Welcome to The Pakistan Maths Challenge

Thank you for registering to participate in this year's most exciting maths challenge yet. The next two weeks are going to transform the way you do maths! The study of mathematics is about to become exciting, competitive and above all, more engaging.

So what is Mathletics?

Mathletics is the world's number one mathematics learning platform used by more than 10,000 schools and 3 million students worldwide.

- **Curriculum Mathletics** – Students tackle curriculum based topics, through completing concept targeted activities with full support throughout.
- **Live Mathletics** – Students play against other students in live 60 second mental arithmetic matches.

Mathletics provides many benefits for teachers and students, from immediate visual support on all activities, to automated marking. Of greatest value, is the continual formative assessment which can be used diagnostically to guide both class and individual instruction.

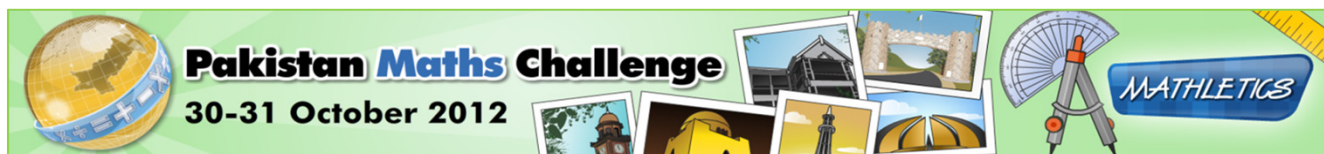## In This Quick Start Guide

⭐ **The Student Console**

- ❖ Avatars and Credits
- ❖ Playing Live Mathletics
- ❖ Working through Curriculum Mathletics

This guide is designed to help you navigate the challenge website and get the most out of your interactive curriculum.

Support

The Pakistan Maths Challenge team are available Monday to Friday from 9am to 5pm to answer any questions and provide assistance during the challenge just call 042 111 44 33 55 or email: cs.pk@3plearning.com

We wish you and your child the best of luck with the challenge!

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The Student Console

AVATARS AND CREDITS
STEP 1

Sign into www.pakistanmathschallenge.pk with your username and password.

STEP 2

The first time students sign in, they will be asked to create their Avatar from a wide range of options. Ensure that they **SAVE** any changes before returning to the main Student Console.
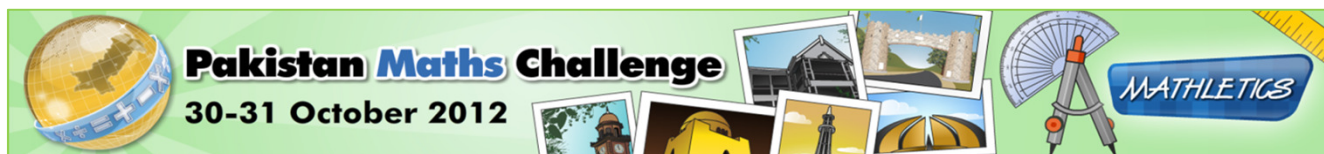

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STEP 3

Inform the students that they can earn credits for by improving their results. The credits are used to purchase new items for their Avatar from the Face Maker shop that can be accessed by clicking **SPEND YOUR CREDITS** in Face Maker.
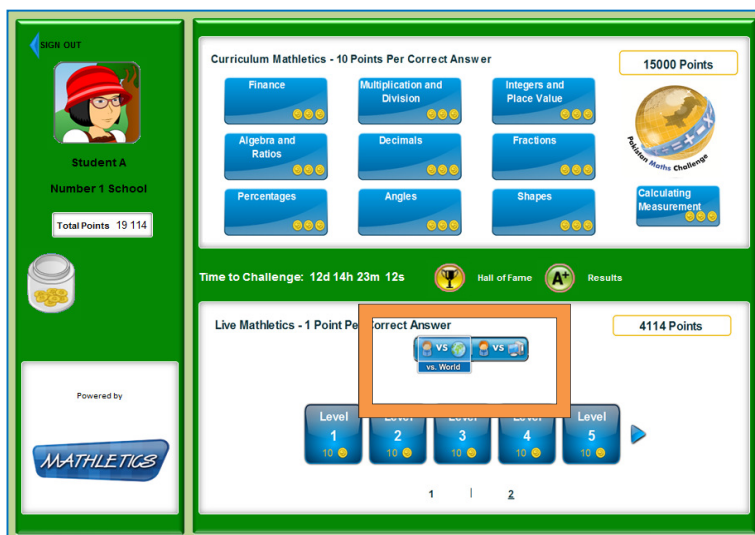
Students Receive Credits For	
Achieving first place in Live Mathletics	5 credits
Achieving a high score in Live Mathletics	10 credits
Achieving a high score in Curriculum Mathletics	10 credits
Earning a Bronze Certificate	100 credits
Earning a Silver Certificate	100 credits
Earning a Gold Certificate	100 credits

