

# KNOCKOUT

— WELCOME! —

Thank you so much for downloading this resource. It has truly been a game-changer in my classroom and many others I am very excited for you to experience the enthusiasm for learning that Knockout will spark in *your* classroom!

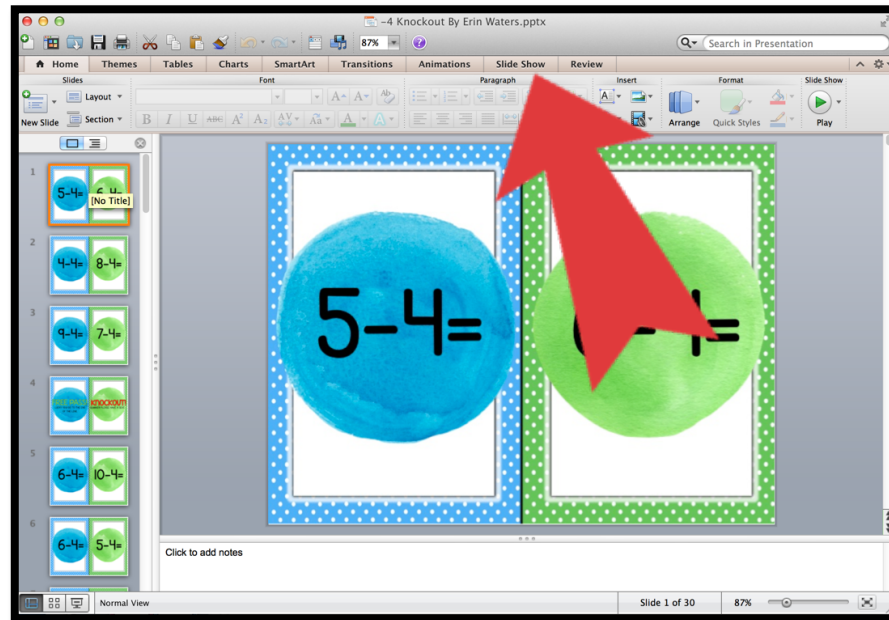
Please be sure to read this document for full rules, explanations, troubleshooting and more! I ask that you please consult this document before contacting me with questions about rules or issues, since a lot of common questions are covered in the following pages. Thanks again and happy Knockout-ing!



# KNOCKOUT

## —SET-UP/POWERPOINT—

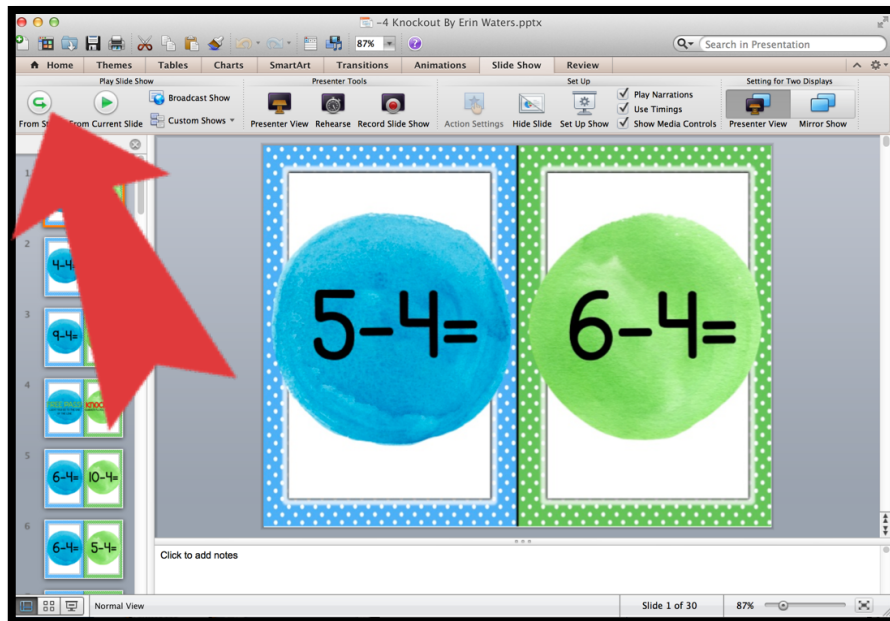
1. Open the PowerPoint presentation for the Knockout game you wish to play.
2. On the top of your screen, click on the tab that says "Slide Show."



