

NO FLASHCARDS. NO PREP. PRESS PLAY.

THE SHOWDOWN FIX

8 + 7

VS

?

LET THE SCREEN RUN THE DUEL.

TWO PLAYERS. ONE ANSWER. ZERO PREP.

Choose the math skill and press Start. The app generates every challenge, reveals every answer, times each rotation, and keeps the line moving.

60-SECOND SETUP

1 PROJECT

Open the HTML game full-screen with classroom sound on.

2 LINE UP

Make one line. The first two students step to the Showdown spots.

3 CHOOSE + PLAY

Use Quick Play or choose a math skill, pace, and display style.

THE ONE RULE STUDENTS NEED

FIRST CORRECT ANSWER STAYS.

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

YOUR TIME-BACK PROMISE

NO QUESTION CARDS. NO SCOREKEEPING. NO CONSTANT RESETTING.

Your job is to judge the first correct answer and supervise the line. The game handles the questions, visuals, answer reveal, countdowns, and player-rotation cues.

HOW SHOWDOWN WORKS

ONE DUEL

1

CHALLENGE

The screen generates a fresh problem from the selected math skill.

2

ANSWER

Both players call out the answer. A wrong first answer does not win.

3

TEACHER CALL

Identify the first correct answer. That player stays at the front.

4

REVEAL

The correct answer appears automatically when the answer timer ends.

5

ROTATE

The other player walks to the back. At the selected interval, both players rotate.

FAST TEACHER CALLS

TOO CLOSE TO JUDGE? Call it a tie. Send both students to the back and bring up two new players.

NO CORRECT ANSWER? Let the screen reveal it, rotate both players, and continue immediately.

CHOOSE THE PRACTICE - KEEP THE DUEL

NUMBER SENSE + OPERATIONS

- Subitizing to 5 or 10
- More or less to 10 or 20
- Missing-number sequences
- Addition and subtraction to 100

FACT FLUENCY + MIXED PRACTICE

- Multiplication facts 0-12
- Division facts 1-12
- Custom fact-family selection
- Mixed operations and all-four mode

FINE-TUNE THE PACE. KEEP THE ROOM MOVING.

TEACHER CONTROLS

BEFORE PLAY

ANSWER TIME

3, 5, 7, or 10 seconds. Shorter times create faster fluency rounds.

PLAYER SWAP

Rotate both students every 2, 3, 4, or 5 duels so nobody owns the front.

DISPLAY STYLE

Use smart visuals, visuals whenever possible, or equations only.

BUILT-IN VISUAL SUPPORTS

THE GAME CHANGES THE VISUAL - NOT THE RULE.

Depending on the skill and display setting, students may see ten-frames, crossed-out take-away frames, arrays, equal groups, comparisons, missing-number sequences, or equations.

REVEAL NOW

Show the answer before the timer ends.

SKIP

Generate a fresh challenge without waiting.

SOUND

Turn game sounds on or off.

FULL SCREEN

Fill the classroom display.

MENU

Return to the skill-selection screen.

KEYBOARD

Space reveals or advances. M opens the menu.

SHOWDOWN CODE

ANSWER BOLDLY. WIN KINDLY. WALK TO RESET.

- Only the first correct answer wins.
- Students walk - never race to the front or back of the line.
- No arguing the call. A close answer becomes a tie and the game moves on.

TEACHER ROLE: CHOOSE THE SKILL. MAKE THE CALL. LET THE SCREEN DO THE REST.