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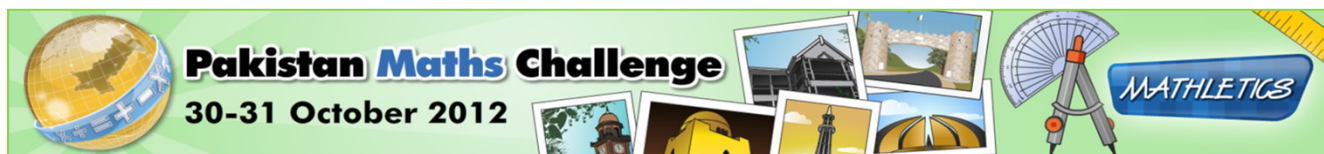
PLAYING LIVE MATHLETICS

STEP 1

Live Mathletics is a great place to start! Select to play against other students in the world or the computer by sliding the selector at the top of the bottom panel. Clicking the icon on the bar will also move the slider.

STEP 2

Question Types in Live Mathletics	
Level 1	Addition to 10
Level 2	Addition to 20, Subtraction to 20
Level 3	Addition to 50, Subtraction to 50
Level 4	Addition to 100, Subtraction to 100, Bonds to 100
Level 5	Addition to 500, Bonds to 500;multiples of 50 and 100, Multiplication Tables 2, 3, 4, 5 and 10
Level 6	Add 3 Numbers, Subtraction to 1000, Multiplication Tables 6, 7, 8 ,9
Level 7	Prime Numbers, Single Digit Ratios
Level 8	Dividing by Powers of 10, Adding Negative Numbers, Adding Decimals
Level 9	Complete Fraction Expressions, Use Percentages
Level 10	Converting Fractions to Decimals, Rates, Exponents to 6

Once the students have chosen who they want to play, they can click the level they want to play on. This will take them through to search for other students to play with.
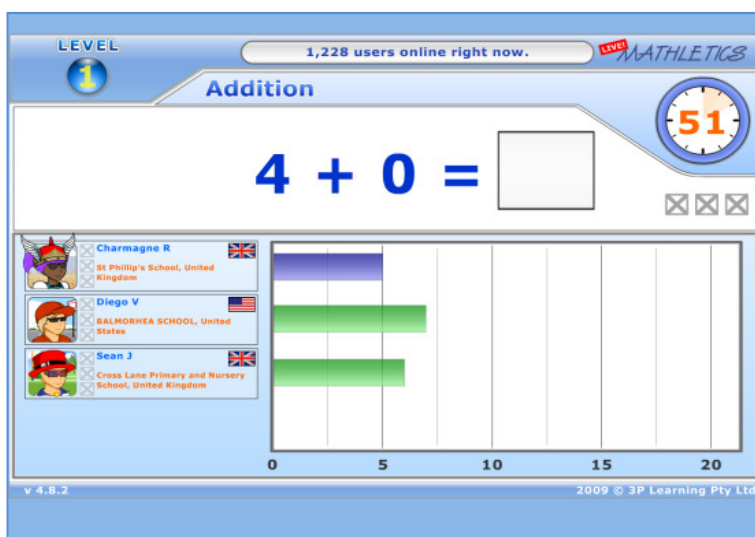

