

**NO FLASHCARDS. NO PREP. PRESS PLAY.**

# THE SHOWDOWN FIX

## VOCABULARY 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

- Synonyms and antonyms
- Connotation and homographs
- Analogies and word relationships
- Precise word choice
- Context clues
- Academic actions and thinking words

### 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

- PROMPT**  
The screen generates or selects the next challenge.

- RESPOND**  
Students say or point to the answer; teachers may also require a brief explanation.

- CALL**  
The teacher identifies the first correct response.

- REVEAL**  
The screen displays the answer or model response.

- 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.