# KNOCKOUT

## 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.

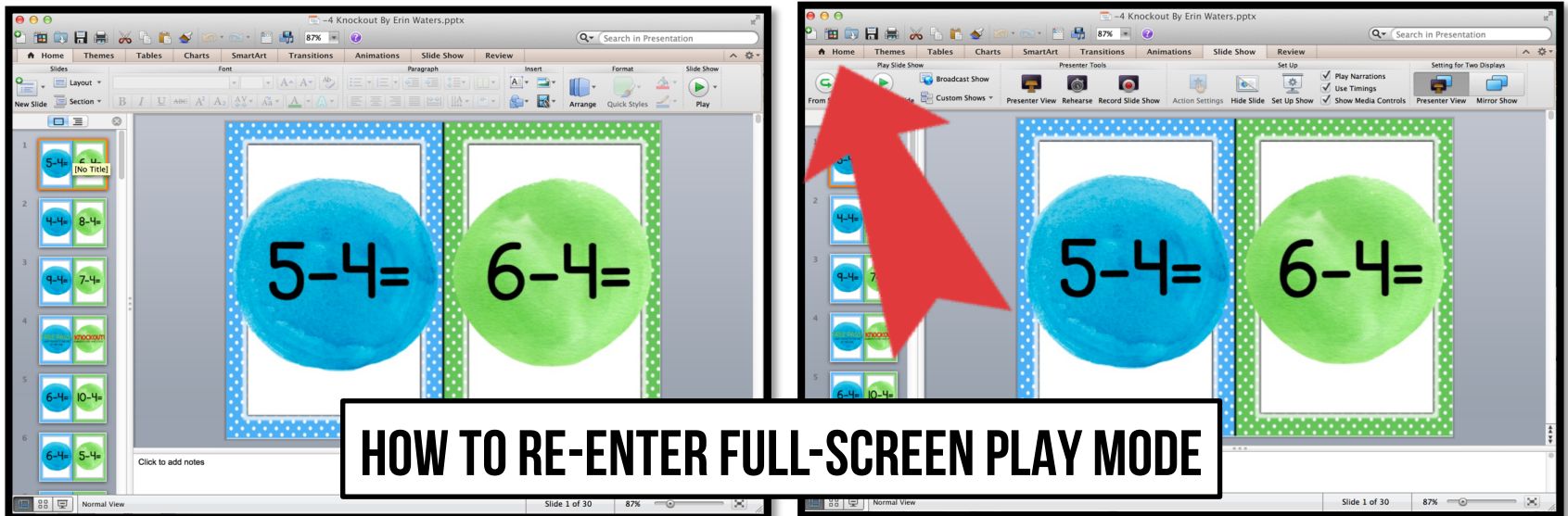


**Are...  
You...  
Ready?**

# KNOCKOUT

## —SET-UP/POWERPOINT—

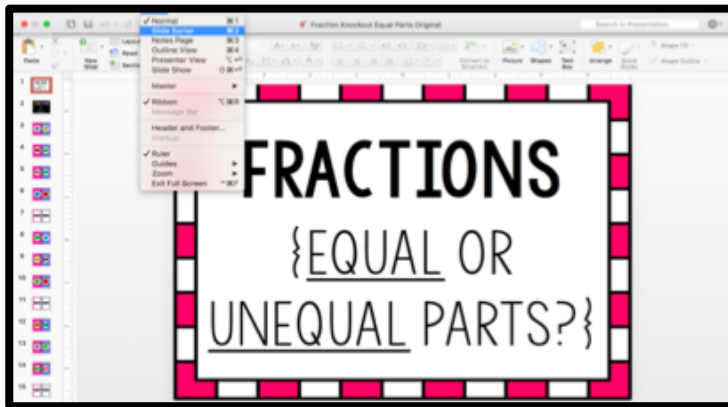
4. When you reach the last slide and click the right arrow button on your keyboard, the game will exit full-screen mode and you will repeat Steps 1-3 to rotate again through the slides until the game is over.



