

Math Madness



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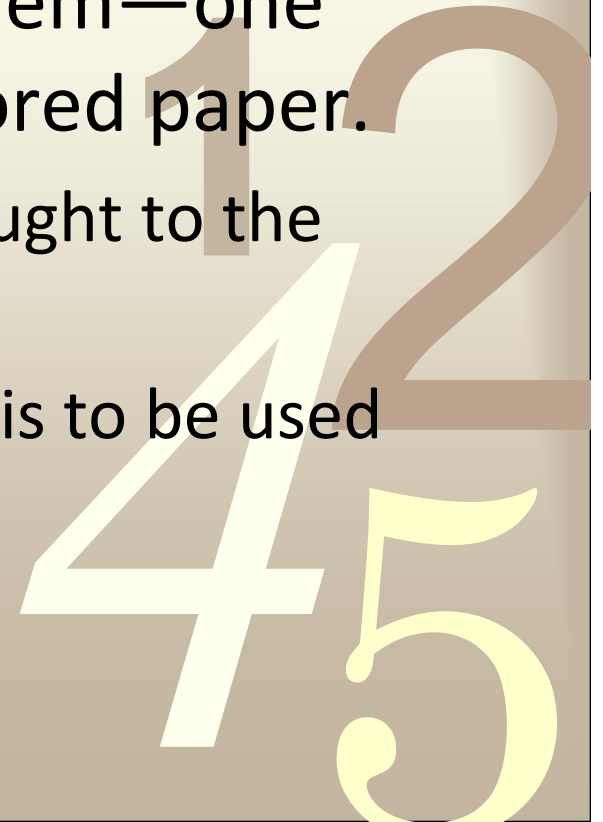
Student Rules & Information



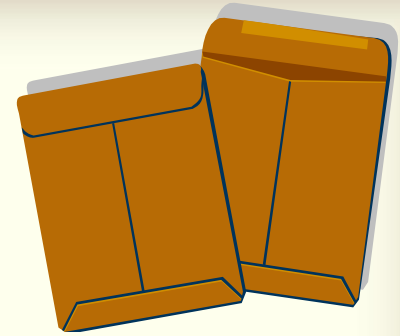
The Contest

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- Each team may use calculators, pencils, and scratch paper to solve the problems. There will be two copies of each problem—one on white paper and one on colored paper.
 - ONLY the white copy may be brought to the grader for scoring.
 - The colored copy of the problem is to be used for group use only.



The Contest-2



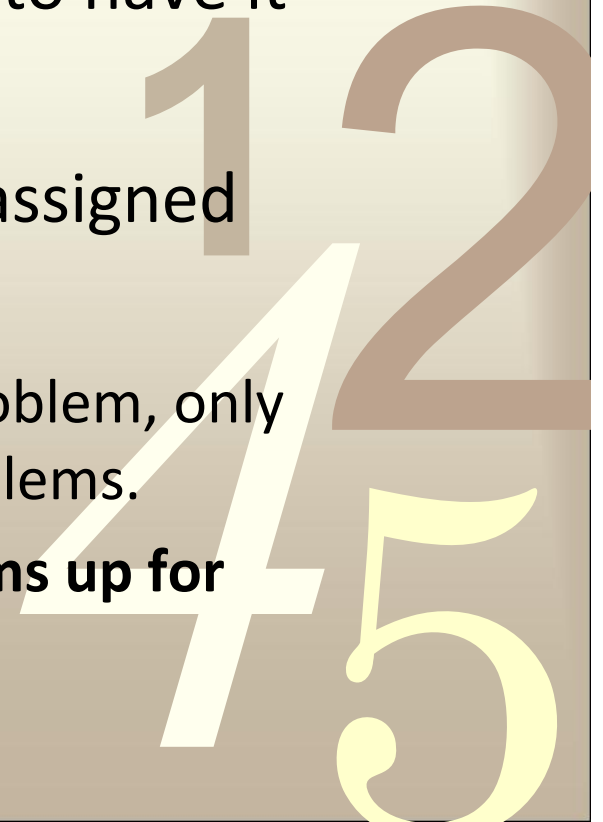
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- Each team will be given one problem envelope at a time and only the problem in that envelope may be worked on during the given time.
- Teams may not open their envelope until the timekeeper says it's time to begin.
- Team members should work cooperatively to solve the problem.

