UNEXPECTED!



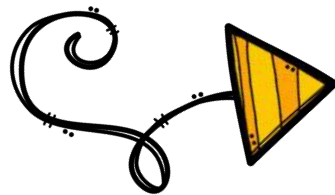
Both players are out and must go to their team bench to cheer on their teammates.



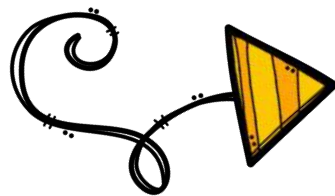
Both players stay in without having to answer a question. They return to the end of their lines to keep playing.

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.

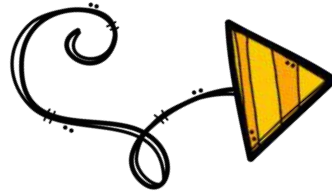


One player is out and must go to their team bench to cheer on their teammates. The other player stays in and gets to choose 1 player from his/her bench to return to the game!

KNOCKOUT

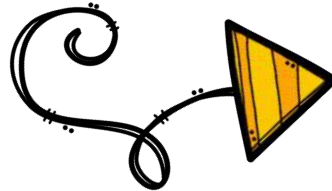
WHAT IF ...

...Somebody shouts out the answer and it's not their turn?



Then...
You're out!

...Both players answer correctly at the same time?

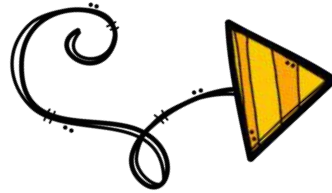


Then...
Play continues to the next slide.

KNOCKOUT

WHAT IF ...

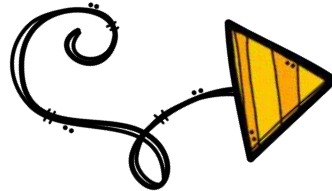
...Teams are uneven?



Then...

The first-however many people are missing-to get out get to go right back in the game.

...I don't have fun?



Then...

Just kidding, that won't happen!