



WORLD MATHS DAY

1 March 2011 *Uniting the World in Numbers*

Teacher Quick Launch Guide 2011





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How World Maths Day Works

World Maths Day involves students from all over the world playing against each other in real-time battles of mental arithmetic using the newly updated Live Mathematics game engine.

Practice

All participants can practise* for the competition from **1 to 28 February**. It is a great time to introduce the event to your students!

During the practice period points are recorded but do not count towards the event total, only the practice total. Students can play as many games as they wish on any level.

Play

Students will have 20 games lasting 60 seconds per level to complete - 100 games in total during the event. The goal is to answer as many mental arithmetic questions as possible per game. If a student answers 3 questions in 1 game incorrectly they will strike out of the game.

Once a student has completed 20 games per level, they will have completed the challenge. Students can continue to play after this, with all points achieved during this time being added to the Mathometer, however, no more points will be added to their personal score.

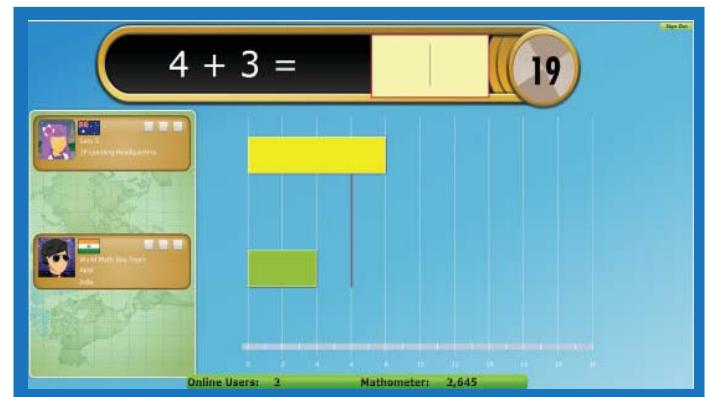
Donate!

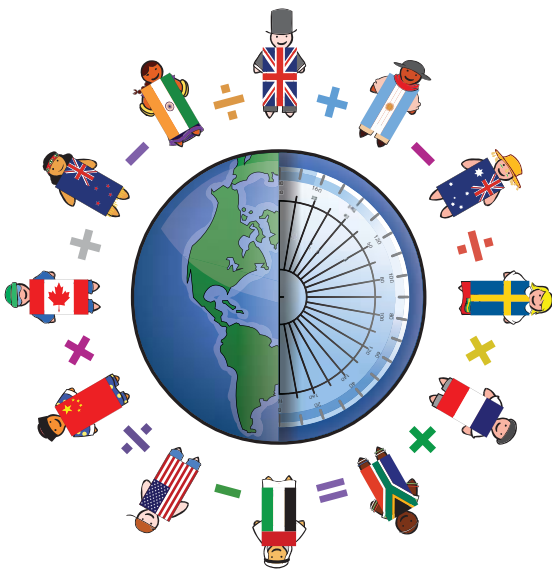
As part of the World Education Games, World Maths Day can be used as a fundraising event for your school and UNICEF. We encourage you and your students to join us in our goal to help students have access to quality learning.

Our aim is for schools to raise money during the practise and event periods of the World Education Games (World Maths Day 1 March and, for the first time, World Spelling Day 3 March) with 50% to be donated to one of two UNICEF educational programs through the main event pages.

The remaining funds are for your school to use to improve resources - textbooks, web resources, sport equipment, new buildings, additional teaching or support staff - uniting the world in learning and giving to improve educational resources for all students.

For more information, please see the [School UNICEF Fundraising Pack 2011](#), available on the resources tab.





World Maths Day Rules and Regulations

In 2011 participants will compete, and be eligible for prizes in 4 divisions according to age:

- 4 to 7 years
- 8 to 10 years
- 11 to 13 years
- 14 to 18 years

Adults 18+ can participate in the 19 to 99 years division. The age of students is determined on the day of the event.

1 Any students who are registered in a lower age division than appropriate will be automatically disqualified and removed from the Hall of Fame.

The range and type of questions are different for each division and they are considered to be fair for the respective age groups. Students are automatically matched against other students of a similar age and ability. For example, strong students play only against other strong students.

2 The World Maths Day Hall of Fame does not determine the final results of the competition.

Post event, all results are required to be validated by the World Education Games Panel before they will be finalised. All prize winners are verified after the event. The World Education Games Panel has the right at its complete discretion to decide the final positions on the Hall of Fame and award prizes.

3 Any World Maths Day student account found to be accessed by multiple users at one time will be removed from the Hall of Fame immediately and disqualified from the World Education Games.

This includes student accounts from World Spelling Day, Mathletics, Spellodrome or VmathLive. Please keep your username and password in a safe place.

