

WORLD MATHS 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:

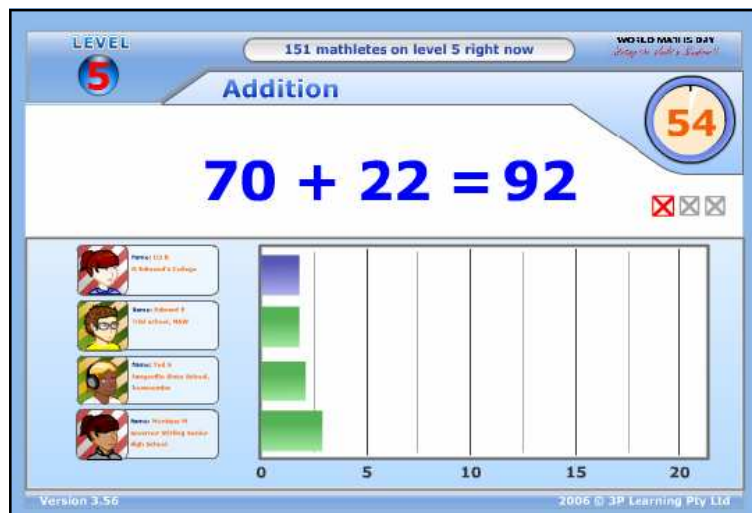
- How does the challenge work?
- How do I Create Student Accounts?
- How do I introduce this to students?
- When can we start?
- What happens after World Maths Day?
- Contact Information
- About us.

www.worldmathsday.com



How does the challenge work?

The World Maths 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 Maths 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.



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WORLD MATHS DAY

5 March 2020 *Uniting the World in Numbers!!*

Time To Start ▶

25	07	20
Days	Hours	Minutes


Welcome to World Maths 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!

Your students can practice for the event as soon as you create **Student Accounts** below. Good luck in the challenge!

WORLD MATHS DAY

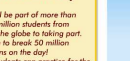
5 March 2020



MATHOMETER (and lower keys)

1,570,573,349

Online Mathletes: **1,479**



Instructions

Create Student Accounts

Edit Student Accounts

Print Student Details

Samantha Live


Students: 8

Total Correct Answers: 7

Play as a Teacher!

- 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.

The screenshot shows the World Maths Day website. At the top, there's a banner with the event name and date. Below it, a navigation bar contains links: Home, About, Register, and Log Out. The main content area has a large globe graphic with the text 'WORLD MATHS DAY 5 March 2008'. To the left of the globe, there's a box with the text 'World Maths Day? You will get 1000 free Maths Problems to solve! Register now to get your free Maths Problems! Register Now!'. Below this, there's a 'REGISTER' button and a text box with the number '1,370,573,343'. At the bottom, there's a 'Create Student Account' button, which is circled in red. Other buttons include 'Enter Maths Skills', 'Play on a Flasher!', and 'Sign Up & Save'.



WORLD MATHS DAY

REGISTRATIONS

Team To Enter: 27 08 58

Enter the World in Numbers

Team Name *

Teacher *

Class Name *

Class Age Group * 10-11 years ▼

Teacher First Name *

Teacher Surname *

Class Roll #

Enter students in the grid below. You may have each student individually or copy and paste the entire class from a spreadsheet.

Copy & Paste Instructions

#	First Name	Surname
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		


or

▼

Printable

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

	A	B	C	D	E	F	G	H
1	Anna	BLANK						
2	David	BLANK						
3	NE	CHANG						
4	Cameron	CHENG						
5	Michael	CHENG						
6	Christine	CHANG						
7	Tina Chi	EARLY						
8	Dakota	FAN						
9	Tatum	FISCHER						
10	Tatum	GREEN						
11	Hutchins	HARTSON						
12	Jack	HUNT						
13	Dennis	HUNTER						
14	Vanessa	DU						
15	Heather	LAM						
16	Kiyah	LACAN						
17	James	LEE						
18	Abigail	LIM						
19	Joseph	LOU						
20	Sophie	POMPHET						
21	Eudine	POPA						
22	Sophie	RAYSON						
23	Eudine	RAYSON						
24	Isabella	TAYLOR						
25	Travis	TUNG						
26	Lily	WONG						
27	Cecil	WONG						



WORLD MATHS DAY 5 March 2008

REGISTRATIONS

How to Register

Helping the World's Children

Class Name *

Class Age Group * 10-11 years

Teacher First Name *

Teacher Surname *

Class Roll # *

Enter students in the grid below. You may type each student individually or copy and paste the entire class (or a groupsheet).

