

Pirate's Challenge Less Competitive Option

Less competitive than the traditional event, but with all the action & benefit of keeping your students excited about math.

This choice allows teachers to help students as much as they feel is necessary.

- ❖ Take advantage of teachable moments.
- ❖ Encourage students to work hard, together & to share the knowledge.
- ❖ Listen in.
- ❖ Pose thought-provoking questions.
- ❖ Correct misconceptions as necessary.

Key Differences

- ☑ Class student groups are seated in one section of the venue (cafeteria, gym, etc.), allowing teachers to move easily from group to group.
- ☑ Teachers carry answer keys and bags containing wooden tokens and yellow chips.

Note: An adult is needed to monitor the token tubes and hand out new questions.

- ☑ Teachers are permitted to help groups as they wish, but give chips/tokens as follows:

- Yellow chips are worth 2 points each and are given if the group answers correctly the first time without help.
- Wooden tokens are worth 1 point each and are given for one of 2 reasons. 1) The teacher helps in any way. 2) The group is incorrect on the first try, but is correct on the second or third try.

- ☑ Teachers send students with used questions with/without chips/tokens, and decide which students go to the Challenge Station.

- ☑ New questions are given at the Challenge Station.

Students bringing chips/tokens compete with each other for a bonus (red, green or blue) chip in a "fast fact" challenge (worth 1 point).

You may always decide to make it more of a competition by having grade levels compete with each other to see which earns the highest average score.

Challenge Station

Individual fast fact challenges take place here.



Token Tubes (score keeping system): Classes place their earned chips and tokens into their colored tube.