4 Any attempts to achieve results and points via scripts, hacks or any other method that is not in the spirit of the World Education Games events will result in disqualification and removal from the World Education Games.

By participating in World Maths Day or World Spelling Day you and your students are agreeing to the Terms of Use for all World Education Games websites and events. The World Education Games Panel has the right to investigate and exercise its complete discretion in determining compromised accounts of this nature.

5 A Class is a group of between 2 and 45 students from a single school.

To allow fair competition between classes of different sizes, a benchmark score is determined for each class. Small classes of up to 20 students receive the total of all their correctly answered questions as their benchmark score. For larger classes of more than 20 students, the scores of all students in the class are averaged then multiplied by 20.

6 Each student is limited to a maximum of 100 games (each game lasts 60 seconds) during the 48 hour period.

The 100 games will be made up of 20 games in each of the 5 levels. Points earned from these games will contribute to the student's personal World Maths Day point score and the Mathometer. Students can continue to play games if they exceed 100 games but no more points will be added to their personal World Maths Day point score. However, all points will be counted in the Mathometer.

7 1 point per correct answer is awarded.

Example: Answer 25 questions correctly in one game to receive 25 points.

8 World Maths Day commences the moment it is Tuesday 1 March west of the International Dateline and concludes 48 hours later when it is no longer 1 March anywhere in the world.

For many countries this means that the event actually commences on Monday 28 February. The easiest way to confirm when the event starts according to your time zone is to check the countdown located on the website.

World Maths Day is all about participation. This is a truly international event with students participating from all across the world. Remember that all of these games will be played in real-time, that is, your students will play live with students from all corners of the globe! Your students will learn more about world time zones and will discover that at certain times during the day they are more likely to play students from particular countries. Enjoy and have fun being a part of it!





Managing Your School Account

Once a teacher has registered your school for the World Education Games, you have everything you need to compete and enjoy Maths and Spelling!

From this one registration you can create new teacher accounts, student accounts and keep track of fundraising!

! Important Information regarding World Education Games Accounts

You cannot delete any students or classes once they have been entered into the system. You can only edit student names. You cannot edit class names. If you make a mistake in your class name, you will need to create a new class.

Student accounts are created one class at a time. You can always add more students to your existing classes however, there is a limit of 45 students per class.

Once you have created student accounts and classes you can choose whether or not to participate in World Maths Day and World Spelling Day. By default, all accounts upon creation are able to participate in both events.

You are able to select different classes for students to participate in for World Maths Day and World Spelling Day.





Creating Teacher Accounts

Set up teacher accounts for your colleagues to manage their classes and participate!

1 Sign In to your World Education Games Account

Click the 'Register and Edit Class' tab at the top of the screen and select 'Register Teacher'.

Enter your colleagues name, email address and select their role within the school from the drop down menu.

Be sure to double check the spelling.

Teacher ID	First Name	Last Name	Role
8176344e11	John	Apple	Class
81818181	John	Apple	Teacher
8182204e11	Another	One	Teacher
8176344e11	John	Apple	Teacher
81818181	David	Teacher	Teacher
8187444e11	Glaney	Apert	Teacher
81818181	Glaney	Teacher	Teacher
8172914e11	Herman	Teacher	Teacher
8182204e11	John	Smith	Teacher
81818181	John	Teacher	Teacher
81818181	Lois	Teacher	Teacher
8172914e11	Frank	Teacher	Teacher
81818181	Mark	Teacher	Teacher
8182204e11	Roberta	Smith	Teacher

2 Click 'Register the Teacher'

Your colleague will then receive their sign in details by email and be able to administer their classes within your school's profile, add their own classes and students, even play themselves!

Thank you! your colleague will receive their World Education Games sign in details by email.

Ok



Creating Student Accounts

Set up student accounts for your students to participate! You must sign in to www.worldmathsday.com or www.worldspellingday.com with your teacher details first.

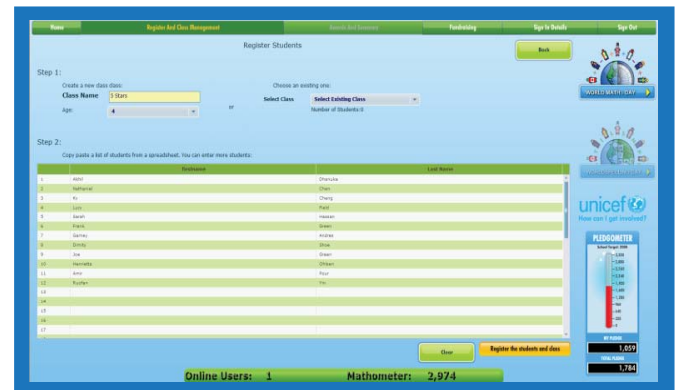
Student accounts can only be created within classes, you cannot create individual student accounts that do not belong to a class.

