

FAIRY TOWN SHOWDOWN

CLASSROOM
GAME



BEGINNING L-BLENDS

THANK YOU!

THANKS SO MUCH FOR YOUR PURCHASE!



let's connect



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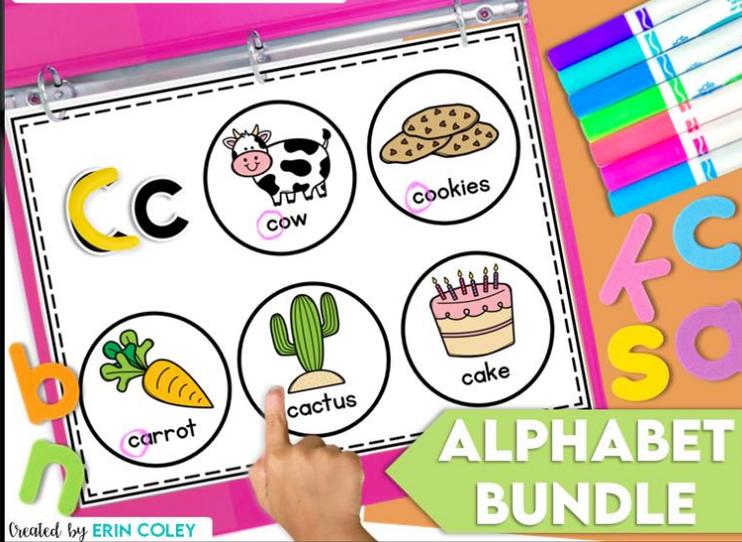
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PRODUCTS YOU'LL LOVE

LETTER RECOGNITION INTERVENTION

COLOR & BLACKLINE



ALPHABET BUNDLE

Created by ERIN COLEY

This bundle features a worksheet with six circular illustrations: a cow, cookies, a carrot, a cactus, and a cake. The letters 'c', 'k', 's', 'a', 'b', and 'n' are scattered around the page. A hand is pointing to the cactus illustration.

LETTER SOUNDS INTERVENTION

COLOR & BLACKLINE



ALPHABET BUNDLE

Created by ERIN COLEY

This bundle features a worksheet titled "MY WORD LIST" with a "LETTER F" header. A hand is writing the word "flamingo" in a box. Other boxes contain "flower", "frog", and "fish". A pink flamingo illustration is on the left. The letters 's', 'a', and 'b' are also visible.

PHONEME SEGMENTATION INTERVENTION

COLOR & BLACKLINE



BLENDING BUNDLE

Created by ERIN COLEY

This bundle features a worksheet with a shark illustration and the word "fin" segmented into "f", "i", and "n". Another card shows a girl on a couch with the word "nap" segmented into "n", "a", and "p". The letters 'k', 'b', and 'a' are also visible.

PHONEMIC AWARENESS INTERVENTION

COLOR & BLACKLINE



275 WORD CARDS

Created by ERIN COLEY

This bundle features a "BEGINNING SOUND" grid with letters 'm' and 'f'. Word cards include "rainbow" (ai_n), "cow" (ow), "snail" (nai_), "top" (t_p), and "fire" (ire).