The Contest-3

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- When the entire team believes they have correctly solved their problem, the assigned “runner” may bring the problem up to have it checked.
- Always bring your problem to your assigned grader for scoring.
 - If the team has correctly solved the problem, only then, may you work on the bonus problems.
 - **You may NOT bring the bonus problems up for scoring during the contest.**



The Contest-4

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After the discussion at the end of each round, the problems and envelopes, from that round, will be collected (before the next round begins).



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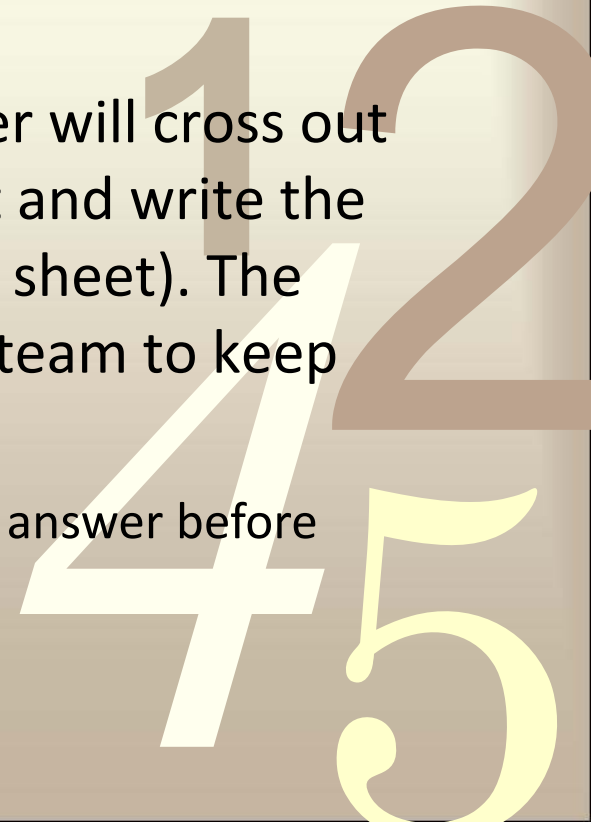


Scoring the Problems

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- If the answer is correct, the scorekeeper will keep the problem sheet and the score will be recorded on the grid. The runner should go back to the team without the problem.
- If the problem is incorrect, the scorekeeper will cross out the point score possible, deduct one point and write the new score possible (on the white problem sheet). The runner will bring the problem back to the team to keep working.

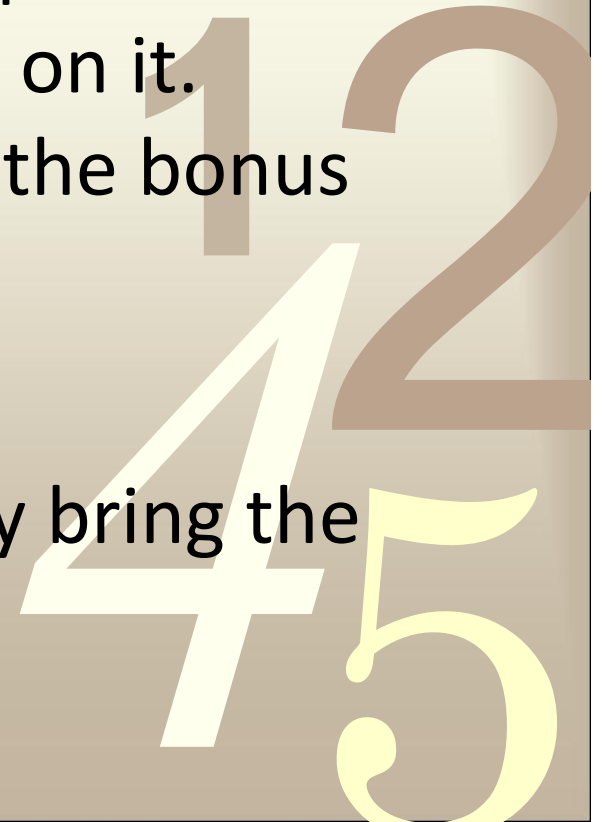
-Always be sure the whole team agrees on the answer before the runner brings it up to be checked!



Scoring the Problems-2

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- Once the problem is worth 0 points, it will be kept by the grader/scorekeeper and your group may no longer work on it. Although you may still work on the bonus problems until time is called.
- Only the designated runner may bring the problem to be checked.