1 Create your Classes

Click the 'Register and Edit Class' tab at the top of the screen and select 'Register Students'.

Fill in the name of your class and select the age of the students in the class.

Once complete click 'Register the Class' to create the class.



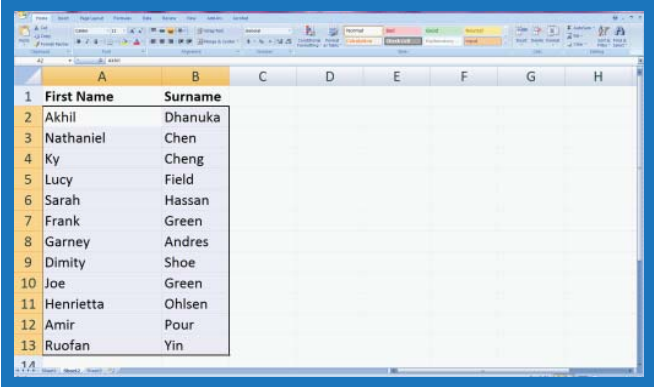
2.1 - PC Option 1: Create Student Accounts by Copying and Pasting from a List

Click the 'Register and Edit Class' tab at the top of the screen and select the option 'Register Students'. Choose the class from the dropdown that you wish to create student accounts for.

Have your list of student names open on your computer in a spreadsheet program (Excel, Calc).

	A	B	C	D	E	F	G	H
1	First Name	Surname						
2	Akhil	Dhanuka						
3	Nathaniel	Chen						
4	Ky	Cheng						
5	Lucy	Field						
6	Sarah	Hassan						
7	Frank	Green						
8	Garney	Andres						
9	Dimity	Shoe						
10	Joe	Green						
11	Henrietta	Ohlsen						
12	Amir	Pour						
13	Ruofan	Yin						

Bring your spreadsheet window to the front and HIGHLIGHT all the completed cells in your spreadsheet and hold down the CONTROL key and C (CTRL + C).



	A	B	C	D	E	F	G	H
1	First Name	Surname						
2	Akhil	Dhanuka						
3	Nathaniel	Chen						
4	Ky	Cheng						
5	Lucy	Field						
6	Sarah	Hassan						
7	Frank	Green						
8	Garney	Andres						
9	Dimity	Shoe						
10	Joe	Green						
11	Henrietta	Ohlsen						
12	Amir	Pour						
13	Ruofan	Yin						

Bring the World Education Games Teacher Centre window to the front and click inside the first box of the 'First Name' column.

Hold down the CONTROL key and V (CTRL + V). The text from your spreadsheet will appear in the columns on screen.

Click 'Register the Students'.



Register New Class

Step 1: Create a new class class. Choose an existing one.

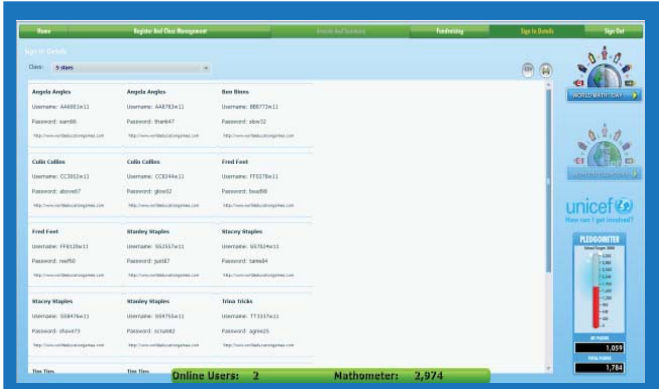
Class Name: or Select Class: Number of Students:

Step 2: Copy paste a list of students from a spreadsheet. You can enter more students.

First Name	Surname	Look Name
1	Akhil	Dhanuka
2	Nathaniel	Chen
3	Ky	Cheng
4	Lucy	Field
5	Sarah	Hassan
6	Frank	Green
7	Garney	Andres
8	Dimity	Shoe
9	Joe	Green
10	Henrietta	Ohlsen
11	Amir	Pour
12	Ruofan	Yin

Online Users: 1 Mathometers: 2,974

You can then select 'Sign In Details' to print off student account details to hand out to your students.



