



The World's Largest Online Maths Competition.

TEACHER PACK

World Maths Day: 8th March





Welcome!

This guide is designed to give you and your students a little bit of background to the event, as well as some hints and tips on how to get the most out of it.

Contents:

- About **World Maths Day**
- Preparing for **World Maths Day**
- Tracking progress
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- 7 essential tips for **World Maths Day**
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- Certificate



About



World Maths Day is a global celebration of learning that has been uniting students around the world with the wonder of numbers since 2007.

The Numbers:

10m +

World Maths Day participants

160 +

Countries

1b +

Maths questions answered

The History:

2007

Inaugural **World Maths Day** Event takes place with students from 98 countries taking part in the online event



2009

1.9 million students take part in **World Maths Day**



2010

500 million maths questions answered during **World Maths Day**



2011

World Maths Day sets the world record for the largest online maths competition

2012

5.9 million students register for 3P Learning's inaugural World Education Games, headlined by **World Maths Day**



2015

Participants from over 150 countries take part in **World Maths Day**



2019

Students take to Twitter to showcase their 'dress like a mathlete' costumes for **World Maths Day**



2022

World Maths Day celebrates 15 years!



World Maths Day



Preparing for World Maths Day



Students looking to get the most out of **World Maths Day** should start by understanding Live Mathletics and the levels that they'll be doing on the day.

What is Live Mathletics?

Live Mathletics is the official host platform for **World Maths Day**. Students race against the clock to answer as many questions as possible within the 60 second time limit. For each question students get correct they earn 1 point. There are 10 levels of difficulty in Live Mathletics. Students can select the level of difficulty for their next game from the number bar along the top of the Live Mathletics menu screen.



Students can complete up to 20 Live Mathletics levels to achieve their total **World Maths Day** score. A student's current year/grade dictates the Live Mathletics levels that they'll need to complete. Below is a list of the year/grade levels and the corresponding levels that the students will complete during **World Maths Day**.

Year Group	Level 1 Games	Level 2 Games	Level 3 Games	Level 4 Games	Level 5 Games	Level 6 Games	Level 7 Games	Level 8 Games	Total
K	15	5							20
1	10	10							20
2	10	5	5						20
3	10	5	5						20
4	5	5	5	5					20
5	5	5	5	5					20
6	4	4	4	4	4				20
7	3	1	4	4	4	4			20
8	2	2		4	4	4	4		20
9+	1	3			4	4	4	4	20

Preparing for World Maths Day



Each Live Mathematics level has a focus on specific areas of mathematics. Here is a basic breakdown of what areas are covered in each Live Mathematics level.

- LEVEL 1** Addition from 1 - 10
Doubles up to 10
- LEVEL 2** Addition from 1 - 20
Subtraction from 1 - 20
- LEVEL 3** Addition from 1 - 50
Subtraction from 1 - 50
2s, 3s, 4s, 5s and 10s Times Tables
Doubles and halves up to 50
Addition from 1 - 20 with a missing addend
- LEVEL 4** Addition from 1 - 100
Subtraction from 1 - 100
Times Tables to 10 x 10
Doubles and halves up to 100
2s, 3s, 4s, 5s and 10s division facts
Addition from 1 - 50 with a missing addend
Times Tables to 10 x 10 with a missing factor
- LEVEL 5** Addition from 1 - 500
Subtraction from 1 - 100
Addition from 1 to 100 with a missing addend
All multiplication and division facts to 10 x 10
Time conversions
Length conversions
- LEVEL 6** Operations with decimals
Calculations using brackets
Simple percentages
Converting mm, cm and m
24 hour time
Timetable calculations
Fractions and decimals
Percentages and decimals
Terms in a sequence with decimals I
Terms in a sequence with whole numbers
- LEVEL 7** Sum, difference, product and quotient
Cubes
Operations with integers
Volume and capacity conversions
Order of operations I
The Cartesian plane I
Equivalent fractions
Ratios
Volume of rectangular prisms I
Area of plane shapes I
- LEVEL 8** Statistical measures
Simplifying algebra I
Algebraic substitution I
Order of operations II
Terms in a sequence with decimals II
Area and volume conversions
Factoring I
Volume of rectangular prisms II
Area of plane shapes II
Recurring decimals
- LEVEL 9** Algebraic substitution II
Factoring II
Order operation III
Expanding brackets I
Find the midpoint between two points
Pythagorean triads
The Cartesian Plane II
Chance outcomes
Simplifying algebra
Scientific notation
- LEVEL 10** Logarithms
Solving equations
Algebraic substitution III
Expanding brackets I
Expanding quadratics
Factoring quadratics
Surface area of cubes
Percentage probability

