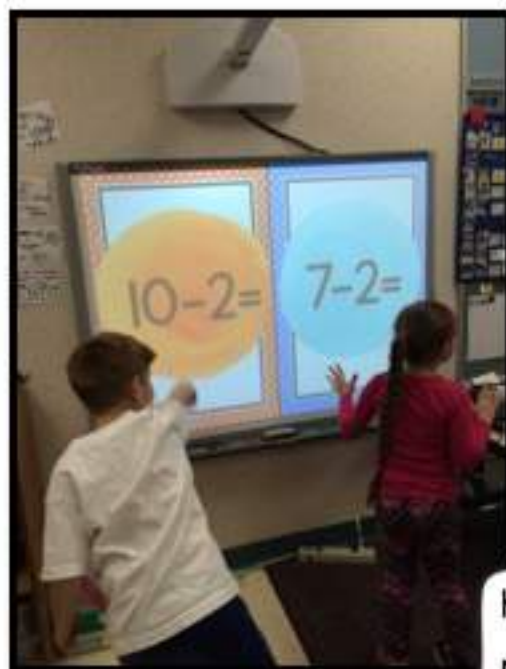


# KNOCKOUT

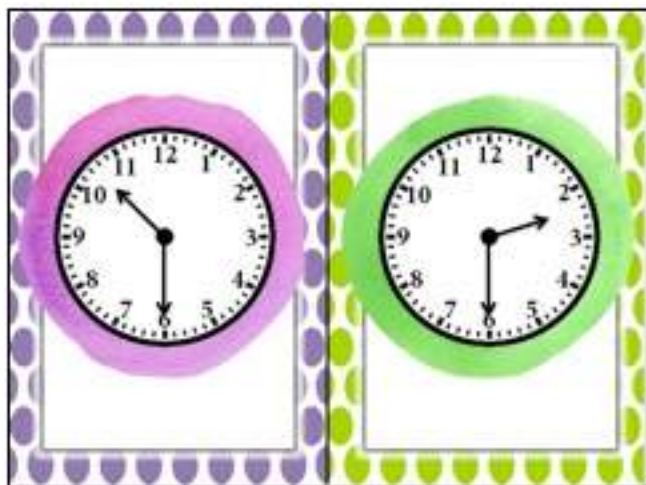
IN ACTION



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

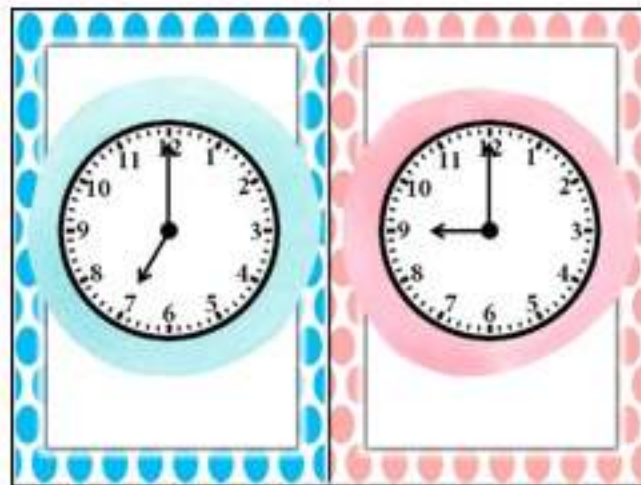
# TELLING TIME

# KNOCKOUT



Analog Clocks to the Half Hour:  
Be the first player to say the correct time!

Analog Clocks to the Hour:  
Be the first player to say the correct time!