Sign In Details

Angelo Angles	Angelo Angles	Ben Blom
Username: AA8823x11 Password: aa8800 http://www.worldeducationgames.com	Username: AA8762x11 Password: aa8847 http://www.worldeducationgames.com	Username: BB5772x11 Password: abba32 http://www.worldeducationgames.com
Colin Colfax <th>Colin Colfax</th> <th>Fred Feet</th>	Colin Colfax	Fred Feet
Username: CC3922x11 Password: abba07 http://www.worldeducationgames.com	Username: CC3944x11 Password: gh0002 http://www.worldeducationgames.com	Username: FF3279x11 Password: baab00 http://www.worldeducationgames.com
Fred Feet <th>Henry Hingles</th> <th>Henry Hingles</th>	Henry Hingles	Henry Hingles
Username: FF8229x11 Password: aa8800 http://www.worldeducationgames.com	Username: HH2327x11 Password: aa8807 http://www.worldeducationgames.com	Username: HH2044x11 Password: baab00 http://www.worldeducationgames.com
Henry Hingles <th>Henry Hingles</th> <th>Irisa Hicks</th>	Henry Hingles	Irisa Hicks
Username: HH8475x11 Password: aa8807 http://www.worldeducationgames.com	Username: HH8752x11 Password: aa8802 http://www.worldeducationgames.com	Username: TT3337x11 Password: aa8807 http://www.worldeducationgames.com

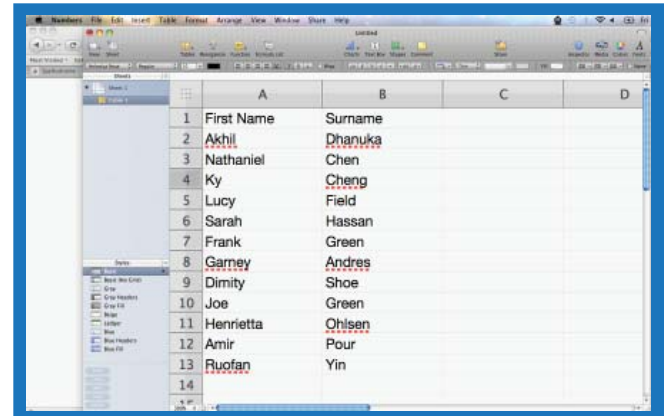
Online Users: 2 Mathometers: 2,974

2.2 - MAC

Option 2: Create Student Accounts by Copying and Pasting from a List

Click the 'Register and Edit Class' tab at the top of the screen and select the option 'Add to an Existing Class'. Choose the class from the dropdown that you wish to create student accounts for.

Have your list of student names open on your computer in a spreadsheet program (Excel, Numbers, Calc).



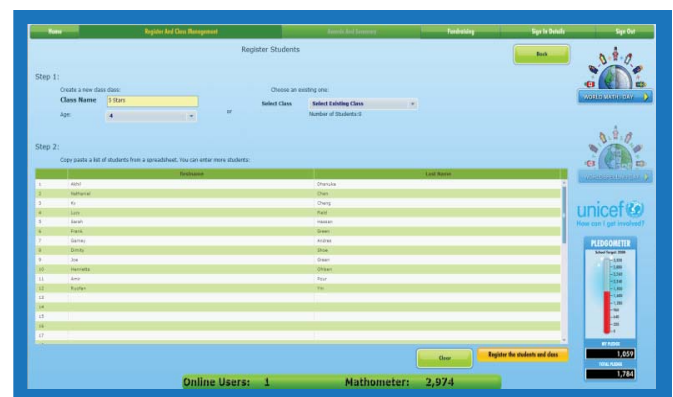
Bring your spreadsheet window to the front and HIGHLIGHT all the completed cells in your spreadsheet and hold down the COMMAND key and C ($\text{⌘} + C$).



Bring the World Education Games Teacher Centre window to the front and click inside the first box of the 'First Name' column.

Hold down the COMMAND key and V ($\text{⌘} + V$). The text from your spreadsheet will appear in the columns on screen.

Click 'Register the Students'.



You can then select 'Sign In Details' to print off student account details to hand out to your students.



Participating in Multiple Events

Participate in World Maths Day and World Spelling Day! All registered participants with sign in details are automatically entered into both events.

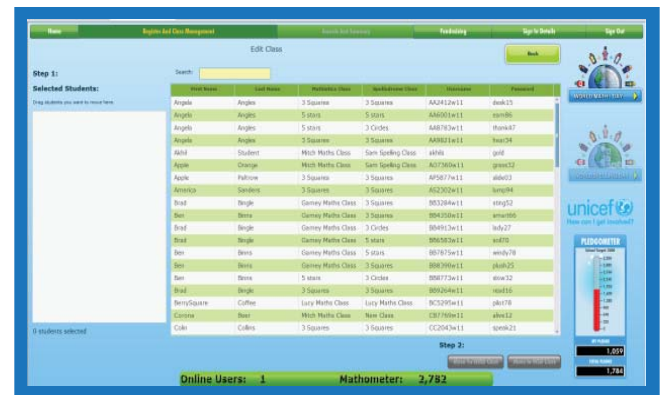
You can set up separate World Spelling Day classes from within your World Maths Day Teacher Centre.

1 Click 'Register and Edit Class'

Select the option 'Edit Classes' from the panel.

