

# WORLD MATH DAY

## 5 March 2008



Uniting the World in Numbers!!

We are delighted that your school will be part of a global celebration of numbers as children from across the world unite in their quest to set a world record in answering mental arithmetic questions!

### In 2007 schools from following countries took part:

*Albania, Angola, Australia, Austria, Bahrain, Bangladesh, Belgium, Bermuda, Brazil, Brunei, Côte d'Ivoire, Canada, Canary Islands, China, Colombia, Congo, Costa Rica, Croatia, Cyprus, Ecuador, Egypt, El Salvador, Eritrea, Ethiopia, Gambia, Germany, Ghana, Guatemala, Honduras, Hong Kong, Hungary, India, Indonesia, Ireland, Italy, Japan, Jordan, Kazakhstan, Kenya, Kuwait, Lebanon, Lesotho, Libya, Luxembourg, Malaysia, Malta, Mexico, Morocco, Nepal, Netherlands, New Zealand, Nigeria, Northern Mariana Islands, Oman, Pakistan, Panama, Paraguay, Philippines, Poland, Portugal, Puerto Rico, Qatar, Republic of Korea, Romania, Russia, Saudi Arabia, Seychelles, Singapore, Slovakia, South Africa, Spain, Sri Lanka, Sudan, Sweden, Switzerland, Taiwan, Tanzania, Thailand, Turkey, Uganda, United Arab Emirates, United Kingdom, United States and Zimbabwe.*

This year we are expecting even more to be part of the day! Our aim is to break 50 million questions over the challenge - a big task!! Please encourage your teaching colleagues to participate.

Within this starter pack there is information on:

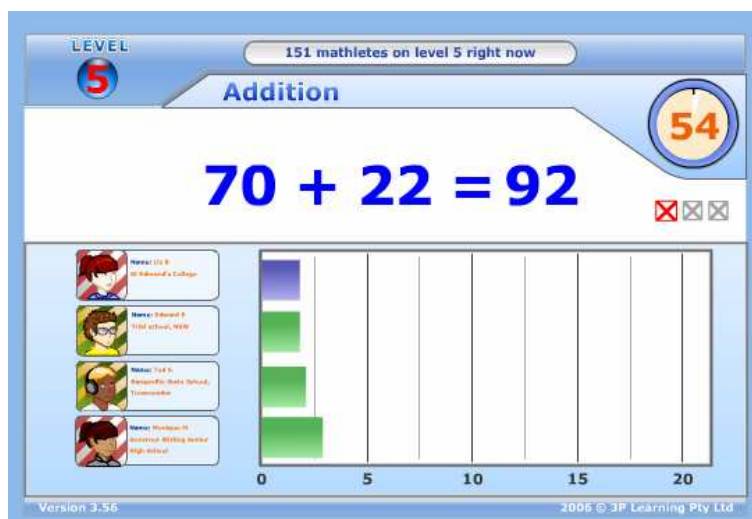
- How does the challenge work?
- How do I Create Student Accounts?
- How do I introduce this to students?
- When can we start?
- What happens after World Math Day?
- Contact Information
- About us.

[www.worldmathday.com](http://www.worldmathday.com)



## How does the challenge work?

The World Math Day challenge involves students from all over the world playing against each other in real-time battles of mental arithmetic using the Live Mathletics and VmathLive PLAY game engine.



### The game:

Students have 60 seconds to answer as many mental arithmetic questions as possible. Be careful - 3 mistakes leads to a strike out!

Students score 1 point for every correct answer. Therefore the more students play, the more points they earn.

The level of difficulty of the questions varies according to age. We recommend that students as young as 5 years of age participate - they will attempt Addition to 10. Students are automatically matched against other students of a similar ability, ie stronger students play only against other stronger students. This is done via a ranking system (that looks at the last ten games) from **Raging Rookie** to **Human Calculator!**

The actual World Math Day challenge commences the moment it is **Wednesday 5 March** west of the International Dateline and concludes 48 hours later when it is no longer 5 March anywhere in the world. For many countries this means that the event actually commences on **Tuesday 4 March**. The easiest way to confirm when the event starts according to your time zone is to check the countdown located on the website.

Students can practice for the event straight away!

It 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.



