


HOW A SCHOOL CAN RUN AN EVENT WITHOUT ALL THE BELLS & WHISTLES

It is not as much fun as when I show up, but it **can be run by the school itself.**

You receive via email:

Challenge @ piratemath.org

- Set of 28 questions - numbered with group number included (4 per page)
- You print, cut, and organize
- Record Sheets - group numbers included (you or students write in team number) - Each team has unique kid pirate.
- You print and cut (2 per page)
- Complete event directions & tips to make the event go smoothly

Record Sheet					 Team 1 Group 1					
Q#	Miss	Miss	Miss	Miss	Student Directions	Q#	Miss	Miss	Miss	Miss
1	☆	⊗	⊗	⊗	1) Bring this sheet to the Answer Station each time with your answer. 2) A star is punched for each correct answer.	15	☆	⊗	⊗	⊗
2	☆	⊗	⊗	⊗		16	☆	⊗	⊗	⊗
3	☆	⊗	⊗	⊗		17	☆	⊗	⊗	⊗
4	☆	⊗	⊗	⊗		18	☆	⊗	⊗	⊗
5	☆	⊗	⊗	⊗		19	☆	⊗	⊗	⊗
6	☆	⊗	⊗	⊗		20	☆	⊗	⊗	⊗
7	☆	⊗	⊗	⊗		21	☆	⊗	⊗	⊗
8	☆	⊗	⊗	⊗		22	☆	⊗	⊗	⊗
9	☆	⊗	⊗	⊗		23	☆	⊗	⊗	⊗
10	☆	⊗	⊗	⊗		24	☆	⊗	⊗	⊗
11	☆	⊗	⊗	⊗		25	☆	⊗	⊗	⊗
12	☆	⊗	⊗	⊗		26	☆	⊗	⊗	⊗
13	☆	⊗	⊗	⊗		27	☆	⊗	⊗	⊗
14	☆	⊗	⊗	⊗		28	☆	⊗	⊗	⊗

WHAT I BRING WHEN I RUN THE EVENT WITH ALL THE BELLS & WHISTLES

- 4 Answer Stations: Includes organized, pre-numbered, pre-cut, color-coded sets of 28 to 44 questions per grade level, answer checker instructions, 1st try correct yellow plastic chips, 2nd/3rd try correct wooden tokens, boxes for used questions, hole punches and markers
- Challenge Station: Trebisky Buzzer, 3' diameter table, blue/green/red plastic chips, flash cards
- Color-Coded Token Tubes: Students place chips and tokens in so the team can watch their progress.
- Group place markers with 12 x 18 inch stick pirate flags
- Large speaker, music, and microphone
- 2, 6½ x 3½ feet pirate display banners (perfect for class pics)
- 5' pirate skeleton
- Event timer



THE SCHOOL RUN EVENT

1. The school/class emails me the 28 question they want from a question bank I provide.
2. I email the following:
 - Instructions on how to run the event, altered questions with pre-numbered groups, plus the answer keys and event record sheets.
3. The school prints everything out and cuts the questions and record sheets.
4. The school/class runs the event.

Introduction: These instructions are for running a grade level, or multigrade level, event using minimal materials. Of course, when I show up, I have everything I need - and it's a lot more fun. Still, as educators, we are experts at making do with that we have. Half the battle is determining the best way of running the answer stations.

THE BASICS

- Each class is assigned a team number and is divided into exactly 6 groups.
 - Students bring pencils and scratch paper to the event.
 - Get volunteer answer checkers if you can. This leaves teachers free to manage behavior and encourage students, too.
- ☺ *I have learned that, while I am glad they are involved, volunteers are often nonchalant because it is elementary math, and they don't always look carefully at the keys. For example, the standard may require a \$ sign be used correctly in the answer (\$2.96), but they accept 2.96.*

- ☺ ***Stress following the answer keys exactly - explaining why it is important.*** Another point, believe it or not, is that, not every school (or teacher) accepts the same answer.