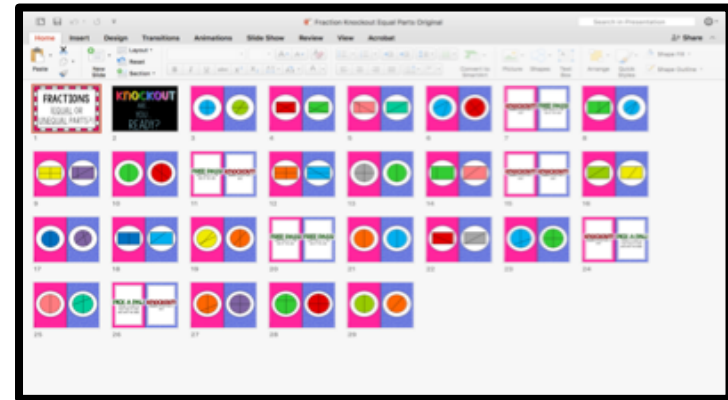
# KNOCKOUT

## HOW TO CHANGE SLIDE ORDER

1. Open the PowerPoint game you wish to play. Click “View” and select “Slide Sorter.”



2. Click on a slide and drag it to its new position. Once you are finished, select “View” and “Normal” to resume regular play. Save your file if you’d like to keep the new slide order!



\*You can only change the order of slides if you are in the PowerPoint document; this option is not available for the PDF form.\*

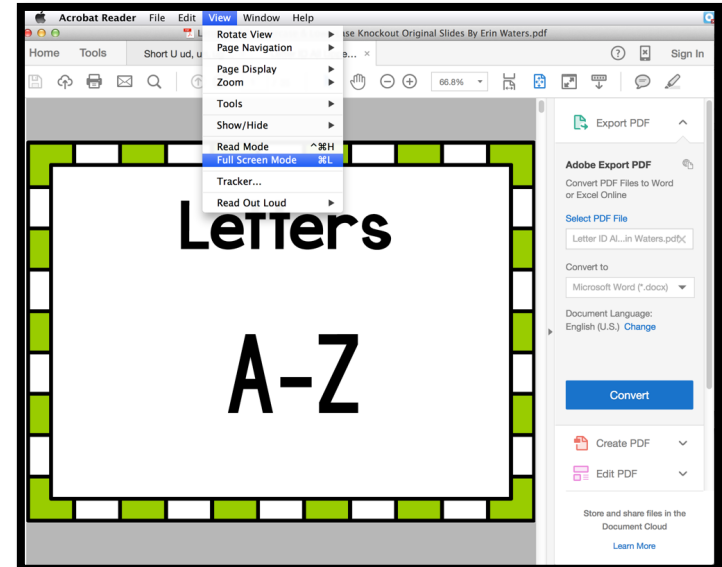
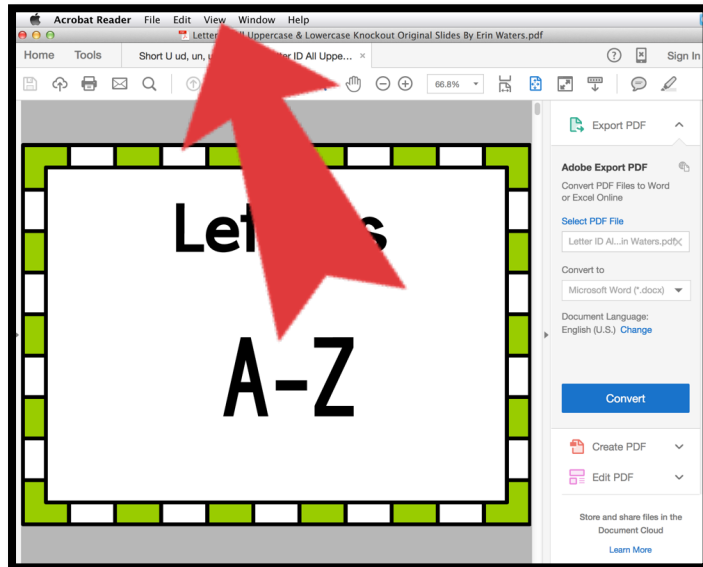
# KNOCKOUT

