



## Teacher Information

# WORLD MATH DAY

## 4 March 2009



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 new world record in answering mental arithmetic questions!

**In 2008 over one million students from schools in 160 countries took part. Students set a new record, correctly answering 182, 455,169 questions. Can we set a new record this year? Please encourage your teaching colleagues to participate!**

### A selection of the countries that participated:

*Albania, Angola, Australia, Austria, Bahrain, Bangladesh, Belgium, Bermuda, Brazil, Brunei, Cote 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.*

### Contents:

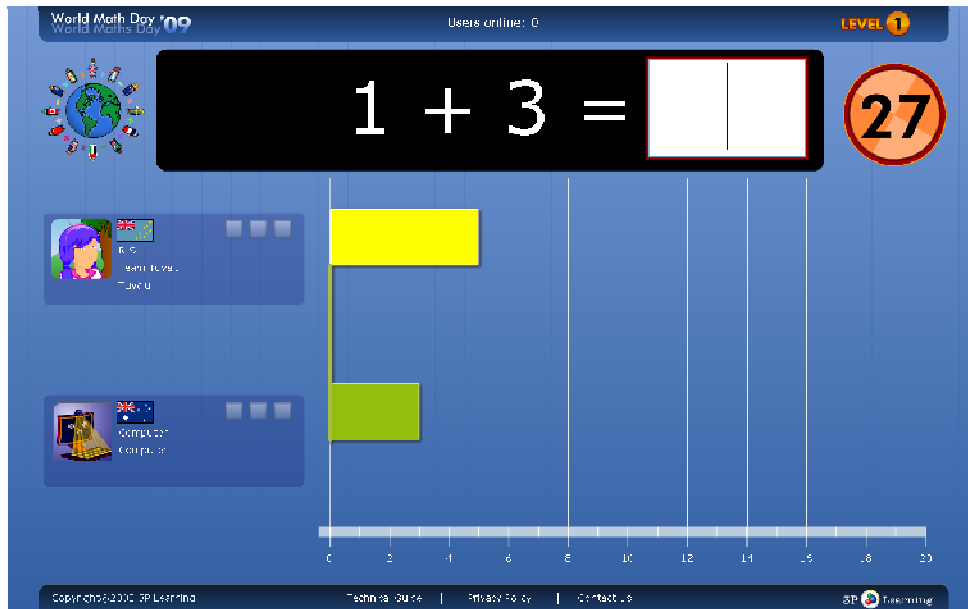
- *How does the challenge work?*
- *How do I Create Student Accounts?*
- *How do I introduce this to students?*
- *Contact Information*
- *About us*



## Teacher Information

### 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 World Math Day game engine.



### Inside the game:

Students have 60 seconds to answer as many mental arithmetic questions as possible. Be careful - 3 mistakes lead to a strike out! Students score 1 point for every correct answer. Therefore the more games the students play, the more points they earn.

The levels of difficulty of the questions vary 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, i.e. 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 4 March** on the International Dateline and concludes 48 hours later when it is no longer 4 March anywhere in the world. For many countries this means that the event actually commences on **Tuesday 3 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.



## Teacher Information

### 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.

World Math Day '09

Users online: 0

LEVEL 1

Hall of Fame Register Students Signin Details

Simon H.  
School: Thomas Street School

Students	Total Correct Answers
0	0

Mathometer

TOTAL CORRECT ANSWERS

200

- **Create Student Accounts**

Student accounts are created **one class at a time**. 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!

*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.*

World Math Day '09

Users online: 0

LEVEL 1

Hall of Fame Register Students Signin Details

Register your non-Mathletics class

Note: If your class has a current Mathematics licence, your students have been automatically registered. This page is used only to register new, non-Mathletics students.

☒ Add New Class ☐ Add to Existing Class

Class Name:

Age Group:

Register the students

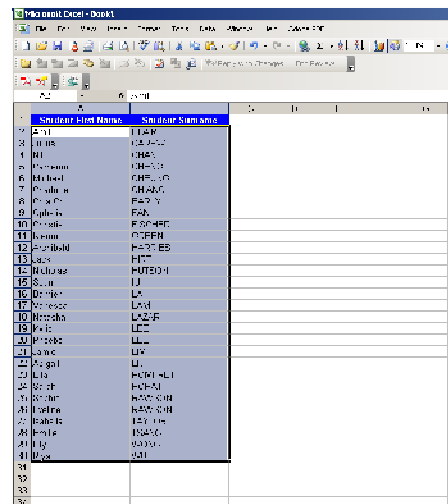
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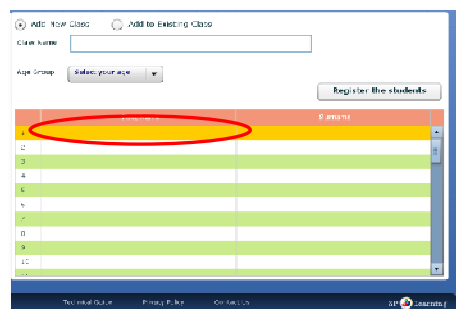
## Teacher Information

- 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 quick copying and pasting.