Scoring the Problems-3

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Problems will be scored as follows:

- Round 1 – 4 points
- Round 2 – 6 points
- Round 3 – 8 points
- Round 4 – 10 points
- Bonus – 1 point for each question

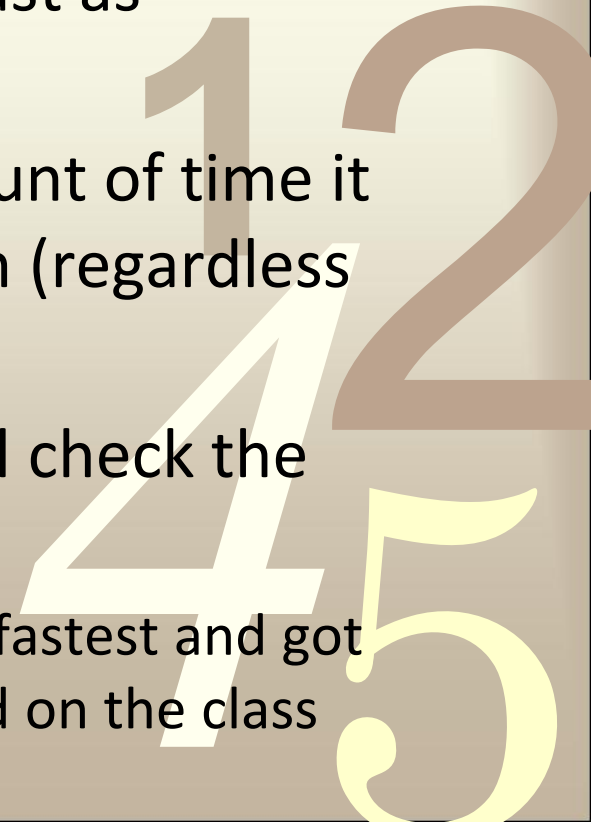


Tie-Breaker

- Each competition will have one tie-breaker question.
- It will be the last question of the contest.
- Each team will solve the problem as fast as possible.
- The scorekeepers will record the amount of time it takes a team to complete the problem (regardless of whether it is right or wrong).
- After the contest, the scorekeeper will check the tie-breakers.
 - The time of the team that finished it the fastest and got it correct, will be the one that is recorded on the class score grid.



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Scoring the Bonus Problems

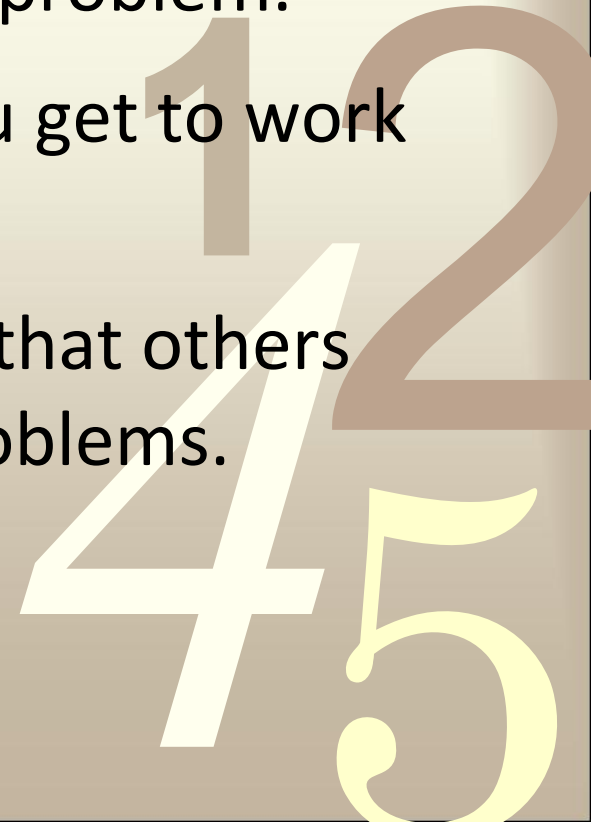
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- All bonus problems will be scored at the end of the competition.
- There will only be one opportunity for checking, so your team should be sure your best answer is on each.
- After finishing all 4 contest questions and discussion, teams will turn in their bonus problems for scoring. No additional time will be given to complete bonus questions.
- Scores for bonus problems will be recorded on the grid.

