

# Math Olympics

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**ISBN-13: 978-1-55319-165-0**

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## Teacher Information

### SETTING UP THE COMPETITIONS

This resource gives you and your students the necessary materials to run a math competition with a single classroom or with multiple classrooms taking part. It also enables you to choose school teams for external competitions. As well, the two sets of questions in each book can be used during regular math class as a fun activity.

### Running a Competition with a Class

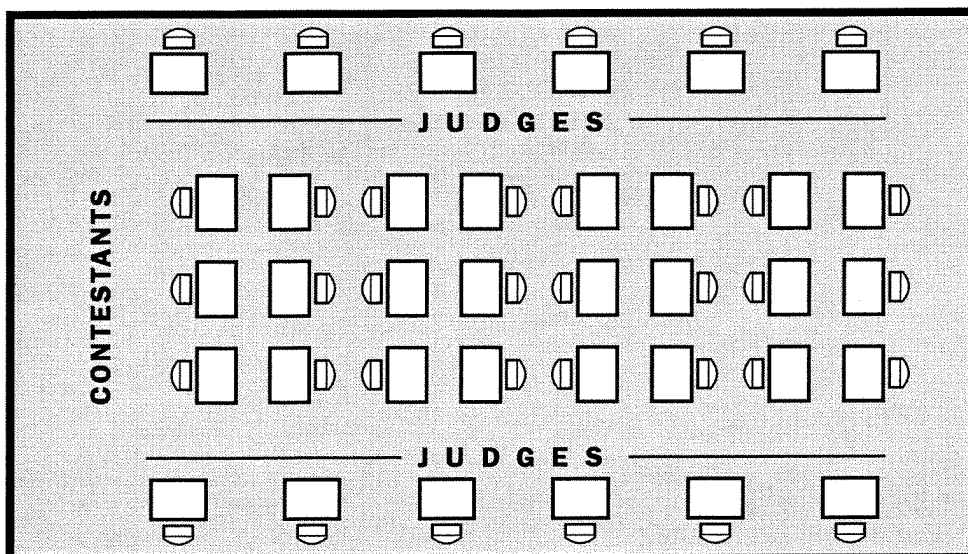
Below are possible arrangements for class competitions:

1. Survey your class to see which students would like to be competitors and which would like to be judges. Alternatively, you can designate students into each of the three roles.
2. Photocopy the necessary number of questions and marking sheets. Cut up the question sheets. Collate sets of twenty questions. Staple the twenty-five question strips along the left edge. These are 'question booklets' which will be held by the judges.
3. Allocate one hour of class time for the competition,
 

**Set up and Instructions:** 20 minutes

**Competition:** 30 minutes

**Check answers and tidy up:** 10 minutes
4. Set up the classroom in a similar way to the format shown below:



## ***Teacher Information***

5. Allocate contestants to each judge (no more than three contestants per judge). Try and arrange the room so that each contestant has about the same distance to cover to get to the judge.
6. Go through the instructions for the competition carefully (see pages 4-5). Have a warm-up run with the practice question to ensure that everyone understands how the format works. A small prize might be awarded to the first person who answers the practice question correctly!

### **A Collaborative Approach**

Some teachers might like the competitors to work collaboratively in pairs or threes. If this is the case, allocate 'team names'.

## Teacher Information

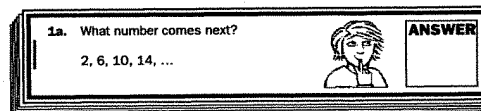
### Running a Competition with Multiple Classrooms

Below are possible arrangements for a competition involving more than one class:

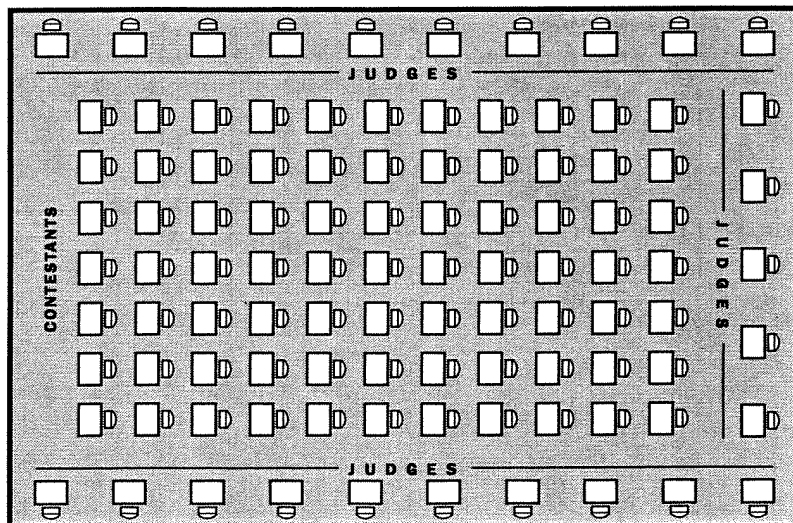
1. Survey the year level classes to see which students would like to be competitors and which would like to be judges.

