

⚡ NOT JUST A PUZZLE · CLASSROOM EDITION

TEACHER RESOURCE · GRADES 3–8

CROSS WORD VS.

CLASSROOM TOURNAMENT KIT

10 head-to-head rounds · bracket · certificates · facilitator guide

📅 10 RACE GRIDS

🏆 16-PLAYER BRACKET

🏆 4 CERTIFICATES

by FERRAI WHITE · notjustapuzzle.com

About this kit

The **Crossword Versus · Classroom Tournament Kit** turns the head-to-head crossword format from our books into a ready-to-run 30-minute classroom event for grades 3–8.

Inside you'll find a **facilitator guide**, a printable **16-player single-elimination bracket**, a **class scorecard**, **10 race puzzles** from our *Ultimate Versus Activity Book* (Crossword VS rounds 1–10), full **solution keys**, and **4 certificate templates**.

Print one packet per pair of students. Pair them up, set a timer, and run the bracket. Each round takes about 3–5 minutes. The whole tournament fits inside a single class period.

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Puzzles, layout, and rules adapted from the *Ultimate Versus Activity Book, Book 1* by Ferrai White. Licensed for non-commercial classroom use — print as many copies as your students need. Resale, redistribution, or modification for resale is prohibited without written consent.

For teacher resources and free puzzle tools, visit notjustapuzzle.com.

Facilitator Guide

Run a full Crossword VS tournament in one 30–45 min class period.

⌚ TIMING AT A GLANCE

5 min	Setup — pair students, hand out Round 1 sheets, explain rules
15–20 min	Round-robin play — 6 rounds at 3 min each, swap partners between
5 min	Bracket finale — top 4 students face off, single elimination
5 min	Award certificates + class cheer

Setup (before class)

1. Print one Round sheet per *pair* of students. Rounds 1–6 for round-robin, Round 7–10 reserved for bracket.
2. Print one bracket sheet and one class scorecard (next pages).
3. Print 4 certificates for the winners ceremony.
4. Have pencils + a visible timer ready (phone, smartboard countdown, or wall clock).

During class

1. **Pair students.** Sit them facing each other across one desk. Place a Round sheet between them — Player 1 reads the top half, Player 2 reads the bottom half (printed upside-down on purpose so it faces them correctly).
2. **Explain the rules.** Start together. Complete the crossword. First to finish raises their hand. If they have a mistake, the opponent keeps going.
3. **Say "GO."** Start a 3-minute timer.
4. **Verify the winner.** Check their work against the solution. Mark the winner on the class scorecard.
5. **Swap partners.** Move on to the next round.
6. **After 6 rounds, top 4 advance.** Run a 4-person single-elim bracket using Rounds 7–10.
7. **Award ceremony.** 1st, 2nd, 3rd Place + Best Sportsmanship. Hand out certificates.

💡 PRO TIPS

- **Odd class size?** Pair the extra student with you, or designate a "judge" who verifies winners each round.
- **Younger grades?** Allow 4–5 minutes per round instead of 3.
- **Faster solvers?** Have them race the same round twice and try to beat their own time.

⚡ Single Elimination

Tournament Bracket

16 players · 4 rounds to crown a champion

ROUND 1 (16)

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.

13.

14.

15.

16.

QUARTER-FINALS (8)

SEMI-FINALS (4)

FINALS (2)



