

COUNT ON US PRIMARY CHALLENGE

2020 'Virtual Challenge'

We won't be defeated. This year, because we can't have Heats at City Hall, schools will run their own Heat across their class, club, year!

Any time between March 23rd and 30th June, all Count on Us primary schools will hold a tournament, using the same activities they would have done at City Hall. Teachers will photograph, video, capture great quotes and make a lot of noise on Twitter @mayorsfund using the hashtags #mathsrocks and #countonus. Teachers can do this with as many pupils as they wish.



Count on Us Primary Virtual Challenge materials:

On Friday 20th March you will be sent an email with all activities for your Virtual Challenge, consisting of

- a powerpoint presentation with:
 - Round 1 tangram and pentomino challenges
 - Round 2 reminder rules for the 24 Game
 - Round 3 summary of the codebreaking challenge
- Bonus tangram challenges
- Pentomino letter charts
- Scorecards for the 24 Game (ready to be cut up into A, B, C)
- Codebreaking pupil activity pack
- Team scoresheets
- Teacher and pupil feedback forms

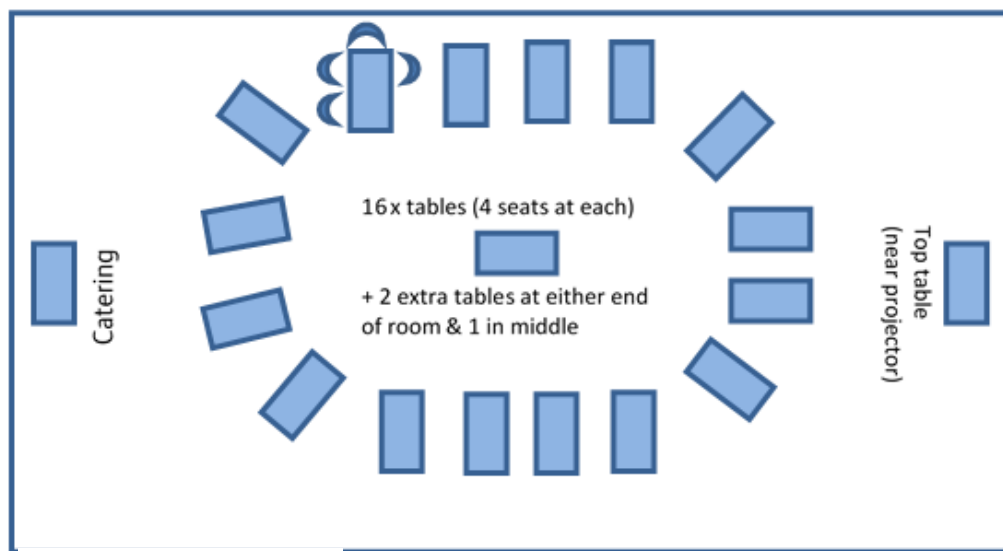
You will need to get together your:

- Tangram and pentomino sets
- 24 Game Single Digits packs
- Timers
- Pencils

Room layout (30 pupils) and equipment:

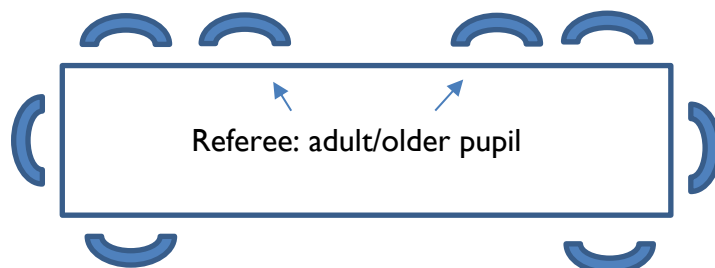
You may have already run a Tournament, so this won't be new. This is how we would set the room out for the Heats, so you may want to do it the same.

1. A hall/large space – you can even run it in your classroom!



Primary Challenge Heats Layout

2. 10 tables (3 pupils + 1 adult/older pupil referee per table)



3. A chair per pupil (+ for every adult/pupil who is helping to referee)
4. Pencils for each pupil + referee
5. Projector & screen
You may want to print copies of all the activities and leave them on tables if you prefer
6. Stopwatch/timer
7. Hooter/whistle (*optional*)

Setting out the resources:

Tangrams and Pentominoes

- Put one Tangram and one Pentomino set on each table.
- You could also print templates for tangrams & pentominoes onto card and then cut out the pieces. Get pupils to help you!
- *Cut-out Tangrams:*
<https://www.tangram-channel.com/crafts-activities/tangrams-to-cut-out/>
- *Cut-out Pentominoes:*
<https://www.scholastic.com/titles/chasingvermeer/pentominoes.pdf>

