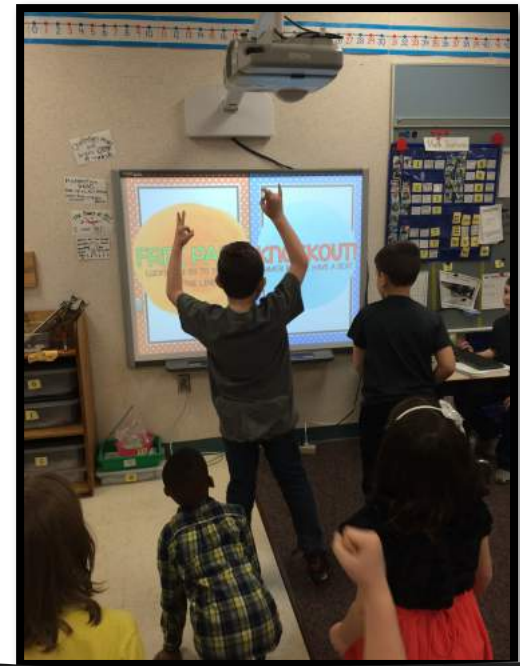
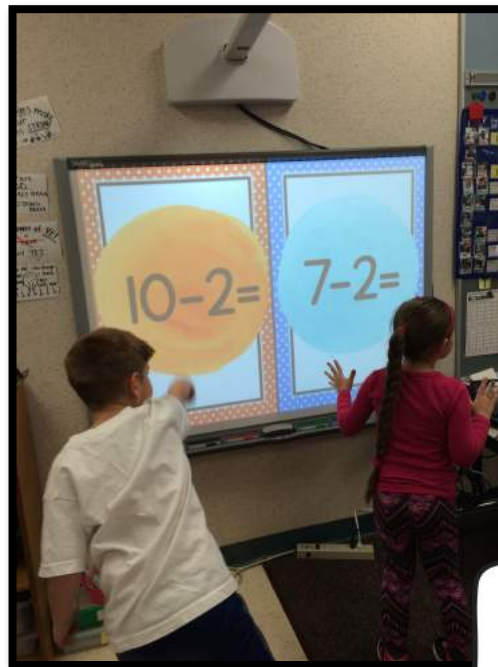
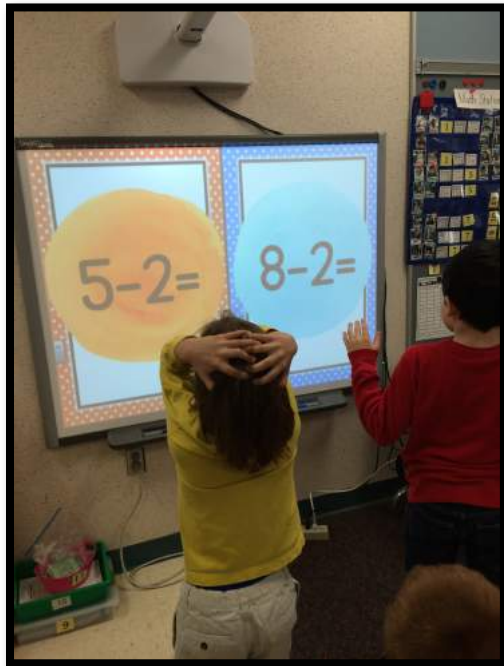


# KNOCKOUT

## IN ACTION

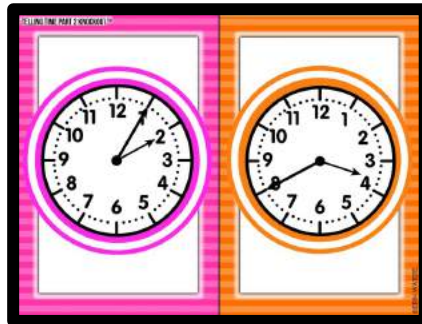
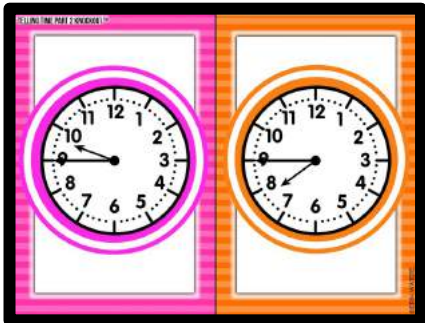


Knockout game pictured is not necessarily the one in this pack; photos for format example only—colors & content may vary!

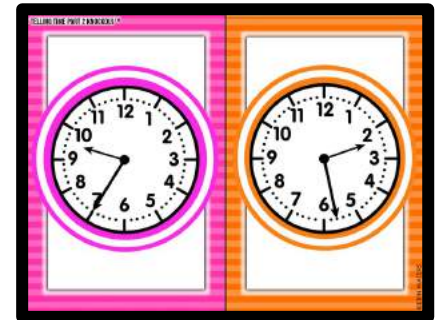
# KNOCKOUT

## CONTENTS

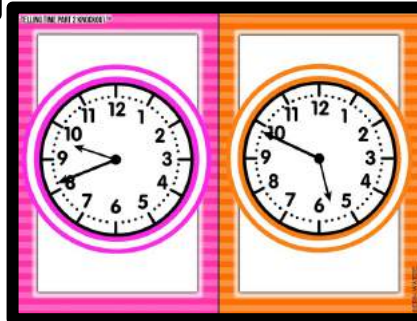
Telling Time to the  
Quarter Hour



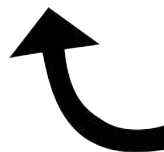
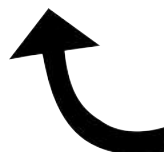
Telling Time to 1  
Minute