CHAMPION

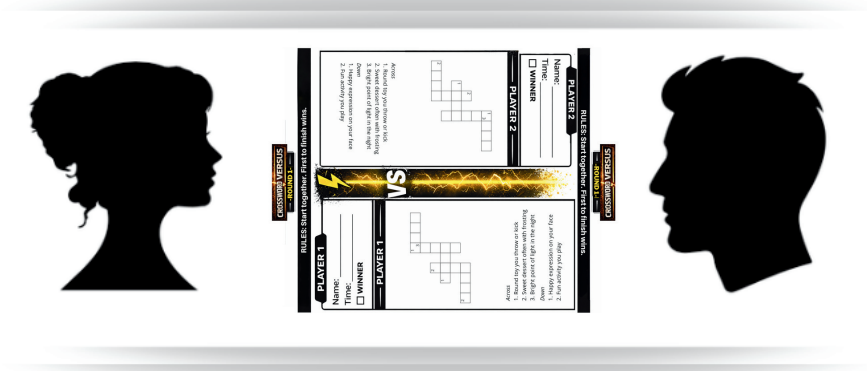
Tip: pair students by table for Round 1. Winners advance right. Use Rounds 7–10 in this packet for the final 8 matches.

Class Scorecard

Mark a ✓ for each round win. Tally column on the right

[illegible]

How to Play: Cross Word Versus



Compete head-to-head to see who can correctly complete the crossword puzzle first.

Players: 2 players

Materials Needed: Pencil or pen, Timer (optional)

Game Setup

1. Each player receives the same crossword puzzle facing them on the same page.
2. Players should not look at each other's answers during play.
3. Decide whether spelling accuracy and penalties will be enforced.

How to Play

1. On "GO," both players begin solving the crossword simultaneously.
2. Players may answer clues in any order—Across or Down.
3. Answers must fit correctly within the grid and match the clues.
4. Players may skip clues and return to them later.

Winning the Game

- The first player to correctly complete all clues in the crossword wins.
- If a player finishes first but has errors, the opponent may continue until their puzzle is correctly completed.

Optional Rules (Choose Before Playing)

- No Erasing: Once an answer is written, it cannot be changed.
- Time Limit: The player with the most correct answers when time runs out wins.



CROSSWORD VERSUS

-ROUND 1-

RULES: Start together. First to finish wins.

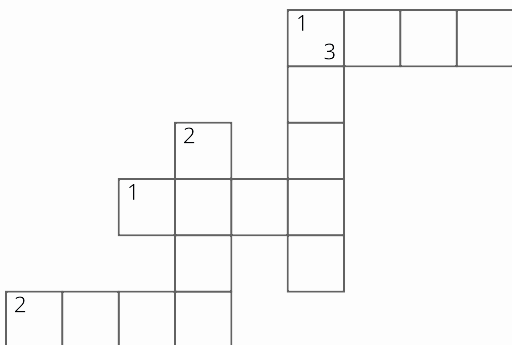
PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1



Across

1. Round toy you throw or kick
2. Sweet dessert often with frosting
3. Bright point of light in the night

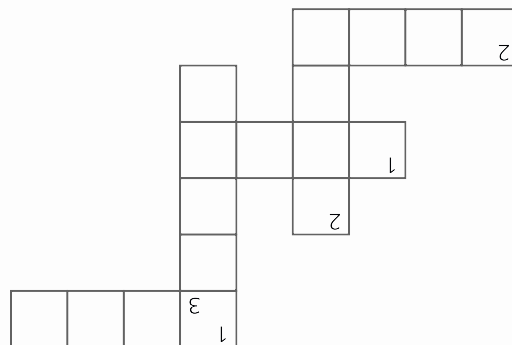
Down

1. Happy expression on your face
2. Fun activity you play

VS



- Across*
1. Round toy you throw or kick
 2. Sweet dessert often with frosting
 3. Bright point of light in the night
- Down*
1. Happy expression on your face
 2. Fun activity you play



PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. First to finish wins.

CROSSWORD VERSUS

-ROUND 1-

CROSSWORD VERSUS

-ROUND 2-

RULES: Start together. First to finish wins.