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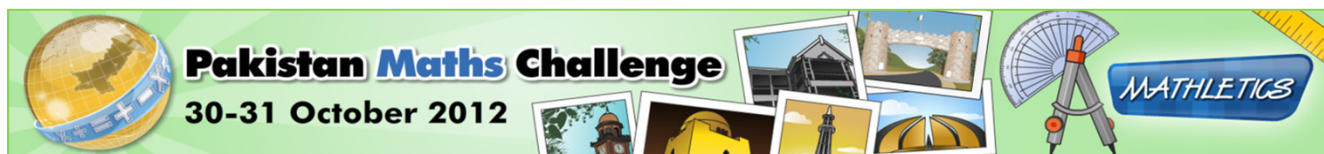
The Student Console

STEP 3

The program will then search for any other students who are playing online at the same time. The students will play against other students who want to play the same level, who match their rank. There are 5 ranks available for students to be matched against: Raging Rookie, Junior Giant, Speed Demon, Almost Einstein and Human Calculator

STEP 4

The idea of the game is to correctly answer as many questions as possible in 60 seconds. Tell your students to be careful, 3 strikes and they're out of the game!

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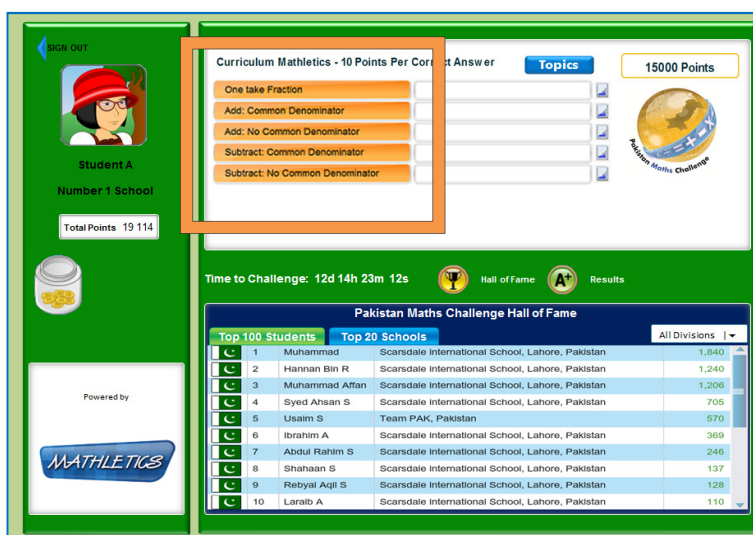© 3P Learning

The Student Console

WORKING THROUGH CURRICULUM MATHLETICS
STEP 1

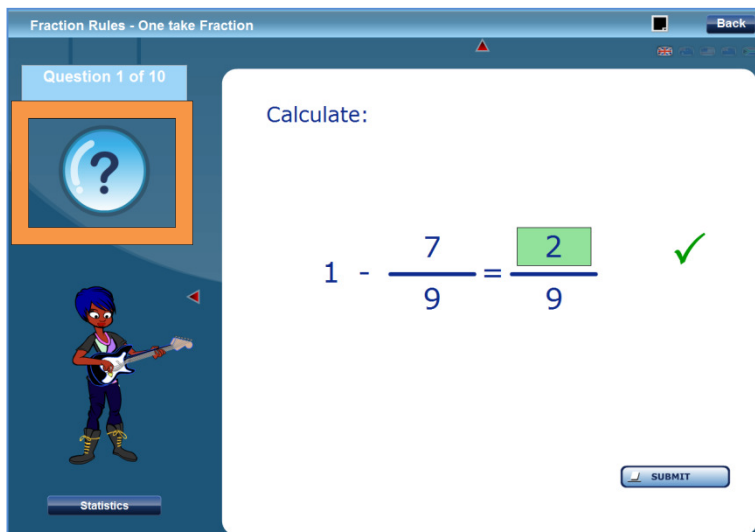Return to the main Student Console and select a topic of work to master.

