



## World Maths Day Prizes



### Playstation 5

Top Student in each Year/Grade



### World Maths Day trophy

Top 3 Students in each Year/Grade



### \$250USD Voucher

Top School in each Year/Grade

### 2022 Terms and Conditions

Participating in World Math(s) Day is free for students aged 5 to 18, who can enter by either using an existing Mathletics login, or who have signed up (through their parent or guardian) to a World Math(s) Day account for this event.

As a condition of entry, participating students and schools accept that their name/s may be published on our website in connection with this event and our event rules. Event rules are set out on our website including this section.

To be eligible for prizes:

- Students must compete in the current year/grade level they're enrolled in as of the 23rd of March 2022.
- Students can only take part in the event once, using one Mathletics/World Math(s) Day student login. If a student is found to have used multiple accounts to participate, they will not be eligible for prizes.
- Students who are not signed up via a school, must show proof of age and school level (which we will request from their parent or guardian) to be eligible for prizes.
- We aim to have prizes delivered to winners within 4-6 weeks after we finalise the event for all year/grade levels.
- Students must answer all questions by themselves without assistance. May the best Mathelete win – do your best!

#### Other

Prizes referred to on our website must be accepted 'as is' by the winner, and cannot be transferred, exchanged. Prizes may be substituted by us if they are not available for any reason or for the delivery timeframes. We send prizes based on information available to us, and it is the responsibility of the student's school, parent or guardian to check that information given to us is correct. We are not responsible for any non-delivery, lost or delayed delivery, of any prize.

Prizes with user terms and conditions, must be accepted with those terms and conditions, or can be declined by notifying us. We may distribute non-deliverable or declined prizes at our full discretion without further correspondence.

This event is an initiative of 3P Learning Limited. For more information about how we handle personal information in our learning resources and programs (which includes this event) please refer to our [Privacy Policy](#) and [Terms and Conditions](#).

PlayStation® is a registered trademark of Sony Interactive Entertainment Inc. The World Math(s) Day team, sends a big thank you to Sony Interactive for supporting this global online event and for encouraging students in the power of math(s)!