A list of all student accounts in your school profile and the World Maths Day and World Spelling Day classes they are participating in will appear on the panel.

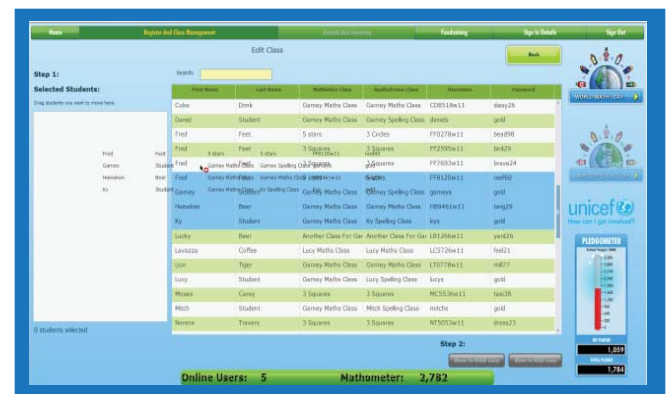
You can only move students between classes one class at a time. You cannot move students between multiple classes at the same time.



2.1 Option 1: Moving Students Between Existing Classes

Select the students you wish to move to the new class. Hold down the mouse button and drag the students into the white box on the left.

Once all students that need to be moved to the new class are listed in the white box, click 'Move to Maths Class' or 'Move to Spelling Class'.



To remove a student from the white box, click the 'x' button next to their name. This will remove them safely.

To edit student names, go to the 'Register and Edit Class' tab at the top of the screen, then click 'Edit Classes'.

You will see a list of all students registered for your school and the World Maths Day and World Spelling Day classes they are in. Find the student you wish to change in the list and double click the box and start typing. Once complete, click 'Save'.



! Number of Student Accounts in a Class

There is a maximum of 45 students per class.

If a class has 45 students already assigned to it you cannot move additional students into the class.

Should this be attempted, clicking 'Save' will produce an error message and the selected students will remain in their existing classes until the numbers are acceptable for the class you are trying to move them into.

If the number of students you wish to move into a class will bring the total number of students in that class above 45, you will not be able to move all the students into the class and you must revise your class.

Should this be attempted, clicking 'Save' will produce an error message and the selected students will remain in their existing classes until the numbers are acceptable for the class you are trying to move them into.

We're sorry, there are already 45 students in this class. Please return to the list to assign students.

No students have been moved.

Ok

We're sorry, adding these students will bring the total to over 45 students in this class. Please return to the list to assign students.

No students have been moved.

Ok



Results and Awards

Print Awards achieved by students.

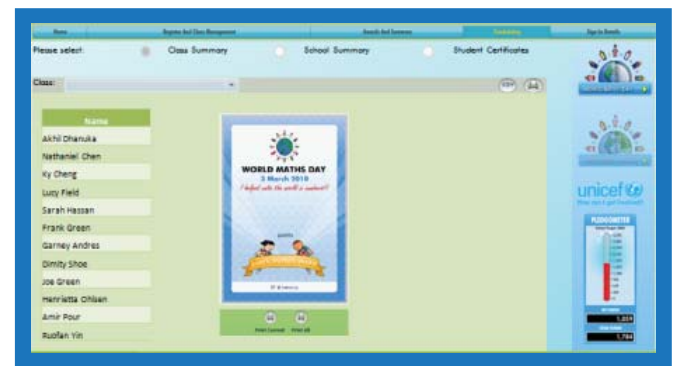
View your school's performance and student results.

Print Awards

Click the 'Results and Awards' tab at the top of the screen, select 'Student Certificates', then select the class you wish to view.

You will see a preview of each student's award available in that class. You can move between awards by clicking the student names or the arrows at the top.

Click 'Print' to print certificates. You can print all, or individually once World Maths Day is complete.



School Results Summary

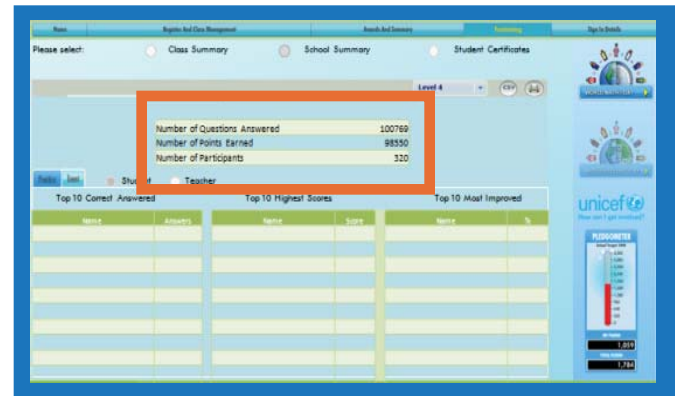
Click the 'Results and Awards' tab at the top of the screen and select the option 'School Results' on the panel.

