















matific Maths Olympiad



11-15 August

Global online maths competition for primary school students

Everything you need to know







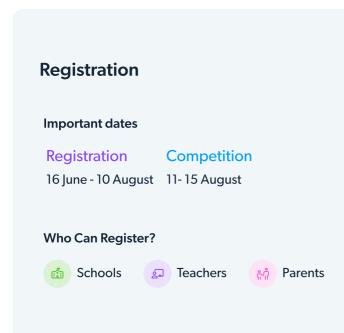


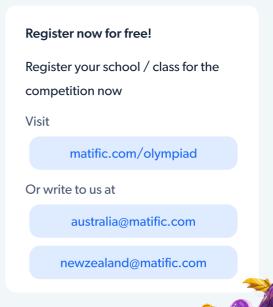












Post Registration

Once your school is registered, your Matific manager will email you the login details of all your students and teachers.

Teachers and students will have full access to Matific from the day their account is created till the end of the competition.

Encourage your students to complete Matific's **Placement Test** before the competition.

What is a Placement Test? (Grade 2 and above)

It's a 20-min test to help determine your student's level and determine best set of learning path / activities for them in the Adventure Island. All students will get a Placement test, (also known as the Pilot Training) when they access Adventure Island for the first time.

Two Weeks Before the Competition

A notification about the competition schedule will appear in the students' and teachers' account two weeks before the start of the competition.

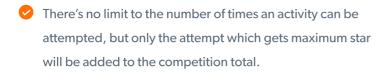


Competition Day and After

Students

- Students can log in to their Matific account, go to Adventure Island, Arena, and Assigned Island, and start playing activities.
- During the competition period, students can log in and log out as many times and anytime.







Go to The Adventure Island



Complete activities to earn stars

Things to note:

Students can continue to play even after they have collected 150 stars, but the stars will not be added to their competition total.

Teachers

- Teachers can log in to their Matific dashboard and see Student and Class leaderboard.
 - National level: Teacher can view their class and students percentile
 - School level: Teacher can view their students rank at both school and grade level
- You can also visit matific.com/olympiad-leaderboard our public leaderboard to view top 50 schools in the competition



Competition card in Matific dashboard



Student leaderboard view in School leaderboard



How is Rank Calculated

School

School's rank is based on target achievement % i.e. (stars collected by top 70% of the students) / (school's target).

School target = $(70\% \times no. \text{ of all registered Matific students}) \times 150 \text{ stars}$

If there's a tie, we use accuracy to break the tie. i.e. how many activities were completed in order to achieve the target.

If after tie-break 2 schools share the same score then we look at the attempts needed for the students to get their score.

Why only 70% of students are used for the calculation?

We understand that every school has timetable challenges, inactive or duplicate accounts, and other complications - we only count the top 70% to allow for this.

Class and Students

National level: There's no rank for class or student for the competition. Instead we have percentile and the percentile calculation logic is the same as the one used for schools.

School level: Teachers can view their class and students rank at their own school and class level in the teacher dashboard.

Prizes

School

Top 3 schools will win cash prizes and trophies.









A school needs to have a minimum of 50 participating students to qualify for prize in the School category.

Students

All students will be rewarded a certificate and get entry into the draw based on the achievement of their target of 150 stars.

Encourage your students to complete activities in the Adventure Island and earn stars.

3x Samsung tablets are up for grabs in the draw!



Teachers

 $3 \times 150 digital vouchers for winning teachers. To purchase any product on oup.com.au



Stars collected	Certificate category	Entries to the draw
150	Ruby	25 Entries
135 - 149	Platinum	15 Entries
105 - 134	Gold	5 Entries
75 - 104	Silver	2 Entries
1 - 74	Bronze	1 Entry



For more details about The Matific Maths Olympiad, contact us at australia@matific.com or newzealand@matific.com