# How do I create student accounts?

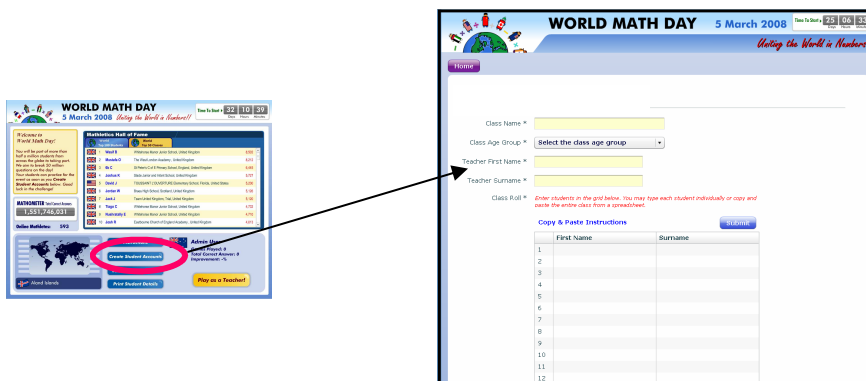
- **Sign In to your school account** - you will have received the sign in details in your registration confirmation email.



- **Create Student Accounts**

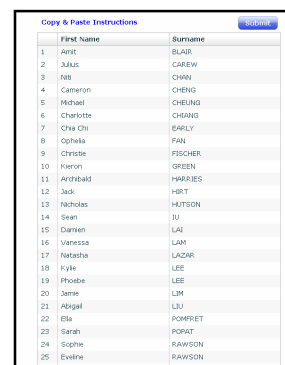
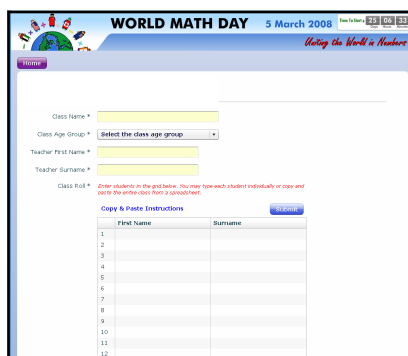
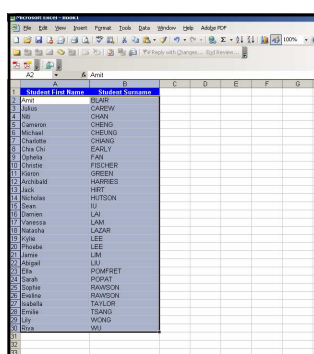
Student accounts are created **one class at a time**. Please note: all students within the class should be submitted at this time - this ensures that they are recognized as a class on the Class Hall of Fame.

You may type each student individually or **copy and paste** the entire class from a spreadsheet. Using the **copy and paste** from an existing list will save you considerable time!



- **Copying and Pasting your students from an Excel document**

Many teachers will have access to a spreadsheet of their student names in an Excel document - this will enable the quick copying and pasting.



1. **Select and copy** the students from an Excel document.

2. Return to the **Create Student Accounts** page.

4. **Paste** the names (**Ctrl-V** is paste shortcut for PC users)

3. Click in row 1 of the **First Name** section.



- **Print Student Details** - you need to print the Student Sign In details for your class. This can be done immediately after creating the accounts and is also available via the Print Student Details button on the main school page.

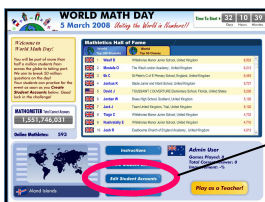
<p>http://www.worldmathsday.com</p> <p>Test School 97</p> <p><b>Amit BLAIR</b> 5Q Username: AB2166 Password: robot20</p>	<p>http://www.worldmathsday.com</p> <p>Test School 97</p> <p><b>Julius CAREW</b> 5Q Username: JC3108 Password: pour76</p>
<p>http://www.worldmathsday.com</p> <p>Test School 97</p> <p><b>Niti CHAN</b> 5Q Username: NC8094 Password: beach06</p>	<p>http://www.worldmathsday.com</p> <p>Test School 97</p> <p><b>Cameron CHENG</b> 5Q Username: CC7309 Password: basin99</p>
<p>http://www.worldmathsday.com</p> <p>Test School 97</p> <p><b>Michael CHEUNG</b> 5Q Username: MC9065 Password: march28</p>	<p>http://www.worldmathsday.com</p> <p>Test School 97</p> <p><b>Charlotte CHIANG</b> 5Q Username: CC1038 Password: blot51</p>
<p>http://www.worldmathsday.com</p> <p>Test School 97</p> <p><b>Chia Chi EARLY</b> 5Q Username: CE1322 Password: month80</p>	<p>http://www.worldmathsday.com</p> <p>Test School 97</p> <p><b>Ophelia FAN</b> 5Q Username: OF7780 Password: alive27</p>
<p>http://www.worldmathsday.com</p> <p>Test School 97</p> <p><b>Christie FISCHER</b> 5Q Username: CF9536 Password: leave56</p>	<p>http://www.worldmathsday.com</p> <p>Test School 97</p> <p><b>Kieron GREEN</b> 5Q Username: KG5523 Password: vine02</p>

*These cards should be cut out and given to students.*

- **Edit Student Accounts**

If a mistake has been made with a student name then it may be edited within the **Edit Student Accounts** section.