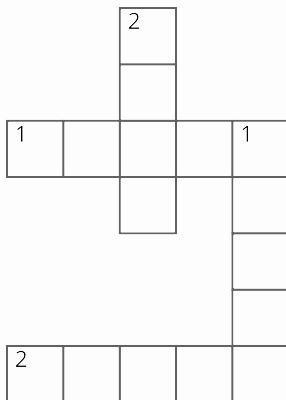
PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1



Across

1. Sound you listen and enjoy
2. Celebration with friends and fun

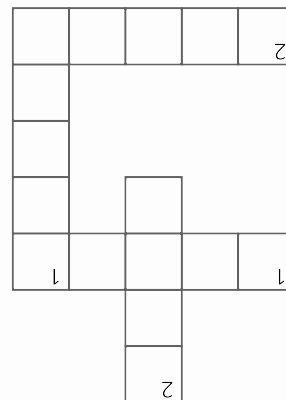
Down

1. Sweet treat that's tasty and fun
2. Animal that swims in water

VS



- Across*
1. Sound you listen and enjoy
 2. Celebration with friends and fun
- Down*
1. Sweet treat that's tasty and fun
 2. Animal that swims in water



PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. First to finish wins.

CROSSWORD VERSUS

-ROUND 2-

CROSSWORD VERSUS

-ROUND 3-

RULES: Start together. First to finish wins.

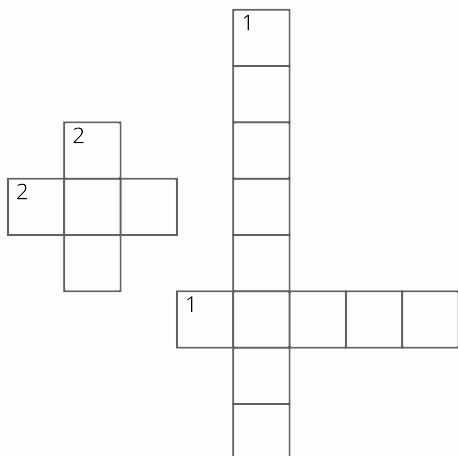
PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1



Across

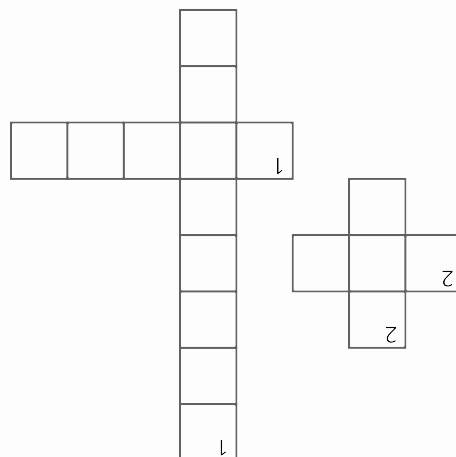
1. Sandy place by the ocean
2. Object kids play with for fun

Down

1. Cold sweet treat on a cone
2. Man's best friend and pet

VS

- Across*
1. Sandy place by the ocean
 2. Object kids play with for fun
- Down*
1. Cold sweet treat on a cone
 2. Man's best friend and pet



PLAYER 2

☐ WINNER

Name: _____

Time: _____

PLAYER 2

RULES: Start together. First to finish wins.

-ROUND 3-

CROSSWORD VERSUS

CROSSWORD VERSUS

-ROUND 4-

RULES: Start together. First to finish wins.