Select between Student or Teacher results, and the level you wish to view using the dropdown menus.

Number of Questions Answered: 100769
 Number of Points Earned: 98560
 Number of Participants: 320

Top 10 Correct Answered		Top 10 Highest Scores		Top 10 Most Improved	
Name	Points	Name	Score	Name	%
Lucy Field	7596	Akhi Dhanuka	84	Akhi Dhanuka	240
Ruofan Yin	5670	Fy Cheng	84	Nathaniel Chen	235
Garnay Andrus	5056	Lucy Field	75	Fy Cheng	215
Amir Pour	5010	Garnay Andrus	86	Lucy Field	208
Fy Cheng	4794	Sarah Hassan	48	Sarah Hassan	200
Henrietta Othman	4675	Frank Green	48	Frank Green	192
Akhi Dhanuka	3500	Joe Green	45	Garnay Andrus	179
Joe Green	3268	Amir Pour	42	Dimity Show	172
Frank Green	3150	Ruofan Yin	42	Joe Green	165
Sarah Hassan	1104	Dimity Show	38	Henrietta Othman	144

The report shows the total number of: questions answered, participants and points achieved by the school in the top table.



Below this, 3 tables will show:

The Top 10 Correct Answers - students who have answered the most questions correctly.

The Top 10 Highest Scores - students who have answered the most questions correctly within a game

The Top 10 Improvers - students who have improved the most since their first game.



Print or Export School Results

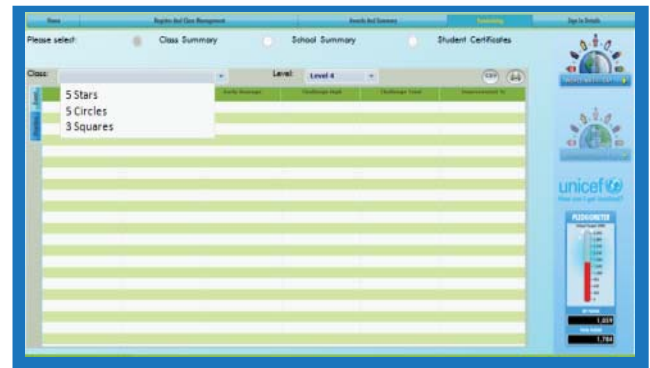
Print or Export these results to a spreadsheet using the 'Print' or 'Export' options in the top right corner of the report.



Class Results

Click the 'Results and Awards' tab at the top of the screen and select the option 'Class Results'.

Select the class and level you wish to view using the dropdown menus. Results will be recorded separately for the Practice and Event periods, use the tabs on the left of the report to swap between them.



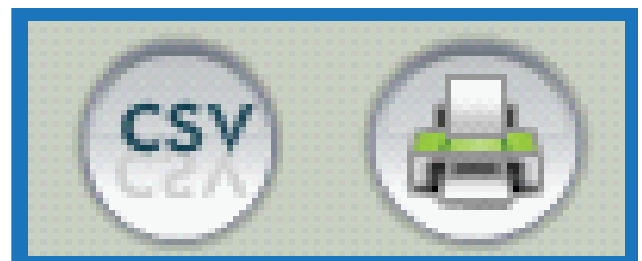
The report shows the following statistics for each student in the class:

- Total number of games played.
- Early High Score - the highest score from the first 3 games, or first score recorded above 0.
- Final High Score - the highest number of questions answered correctly within a game.
- Correct Answers - the total number of points achieved by the student.
- Improvement - the percentage improvement by the student across all games.

Name	Games Played	Early High Score	Final High Score	Correct Answers	Improvement %
Garnsey Andres	106	32	56	3096	175
Nathaniel Chen	84	12	28	644	233
Ky Cheng	201	39	84	4794	215
Akhi Dhanuka	96	35	84	3360	240
Lucy Field	211	36	75	7596	208
Frank Green	46	25	48	1150	192
Joe Green	55	26	43	2365	165
Sarah Hassan	23	24	48	1104	200
Henrietta Ohben	187	25	36	4675	144
Amir Pour	187	30	42	5010	140
Dimitry Shoe	12	22	38	264	172
Ruofan Yin	189	30	42	5870	140

Print or Export Class Results

Print or Export these results to a spreadsheet using the 'Print' or 'Export' options in the top right corner of the report.





UNICEF Fundraising



UNICEF and the World Education Games
"Helping students have access to quality learning"

Setting The School Target

The teacher who registers the school for the World Education Games can set the target amount the school aims to raise overall.

Select the 'Fundraising' tab within the World Education Games Teacher Centre. Type in the amount you hope to raise in the text box provided and click 'Submit'.

This target will be visible to all staff and students in the school to motivate them.