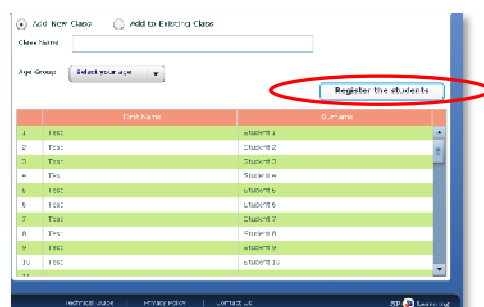
1. **Select and copy** the students from an Excel document.



2. Return to the **Create Student Accounts** page and click in row 1 of the First Name section.



3. **Paste** the names (**Ctrl-V** is paste shortcut for PC users) into the grid and then click **Register Students** to create the student accounts.





## Teacher Information

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

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

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



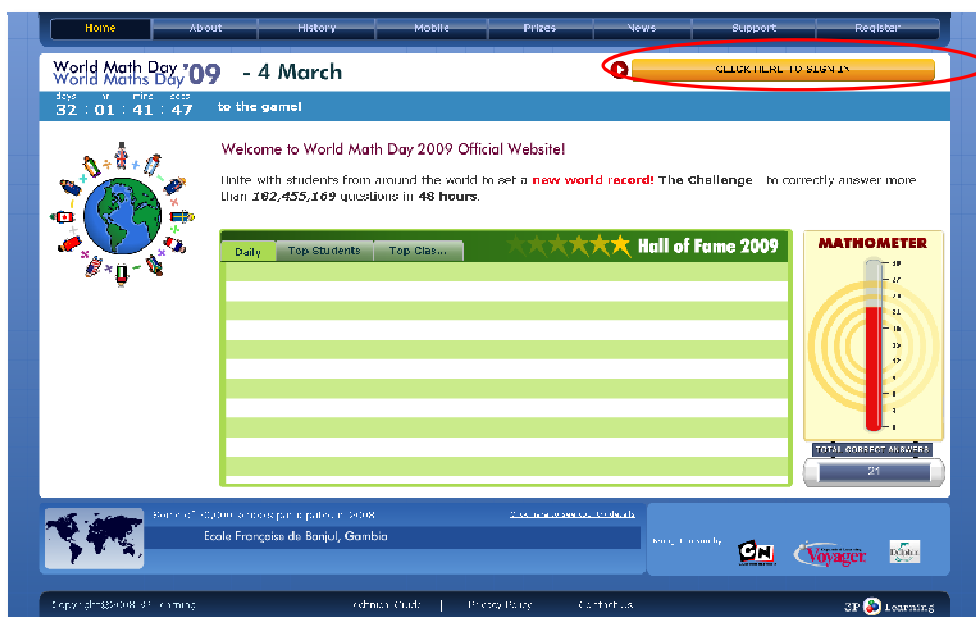
## Teacher Information

### How do I introduce this to students?

Be prepared for an exciting lesson! Pupils love being exposed to the World Math Day game and tend to become quite excitable.

It is best to introduce this in a computer lab where each student will have access. Please check that the computers have the minimum requirements: **Good internet access** and **Flash 9 or greater**.

- Direct students to sign in to: [www.worldmathday.com](http://www.worldmathday.com) using their usernames and passwords. Explain to students that they are about to play against other students from around the world!



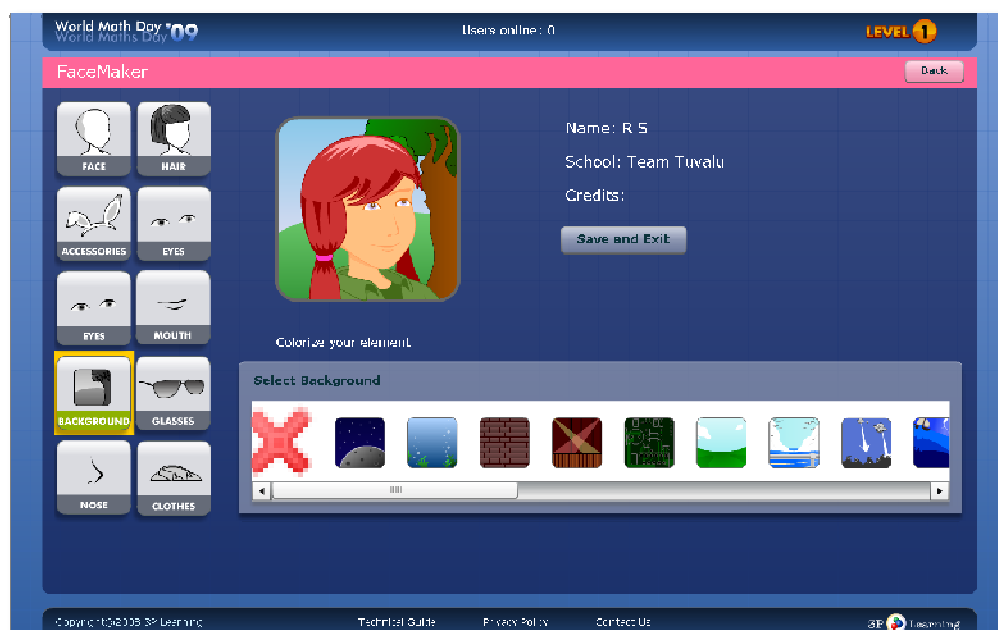


## Teacher Information

- The first time students sign in they will be directed to the Face Maker. This is the avatar that represents them.