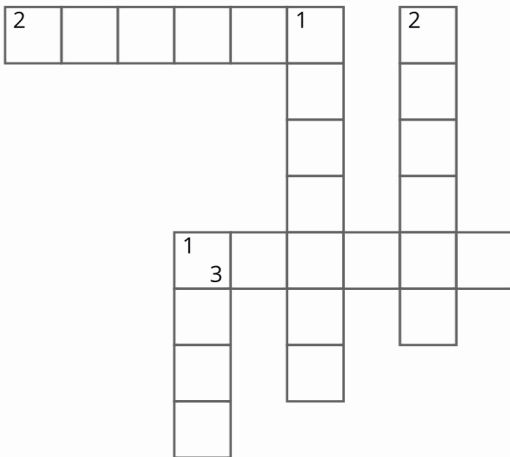
PLAYER 1

Name: _____

Time: _____

☐ **WINNER**

PLAYER 1



Across

1. Round soap ball that floats
2. Colorful plant that blooms in spring

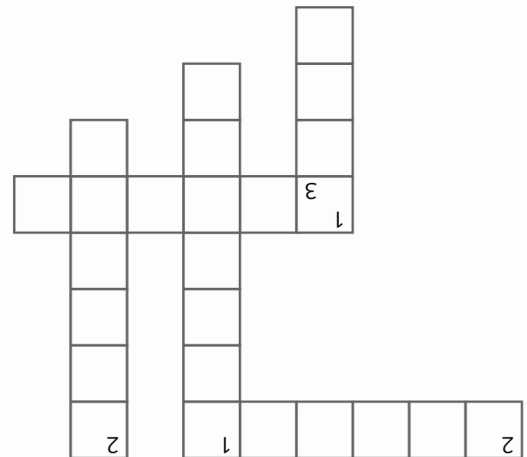
Down

1. Colors in the sky after rain
2. Challenge that makes you think
3. Two wheeled vehicle you pedal

VS



- Across*
1. Round soap ball that floats
 2. Colorful plant that blooms in spring
- Down*
1. Colors in the sky after rain
 2. Challenge that makes you think
 3. Two wheeled vehicle you pedal



PLAYER 2

☐ **WINNER**

Time: _____

Name: _____

PLAYER 2

RULES: Start together. First to finish wins.

-ROUND 4-

CROSSWORD VERSUS

-ROUND 5-

PLAYER 1

Time: _____

WINNER

PLAYER 1

[illegible]

1. Baby cat that is cute
2. Sweet baked treat with chips
3. Machine that moves and plays
4. Smooth slope you go down

1. Inflated rubber that floats up



vs

Down

1. Baby cat that is cute
2. Sweet baked treat with chips
3. Machine that moves and plays
4. Smooth slope you go down

ACROSS

A crossword puzzle grid with 10 numbered squares. The grid is composed of white squares for letters and black squares for empty space. The numbers are: 1 (top row, 5th square), 2 (middle row, 6th square), 3 (bottom row, 5th square), 4 (middle row, 4th square), and 5 (bottom row, 4th square).

PLAYER 2

WINNER ☐

Name: _____
Time: _____

PLAYER 2

RULES: Start together. First to finish wins.

-ROUND 5-

CROSSWORD VERSUS

-ROUND 6-

RULES: Start together. First to finish wins.

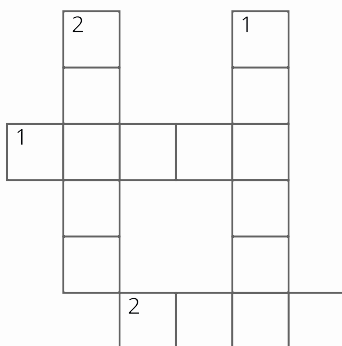
PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1



Across

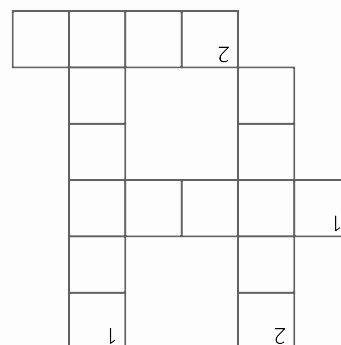
1. Trick that amazes your friends
2. Bird that quacks and swims

Down

1. Meal outside on a blanket
2. Vehicle on tracks that chugs

VS

- Across*
1. Trick that amazes your friends
 2. Bird that quacks and swims
- Down*
1. Meal outside on a blanket
 2. Vehicle on tracks that chugs



PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. First to finish wins.

-ROUND 6-

CROSSWORD VERSUS

CROSSWORD VERSUS

-ROUND 7-

RULES: Start together. First to finish wins.