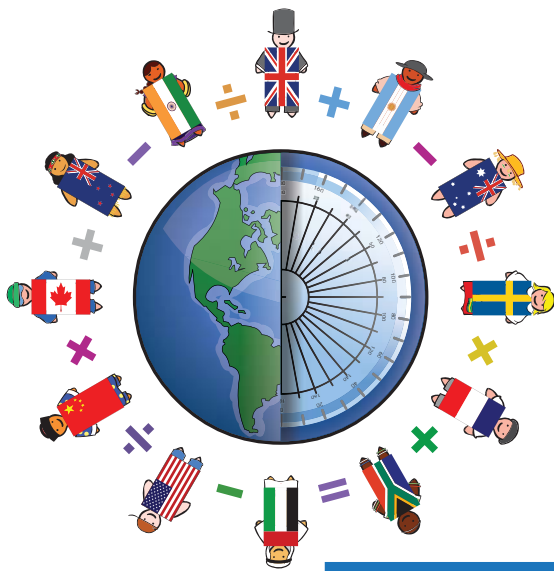
Uniting the World in Giving

You will also be able to see the amount your classes have raised in total, and the amount that UNICEF and your school should receive from the total funds pledged.

Participating in the fundraising element of the World Education Games is voluntary. The World Education Games team encourage schools to incorporate this celebration of education into their school curriculum and use the event to help them improve educational resources.

The screenshot shows a web interface for UNICEF fundraising. At the top, there are navigation tabs: Home, Register and Class Management, World Education Games, Fundraising, Sign Up Details, and Sign Out. The main content area is titled 'FUNDRAISE FOR UNICEF AND YOUR SCHOOL - NEW IN 2011'. It displays a progress bar for fundraising, with a target of \$100 and a current total of \$64. Below this, there are two sections: 'UNICEF and the Children of Viet Nam' and 'Schools for Africa - Mozambique'. The bottom of the page shows 'Online users: 94' and 'Mathometers: 9,955,8...'. The UNICEF logo is visible in the top right corner.

For more information, please see the [School UNICEF Fundraising Pack 2011](#), available on the resources tab.



The Constructivist Medal

The Constructivist Medal 2011 - take control of the mathematical realm!

Arc length covered by an angle

The diagram shows a circle with radius whose centre is at the origin. How much of the circumference is covered?

Allow any angle

It is easy to see that for any radius r , an angle of 124° will always cover $\frac{124}{360}$ of the circle's circumference

$$\text{Arc length} = \frac{124}{360} \times \text{circumference} = \frac{124}{360} \times 2\pi r = \frac{31}{45}\pi r$$

What is it?

New to World Maths Day this year is The Constructivist Medal, a competition for advanced students to show off their abilities to explain mathematical concepts using online materials.

All entries must use GeoGebra to build a widget that explains a mathematical concept. The winning entry will be used in the Mathematics Instant Workbooks series and receive a medal and certificate.

How does our school enter?

Within the World Education Games Teacher and Student Centres there is a button called 'Construct' that will open the World Education Games [Official Blog](#). Here you will see all the important information for the competition, examples on what entries could look like and links to download GeoGebra - a free online maths resource for creating widgets and explaining concepts.

The World Education Games Panel will only accept 1 entry from each school, and it is recommended that teachers encourage an internal competition in the school for students to work in teams of upto 4 students and submit their work to teachers to decide which widget to enter into the competition.



Introducing World Maths Day to Students

It is best to introduce World Maths Day in a computer lab where each student will have access to the internet.

1 Prepare for Excitement and Fun... about Maths!

Please check that all computers that will be used have the minimum requirements: *Good internet access and Flash 10 or greater.*

Direct students to sign in to www.worldmathsday.com using their unique username and password on the sign in cards you have printed off and distributed.

Explain to students that they are about to play against other students from around the world!

2 Avatars and Face Maker

The Avatar represents students during events. The first time students sign in, ask them to click the avatar in their Student Centre. This will enter the Face Maker.

Within Face Maker students are able to select from all sorts of characteristics. They can even have blue skin if they choose! Once finished, students are to click 'Save and Exit' to return to their Student Centres.

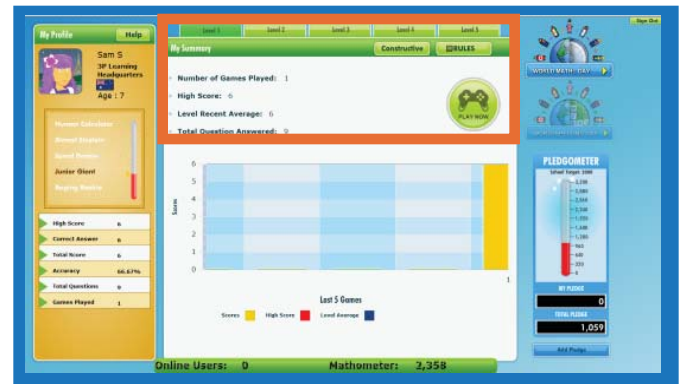
Students can return any time to change their avatars.