General Reminders

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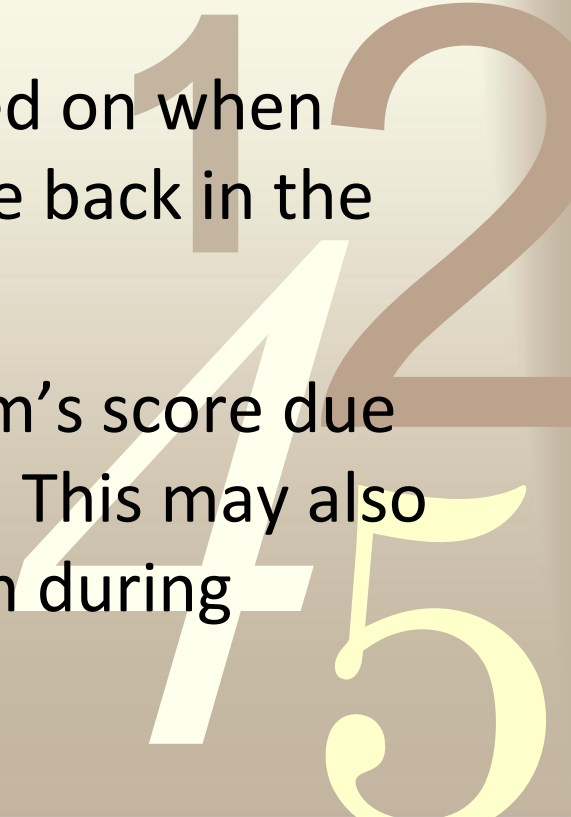
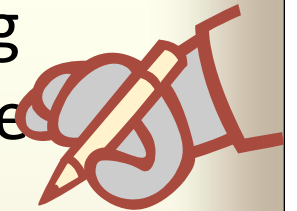
- As soon as you get the problem out of the envelope you need to write your team number on the white copy of the problem.
- Don't waste time – make sure you get to work as soon as you're told to begin
- Make sure you use soft voices so that others can't hear you discussing your problems.



General Reminders-continued

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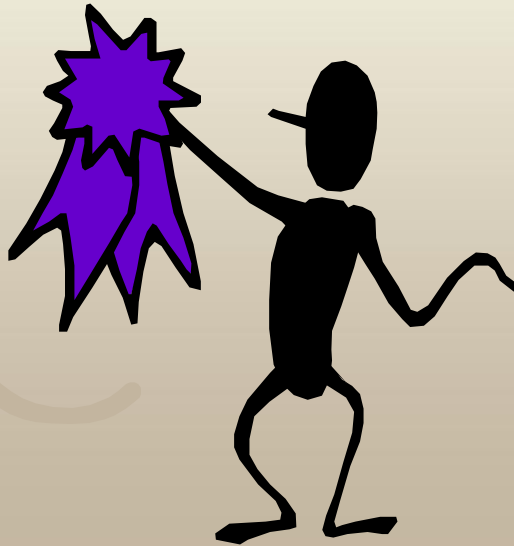
- Whoever is recording your answer and writing the team number needs to make sure they are writing neatly and legibly.
- Bonus questions may only be worked on when the round is “in play” – they must be back in the envelopes once discussion begins.
- Points may be deducted from a team’s score due to poor sportsmanship or behavior. This may also include working on a bonus problem during discussion.



The Winner

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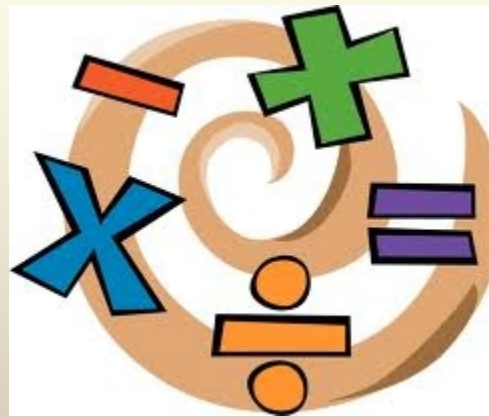
The winner is the class with the most points at the end of the contest, after all problems have been added and points for sportsmanship deducted.



The Goal of the Contest . . .

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is to have fun with math!



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Everyone who has fun with math
will be a winner!