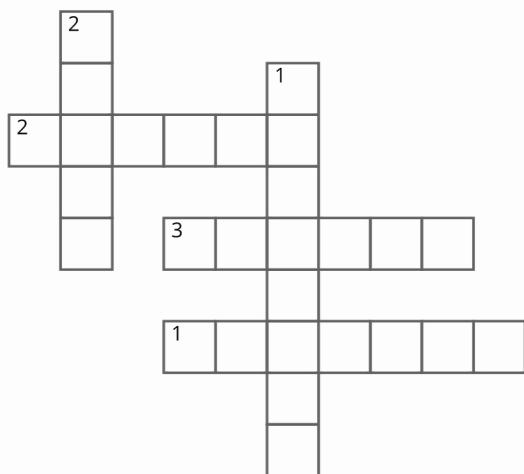
PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1



Across

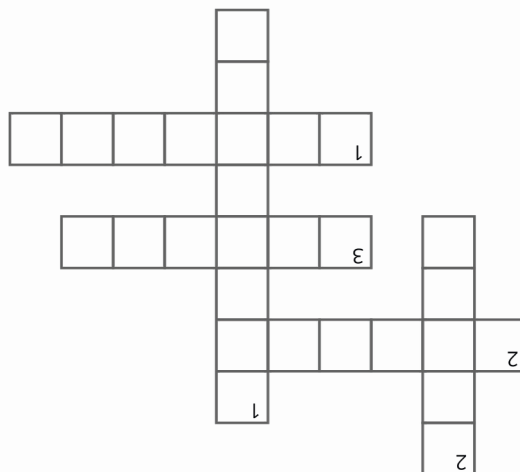
1. Icons that show happy faces
2. Ship that flies to the stars
3. Place where plants grow green

Down

1. Sea creature shaped like a star
2. Device that tells the time

VS

- Across*
1. Icons that show happy faces
 2. Ship that flies to the stars
 3. Place where plants grow green
- Down*
1. Sea creature shaped like a star
 2. Device that tells the time



PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. First to finish wins.

CROSSWORD VERSUS

-ROUND 7-

CROSSWORD VERSUS

-ROUND 8-

RULES: Start together. First to finish wins.

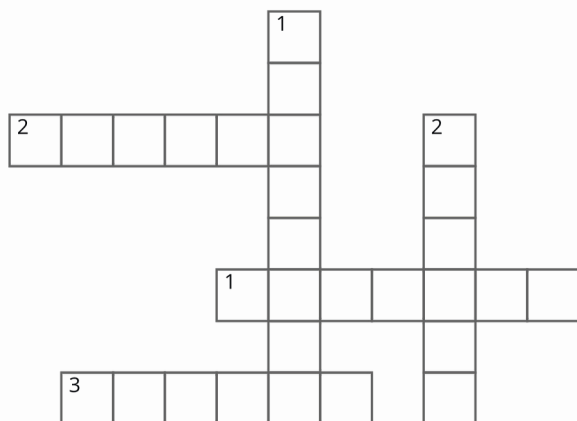
PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1



Across

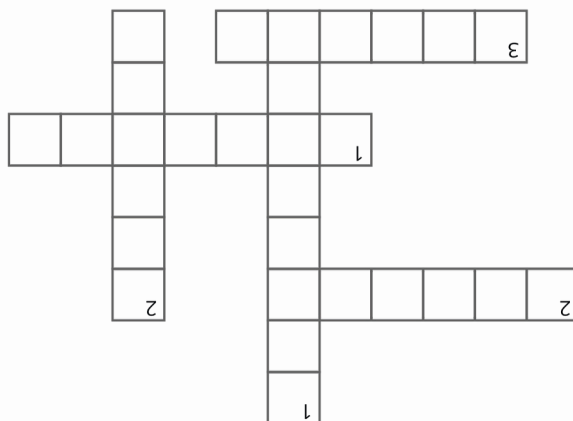
1. Small cake with icing top
2. Game of clues and words
3. Animal that swings in trees

Down

1. Hidden gold and jewels
2. Land surrounded by water

VS

- Across*
1. Small cake with icing top
 2. Game of clues and words
 3. Animal that swings in trees
- Down*
1. Hidden gold and jewels
 2. Land surrounded by water



PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. First to finish wins.

