

Math Madness 2013
A Step By Step Checklist

Welcome to Math Madness. We are glad you decided to join us. Here is a step by step checklist to get you up and running! Remember that the problems need to be kept confidential because they will be used from year to year.

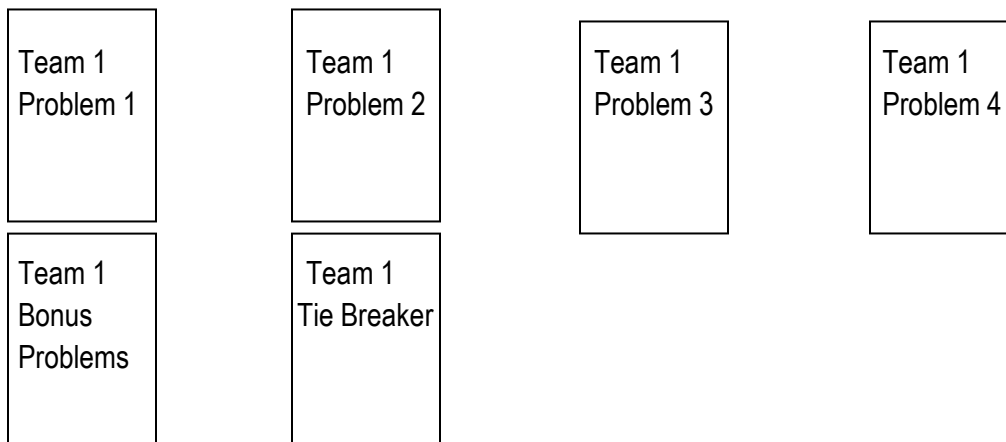
1. Getting your 4th grade teachers ready to compete!

- ___ Show Math Madness Video to build excitement.
- ___ Show Math Madness PowerPoint so teachers know how the game is played.
(Remember: All 4th grade classes on a campus **must** compete. The actual competition will take no more than one hour of class time.)
- ___ Share the practice problems with the teachers through email. Teachers can also use the Exemplar problems as well.
- ___ Have teachers sign up with you when they want to have their class compete.
(Remember: The window for class competitions is April 15th – May 3rd.)

2. Getting the materials ready for competition.

- ___ You will need 36 9x12 (or larger) manila envelopes.
(This will be enough for one set. I have 2 sets so that I am ready to go when I have competitions scheduled back to back.)
- ___ Label each envelope with the team number and problem number.

Example for Team 1 (repeat for all 6 teams);



- ___ Photo copy six copies of each problem on white paper for each class that is competing. For example, if you have five 4th grade classes you will need 30 copies, (6x5=30) Remember these problems are secure and should not be seen by the 4th grade teachers until the day of the competition.
- ___ Photo copy six copies of each problem (including the bonus and tie breaker questions) on colored paper (any color will do) for each class that is competing. For example, if you have five 4th grade classes you will need 30 copies. (6x5=30)
- ___ Stuff the envelopes with the 2 copies of each problem, one white and one color. Remember that only the white copy will be scored.
- ___ Sort the envelopes. This can be done one of 2 ways. You can group them by problems or group them by team.

3. What the teachers need to do.

___ Divide the class into 6 teams. This can be done however they want. They can spread out their high students, randomly pick, etc. It is suggested that they have their students solve a couple of practice problems in these groups before the day of the competition.

4. The competition

___ Have all the 4th grade classes at a school compete.

___ Each round is timed as follows: Rounds 1 and 2 are 5 minutes and rounds 3 and 4 are 7 minutes. The tie breaker problem is until the students finish the problem but should not take longer than 5 minutes.

___ Gather the scores and send completed scores sheets to either Tamara or Ellen.

5. Video Conference Competition

___ Make photo copies in white and color of the new problems.

(This is a repeat of step 2, except you only have to make copies for one class.)

___ Compete against another school.

___ Turn in your school's score sheet to either Tamara or Ellen.

___ Attend the announcement of the winner.