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## SET-UP/PDF

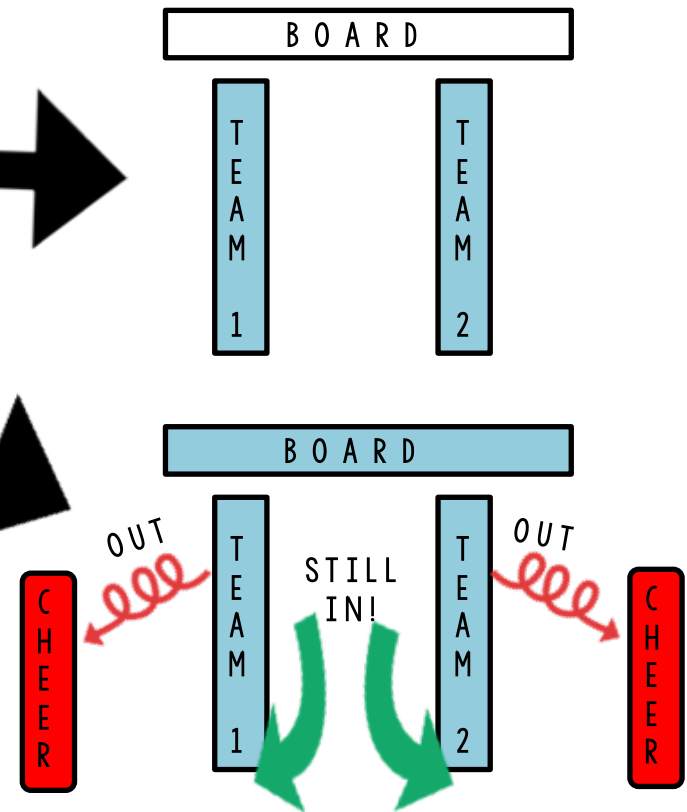
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1. Open the PDF file of the Knockout game you wish to play.
2. On the top of your screen, click on the tab that says "View."
3. Click on Full Screen Mode.
4. Use keyboard arrows or tap on screen to navigate through pages.



# 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."



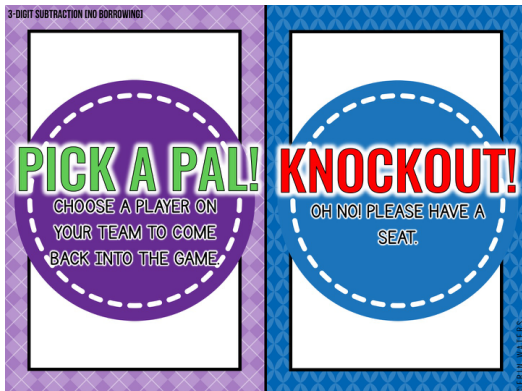
**Play continues as usual unless...**

# 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.

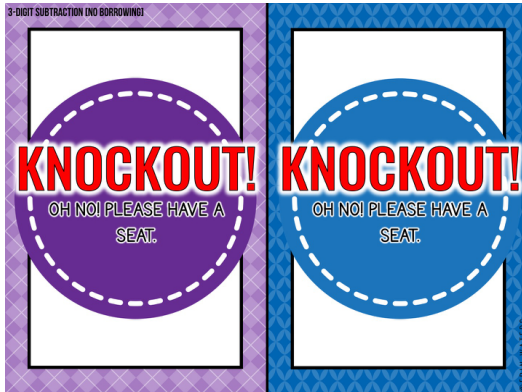


One player is out and goes to her team bench to cheer on her team. The other player stays in and gets to choose 1 player from her bench to return to the game!



# 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.

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## FAQ

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# 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.

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## FAQ

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# KNOCKOUT

### How many times do you let a student guess an answer?

Once a player guesses one time and is incorrect, I pause the game and give the opposing player one chance to guess their answer. It is up to you how many times you let a student guess, but I find the “one time” rule eliminates random guesses and really encourages students to think through their answer before shouting it out.

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## FAQ

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# KNOCKOUT

### What if a student shouts an answer out of turn?

This is another situation that is best decided by you and how you know your students. At the beginning of the year, I am more lenient with this type of behavior; however, the more we play, the more strict I become. We eventually reach a zero tolerance policy for shouting out or trying to give a teammate the answer; students are automatically eliminated from the game. This also applies to students who won't stop talking during the game!

# KNOCKOUT

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## WHAT IF...

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...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

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## WHAT IF...

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...Teams are uneven?



Then...  
The outnumbered team  
selects players to have a  
“second chance” (go back in  
once out) to make up the  
difference.

...I don't have fun?



Then...  
Just kidding, that  
won't happen!