Take the learning further

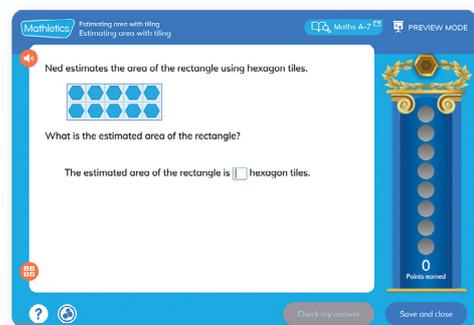
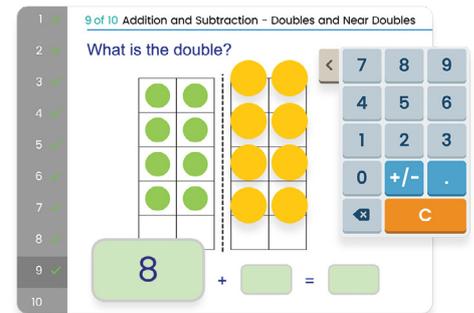


With Mathletics powering **World Maths Day**, students can use the entire platform to prepare for the event. Whether they're sharpening up on multiplication, eliminating divisional worries, or looking to mix things up with some contextual mathematics, Mathletics has all the resources and activities to get students ready for the big day.

Here is how Mathletics can provide additional help:

Curriculum Activities

The core activities area in Mathletics gives students the ability to easily search for topics they need to freshen up on in preparation for **World Maths Day**.



Skill Quets (formerly Understanding, Practice and Fluency)

Looking to focus on a specific learning outcome? Mathletics' Skill Quest activities are specifically aligned to curriculum outcomes, if students are struggling with a specific area, you can easily assign them a Skill Quest, targeting their learning.

Multiverse

Set in a rich, animated story world, Multiverse is a multiplication fact fluency game where students take charge as space traders exploring new worlds. Learners use their multiplication facts in a story context to scan asteroids, harvest minerals, plot coordinates and defeat space pirates.



Problem solving and reasoning

Why not try out one of Mathletics' 700+ problem solving and reasoning activities. Designed by our team of education specialists, **Mathletics Problem-Solving and Reasoning** activities help students master soft mathematics skills, develop critical thinking abilities, and shows them how mathematics can be applied to real life **problem-solving**. Built for a modern learning environment, students are encouraged to show their working and thinking, whilst also able to submit a question directly to you. You can assign a PSR activity via the 'Assign & Review' area in your Mathletics Teacher Console.

Rainforest Maths

A vibrant and interactive collection of maths activities designed for learners aged 5 to 10. Students can practice their skills across a range of topics including number, measurement, algebra, chance & data, and more.



7 student tips



1. Make sure you have a login

Current Mathletics students can use their existing login details to take part (no registration required). No worries, if you don't have one, you can sign up for free at www.3plearning.com/world-maths-day.

2. Use Live Mathletics to prepare

Live Mathletics is the competitive engine behind **World Maths Day**. At any given time of day (or night) you can log on and find a peer somewhere in the world who is ready to pit their mathematics skills against yours.

To see which Live Mathletics levels you should practise, check out the year/grade to Live Mathletics level comparison chart on page 4.