FAIRY TOWN SHOWDOWN

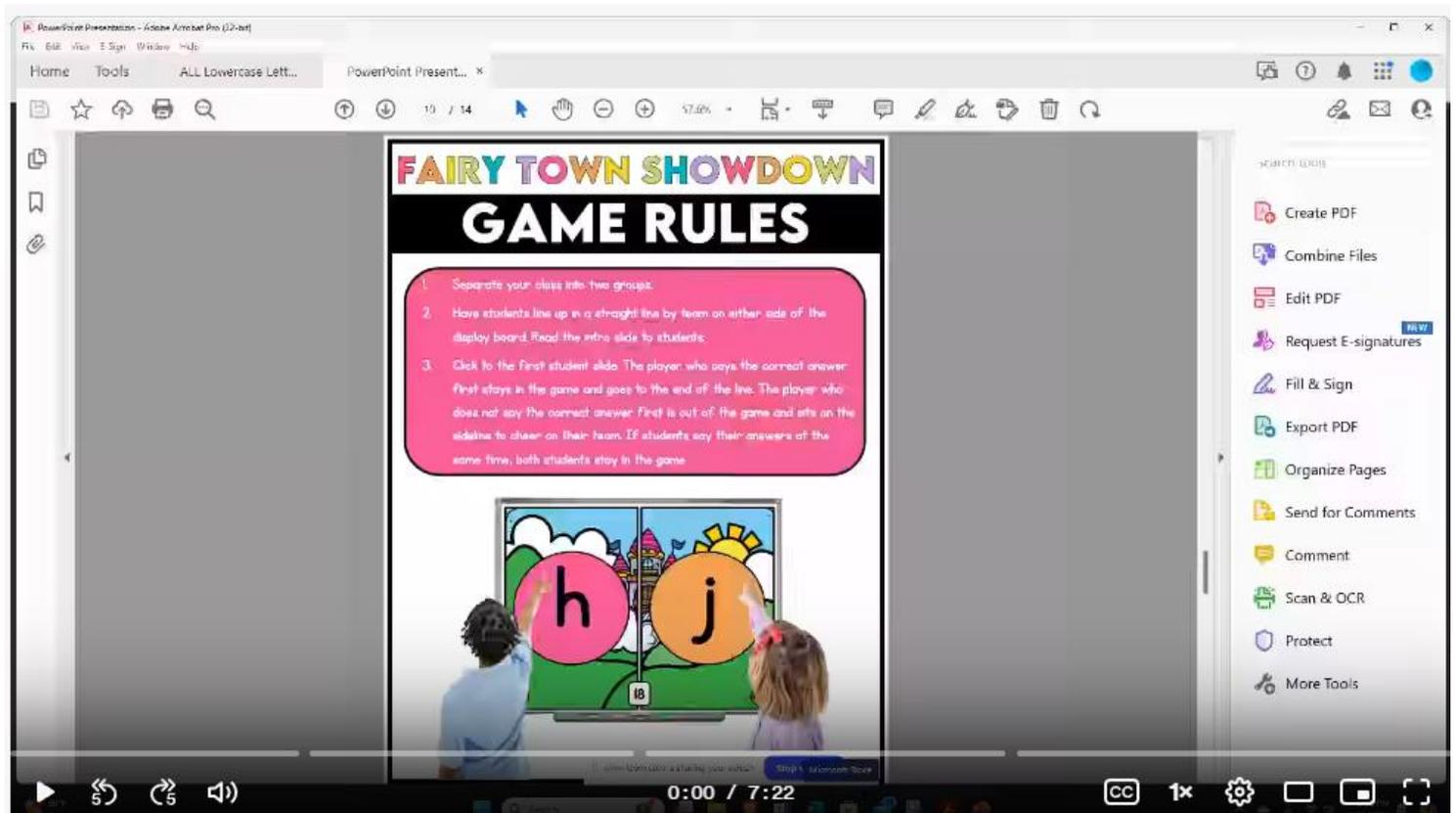
I am so thankful that you have downloaded this resource. Get ready to take your students on a fun adventure through Fairy Town - all while practicing essential skills! 😊 Make sure to read the following pages for the game rules, troubleshooting, etc. Just a quick note - there is a bit of musical audio if you use the PowerPoint version, but it does not work with the PDF. I hope that Fairy Town Showdown becomes the highlight of your day!



Please note that the images used in the directions may not be from the exact Fairy Town Showdown version that you purchased.

FAIRY TOWN SHOWDOWN

If you prefer visual directions, please click on the image below to be directed to a video tutorial of the rules and setup of this game.

