Memorandum of Agreement

Mathematics Sprint Competition

*Mathematics Mentoring in a Fun Learning Environment*

School name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Name of Links Chapter: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Goal: To improve student mathematics attitudes and skills through the use of mathematics competition.

• School Provides

Recognition of team winners at the school honors program

20 multiple choice mathematics questions from past Standardized Test

Answers to the questions

Access to students

Assignment of students to groups of 3-5

Teachers to aid in the grading

• The LINKS Chapter provides

Team mentors

Trophies and certificates or medals

Scratch Paper and Pencils

Scoring assistance

Feedback for teachers

Students form teams of 3-5 students. They select a team name or are given a team number. That name or number must be written on each answer turned in

Students select a runner who picks up the questions, returns to their team, returns the team answer to the proctor and picks up the next question.

Team mentors do not assist in answering the questions but encourages the team to discuss the question and talk through it.

Students work collaboratively bringing their collective wisdom to bear on the problems. The team must agree on a final answer before giving the answer to the team runner.

Grading sheets are used to record team scores. The team with the highest score wins. Encourage them to try to answer each question

• Members of the winning team receive certificates.

• Several” practice sprints” are encouraged before the final competition during which trophies are awarded.

• Between the math sprint competitions teachers are encouraged to cover material for questions that all teams missed.

Competition rules

1. The problems are consecutively numbered 1 through 20.

2. All teams will begin with problem 1, then 2, then 3, etc.

3. A team receives another problem only after turning in the previous problem.

4. A team receives 1 point for each correct solution.

5. A team receives 0 points for an incorrect solution.

6. A problem turned in with no solution yields -1 points.

7. Your team name should be on each answer submitted.

8. You have 50 minutes.