3. Sharpen your skills in the areas where you need extra practise

Mathletics is full of revision tools to help you with any concept you're finding tricky. For example:

To practise multiplication

- Try Multiverse, a space themed multiplication adventure that's found under the 'play' section of Mathletics.
- Learn times-tables as a song using Times Table Toons (also under the 'play' section).

To practise division

- Use the division revision activities under the 'learn' section of Mathletics.

Addition and subtraction

- Trek through the mathematical jungle in Rainforest Maths
- Find plenty of activities in the 'Addition and Subtraction' topic under the 'Learn' section.

4. Working out your best "Mathletics hand position":

You'll want to make sure you're ready to type in the answers as soon as they come to mind. Here are some tried and tested strategies for rapid-fire typing:

The Two Hander: use fingers from both of your hands on the number pad. A great beginner position.

The Pinkie-masher: use all fingers on the number keys along the top of the keyboard and your pinkie to hit enter.

The Accountant: right hand for typing, left hand for fighting! The right hand answers questions on the number pad whilst your left hits enter after each one.

The Reverse Accountant: left hand uses the number pad to answer, while your right hand is firmly placed on the 'enter' button.

The Top Shelf Reverse Accountant: left hand uses the number row at the top of the keyboard, while your right hand is firmly placed on the 'enter' button.

The One Hander: know your way around the number pad with confidence? Try doing it with one hand!

5. Trust in your fingers!

Once you feel confident with your typing position, try to do a few practice rounds without looking at the keys!

6. Get it wrong and move on

You can get up to 3 incorrect answers per Live Mathletics session before it stops the round. If you get stuck, just try an answer so you can tackle the next question before time runs out. You can always review any incorrect answers at the end of the round.

7. Find your inner-Mathlete

Fun is the main aim of **World Maths Day**, so don't be afraid to have a go, make mistakes, and learn from the experience. Anyone can succeed at mathematics – all it takes is confidence!



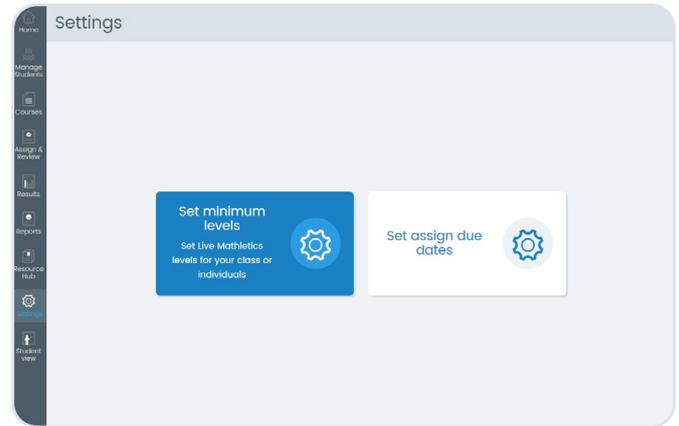
Important teacher tips



Remove any Live Mathletics settings

If you've blocked students from certain levels of Live Mathletics, you'll need to remove those settings for **World Maths Day** to ensure students can compete at the relevant levels for their year/grade group (see page 3 of this guide for more details on the levels students will use on **World Maths Day**).

Check the Live Mathletics levels for your class by going to **Settings** in your Teacher Console left-hand menu. Select the '**Set minimum levels**' tile. Ensure all students are set to 'Level 1 & above'.

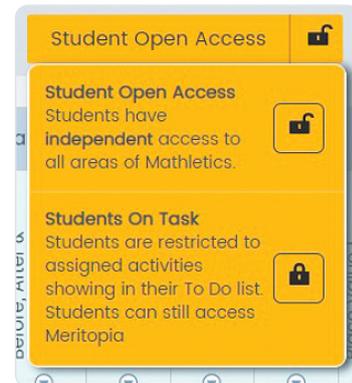


Ensure students have Open Access

To ensure that your students can take part seamlessly on the day, make sure they have Open Access to Mathletics.

If you've assigned any curriculum activities, Skill Quests or PSR work, it may prevent them from accessing Live Mathletics and the **World Maths Day** platform.