-ROUND 8-

CROSSWORD VERSUS

CROSSWORD VERSUS

-ROUND 9-

RULES: Start together. First to finish wins.

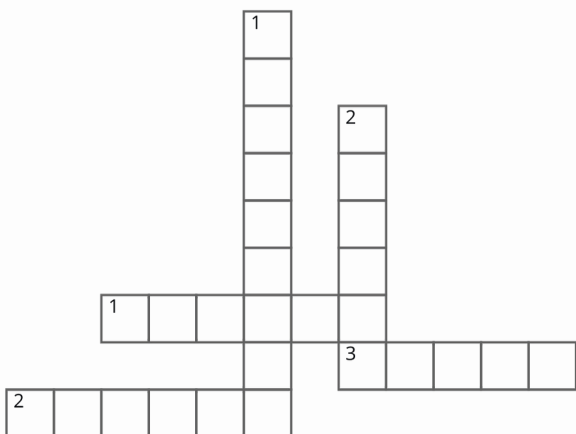
PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1



Across

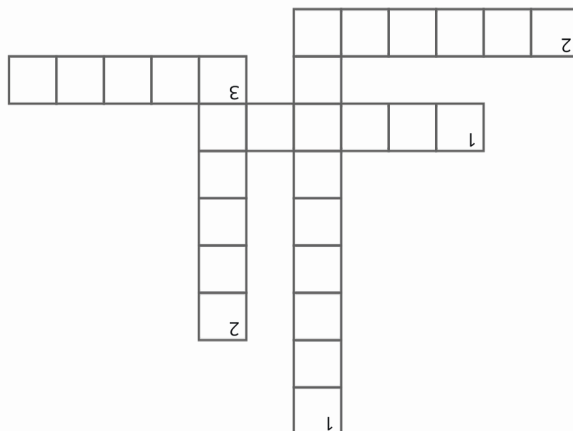
1. Sailor who seeks treasure maps
2. Small glass sphere you roll
3. Transport that runs on rails

Down

1. Sweet treat everyone loves
2. Colorful sky as day ends

VS

- Across*
1. Sailor who seeks treasure maps
 2. Small glass sphere you roll
 3. Transport that runs on rails
- Down*
1. Sweet treat everyone loves
 2. Colorful sky as day ends



PLAYER 2

☐ WINNER

Time: _____

Name: _____

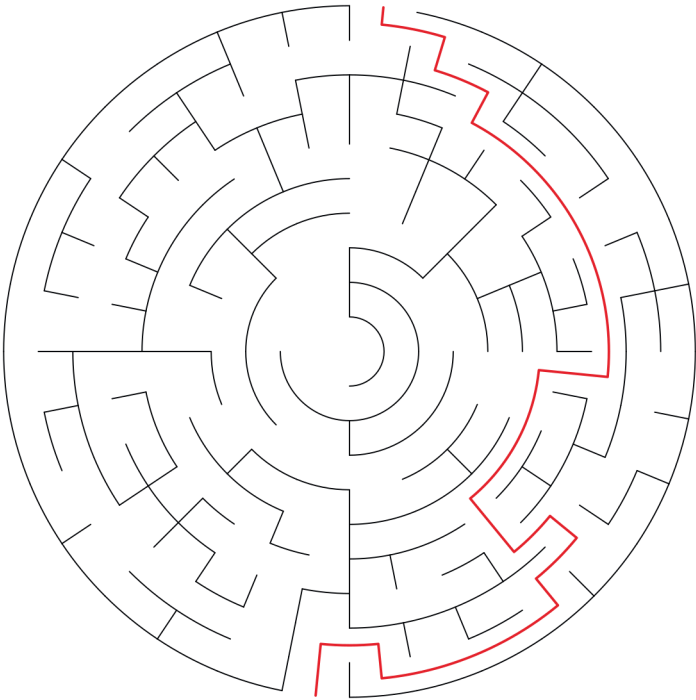
PLAYER 2

RULES: Start together. First to finish wins.