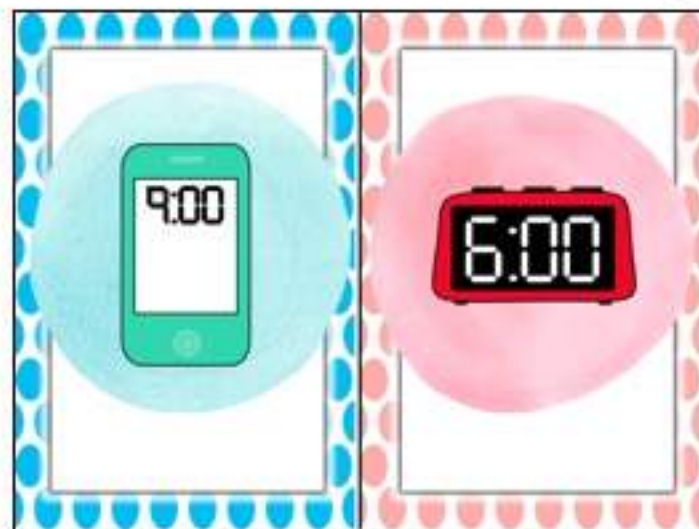


# TELLING TIME

# KNOCKOUT



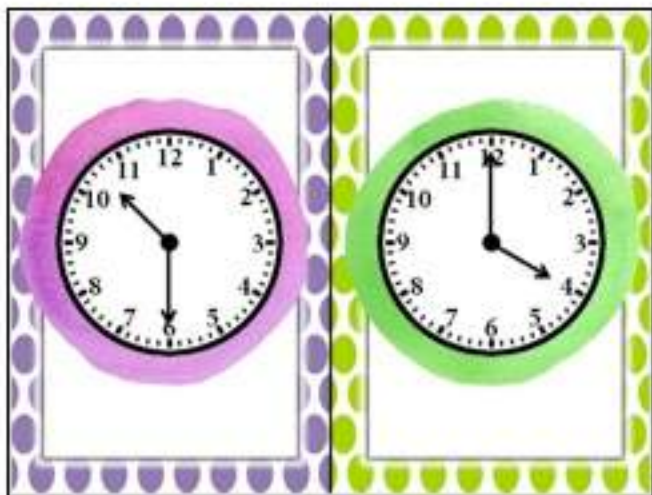
Digital Clocks to the Hour: Be the first player to say the correct time!



Digital Clocks to the Half Hour:  
Be the first player to say the correct time!

# TELLING TIME

# KNOCKOUT



Analog Clocks to the Hour and Half Hour:

Be the first player to say the correct time!

Digital Clocks to the Hour and Half Hour:

Be the first player to say the correct time!



# 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:

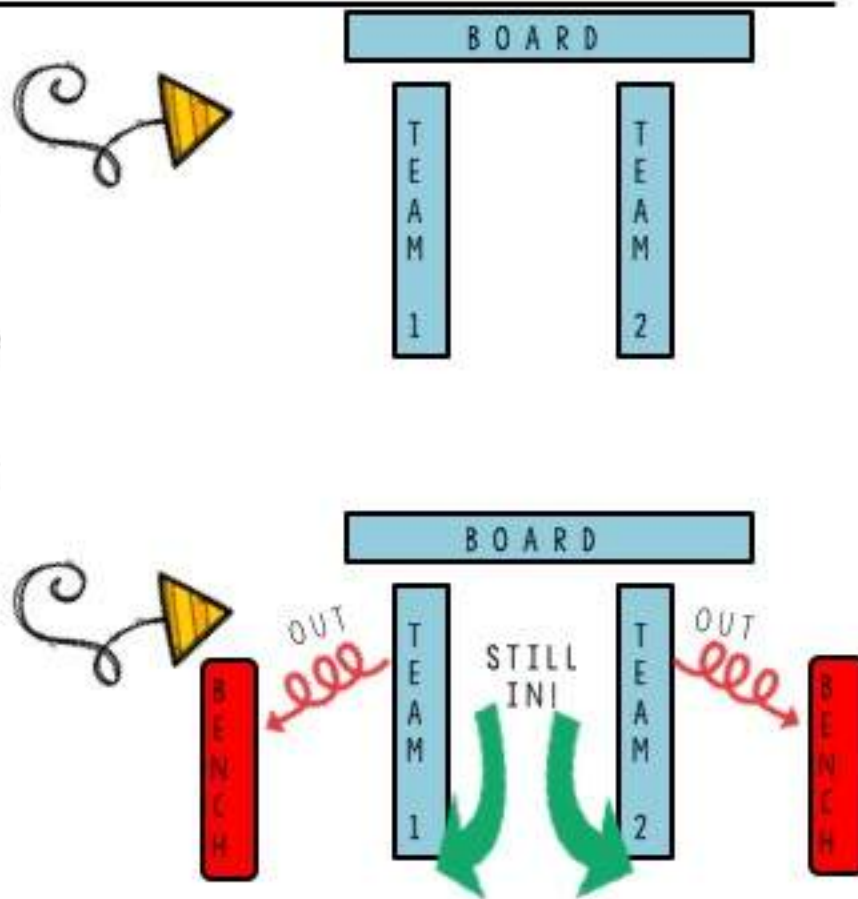
- Make others feel bad for wrong answers
- Be poor sports, win or lose
- Shout answers out or talk while others are playing

# 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...

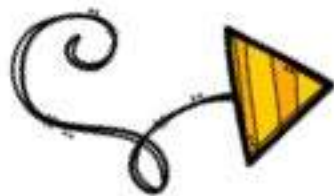


# KNOCKOUT

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!