Everything You Need For Running A Smooth, Successful Event

These steps are broken down to make it as easy for you as possible. Yes, it's easier when I come to run the event, but you're an educator and you can do anything! Half the battle is determining the best way of running the answer stations. If you have any questions, please email me at challenge@piratemath.org.

Throughout this document, important, helpful notes have been written in italics in a different font and have a smiley face bullet. Kind of a, "This works well for me," thing.

To Do Checklist Download the standards and matching question numbers at https://piratemath.org/standards. ☐ Email me the grade level(s) and 28 question numbers you'd like to use. You can use the form at https://piratemath.org/enter. Note: Depending on which option you choose, I will email, or mail, you the questions and answer keys. ☐ If you've chosen to have me print and mail the questions, you can skip this step. Otherwise, print and cut the questions on color paper or write in a team color/name (it may be easier to write this on the masters before you photocopy them) and group numbers on each question yourself. (7 sheets per group @ 4 per sheet) ☐ Print answer keys. • Organize the questions for the event. My Answer Station: Just FYI © I organize questions by group and color - placing them in labeled CD cases ahead of time. Answer Checker © These are then placed in their specific answer station Question Reminders boxes. Holders ☐ Print & cut Group Record Sheets (They come 2 per sheet, Face Down are best printed on card stock, and are easily cut.) Used **Ouestions** ☐ Get volunteer answer checkers if you can, leaving teachers free to manage behavior and encourage students, too. 1st Question Envelopes © Volunteer Answer Checkers (if you have them) should arrive early enough to review their jobs. © It is easy to be nonchalant because it is elementary math. Stress following directions provided and the answer keys. One place where it gets tricky is in the answer keys. Believe it or not, not everyone accepts the same answer (Example: Expanded form: 200 + 00 + 40 vs. 200 + 40. I offer alternative answers when possible. My advice is to consider what will be required on the standardized test, but it's up to you. I suggest glancing over the answer keys ahead of time and making any changes you like. Assign each class a team color **or** use the teacher's name instead. ☐ When the event is over, mail the completed Record Sheets to me to analyze and compile the results. **Note**: Feel free to email copies as long as I can easily read the hole-punches and marks. ☐ Have each teacher divide their class into exactly 6 groups.

Have students bring pencils and scratch paper to the event.

Running The Event

- Decide on where students will sit. You will need room enough to spread the students out. For more than one class, it's best to not have groups from the same class sitting near each other if possible.
- <u>(</u>)
- I have team colors and group numbers marked with pirate flags so students can find their place easily when they come to compete.

About The Answer Station

- Have a standard hole punch and marker for each answer checker
 - The only holes punched are on the Record Sheet for correct answers.
 - Use markers to clearly show each time a question is incorrect.
 - © It is easy to be nonchalant because it is elementary math. Stress following these directions provided and the answer keys.

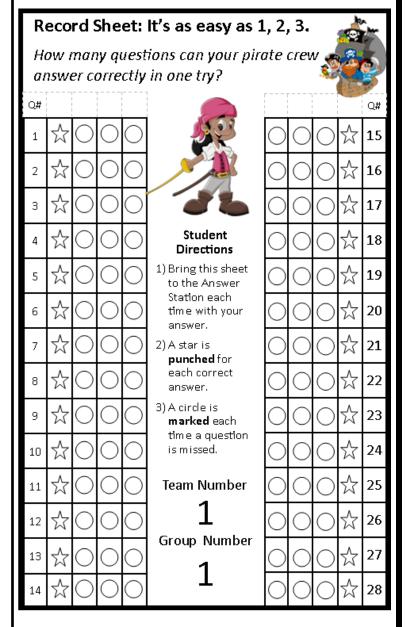
Step By Step

- © Record Sheets are not used when I run the event. I bring a small trailer full of materials, which is obviously not practical for you when you run the event.
- 1. At the start of the event, be able to give each group their first question quickly.
 - © I prepare envelopes with their first question ahead of time allowing me to give them out so all envelopes can be opened at the same time.
- 2. After that, hand questions to students (one at a time) in random order. This will help give you good data.
- 3. One student from a group brings the answered question and their Record Sheet with them each time they come to the Answer Station.
- 4. Groups have 3 tries per question, but may turn in questions they find too difficult (though this is not encouraged). You don't want them sitting around because they turned in too many questions and have nothing to do.
- 5. When a question is turned in, mark all 3 circles.
 - © This is all part of collecting accurate data.
 - © The stars have purposely been placed within reach of a standard hole punch.
- 6. Be **sure** to punch the star beside the corresponding question number.