-ROUND 9-

CROSSWORD VERSUS

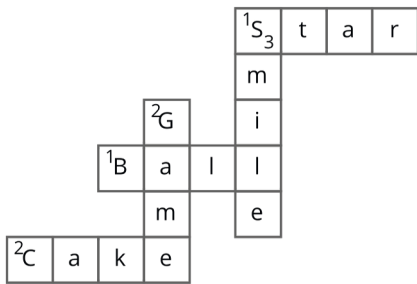
MAZE SOLUTION #25



CROSSWORD VERSUS
Solutions

The title is presented in a dynamic, high-contrast style. The words "CROSSWORD VERSUS" are in a bold, white, sans-serif font, set against a dark, textured background that resembles a night sky or a battlefield. A bright, glowing lightning bolt strikes down through the center of the text, adding a sense of energy and drama. Below this, the word "Solutions" is written in a bold, yellow, sans-serif font, enclosed within a black, rounded rectangular box.

Solution #1



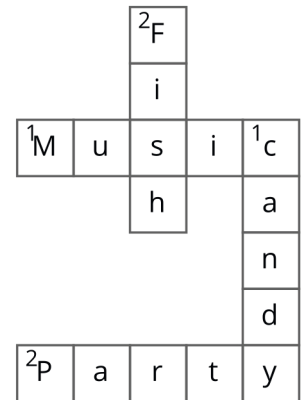
Across

1. Round toy you throw or kick
2. Sweet dessert often with frosting
3. Bright point of light in the night

Down

1. Happy expression on your face
2. Fun activity you play

Solution #2



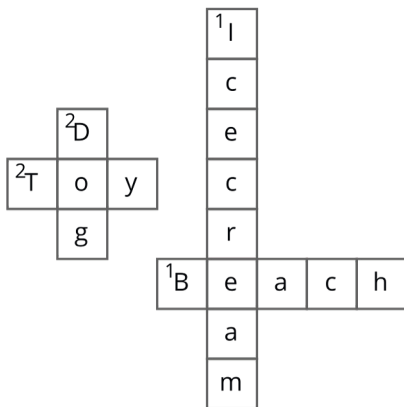
Across

1. Sound you listen and enjoy
2. Celebration with friends and fun

Down

1. Sweet treat that's tasty and fun
2. Animal that swims in water

Solution #3



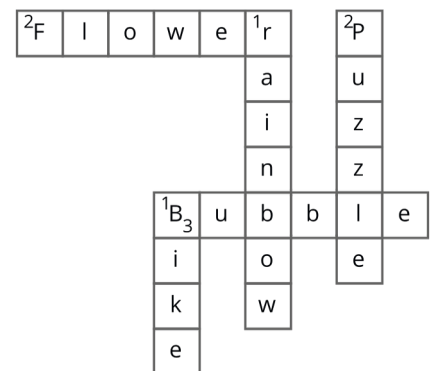
Across

1. Sandy place by the ocean
2. Object kids play with for fun

Down

1. Cold sweet treat on a cone
2. Man's best friend and pet

Solution #4



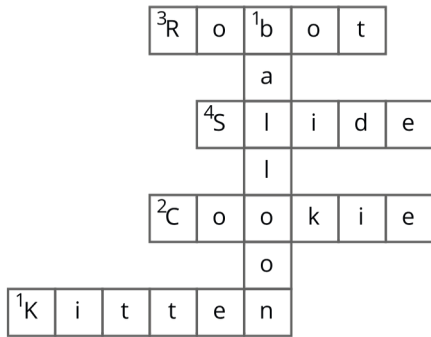
Across

1. Round soap ball that floats
2. Colorful plant that blooms in spring

Down

1. Colors in the sky after rain
2. Challenge that makes you think
3. Two wheeled vehicle you pedal

Solution #5



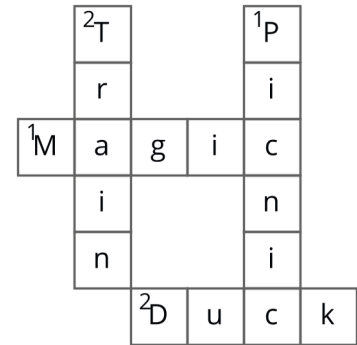
Across

1. Baby cat that is cute
2. Sweet baked treat with chips
3. Machine that moves and plays
4. Smooth slope you go down