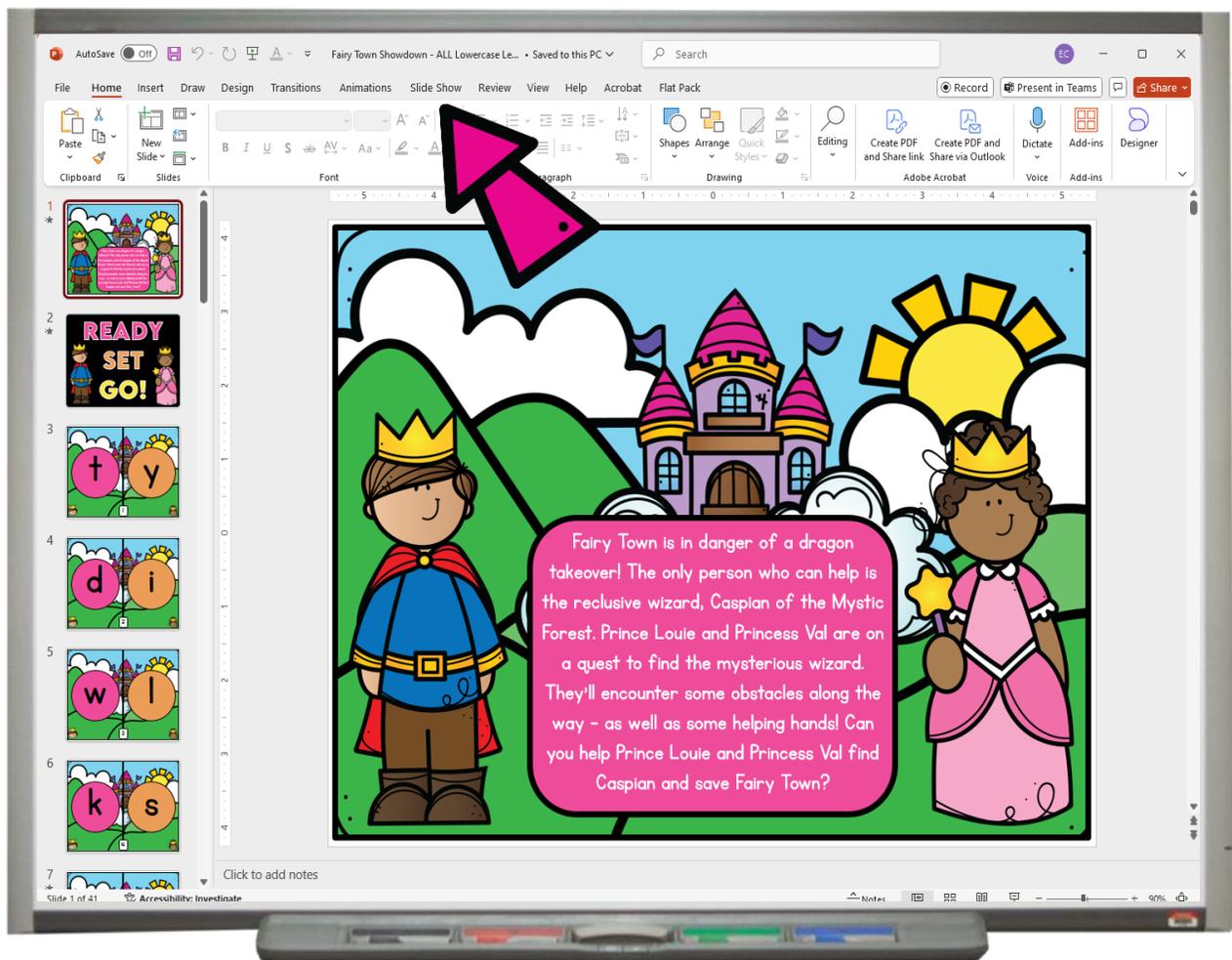


FAIRY TOWN SHOWDOWN

POWERPOINT SET-UP

Although I have included a PDF version of this game, the PowerPoint version is so much more fun! You'll get animations and audio sounds making it a magical experience!

1. Open up the PowerPoint presentation on the computer that is connected to your SmartBoard.
2. On the top tool bar, click on the tab that says "Slide Show".



