

NO FLASHCARDS. NO PREP. PRESS PLAY.

THE SHOWDOWN FIX

LANGUAGE EDITION

Two students face one projected challenge. The teacher judges the first correct response while the screen manages prompts, answer reveals, timing and player rotation.

60-SECOND SETUP

1 PROJECT

Open the HTML full-screen with classroom sound on.

2 LINE UP

Create one line and two clear Showdown spots.

3 CHOOSE + PLAY

Use Quick Play or select a skill and pace.

THE ONE RULE STUDENTS NEED

FIRST CORRECT RESPONSE STAYS.

The other player walks to the back of the line. When the screen says TWO NEW PLAYERS, both students rotate.

PRACTICE INCLUDED

- Sentence or fragment
- Subjects and predicates
- Capitalization and end marks
- Commas and quotation marks
- Contractions and possessives
- Agreement, plurals and homophones

TEACHER ROLE

Judge the first correct response, supervise the line and use Reveal Now only when the room needs it. The screen does the repetitive work.

RUN THE DUEL WITHOUT THE HEADACHE.

ONE ROUND

1 PROMPT
The screen generates or selects the next challenge.

2 RESPOND
Students answer aloud, point to a choice, or restate the corrected sentence.

3 CALL
The teacher identifies the first correct response.

4 REVEAL
The screen displays the answer or model response.

5 ROTATE
The screen cues one new player or two new players.

TEACHER CONTROLS

QUICK PLAY

Starts with practical default settings.

REVEAL NOW

Shows the answer when the duel needs to move on.

SOUND

Toggles effects without changing the game state.

FULL SCREEN

Expands the game for classroom projection.

ACCESS + PRIVACY

Use oral, pointing or partner-supported responses as appropriate. Any custom lists or settings stay in the browser on the teacher device and are not sent to a server.