STEP 2

Each of the topics will feature a series of activities to master. To enter an activity, click on an appropriate option. In some topics you will be able to scroll vertically to see more activities.
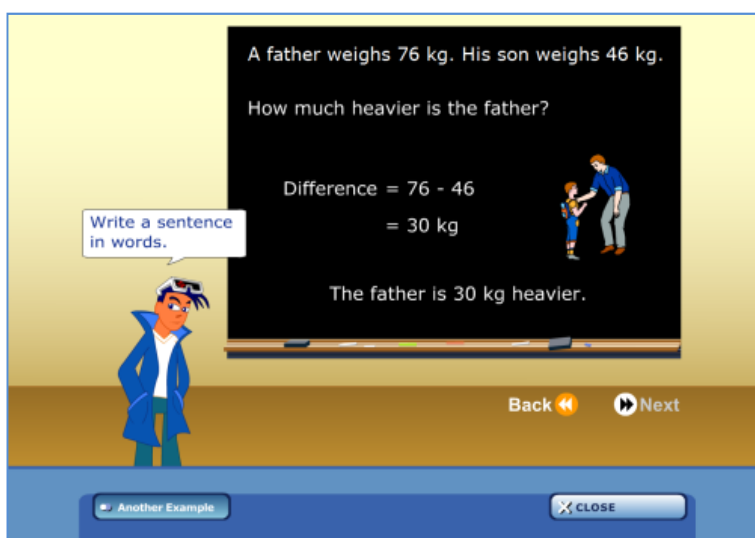
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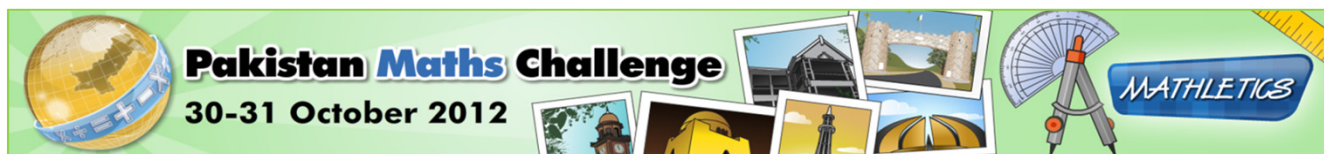© 3P Learning

The Student Console

STEP 3

Most activities are organized into sets of 10 questions, drawn from an unlimited bank of questions. As the questions are answered, students will receive immediate feedback on their response

STEP 4

Visual **SUPPORT** is always available for students to see how a similar question can be solved. Encourage the students to stop and think why they might have made a particular mistake and how to solve it correctly. If a student is unsure how to solve the problem, they should visit **SUPPORT**.

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Minimum Technical Requirements

While the vast majority of our customers enjoy hassle free use, occasionally, some may experience a few difficulties. The main reasons that customers may have difficulties accessing Mathletics are:

- Pop-ups and/or JavaScripts are blocked
- Cookies are disabled
- A proxy server or PC security software is filtering or blocking content from the Mathletics Site
- The web browser's internet settings have been altered and need to be reset
- The computer does not have the appropriate software or does not meet the minimum system requirements.

Before you read on, here are some important points…

- Mathletics requires the Adobe Flash Player plug-in. If this is not already installed, Mathletics will redirect your browser to a location where it can be downloaded from and installed.
- Users need to be logged on to the PC with "Administrator" rights for installation of Plug-ins.
- Web browser must be set to accept "cookies".
- The computer being used to access our site should meet our minimum system requirements (mentioned in next section).
- Use of our Instant Workbooks with the optional GeoGebra component requires the latest JAVA installed on the computer.

Minimum System Requirements

- Windows XP Service Pack 3 or Mac OS 10.4 and above
- 512MB of RAM - Win XP
- 1GB of RAM - Win Vista/7
- Screen Resolution of 1024x768
- Internet Explorer 7 or Mozilla Firefox 3
- Adobe Flash Player 10.3.x.x - we recommend updating to the latest version available from http://get.adobe.com/flashplayer/.

Other Essential Settings:

- Windows XP Service Pack 3 or Mac OS 10.4 and above
- Pop-ups enabled
- Cookies enabled/set to accept
- JavaScript enabled
- Schools may need to "white-list" our IP/Domain on their Proxy/Content Filtering systems. Please contact techsupport@3plearning.com for more information

NOTE: Use of our Instant Workbooks with the optional GeoGebra components requires the latest JAVA installed on the computer.

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