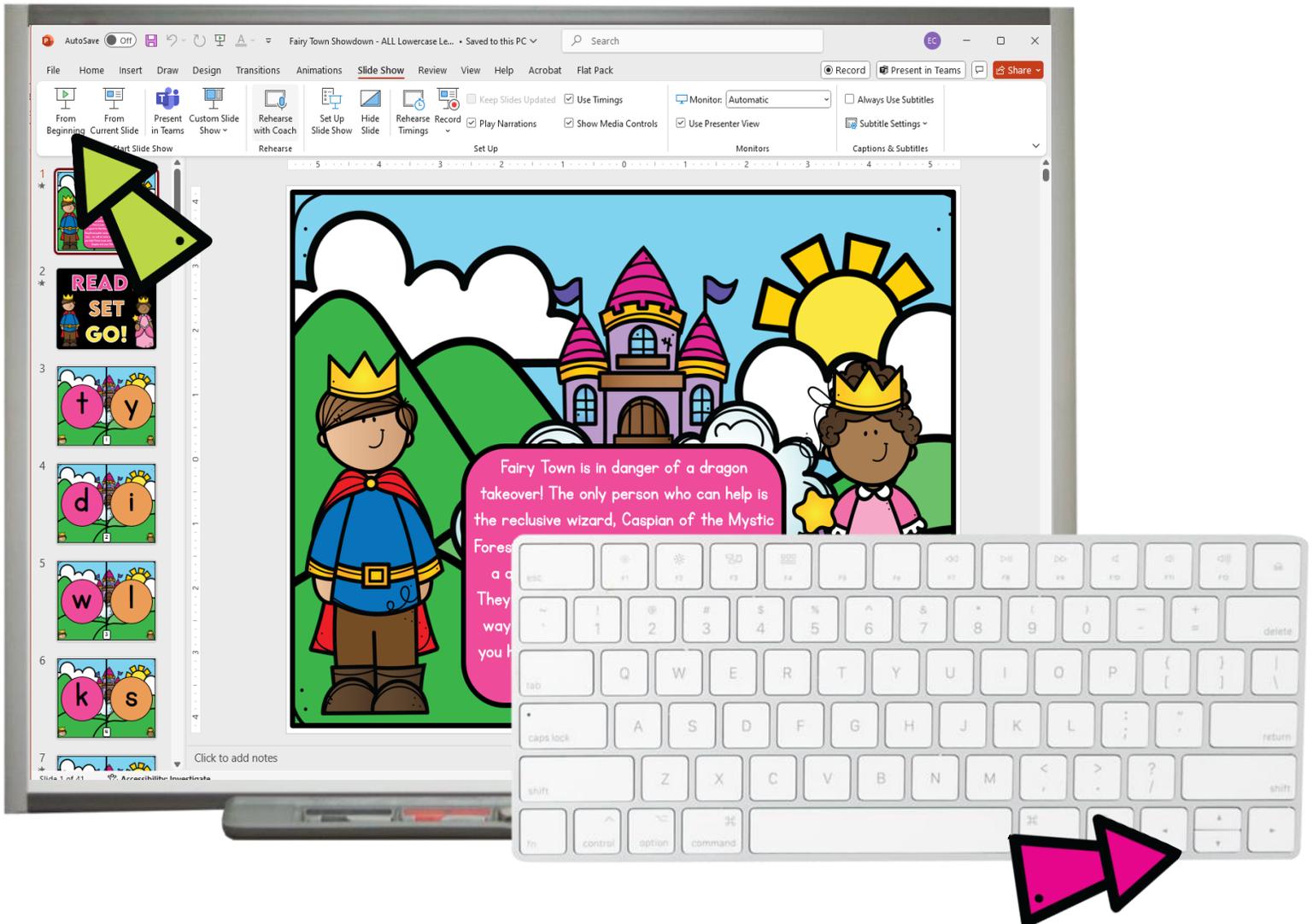
FAIRY TOWN SHOWDOWN

POWERPOINT SET-UP

3. Next, click on the button that says, "From Beginning". This will show the first slide in full-screen mode.

4. To move to the next slide, simply click on the down arrow on your computer.

5. When you reach the last slide, the game is over! If you want to play again, have teams line back up and repeat these steps!