Copy & Paste Individual Items Generate

#	First Name	Surname
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		

Copy & Paste Instructions		Buttons
First Name	Surname	
1. Aeri	BLAIR	
2. Julius	RAVICH	
3. Hal	CHAN	
4. Cameron	CHENG	
5. Michael	CHENG	
6. Charlotte	CHUNG	
7. Chea Chi	EARLY	
8. Ophelia	FAN	
9. Chrispe	FISCHER	
10. Harrison	GRIFFIN	
11. Archibald	HARRIES	
12. Jack	HBT	
13. Nicholas	HUTSON	
14. Sean	IU	
15. Damien	LAKE	
16. Vanessa	LAM	
17. Hiatshe	LAZAR	
18. Kyle	LEE	
19. Frodoe	LEE	
20. Jame	LM	
21. Abigail	LIU	
22. Ella	POMFRET	
23. Sarah	POWAT	
24. Eugene	RAWKSON	
25. Evelyn	RAWKSON	

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.

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

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.



Year	First Name	Surname	Username	Password	Remove
Amit	BLAIR	AB2166	robot20		<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	march28		<input type="checkbox"/>
Charlotte	CHIANG	CC1038	blot51		<input type="checkbox"/>
Chia Chi	EARLY	CE1322	month80		<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	beach43		<input type="checkbox"/>
Nicholas	HUTSON	NH8965	base36		<input type="checkbox"/>
Sean	IU	SI1479	luck95		<input type="checkbox"/>
Damian	LAN	DL3236	page71		<input type="checkbox"/>
Vanessa	LAM	VL8221	human71		<input type="checkbox"/>
Natasha	LAZAR	NL5680	feed17		<input type="checkbox"/>
Rylie	LEE	KL7436	irep93		<input type="checkbox"/>
Phoebe	LEE	PL3423	beam23		<input type="checkbox"/>
Jamie	LIM	JL4679	lock35		<input type="checkbox"/>
Abigail	LIU	AL2137	thud4		<input type="checkbox"/>

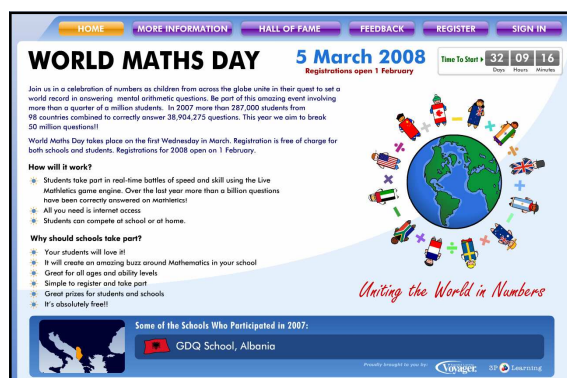


How do I introduce this to students?

Be prepared for an exciting lesson! Pupils love being exposed to Live Mathletics and VmathLive PLAY 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.worldmathsday.com** on the demonstration computer. Explain to students that they are about to play against other students from around the world!

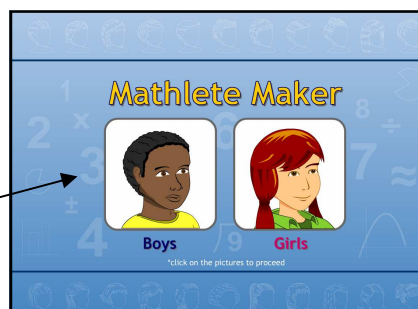
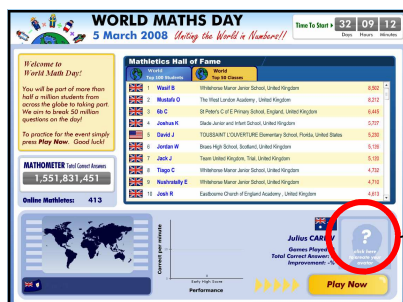


- Have a student Sign In on the demonstration computer





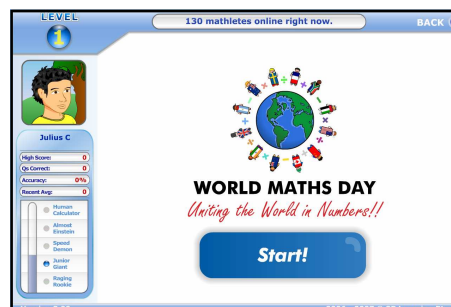
- Students start by creating their Mathlete (avatar). This is the character that they play under.



- 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.



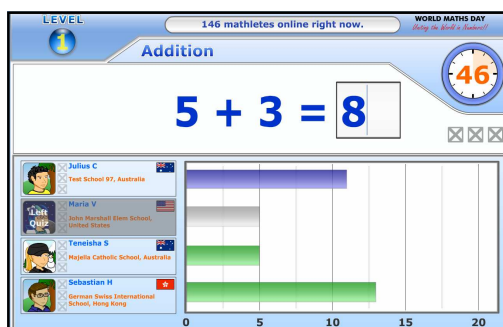
- The computer searches for an opponent - your students will be playing against real students who are also at their computer right now! If it cannot match your students at that time then they will play against a computer.



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 Maths 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. 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
help@mathletics.com

www.vmathlive.com
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.



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 or call 1888-399-1995.