*(Example: Expanded form: $200 + 00 + 40$ vs. $200 + 40$ vs. $(2 \times 100) + (4 \times 10)$). 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.***

The Event

You will need room enough to separate the groups when you hold the event.

- For more than one class, it's best to not have groups from the same class sitting near each other if possible.
 - You'll need to decide ahead of time how you will designate and mark seating. *I suggest not having class groups sit near each other, but it's up to you.*
- ☺ *I have team colors and group numbers marked with pirate flags so students can find their place easily when they come to compete.*

When students are seated, it's a good idea to review the basic procedures, especially:

- Hand out the "first question" envelope when you are ready. Make sure groups know their Answer Station.

Example: I ask all the students going to Station 1 to raise their hands and have their Answer Checker wave their hands, and so on. Remember, only one Answer Station has the group's questions. If students go to the wrong one, be sure the Answer Checker sends the student to another station.

When all is ready, have the first question envelopes handed out & **GIVE THE OKIE DOKIE FOR THE STUDENTS TO BEGIN.**

The envelope is only used for the first question. *It makes sure everyone starts at the same time. You may want to save the envelopes for another event.*

CHALLENGE STATION

This is a fast fact competition used when I run the event. I purchased my Trebisky Buzzer from Amazon for \$89. It works well, but you'll want to keep the students from slamming the buttons. They DO get excited.

You might use an alternate method (just flash cards), but it will be difficult to determine a challenge winner.

Students compete against others from different classes (Not against someone from the same class.)



- When a group gets a question correct, the Answer Checker gives them a token of some kind.
- This is proof they have the right to come to the Challenge Station. One student from the group brings the token to the Challenge Station (where it is turned in to the adult running the Station.)

☺ *I suggest having a small box handy for these. You can always keep the tokens at the Answer Stations replenished this way.*

- I recommend having small containers labeled with team numbers or teachers names at the Station.
- When a student wins a challenge, they are given a token to place in their team's box. These are worth one point and are added to the team's total at the end of the competition.

Unless the school decides it is necessary, this is a "no adult help" competition.

The most common reason for allowing help is with reading of questions.

Remember however, that is a competition and teachers are a competitive bunch. You do not want any hard feelings because someone (students or teachers) "thought" help was given. *Trust me on this one.*

Some have decided to (after a group has missed a question one time) tell students which part of the question they missed.

The Answer Station

Have a standard hole punch and marker for each answer checker

1. The only holes punched are on the Record Sheet for correct answers and turned in/exchanged questions. It's designed for standard hole punches to reach.
2. Use markers to clearly show each time a question is incorrect.

Using the Record Sheet accurately is vital to providing an accurate class/grade level score.

☺ *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. After the first question, hand questions to students (one at a time) in random order. This will help give you good data.

2. **One** student from a group brings the answered question and their Record Sheet with them each time they come to the Answer Station.

3. Groups have 3 tries per question, but may turn in/exchange 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.

☺ *The stars and question numbers have been placed within reach of a standard hole punch.*

5. Be **sure** to punch the star beside the corresponding question number.

6. Use a marker of some sort (something students don't have) to **clearly** mark each circle in the card each time a question is missed.

Wandering Eyes: A Natural Tendency

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

RUNNING IT FOR A SINGLE CLASS?

Record Sheets & Challenge Station are needed.
Just ...

- Print and cut the questions.
- Have students write their group number on each question.

- Lay out each group's set of questions.
- Begin.
- As questions are received, have two piles. (One for correct answers & one for incorrect answers.
- Add points at the end.

✧ Most times, schools give 1 hour to work, but you may shorten this if necessary. I recommend at least 45 minutes.

EVENT SCORING

- 1) Collect the Record Sheets and total each group's scores.
- 2) Add the group scores together.
- 3) Add the team's Challenge Station points.
 - A. Each question answered correctly in one try is worth 2 points each.
 - B. Each question answered correctly on the 2nd or 3rd try is worth 1 point
 - C. Challenge Station (if used) Winner = 1 point)

$$A + B + C = \text{Team's Score}$$

My Answer Station: I use labeled CD cases to hold each group's questions.

