

⚡ NOT JUST A PUZZLE · CLASSROOM EDITION

TEACHER RESOURCE · GRADES 3–8

WORD SCRAMB VS.

CLASSROOM TOURNAMENT KIT

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



10 RACE GRIDS



16-PLAYER BRACKET



4 CERTIFICATES

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⚡ NOT JUST A PUZZLE

About this kit

The **Word Scramble Versus · Classroom Tournament Kit** turns the head-to-head word scramble 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* (Word Scramble 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 Word Scramble 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. Unscramble the words. 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

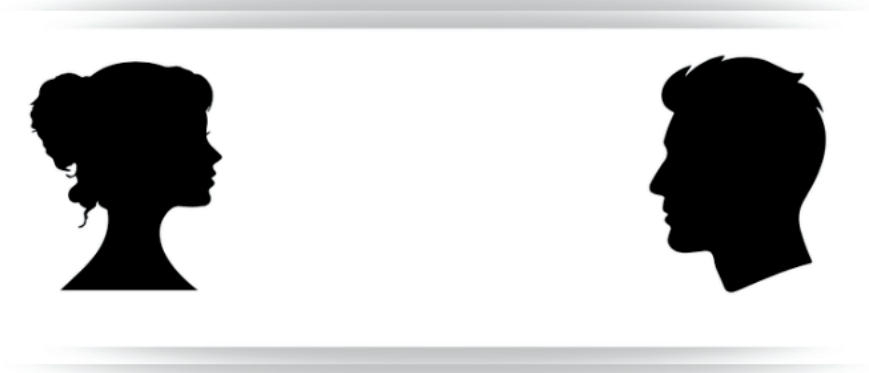
Tip: pair students by table for Round 1. Winners advance right. Use Rounds 7–10 in this packet for the final 8 matches.

Class Scorecard

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

[illegible]

How to Play: Word Scrabble Versus



Compete head-to-head to see who can correctly unscramble all the words first.

Players: 2 players

Materials Needed: Pencil or pen, Timer (optional)

Game Setup

1. Each player receives the same word scramble puzzle facing them on the same page.
2. Decide whether spelling accuracy and penalties will be enforced.

How to Play

1. On "GO," both players begin unscrambling the words at the same time.
2. Players write the correct word next to each scrambled word.
3. Words may be solved in any order.
4. Players may skip difficult words and return to them later.

Winning the Game

1. The first player to correctly unscramble all words wins.
2. If a player finishes first with errors, the opponent may continue until their answers are fully correct.

Optional Rules (Choose Before Playing)

1. Penalty Rule: Incorrect words result in a short time penalty (e.g., 10 seconds).
2. Time Limit: Player with the most correct words when time expires wins.
3. Best of Three: First player to win two rounds wins the match.



ROUND 1

RULES: Start together. First to finish wins.

PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1

Gdgiernreab

eweSts

Snwومان

VS

Snwومان

eweSts

Gdgiernreab

PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. First to finish wins.

ROUND 1

-ROUND 2-

RULES: Start together. First to finish wins.

PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1

aLntern

Stoev

ehickCn

VS

ehickCn

Stoev

aLntern

PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. First to finish wins.

-ROUND 2-

RULES: Start together. First to finish wins.

PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1

Pziza

tnAesocr

yeobKard

VS

yeobkard

tnAesocr

Pziza

PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. First to finish wins.

WORD SCRABBLE
VERSUS

—ROUND 4—

RULES: Start together. First to finish wins.

PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1

etSw

kawH

Dimoand

VS

Dimoand

kawH

etSw

PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. First to finish wins.

—ROUND 4—

WORD SCRABBLE
VERSUS

RULES: Start together. First to finish wins.

PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1

Elcctrie

Mrrroi

Bttaery

VS

Bttaery

Mrrroi

Elcctrie

PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. First to finish wins.

RULES: Start together. First to finish wins.

PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1

aoMzarellz

Csta

Mmyore

VS

Mmyore

Csta

aoMzarellz

PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. First to finish wins.

RULES: Start together. First to finish wins.

PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1

hirtydaB

cElipse

VS



cElipse

hirtydaB

PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. First to finish wins.

-ROUND 8-

RULES: Start together. First to finish wins.

PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1

Sheo

pAple

oDg

VS

oDg

pAple

Sheo

PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. First to finish wins.

-ROUND 8-

RULES: Start together. First to finish wins.

PLAYER 1

Name: _____

Time: _____

☐ WINNER

PLAYER 1

viRer

Satr

areBd

VS

areBd

Satr

viRer

PLAYER 2

☐ WINNER

Time: _____

Name: _____

PLAYER 2

RULES: Start together. First to finish wins.



Solutions

Solution #1

Gdgiernreab	Gingerbread	Snwoman	Snowman
eweSts	Sweets		

Solution #2

ehickCn	Chicken	Stoev	Stove
aLntern	Lantern		

Solution #3

Pziza	Pizza	yeobKard	Keyboard
tnAesocr	Ancestor		

Solution #4

Dimoand	Diamond	kawH	Hawk
etSw	Stew		

Solution #5

Elcctrie	Electric	Bttaery	Battery
Mrrroi	Mirror		

Solution #6

Mmyore	Memory	Csta	Cats
aoMzarellz	Mozzarella		

Solution #7

hirtydaB	Birthday	cEclipse	Eclipse
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Solution #8

Sheo	Shoe	oDg	Dog
pAple	Apple		

Solution #9

areBd	Bread	Satr	Star
viRer	River		

Solution #10

Cta	Cat	Cahir	Chair
olCck	Clock		

Solution #11

hPone

Phone

Rian

Rain

iMlk

Milk

Solution #12

Tree

Tree

Fhsi

Fish

suB

Bus

Solution #13

Rcok

Rock

nuS

Sun

Hpapy

Happy

Solution #14

lPate

Plate

ooBk

Book

Solution #15

Floewr

Flower

emiIS

Smile

Pne

Pen

CHAMPION · 1ST PLACE



1ST PLACE

WORD SCRAMBLE VS Tournament Champion

PRESENTED TO

For competing in the **WORD SCRAMBLE 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

WORD SCRAMBLE VS Tournament Finalist

PRESENTED TO

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

DATE

TEACHER SIGNATURE



THIRD PLACE



3RD PLACE

WORD SCRAMBLE VS Tournament Semi-Finalist

PRESENTED TO

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

DATE

TEACHER SIGNATURE