Telling Time to 5  
Minutes



Mixed; Time to 1  
minute, 5 minutes, &  
quarter hour



# KNOCKOUT

## 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:

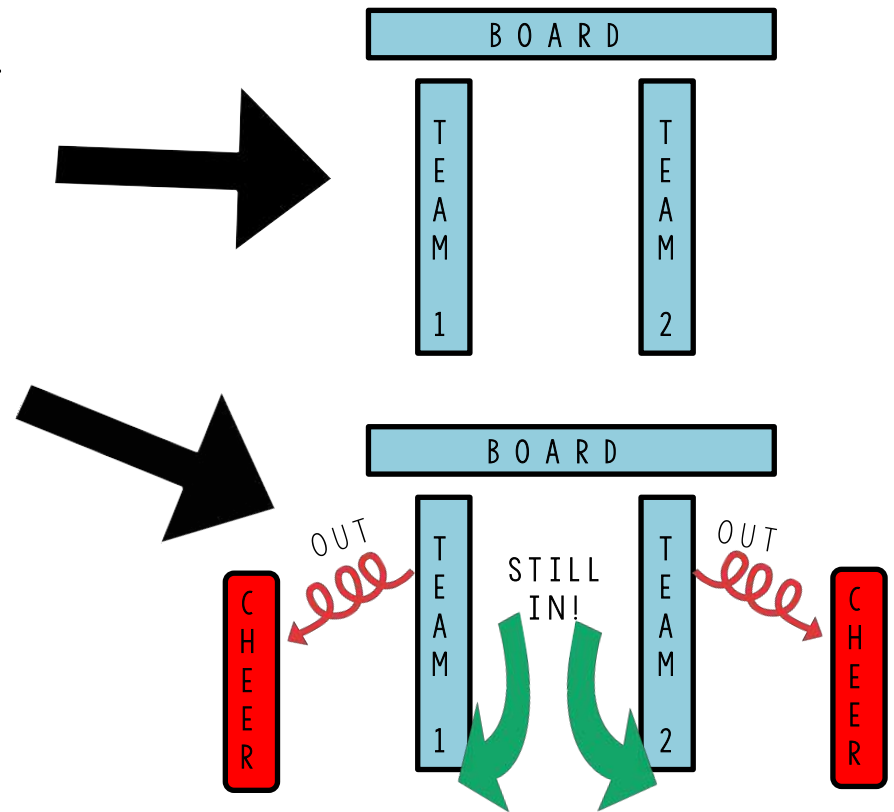
- Make others feel bad for wrong answers
- Be poor sports, win or lose
- Shout answers out or talk while others are playing

# KNOCKOUT

## RULES OF THE GAME

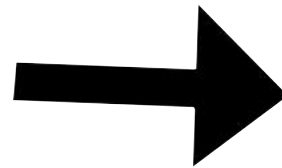
1. Divide your class into 2 groups.
2. Each group forms 1 single file line in front of the board where the game will be displayed.
3. Display the intro slide. When players are ready, show the first game slide. The player who says his/her correct answer first wins and gets to rejoin their team at the 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...

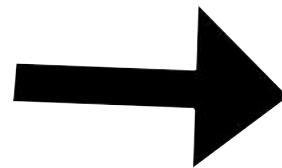


# KNOCKOUT

## EXPECT THE UNEXPECTED



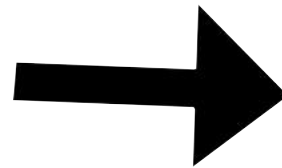
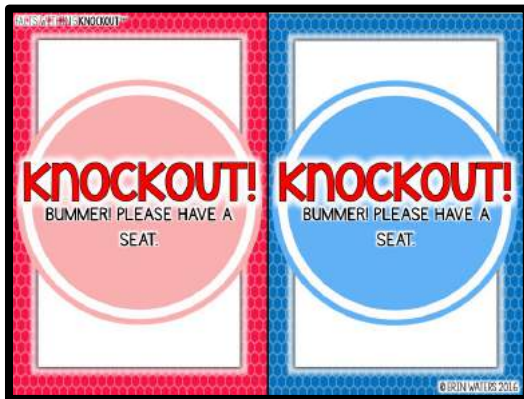
One player is out and must go to their team bench to cheer on their teammates. The other player stays in and returns to the end of his/her line to keep playing.



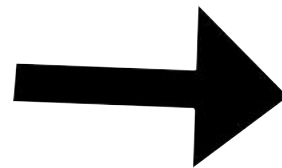
One player is out and must go to their team bench to cheer on their teammates. The other player stays in and gets to choose 1 player from his/her bench to return to the game!

# KNOCKOUT

## 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

LIKE WHAT YOU SEE? CHECK US OUT!

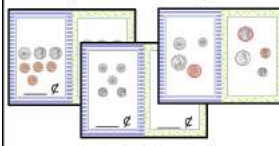
**KNOCKOUT**  
— HOUR, HALF HOUR, DIGITAL, & MORE! —



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 —

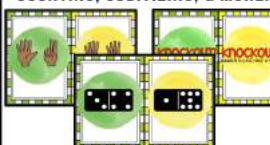
**KNOCKOUT**  
— MATCHING, ODDBALLS, & MORE! —



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!**