FAIRY TOWN SHOWDOWN

PDF SET-UP

1. Open up the PDF on the computer that is connected to your SmartBoard.
2. On the top tool bar, click on the tab that says, “View” and scroll down to “Full Screen Mode”.
3. To move to the next slide, simply click on the down arrow on your computer.
4. When you reach the last slide, the game is over. If you want to play again, have teams line back up and repeat these steps!



FAIRY TOWN SHOWDOWN

HOW TO SORT SLIDES

If you are using the PowerPoint versions, you have the option to change the order of the slides if you'd like to mix things up a bit! This option is NOT available to PDF users.

1. On the top tool bar, click on "View" and then select "Slide Sorter".
2. From there, you can drag slides to a new position. I would keep the first two slides and the last slide in the same place. Once you have moved the slides around to your liking, click back on "View" and then "Normal".



FAIRY TOWN SHOWDOWN

GAME RULES



The goal of Fairy Town Showdown is to have the most team members left in the game by the time you reach the last slide.



CLASS PROMISE

We promise to:

- Encourage each other
- Give our very best effort
- Have a positive attitude
- Keep our voices at a reasonable level so we can hear the answers being said aloud

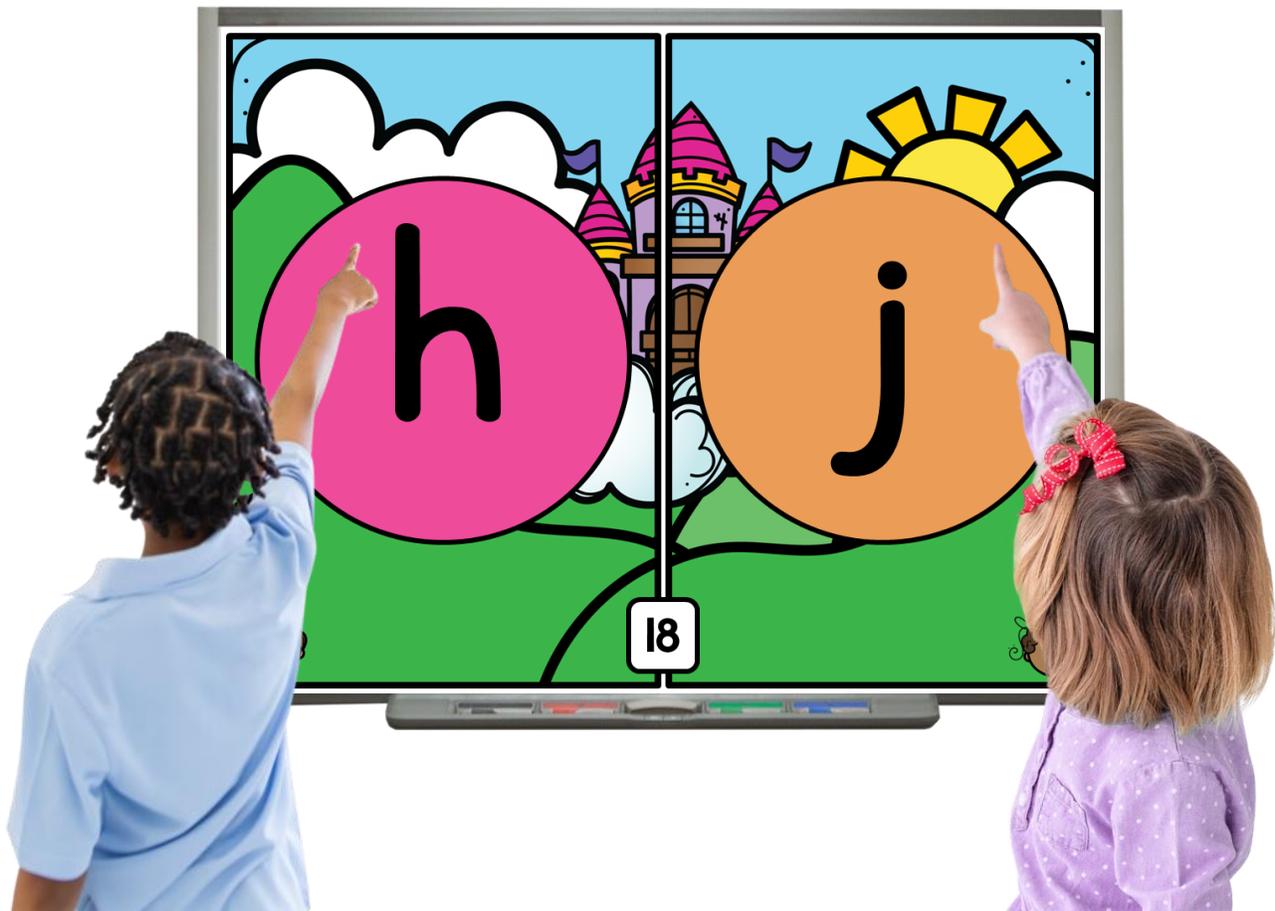
We will not:

