



In Live Mathletics, learners can challenge each other to a real-time 60 second race that tests the speed and accuracy of their math fluency.

This guide is designed for all learners across all year levels using Live Mathletics.





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Getting Started

In the Mathletics learning space, students will find Live Mathletics in the Play area.



Student Console Grades K-6



Student Console Grades 7-12



Live Mathletics Dashboard





Challenge

Where students can challenge others around the world from the pool of students who are currently online. To make sure the race is a fair contest, students are only matched with students with the same difficulty rating.



Up to four classmates can participate. The class is shown on the left hand sidebar, with green lights next to their names. Click on a student name to start a challenge.



School

Challenge

Where students can race against other students within the same school.



Computer Challenge

Students can test their skills against the computer. Students are encouraged to beat their own high score displayed.



Students can challenge their classmates, even when they are offline! In shadow mode, students play against their classmate's high score.

Shadow Mode



Levels

Live Mathletics is designed to be used by students across all grade levels.





Within the dashboard, use **the small bar** below the level numbers to explore what is within each level.



Bonus Level – When a game is played at this level, players earn double points for each question answered correctly.







- Terms in a sequence with decimals I 3.3, 2.5, 1.7,
- Terms in a sequence with whole numbers 9, 45, 225,

Level 7

- Sum, difference, product and quotient Find the quotient of 25 and 5
- Cubes $6^3 =$
- Operations with integers $8 \times (-9) =$
- Volume and capacity conversions 591 mL = \Box cm³
- Order of operations I $15 + 10 \times 7 =$
- The Cartesian Plane I (3, 7) is in quadrant 1, 2, 3 or 4 of the Cartesian Plane?
- Equivalent fractions 4/9 = 16/
- **Ratios** 7:10 = : 50
- Volume of rectangular prisms I

A rectangular prism is 3 cm by 5 cm by 4 cm. Volume = \Box cm³

Area of plane shapes I

A square has side lengths of 9 mm.

Volume = $|mm^3|$



- Algebraic substitution I Find x - y + z if x = 3, y = 2 and z = 2
- Order of operations II -3 (-4 + 5) =
- Terms in a sequence with decimals II 4.2, , 4.4, 4.5, 4.6
- Area and volume conversions $\Box \text{ cm}^3 = 1000 \text{ mm}^3$
- Factoring I 25x - 55 = 5(5x - ?)
- Volume of rectangular prisms II A right-prism 8cm high has a cross-section area of 20cm. Volume = cm³

Level 9

- Algebraic substitution II Calculate -5x + y if x = 8 and y = 1
- Factoring II 40x + 12z = (10x + 3z)
- ► Order of operations III -10 - 6 x 2 ÷ 6 =
- Expanding brackets I 2(9x + 4) = x + 8
- Midpoint between two points The midpoint between (-8, -6) and (2, 16) is (-3,)
- Pythagorean triads The hypotenuse of a right triangle with sides 6 and 8 is
- The Cartesian plane II The point (10, -10) moved 3 units right and 8 units down is now at (13,)
- Chance outcomes

A 6-sided die has different possible outcomes

Simplifying algebra $m \times m \times m = m^n$ n =Scientific notation $0.000642 = 6.42 \times 10^{a}, a =$ Level 10 Logarithms $\log(40) - \log(5) = \log(5)$ Solving equations Solve for y if: -11y = 55, y =Algebraic substitution III Calculate -2x + 8y if x = 3 and y = -1Expanding brackets II -9n(-2n-11) = $n^{2} + 99n$ Expanding quadratics $(b-6)(b+12) = b^2 +$ *b* - 72 Factoring quadratics)2 $a^{2} + 12a + 36 = (a + a)^{2}$ Surface area of cubes A cube with a surface area of 216 cm^2 has sides of length cm Percentage probability 75% probability = | in 4 chance



Participating in a Live Mathletics Game

Select a **game mode** – World Challenge, Computer Challenge, School Challenge, Class Challenge or select students in Shadow Mode.

Click GO.



During the game, a student will see their avatar at the top of the list on the left hand side of the screen. Up to three other players will be listed below them.

- Correctly answer as many questions as possible in 60 seconds.
- Each time a question is answered correctly, the total will increase in the colored bar.
- Track against opponents by keeping an eye on their colored bars.
- The timer in the top right hand corner will count down from 60 seconds.

Three strikes, you're out! If students answer three questions incorrectly, they strike out of the game – not only do learners need to be quick, they must be accurate! After the race, results are displayed with the learner's ranking, their responses and correct answers where applicable.

Choose to Play Again or Exit

Game Score:	4
Game Points:	4
High Score:	12
Play Again	Exit



Rankings and Results

As more and more games of Live Mathletics are played, a player's speed and accuracy will earn them a Live Mathletics ranking. Rankings are calculated as an average of their three most recent Live Mathletics games within a level.

Score at each level										
Ranking	1	2	3	4	5	6	7	8	9	10
Raging Rookie	< 10	< 8	< 8	< 6	< 4	< 4	<3	<2	<2	<3
Junior Giant	11 - 23	9 - 19	9 -18	7 - 14	5 - 10	5 - 9	4 - 7	3 - 5	3 - 4	4 - 7
Speed Demon	24 - 38	20 - 33	19 - 29	15 - 23	11 - 17	10 - 14	8 - 12	6 - 9	5 - 6	8 - 12
Almost Einstein	39 - 52	34 -44	30 - 40	24 - 32	18 - 24	15 - 20	13 - 16	10 - 12	7 - 8	13 - 16
Human Calculator	>53	>45	>4]	>33	>25	>2]	>17	>13	>9	>17

Click on

Results

Correct: correct answers out of the total of questions completed at that level

Games Played: total number of games played at that level

Accuracy: percentage of correct answers out of the total of questions completed at that level

High Score: highest score earned at that level

Rank: rank at that level based on the chart above

Level	Correct	Games Played	Accuracy	High Score	Rank
1	44/47	2	94.00%	44	Junior Giant
2	0/0	0	0.00%	0	Raging Rookie
3	18/42	10	43.00%	12	Raging Rookie
4	22/24	1	92.00%	22	Speed Demon
5	12/13	1	92.00%	12	Speed Demon
6	14/20	2	70.00%	9	Junior Giant
7	0/0	0	0.00%	0	Raging Rookie
8	2/5	1	40.00%	2	Raging Rookie
9	0/0	0	0.00%	0	Raging Rookie
10	0/0	0	0.00%	0	Raging Rookie



Points and Credits

- ▶ 1 correct answer = 1 point
- ▶1 correct answer Bonus Level 🐥 = 2 points
- Achieving a new High Score = 10 Credits
- Earning 1st Place = 5 Credits

For more information about Mathletics points, credits and Hall of Fame, please view a *Student Console User Guide.*





For more information about Mathletics, contact our friendly team.

www.mathletics.com/contact

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