Please note: It is not possible to alter student usernames.



Yr	First Name	Surname	Username	Password	Remove
Amit	BLAIR	AB2166	job020		<input type="checkbox"/>
Julius	CAREW	JC3108	pour76		<input type="checkbox"/>
Niti	CHAN	NC8094	beach06		<input type="checkbox"/>
Cameron	CHENG	CC7309	basin99		<input type="checkbox"/>
Michael	CHEUNG	MC9065	imarch28		<input type="checkbox"/>
Charlotte	CHIANG	CC1038	blot51		<input type="checkbox"/>
Chia Chi	EARLY	CE1322	imonth80		<input type="checkbox"/>
Ophelia	FAN	OF7780	alive27		<input type="checkbox"/>
Christie	FISCHER	CF9536	leave56		<input type="checkbox"/>
Kieron	GREEN	KG5523	vine02		<input type="checkbox"/>
Archibald	HARRIES	AH1509	bang70		<input type="checkbox"/>
Jack	HIRT	JH7750	bea343		<input type="checkbox"/>
Nicholas	HUTSON	NH8965	bas336		<input type="checkbox"/>
Sean	IU	SI1479	lucK95		<input type="checkbox"/>
Damian	LIN	DL3236	page71		<input type="checkbox"/>
Vanessa	LAM	VL8221	human71		<input type="checkbox"/>
Natasha	LAZAR	NL5680	beid17		<input type="checkbox"/>
Kylie	LEE	KL7436	lyelp93		<input type="checkbox"/>
Phoabe	LEE	PL3423	basn23		<input type="checkbox"/>
Jamie	LIM	JL4679	lock75		<input type="checkbox"/>
Abigail	LIU	AL2137	tha04		<input type="checkbox"/>



## How do I introduce this to students?

Be prepared for an exciting lesson! Pupils love being exposed to Live Mathematics and tend to become quite enthusiastic.

It is best to introduce this in a computer lab where each student will have access and there is a data projector or interactive white board available (demonstration computer). Please check that the computers have the minimum requirements: *Good internet access* and *Flash 9 or greater*.

- Visit: **www.worldmathday.com** on the demonstration computer. Explain to students that they are about to play against other students from around the world!

**WORLD MATH DAY** 5 March 2008

Time To Start: 25:06:29

Join us in a celebration of numbers as children from across the globe unite in their quest to set a world record in answering mental arithmetic questions. Be part of this amazing event involving more than a quarter of a million students. In 2007 more than 287,000 students from 98 countries combined to correctly answer 38,904,273 questions. This year we aim to break 50 million questions!!

World Math Day takes place on the first Wednesday in March. Registration is free of charge for both schools and students.

**How will it work?**

- Students take part in real-time battles of speed and skill using the Live Mathematics game engine. Over the last year more than a billion questions have been correctly answered on Mathletics!
- All you need is internet access.
- Students can compete at school or at home.

**Why should schools take part?**

- Your students will love it!
- It will create an amazing buzz around Math in your school.
- Great for all ages and ability levels.
- Simple to register and take part!
- Great prizes for students and schools.
- It's absolutely free!

**Some of the Schools Who Participated in 2007:**

- Oms Simonsgasse, Austria

Click here to see entry details.

- Have a student Sign In on the demonstration computer

**WORLD MATH DAY** 5 March 2008

Time To Start: 25:06:29

**WORLD MATH DAY** 5 March 2008 *Uniting the World in Numbers!!*

Time To Start: 32:09:12

**Welcome to World Math Day!**

You will be part of more than half a million students from across the globe to taking part. We aim to break 50 million questions on the day!

To practice for the event simply press **Play Now**. Good luck!