- Within Face Maker, students are able to select from all sorts of characteristics. They can even have green skin if they choose! Once finished press **Save and Exit**, this will return them to the main Student Centre.





## Teacher Information

- Select **Enter The Game**. The computer searches for an opponent - your students will be playing against real students who are also at their computer right now! It is possible that some students might play the computer if there is not a good match with another student available.

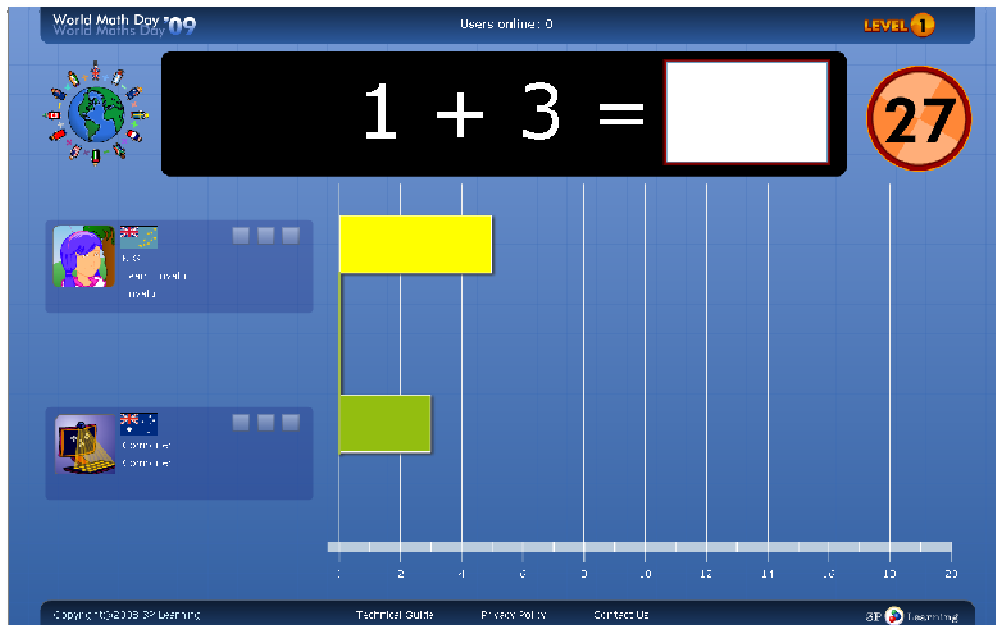
*Please note: Students are automatically matched against other students with a similar ability. The game engine selects games based on competing student's recent averages, so the race is as fair as possible.*





## Teacher Information

- **Play the game!** Each game will last 60 seconds and the aim is to answer as many questions correctly as possible. Students will be racing against the clock, their recent average and the other students. Warn the students to be careful! If they make 3 mistakes, they'll strike out! A Strike Out will change the average and may cause the individual to go down a level in the ranking.



- The game ends when the time is up. Results will be shown straight away. There is no limit to the number of games a student can play!





## Teacher Information

### Contact Information:

World Math Day has been brought to you by a team of passionate educators and programmers. We are committed to seeing technology transform learning. Here is how you can contact us if you need help or have any comments or suggestions.

You can email us:



[africa@worldmathsday.com](mailto:africa@worldmathsday.com)

[asia@worldmathsday.com](mailto:asia@worldmathsday.com)

[australia@worldmathsday.com](mailto:australia@worldmathsday.com)

[canada@worldmathsday.com](mailto:canada@worldmathsday.com)

[middleeast@worldmathsday.com](mailto:middleeast@worldmathsday.com)

[europa@worldmathsday.com](mailto:europa@worldmathsday.com)

[nz@worldmathsday.com](mailto:nz@worldmathsday.com)

[southamerica@worldmathday.com](mailto:southamerica@worldmathday.com)

[usa@worldmathday.com](mailto:usa@worldmathday.com)

Or phone 3P Learning Customer Service:



United Kingdom: +44(0)117 370 1990



Australia: +61(0)2 9019 2800



Canada: +1 403 467 6851



New Zealand: +64(0)7 307 0340



South Africa: +27(0)83 458 9474

For Services in the United States please contact Voyager Expanded Learning on: +1 800 956 2860



### About 3P Learning:

*Founded in 2003, 3P Learning develops e-learning resources for students and teachers. The 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 thousands of schools worldwide. 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).*