3 Entering the Game

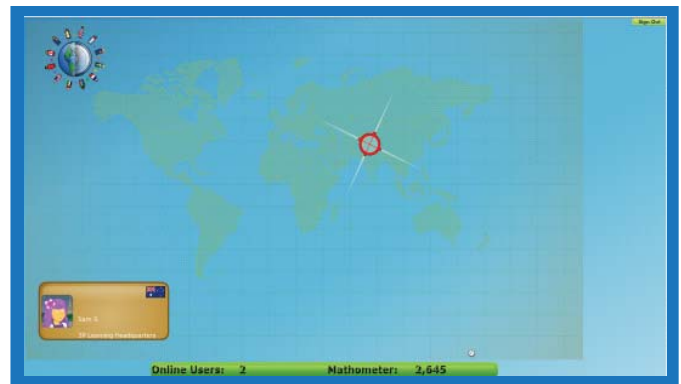
Direct students to select a level to play. Encourage them to explore all available levels to best prepare for the competition.

There are 5 levels for students to play, each with different questions. During the event, 20 games from each level will contribute to their total World Maths Day points score. During Practice, all games contribute to their total practice points score.



The computer will search for an opponent. Students will play against real students who are also at their computer right now!

It is possible that some students may play the computer if there is not a suitable match with another student available based on student performance.

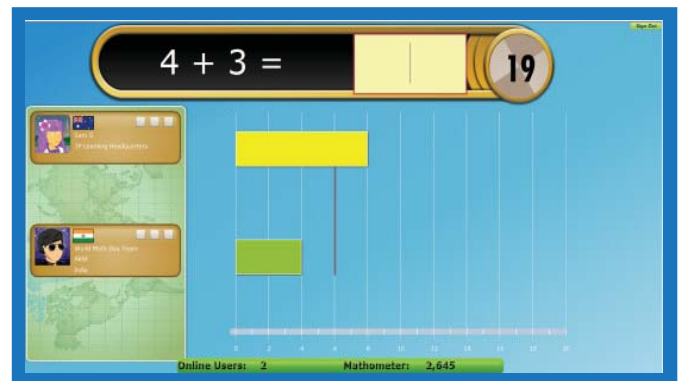


4 Play!

1 game will last 60 seconds and the aim is to answer as many questions correctly as possible. Students race against the clock, their recent average and other students across the globe.

If students answer 3 questions incorrectly, they will strike out of the current game.

The game ends when the time is up. Results of the match will show straight away.





After World Maths Day

Thank you for supporting and participating in the World Education Games.

Be on the look out for new events coming in 2012!

What happens once World Maths Day is complete?

Once it is no longer 1 March anywhere in the world, World Maths Day is over.

If your students are participating in World Spelling Day, it has begun!

WORLD SPELLING DAY



Uniting the World in Spelling

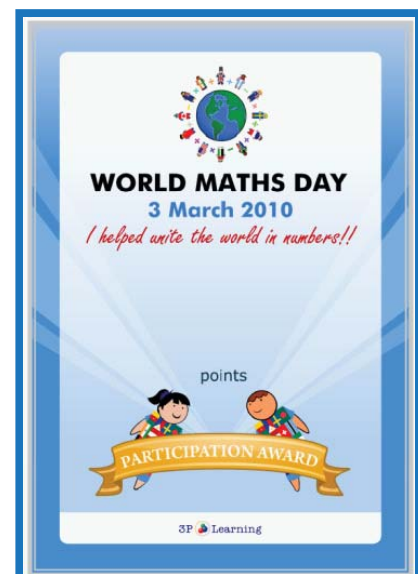
Students can view their personal points summary from the 48 hour period and print off their official World Maths Day certificates.

Teachers will be able to access their accounts to view their students' results and print certificates.

Students will have been playing Live Mathletics. This is a component of the popular Mathletics program - more than 40,000 students use Mathletics every day!

Please contact Mathletics if you would like to organise a trial of the full Mathletics program.

www.mathletics.com





World Maths Day Uniting the World in Numbers

The Great Philanthropic Event for Schools

www.worldeducationgames.com

Africa	+27 11 706 8959	africa@worldeducationgames.com
Asia	+61 2 9019 2800	asia@worldeducationgames.com
Australia	+61 2 9019 2800	australia@worldeducationgames.com
Canada	+1 403 467 6851	canada@worldeducationgames.com
Europe	+44 117 370 1992	europa@worldeducationgames.com
Middle East	+44 117 370 1992	middleeast@worldeducationgames.com
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