Mathletics

Live Mathletics has ten levels across all gaming areas. Below is a summary of what question types are included at each level. Have you tried them all?

- LEVEL 1 Addition from 1 10

 Doubles up to 10
- **LEVEL 2** Addition from 1 20 Subtraction from 1 - 20
- LEVEL 3 Addition from 1 50

 Subtraction from 1 50

 2s, 3s, 4s, 5s and 10s Times Tables

 Doubles and halves up to 50

 Addition from 1 20 with a missing addend
- LEVEL 4 Addition from 1 100

 Subtraction from 1 100

 Times Tables to 10 x 10

 Doubles and halves up to 100

 2s, 3s, 4s, 5s and 10s division facts

 Addition from 1 50 with a missing addend

 Times Tables to 10 x 10 with a missing factor
- LEVEL 5 Addition from 1 500
 Subtraction from 1 100
 Addition from 1 to 100 with a missing addend
 All multiplication and division facts to 10 x 10
 Time conversions
 Length conversions
- LEVEL 6 Operations with decimals
 Calculations using brackets
 Simple Percentages
 Converting mm, cm and m
 24 hour time
 Timetable calculations
 Fractions and decimals
 Percentages and decimals
 Terms in a sequence with decimals I
 Terms in a sequence with whole numbers

- LEVEL 7 Sum, difference, product and quotient
 Cubes
 Operations with integers
 Volume and capacity conversions
 Order of operations I
 The Cartesian plane I
 Equivalent fractions
 Ratios
 Volume of rectangular prisms I
 Area of plane shapes I
- LEVEL 8 Statistical measures
 Simplifying algebra I
 Algebraic substitution I
 Order of operations II
 Terms in a sequence with decimals II
 Area and volume conversions
 Factoring I
 Volume of rectangular prisms II
 Area of plane shapes II
 Recurring decimals
- LEVEL 9 Algebraic substitution II
 Factoring II
 Order operation III
 Expanding brackets I
 Find the midpoint between two points
 Pythagorean triads
 The Cartesian Plane II
 Chance outcomes
 Simplifying algebra
 Scientific notation
- LEVEL 10 Logarithms

 Solving equations

 Algebraic substitution III

 Expanding brackets I

 Expanding quadratics

 Factoring quadratics

 Surface area of cubes

 Percentage probability



In **Live Mathletics**, you can challenge other students to real-time races that will boost the speed and accuracy of your mental mathematical calculations! You can choose to compete against students from right across the world, or from your own school or class.

Points and credits are awarded for correct answers and beating your high score.

Live Mathletics

- Live Mathletics games have ten levels of difficulty, including questions across a wide range of mathematical topics.
- Use the horizontal menu at the top of the screen to select a level and pull down to see the types of questions included. You can even practice before your play! Remember, the level you leave selected will be the level at which you enter the game.
- Your speed & accuracy at each of the ten levels will give you a ranking from Raging Rookie to Human Calculator. In random-match games, you will only be matched against other similarly ranked players so you always have a fair chance!





TRACK YOUR RESULTS

You can track your results by clicking the button at the top of the screen. You will be able to view your top score, accuracy and rank for each gaming level. Can you beat your high score?!



SCORING POINTS

Each correct answer earns you one point for your weekly total. A bonus level is available with double points. Your bonus level depends on your previous results and will be indicated by a gold star at the top of the screen.

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Starting a Game

RANDOM-MATCH GAMES

There are four game types available, **World Challenge**, **School Challenge** and **Class Challenge** (where you are randomly matched with up to three other players) and also **Computer Challenge** where you can warm up your skills against the computer. Click your chosen game type followed by the GO button.

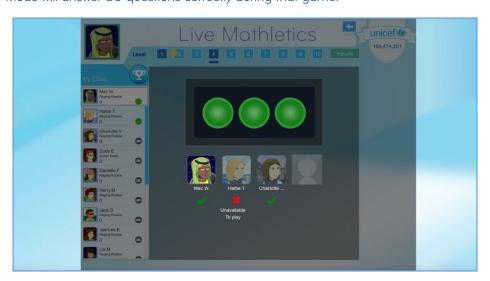
CHALLENGE GAMES

Alternatively you can challenge specific players to a ga

Alternatively you can challenge specific players to a game. On the left of the screen is a **live feed** showing who's online in your school. You can choose to challenge up to three other online players to a game by clicking on their "Ready" button. The green GO button will then change to CHALLENGE. Your schoolmates will have 15 seconds to accept or decline the match before the game begins.

SHADOW MODE GAMES

Shadow Mode allows students within Live Mathletics to challenge other students in their class who are offline. If a student is not currently within the Live Mathletics area (or offline completely), they will be identified with a shadow icon. These students can also be challenged to a game, during which Shadow Mode will take over and play as the offline student – answering questions at the same rate as their current high score. For example, if an offline student is challenged to a Level 1 game and their current high score at that level is 50, Shadow Mode will answer 50 questions correctly during that game.



WHO'S ONLINE?

The "My Class" panel shows you which of your classmates are online at the same time as you. Clicking their name allows you to challenge them directly to a game.

UNICEF POINTS

Every time you challenge a player in your school to a game you earn points. The team at Mathletics will turn those points into cash to support our ongoing school projects with UNICEF.

For more details visit www.3plearning.com/UNICEF

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The Live Game

- Once a Live Mathletics game begins, your avatar and up to three other players will display in the left of the screen. You could be matched with another student on the other side of the world, or just around the corner!
- Your goal is to correctly answer as many questions as you can in 60 seconds. Be careful though, three incorrect answers and you'll strike out game over! You will be able to follow your progress as your bar races across the screen keep an eye out for your opponents too!
- When the race finishes, you will be able to review all of your answers and your final position will be confirmed. Didn't reach the finishing line first? Don't worry, there's always next time!





EARNING POINTS

Live Mathletics is a great way to add points to your total and earn your weekly certificate. Each correct answer earns 1 point. Enter a race in the bonus level and this will double to 2 points per correct answer.



EARNING CREDITS

Win your race and you will be awarded 5 extra credits to spend in the Mathlete Shop. Keep an eye out for a vertical red line appearing in the race area – this is your current high score. Beat this and you will be awarded with 10 extra credits.