Alternatively, you can allocate these roles.

2. Photocopy the necessary number of questions and marking sheets. Cut up the question sheets. Collate sets of twenty questions. Staple the twenty question strips along the left edge.



3. Allocate one hour of class time for the competition,  
**Set up and Instructions:** 20 minutes  
**Competition:** 30 minutes  
**Check answers and tidy up:** 10 minutes
4. Set up the school gym in a similar way to the format shown below:



5. Allocate contestants to each judge (no more than three contestants per judge). Try to arrange the room so that each contestant has about the same distance to cover to get to the judge.
6. Go through the instructions for the competition carefully (see pages 4-5). Have a warm-up run with the practice question to ensure that everyone understands how the format works. You might wish to award a small prize to the first person to answer the practice question correctly!



## ***Teacher Information***

### **USING THE APPROPRIATE COMPETITIONS**

There are 3 photocopiable books in the series - each catering for a different mathematics level:

**Level 2** - aimed approximately at 8-10 year olds

**Level 3** - aimed approximately at 10-12 year olds

**Level 4** - aimed approximately at 12-14 year olds

Note: These are only guidelines and students at different ability levels can be given questions at an appropriate level based on the teacher's discretion.

### **CERTIFICATES**

Each book has certificate masters to copy (page 60) and give to every student that takes part. The first certificate is an acknowledgment of participation. The second can be filled in according to your needs (perhaps using the terms "achieved with 'merit', 'honour' or 'distinction'").



# *Instructions*

## INSTRUCTIONS FOR COMPETITORS, JUDGES, AND SUPERVISORS

### COMPETITORS

1. You have 30 minutes for this competition.
2. Collect your first question strip from the judge that you have been assigned to.
3. When you have written your answer to the first question in the answer box on the strip, run to your judge and give her or him the question strip. Your judge will say either, "**Correct**" or "**Not Correct**." If your answer is correct, you will be given your next question strip. If it is not correct, you must go back to your desk, sit down and **must make a second attempt at the question**. If the answer is still wrong, you can make as many attempts as you like to get the answer right or, you may pass and go to the next question. **You must make at least two attempts at each question.**
4. Any question that you pass on cannot be returned to later in the competition. Take care not to pass on questions too early in the competition or you could find yourself finishing early and watching other competitors overtaking you in the last few minutes. The supervisors will keep a running total of each competitor's score on blackboards/whiteboards and will count down the time remaining.
5. You must not discuss anything with your judge. If you have any problems, return to your desk, sit down and put up your hand. A supervisor will help you.

### JUDGES

1. Set out your question booklets on the desk in front of you. You should label each set so that you know which competitor they belong to.
2. Ensure that your **Marking Sheet** is covered at all times when you are dealing with competitors.
3. When one of the competitors brings you a question to be marked, you must say, "**Correct**" or "**Not Correct**" only.
4. Keep your marking sheet up to date. Mark it with a score of '5' when a question is answered correctly (the answer has to be written down on the competitor's question slip). Write 'P' on your marking sheet if a question is passed by.
5. Tear the next question off a competitor's question booklet only when it is time to give them that question. This will make sure that you don't get the questions mixed up between competitors.
6. Place correctly answered or passed by questions under your chair so that other competitors cannot see the answers.
7. Write running totals for each competitor in the space provided on the answer sheet.

### SUPERVISORS

1. As soon as the competitors are seated, write their names on blackboards/whiteboards to enable running totals to be kept for each competitor's score.
2. Have some spare marking sheets and question sheets ready in case of emergencies.

## SET A *Level 2 : Practice Question*

Practice Question

Rusco has \$4.00 to buy popsicles.  
What is the greatest number he can buy?



ANSWER

Practice Question

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ANSWER