To make sure this doesn't happen (and keep the assigned activities), simply head into the 'Assign' area of Mathletics and make sure the student access is set to 'Student Open Access'.



On the day



Get started

On the 8th of March students can log in to their **World Maths Day** account via www.3plearning.com/world-maths-day or mathletics.com. Once they're logged in, they can select the **World Maths Day** button from the right-hand side of their console, or via the 'Play' area. They'll then find everything they need to compete in the event and track their **World Maths Day** performance.



GET READY

Welcome to the launch zone! From here you can begin your live competitions with other students. Four gaming modes are available – you can choose to challenge other students from around the world, within your own school or class, or warm up your skills against the computer. The panel on the left shows your classmates. If they're online, you can choose to challenge a student directly by clicking their name.



TRACK YOUR WORLD MATHS DAY RESULTS...

Only points from your first 20 games will be counted towards your **World Maths Day** score. You can track this using the panel on the right of the screen. **World Maths Day** has ten gaming levels. You can enter at any level, but you'll need to compete at specific levels to earn your **World Maths Day** points. This is to make the competition fair for students of all ages. Your results panel will show you which levels you need to enter, depending on your age/grade level.



ENTER A LIVE GAME...

Select your game level and click "GO!" to begin. You will be matched with up to three other students of a similar ability to compete against. Once you enter the gaming arena you will have sixty seconds to answer as many questions as possible, beating your opponents to the finishing line!



BEAT YOUR OPPONENTS...

The game will continue until the clock runs down to zero. Continue answering questions to earn points as quickly as possible – but be careful! **World Maths Day** is about speed and accuracy, three incorrect answers and you're out of the game!

The points from your first 20 games will be counted as your official **World Maths Day** score.

Ways to engage your students on the day



CHALLENGE STUDENTS TO COMPLETE ALL OF THEIR EVENT GAMES

The **World Maths Day** Hall of Fame counts the total score for a student's first 20 games during the competition period. There are trophies for the top 3 students in each year/grade.

RUN AN INTER-CLASS OR INTER-HOUSE COMPETITION

Track points earned from **World Maths Day** to run an inter-class or inter-house competition. Points could contribute to a class or house's overall points with a special prize for the winner.

DRESS UP

Take part in the official **World Maths Day** dress-up competition. Simply dress-up in anything maths related, post it to the school/class Twitter or Facebook feed and tag it with **#WMD2023**. The Mathematics Team will pick a winner based on creativity, over the top celebrations and a link to maths.



CHALLENGE A NEIGHBOURING SCHOOL

Make **World Maths Day** a local derby by comparing: student high scores, numbers of points, average points per students with another school in your area.

MAINTAIN LEADERBOARDS FOR THE FASTEST AND MOST ACCURATE CHALLENGERS

Keep track of the highest scores on each level from students in your own class. Award prizes for class champions.



CERTIFICATE OF ACHIEVEMENT

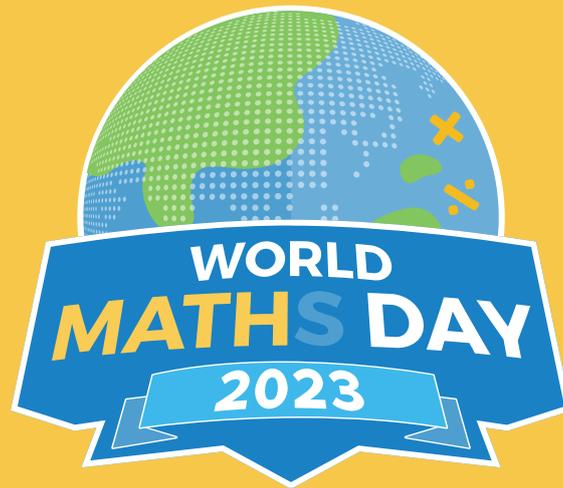
Super Mathlete Award

Awarded to:



From the **Mathletics** Team





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