**MATHOMETER** Total Correct Answers: 1,551,831,451

**Online Mathletes:** 413

**Mathematics Hall of Fame**

World Top 100 Students	World Top 50 Classes
1 Wasif B	Whitehorse Manor Junior School, United Kingdom 8,502
2 Mustafa O	The West London Academy, United Kingdom 8,212
3 6b C	St Peter's C of E Primary School, England, United Kingdom 6,445
4 Joshus K	Slade Junior and Infant School, United Kingdom 5,727
5 David J	TOUSSAINT L'OUVERTURE Elementary School, Florida, United States 5,230
6 Jordan W	Braes High School, Scotland, United Kingdom 5,126
7 Jack J	Team United Kingdom, Trial, United Kingdom 5,120
8 Tiago C	Whitehorse Manor Junior School, United Kingdom 4,732
9 Nushrataly E	Whitehorse Manor Junior School, United Kingdom 4,710
10 Jesh R	Eastbourne Church of England Academy, United Kingdom 4,613

**Julius CAREW**

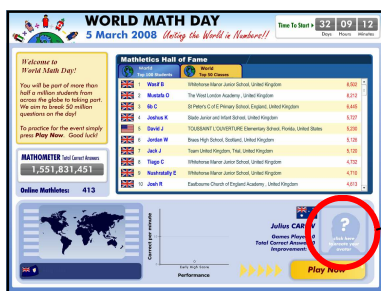
Games Played: 0  
Total Correct Answer: 0  
Improvement: -%

Click here to create your avatar

**Play Now**



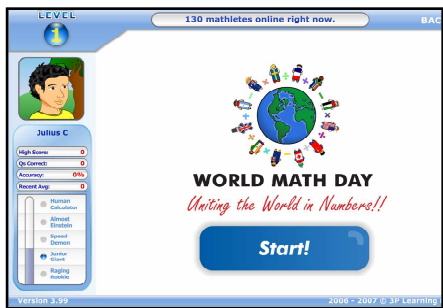
- Students start by creating their Mathlete (avatar). This is the character that they play under.



- Within Mathlete Maker students are able to select from all sorts of characteristics. Once finished press **Save Mathlete and Exit**



- Select **Play Now** and then **Start!** when ready.



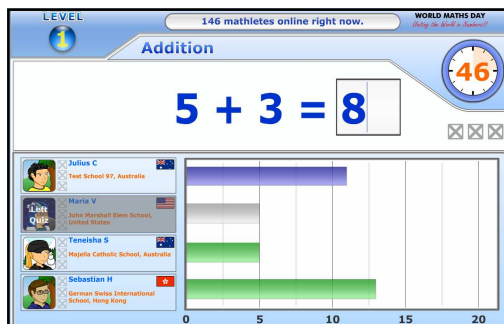
- The computer searches for an opponent - your students will be playing against real students who are also at their computer right now! If it cannot match your students at that time then they will play against a computer.



**Please note:** Students are automatically matched against other students with a similar ability.



- **Play the game!** Students have 60 seconds to answer as many mental arithmetic questions as possible. Be careful - 3 mistakes leads to a strike out!



- Now let the rest of class have a turn!

Remind the students that they can play from home - they can sign in wherever they have access to the internet.

## When can we start?

Straight away! We recommend that you get your students using it now - this way they can have plenty of practice before the challenge.

## What happens after World Math Day?

- We will forward you a results snapshot of your school as well as the full report of the event.
- Teachers will be able to access their accounts to view their students' results and print certificates.

Your students will have been playing Live Mathletics and VmathLive PLAY. This is a component of the hugely popular Mathletics and VmathLive programs. Please contact us if you would like to organise a trial of the full Mathletics or VmathLive program.

[www.mathletics.com](http://www.mathletics.com)  
[help@mathletics.com](mailto:help@mathletics.com)

[www.vmathlive.com](http://www.vmathlive.com)  
[vmathlive@voyagerlearning.com](mailto:vmathlive@voyagerlearning.com)

## About 3P Learning:

Founded in 2003, 3P Learning develops e-learning resources for students and teachers. Key to the success of 3P Learning's resources is the idea that play plus practice equals progress. The company's e-Learning resources are written by teachers who hold this philosophy at their core, and are proven to engage and motivate students to achieve excellent results. 3P Learning develops curriculum-based resources for the Internet that are currently used by over 3000 schools. For teachers, 3P Learning uses technology to provide up to the minute information on students' progress and the ability to fully differentiate within a class to target individual student needs. For more information about 3P Learning, please visit [www.3PLearning.com.au](http://www.3PLearning.com.au).



## Voyager Expanded Learning

Voyager Expanded Learning provides core, intervention and supplemental reading programs, as well as math intervention and ongoing professional development programs, for school districts throughout the United States. Founded in 1994, Voyager has delivered extended-time reading and basic skills intervention programs, as well as large-scale reading programs, to more than 900 school districts in cities such as Dallas, Phoenix, New York, Philadelphia and Los Angeles, resulting in dramatically improved student performance. Voyager Expanded Learning, L.P. is based in Dallas, Texas. For more information, please visit [www.voyagerlearning.com](http://www.voyagerlearning.com) or call 1888-399-1995.