- 7. Use a marker of some sort to **clearly** mark each circle in the card each time a question is missed.
 - Students may turn in questions they find too difficult (though this is not encouraged). You don't want them sitting around because they ran out of questions and have nothing to do.

Wandering Eyes: A Natural Tendency

- Keep the answer keys out of student sight.
- Place used questions face down.



Is there much difference between having me run the event and you running it yourself?

Well, I use wooden tokens (to keep score), Token Tubes, a Fast Fact Challenge Station, pirate flag group placement markers, pirate ship backdrop (which classes love getting teachers to take a class picture in front of), a skeleton, and music to MAKE MATH FUN!

Mrs. Melissa Brown, a fourth grade teacher at Blaney Elementary in Elgin, SC, sums up the event perfectly. "Pirate Math has been an amazing experience for my students. In such a short time, they grew as math students and had fun learning.

Pirate Math is action packed, loud, and exciting for everyone involved.

Whether a student is low, average, or high he/she will feel a part of the team the entire game!"



MAJOR GOALS OF PIRATE'S CHALLENGE

Make math fun while inspiring students to want to learn more.

Promote teamwork & excite students of every ability level.









Event Length, Tie Breaking, Question Look & More

- ♦ Most times, students are given 1 hour to work, but you may shorten this if necessary. I recommend at least 45 minutes.
- ♦ A team's score is the number of correct answers.
 - ♦ 1st Tie-Breaker: Most correct answers without a miss. (It rarely come to this.)
 - ♦ 2nd Tie-Breaker: Fewest misses in all.
 Everyone needs to show up on time and make
 sure students know their team color and
 group number.
- ❖ Single class? Follow the same basic procedures as described.

- ⇒ Balanced groups are recommended. Consider how students get along with each other as well as math abilities.
- ⇒ Students should know the basics of how the game works before the activity. (Answers are written on the questions provided.)
- ⇒ Help students understand that their class will do best, and they will have more fun, if their group works well together and let's everyone help.

Question Sheet

Question #

Group #

The question is shown in this space.

It is also where students write their answers.

ENTRY FEES & OPTIONS

What you do if everything is emailed to you & you run the event (s)

\$5 PER CLASS

- 1) Choose 28 standards-based questions from the ones offered.
- 2) For a grade level event, arrange for Answer Checkers. (One teacher can handle it for a classroom event.)
- 3) Provide hole punches & markers (You'll also need a way for Answer Checkers to organize questions so they are easy to hand out).
- 4) Print the questions on color paper or write in a team color/name and group numbers on each question yourself.
- 5) Cut and organize the questions for the event. (7 sheets per group @ 4 per sheet)
- 6) Print answer keys.
- 7) Print and cut Group Record Sheets (Record Sheets come 2 per sheet, are best printed on cardstock, and are easily cut.)
- 8) Mail the completed Record Sheets to me for analysis and compilation of results. Feel free to email copies as long as I can easily read the hole punches and marks.

What you do If everything is emailed to you *EXCEPT THE QUESTIONS*,

& YOU RUN THE EVENT(S)

\$15 PER CLASS

Much of this is used to cover the cost of mailing the pre-cut questions.

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WHAT YOU DO IF I COME TO

RUN THE EVENT(S)

MINIMUM 4 CLASSES PER DAY

\$20 PER CLASS + \$1 PER MILE FROM HALLBROOK AND HWY 378 IN COLUMBIA, SC TO YOUR SCHOOL

- 1) Choose 28 standards-based questions from the ones offered.
- 2) Name a liaison as a contact to help coordinate the event(s).
- 3) For a grade level event, arrange for Answer Checkers. (One teacher can handle it for a classroom event.)

YOUR SCORE

Your entry will have a Z-score determined by your 2022 SC READY scores compared to the scores of all entries. When the contest is over, your place will be determined based on the difference between your Pirate's Challenge event and your 2022 SC READY scores.

CERTIFICATES

Certificates will be printed in color and mailed to the classes in the top 5 entries in each category. All other entries will be emailed a certificate. Each will have the school's logo added. These may be printed by you as desired.