# KNOCKOUT

## TIPS FOR IMPLEMENTATION

- 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 month, we choose new Knockout teams. During this time, we choose fun team names and start a new scoreboard for the week or month'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 "ref" who was the only one allowed to control the slides and facilitate the game.

# KNOCKOUT

## —TROUBLESHOOTING—

As the creator of this product, I take pride in making sure the files and games I create are up to your standards as educators. With that being said, there are issues that arise that stem from devices and technical issues beyond my control, and not the product itself. On the following page are some possible scenarios and suggested solutions. If you experience a problem you deem to be technical-and not a problem with the game itself-please contact TPT Support. They are true miracle workers and will most likely be able to solve the problem quickly and efficiently! If you believe you are experiencing a problem with the file (non-technical, such as a design issue) that I need to fix, please e-mail me at [erinwaterstpt@gmail.com](mailto:erinwaterstpt@gmail.com) and I will be happy to assist! Thank you!



# KNOCKOUT

## —TROUBLESHOOTING—

Problem	Suggested Solution
The file I downloaded is empty. It seems as if there is nothing in it!	Please make sure you are extracting the files properly. Once downloaded from TPT, drag the zipped file to your desktop. Right click on the file and select “extract files.” This will create separate folders of games rather than a zipped file with no access.
The download says “Destination cannot be created.” It won’t unzip properly.	Please download WinZip or a similar program and use this to extract your files. This will eliminate possible compatibility issues between Mac & PC devices.


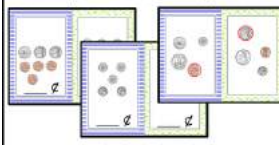







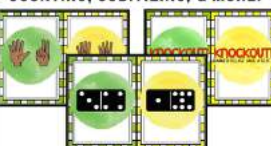






# — SAVE MONEY! —

# KNOCKOUT BUNDLES

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

# KNOCKOUT

LIKE WHAT YOU SEE? CHECK US OUT!

<b>KNOCKOUT</b> HOUR, HALF HOUR, DIGITAL, & MORE!  <b>TELLING TIME K-2</b> ERIN WATERS	<b>KNOCKOUT</b> COIN ID, COIN COUNTING, & MORE!  <b>MONEY</b> ERIN WATERS	<b>KNOCKOUT</b> SHORT VOWEL/CVC  <b>CVC WORDS</b> ERIN WATERS	<b>KNOCKOUT</b> UPPERCASE, LOWERCASE, & MIXED  <b>LETTER ID</b> ERIN WATERS	<b>KNOCKOUT</b> ADDITION & SUBTRACTION  <b>SOLUTIONS WITHIN 20</b> ERIN WATERS	<b>KNOCKOUT</b> BASE 10, EXPANDED FORM, & MORE!  <b>PLACE VALUE</b> ERIN WATERS
<b>KNOCKOUT</b> HOW MANY?, I SPY, & MORE!  <b>SYLLABLES</b> ERIN WATERS	<b>KNOCKOUT</b> MULTIPLICATION  <b>FACTORS WITHIN 12</b> ERIN WATERS	<b>KNOCKOUT</b> MATCHING, ODDBALLS, & MORE!  <b>RHYMING WORDS</b> ERIN WATERS	<b>KNOCKOUT</b> COUNTING, SUBITIZING, & MORE!  <b>NUMBER SENSE</b> ERIN WATERS	<b>KNOCKOUT</b> ADDITION & SUBTRACTION  <b>SOLUTIONS WITHIN 10</b> ERIN WATERS	<b>KNOCKOUT</b> 200 GAMES & GROWING!  <b>MEGA BUNDLE</b> ERIN WATERS
<b>KNOCKOUT</b> ALL 6 DOLCH LISTS  <b>SIGHT WORD BUNDLE</b> ERIN WATERS	<b>KNOCKOUT</b> NUMBERS TO 1,000  <b>NUMBER ID</b> ERIN WATERS	<b>KNOCKOUT</b> SOUNDS IN WORDS  <b>BEGINNING, MIDDLE, &amp; ENDING SOUNDS</b> ERIN WATERS	<b>KNOCKOUT</b> S, R, & L BLENDS  <b>LETTER BLENDS</b> ERIN WATERS	<b>PLUS MANY MORE HERE!</b>	