24® Game

- Put one small pack on each table
- Split up the packs so that each team has a few (with a mix of 1-dot, 2-dot and 3-dot cards)

Codebreaking

- Give one codebreaking pack and sticky notes to each referee
- Print as many as necessary
- Codebreaking maps
- Sticky notes (8 per team)

Staffing/Helpers:

- Staff to help set up the hall (or ask your pupils to volunteer!)
- 1 staff member to host (introducing rules & rounds, also be timekeeper)
- 1 helper/older pupil to referee each team
- 1 adult looking after refreshments (*optional*)



TOURNAMENT TIMINGS (just an example)

1.00pm	Welcome/Intro	
1.15pm - 1.30pm	Tangrams (team activity)	- 3 x tangram puzzles - 3 minutes each
1.30pm - 1.45pm	Pentominoes (team activity)	- 3 x pentomino puzzles - 3 minutes each
1.45pm - 2.10pm	24 Game (individual activity)	- 3 x 24 Game rounds - 3 minutes each (time in between for players to move)
2.10pm - 2.20pm	Break	
2.20pm - 2.50pm	Code Breaking (team activity)	- 1 activity - 20 minutes
2.50pm - 3.00pm	Scoring, results & celebration!	

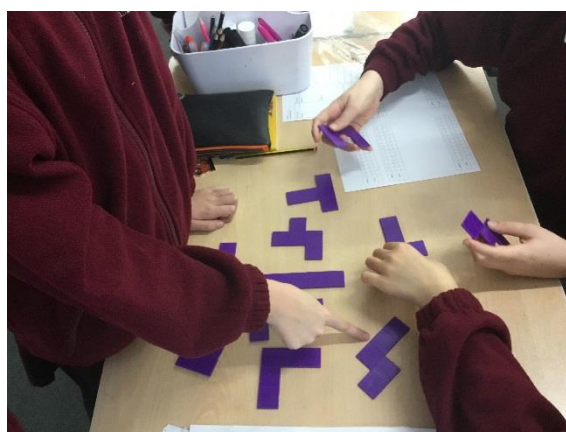
Overall: approx. 1.5 - 2 hours (can be amended as necessary)

LOGISTICS

Round 1: Shape

Logistics

- Pupils work on each puzzle one at a time for 3 minutes
(note – the image changes automatically on the presentation)
- Pupils move to the next puzzle as soon as the image changes
- You can show puzzles on the screen or have printouts on tables (or both!)
- There are 5 bonus puzzles



Timings

- 3 minutes per shape puzzle
- 3 each of tangrams & pentominoes = 18 mins altogether

Scoring

- Points are only awarded for every fully completed puzzle within the allocated time frame
- Extra points for any bonus shapes created – can only be attempted if they have completed a puzzle and have time to spare before the next one. They must stop doing the bonus if the image changes.

Round 2: 24® Game

Logistics

- In this round, team members get appointed A, B & C and put their name on their score sheet
- There will be 3 rounds of 3 minutes each
- 'A' players move one table around clockwise before each round
- 'C' players move one table anti-clockwise before each round
- 'B' players do not move
- pupils play against 2 completely new people for each round

Timings

- Pupils play the 24® Game competitively for 5 minutes
- After 5 minutes, scores should be added up and verified by referees
- Players 'A' and 'C' then move around one seat in their respective directions again, so they are facing 2 totally new people
- Play another 3-minute round
- Repeat player rotations and play one more round

Scoring

- All pupils have an individual scorecard for this round, which they need to take with them when they move seats
- Points for each round are calculated by adding the number of spots in the corners of the cards claimed
- After this round, all pupils move back to their original teams and add their scores up together
- Cap the number of points available for the 24 Game round to 185. This means that there is an equal number of points available for each of the rounds.

Round 3: Codebreaking: The Final Destination

Logistics

- All pupils should be at their original tables
- Give codebreaking pack, map and sticky notes to the table referees

Timings

- Allow 20 minutes (though give more time if needed)

Scoring

- Points are awarded according to the scoresheet which is very easy to follow.

The codebreaking challenge

- This is explained very clearly in the pupil pack. Go through it before letting them get started.

Scoring and certificates

The team with the highest number of points wins!

However, you could also give prizes for fair play, best teamwork, most improved team ...

Certificates

- You will get a certificate file with the Virtual Challenge pack.
- Give these to everyone who takes part
- You could put some 'Excellence' Stickers onto these. They can easily be bought from Amazon.

Make some noise!!

- Upload photos and video make sure you upload some photos and Tweet us @mayorsfund #mathsrocks # (don't forget to get permission)
- Hand out certificates in assembly and invite parents
- Make a display board of photos from your tournament
- Ask pupils to write about it in your newsletter or local paper!

