

# COUNT ON US SECONDARY CHALLENGE

A school based activity culminating in a high status Tournament which develops:

- mathematical problem solving.
- high levels of fluency and depth in numeracy, geometry and algebra.

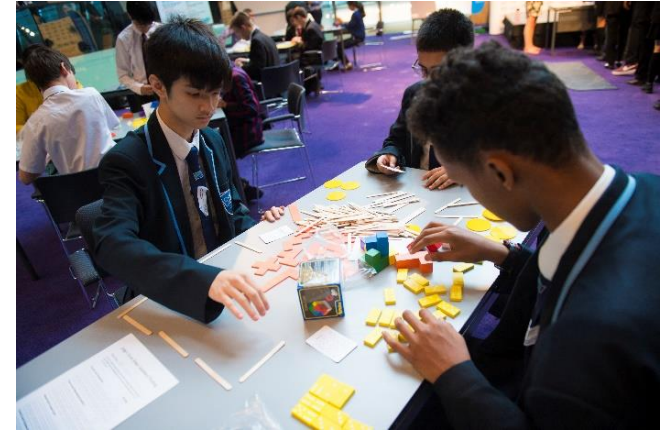
This activity-led collaborative approach is supportive of different thinking styles,  
The most successful have always been ordinary schools who have prepared well with large cohorts of pupils.



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## Secondary Rounds/Activities

1. Human Hex game
2. GridLines Geometry
3. 24® Game (all types)
4. Problem-solving codes, using algebra



## The Package

- Training Session for lead teacher.
- Pack of materials: 24® Game and GridLines cards, teacher & student handbooks.
- Guide for running in/intra-school tournament.
- Heats and FINAL

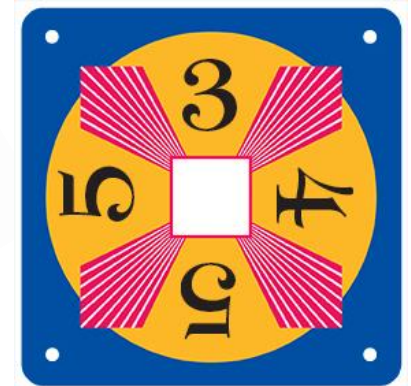
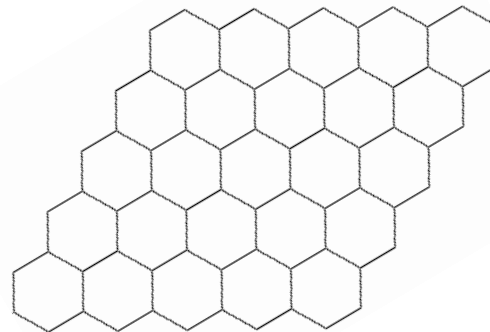
# COUNT ON US CHALLENGE 2020-20121

## Taking physical distancing into account: two options

1. Tournament and/or school activities entirely online.
  - i) Online versions of all rounds with ...
  - ii) Virtual training and experience of activities in Google Meet/MS Teams environment.

Student teams either together (at school) or separately (at home), compete against other school teams.

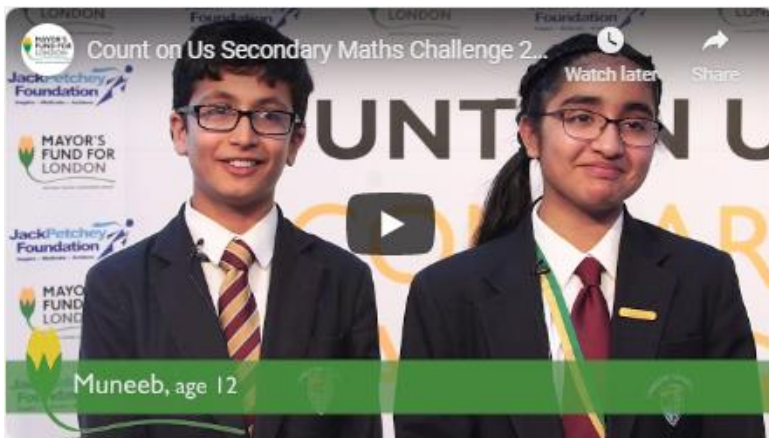
2. Tournament and/or school activities in conventional face to face format but with strict physical distancing BUT no sharing of materials.



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## VIDEO LINKS

### [Secondary Overview](#)



Secondary Rounds - to be redesigned for physical distancing:

[Game of Hex](#)

[GridLines Geometry](#)

[24® Game](#)

[Coding & Algebra](#)