



Welcome to the American Math Challenge, powered by Mathletics!

The next two weeks are going to be really exciting at your house! The study of mathematics is about to become more exciting, more competitive, more global and above all more engaging ...

So what is Mathletics?

Mathletics is the world's number one mathematics learning platform used by more than 5,000 schools and 3 million students worldwide.

- **Live Mathletics:** Students compete against other students in live, real-time 60 second mental arithmetic showdowns.
- **Mathletics Curriculum Topics:** Students tackle curriculum based topics, with full support throughout.

Mathletics provides many benefits for teachers and students, from immediate visual support on all activities, to automated marking. Of greatest value, is the continual formative assessment, which can be used diagnostically to guide both class and individual instruction.

Quick Start Guide

This guide is designed as an easy reference for you and your students in navigating around the challenge website and getting the most out of the interactive curriculum.



The Student Center

- 1A Students signing into americanmathchallenge.com
- 1B Playing Live Mathletics
- 1C Working on curriculum activities

Support

Our support team are available Monday to Friday from 9am to 5pm answer any questions and provide assistance during the challenge. Just call (866).387.9139.

Good Luck!



Getting Started

Please check that the computer meets the **minimum technical requirements that can be found at the end of this document**.

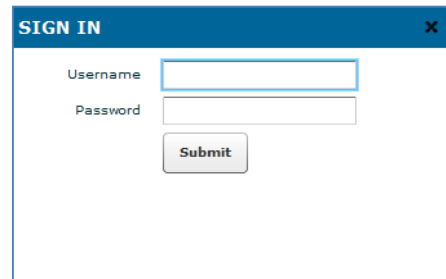
Visit www.americanmathchallenge.com on the computer. Explain to your students that they are about to play maths against students from other schools from all around the world!



The Student Center

1A Students signing into americanmathchallenge.com

→ Direct your students to sign into www.americanmathchallenge.com with their username and password.



→ The first time your students sign in, they will be asked to create their Avatar. This is the character that will represent them. Ensure that your students **save** any changes they make before returning to the main Student Center.



→ Inform your students that they can earn credits for by improving their results.

The credits are used to purchase new items for their Avatar (the virtual shop is accessed by clicking on the money bag in the Face Maker).





1B Playing Live Mathletics

→ Live Mathletics is a great place to start! Ask your students to click on the **Play Live Mathletics** icon.



→ Students can select the level they want to play at by clicking on the appropriate icon (details of what is involved in each level are displayed by hovering the mouse over each icon).



Then ask them to click on **Find Me a Game**.

→ The program will then search for any other students who are playing online at the same time.

Students will play against other students who want to play at the same level as them.



→ The idea of the game is to correctly answer as many questions as possible in 60 seconds. Tell your students to be careful, 3 strikes and they're out of the game!

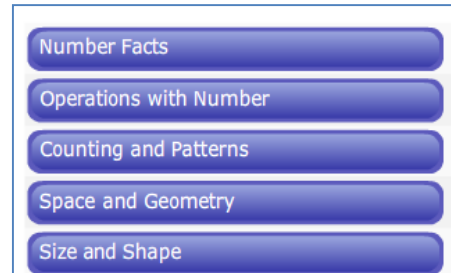
This is a great opportunity for cross curricular work – you could even use a wall mounted map to track and identify and discuss the other countries played against.



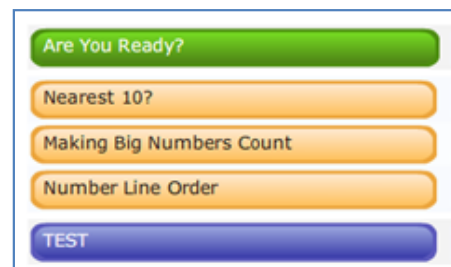


1C Working on curriculum activities

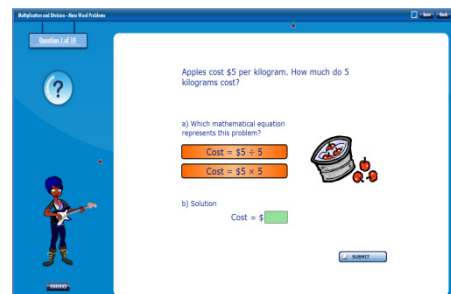
→ Return to the main Student Center and select a topic of work aligned to your student's current math programme.



→ Each of the topics will feature an **Are You Ready** pre-test, a series of activities and a test. To enter an activity, guide your students to click on an appropriate option.

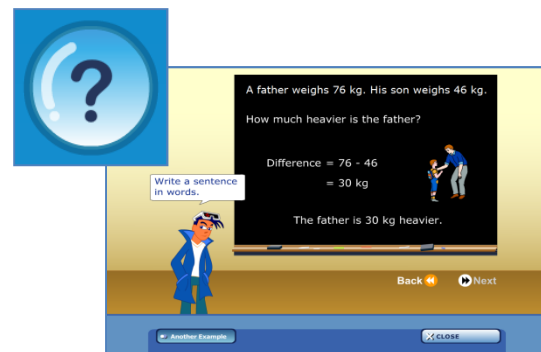


→ Most activities are organized into sets of 10 questions, drawn from an unlimited bank of questions. As the questions are answered, students will receive immediate feedback on their response.



→ Visual **Support** is always available for students to see how a similar question can be solved.

Encourage the students to stop and think why they might have made a particular mistake and how to solve it correctly. If unsure how to solve the problem students should visit the Support Center.



Set your students the challenge of gaining 1000 points, this will earn them a **Participation Certificate** for the week. Students gain 1 point for each correct answer in **Live Mathletics** (2 points for their bonus level) and 10 points per correct answer in the Full Curriculum activities! These points determine the rankings on the **Hall of Fame**.



Minimum Technical Requirements

- Windows XP Service Pack 3 or Mac OS 10.4 and above
- 512MB of RAM
- Screen Resolution of 1024 x 768
- Internet Explorer 7 or Mozilla Firefox 3
- Adobe Flash Player 9.0.28.0 – we recommend updating to the latest version available from <http://get.adobe.com/flashplayer/>

NOTE: Flash Player ver. 9.0.124.0 is a build that Adobe replaced with 9.0.125.0 since it had bug/security issues. This version is known to cause problems with our site.

Other Essential Settings

- Pop-ups enabled
- Cookies enabled/set to accept
- JavaScript enabled
- Schools may need to 'white-list' our IP/Domain on their Proxy/Content Filtering systems.
Please contact techsupport@3plearning.co.uk for more information

NOTE: Use of our Instant Workbooks with the optional GeoGebra components requires the latest JAVA and GeoGebra installed on the computer.

Now you are ready to go!

Your students can access the challenge website as much as they like – 24/7 – and from anywhere they like... from home or school – or anywhere they have access to the internet.

www.americanmathchallenge.com