Down

1. Inflated rubber that floats up

Solution #6



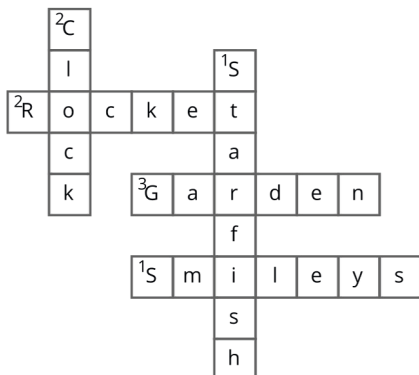
Across

1. Trick that amazes your friends
2. Bird that quacks and swims

Down

1. Meal outside on a blanket
2. Vehicle on tracks that chugs

Solution #7



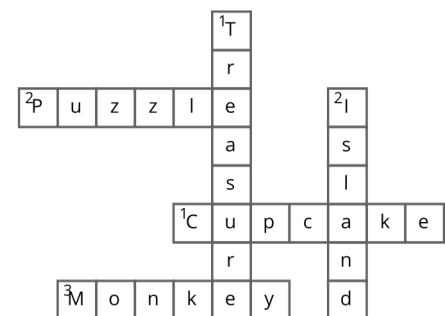
Across

1. Icons that show happy faces
2. Ship that flies to the stars
3. Place where plants grow green

Down

1. Sea creature shaped like a star
2. Device that tells the time

Solution #8



Across

1. Small cake with icing top
2. Game of clues and words
3. Animal that swings in trees

Down

1. Hidden gold and jewels
2. Land surrounded by water

CHAMPION · 1ST PLACE



1ST PLACE

CROSSWORD VS Tournament Champion

PRESENTED TO

For competing in the **CROSSWORD VS ·
CLASSROOM TOURNAMENT** and demonstrating
focus, sportsmanship, and pure puzzle-solving speed.

DATE

TEACHER SIGNATURE



R U N N E R - U P · 2 N D P L A C E



2ND PLACE

CROSSWORD VS Tournament Finalist

PRESENTED TO

For competing in the **CROSSWORD VS ·
CLASSROOM TOURNAMENT** and demonstrating
focus, sportsmanship, and pure puzzle-solving speed.

DATE

TEACHER SIGNATURE



THIRD PLACE



3RD PLACE

CROSSWORD VS Tournament Semi-Finalist

PRESENTED TO

For competing in the **CROSSWORD VS ·
CLASSROOM TOURNAMENT** and demonstrating
focus, sportsmanship, and pure puzzle-solving speed.

DATE

TEACHER SIGNATURE



GOOD GAME AWARD



BEST SPORTSMANSHIP

For competing with kindness and class

PRESENTED TO

For competing in the **CROSSWORD VS ·
CLASSROOM TOURNAMENT** and demonstrating
focus, sportsmanship, and pure puzzle-solving speed.

DATE

TEACHER SIGNATURE