- Make others feel bad if they get an answer incorrect
- Have a negative attitude
- Shout out answers when it's someone else's turn

FAIRY TOWN SHOWDOWN

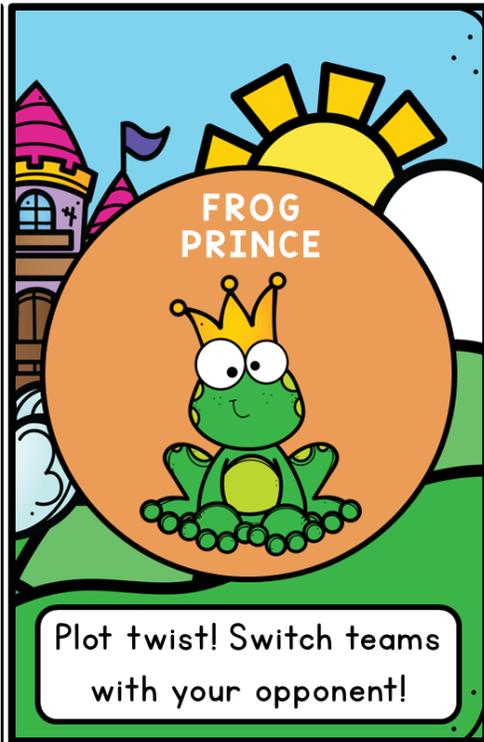
GAME RULES

1. Separate your class into two groups.
2. Have students line up in a straight line by team on either side of the display board. Read the intro slide to students.
3. Click to the first student slide. The player who says the correct answer first stays in the game and goes to the end of the line. The player who does not say the correct answer first is out of the game and sits on the sideline to cheer on their team. If students say their answers at the same time, both students stay in the game.



FAIRY TOWN SHOWDOWN

EXPECT PLOT TWISTS



If players see the frog prince, they must switch teams with their opponent and stay in the game!



If a dragon makes an appearance, players are out of the game and must take a seat on the sidelines.

FAIRY TOWN SHOWDOWN

EXPECT PLOT TWISTS



If players see a fairy, they will stay in the game and go to the back of the line.



If you come across treasure, it is your lucky day! Pick a teammate from the sideline to return to the game.

FAIRY TOWN SHOWDOWN

FAQ'S

What if players on both teams answer at the exact same time?

If both players answer at the exact same time, they can both stay in the game and go to the back of their line.

What if somebody shouts an answer out of turn?

If someone answers when it's not their turn, they're out of the game.

Is the audio and animation in the PowerPoint necessary to the game?

The audio and animation in the PowerPoint adds another layer of excitement to the game, but it is not necessary to play.

What if I don't have an even number of players?

You can have one player play twice, or put a student who is out back in the game.

CREDITS

