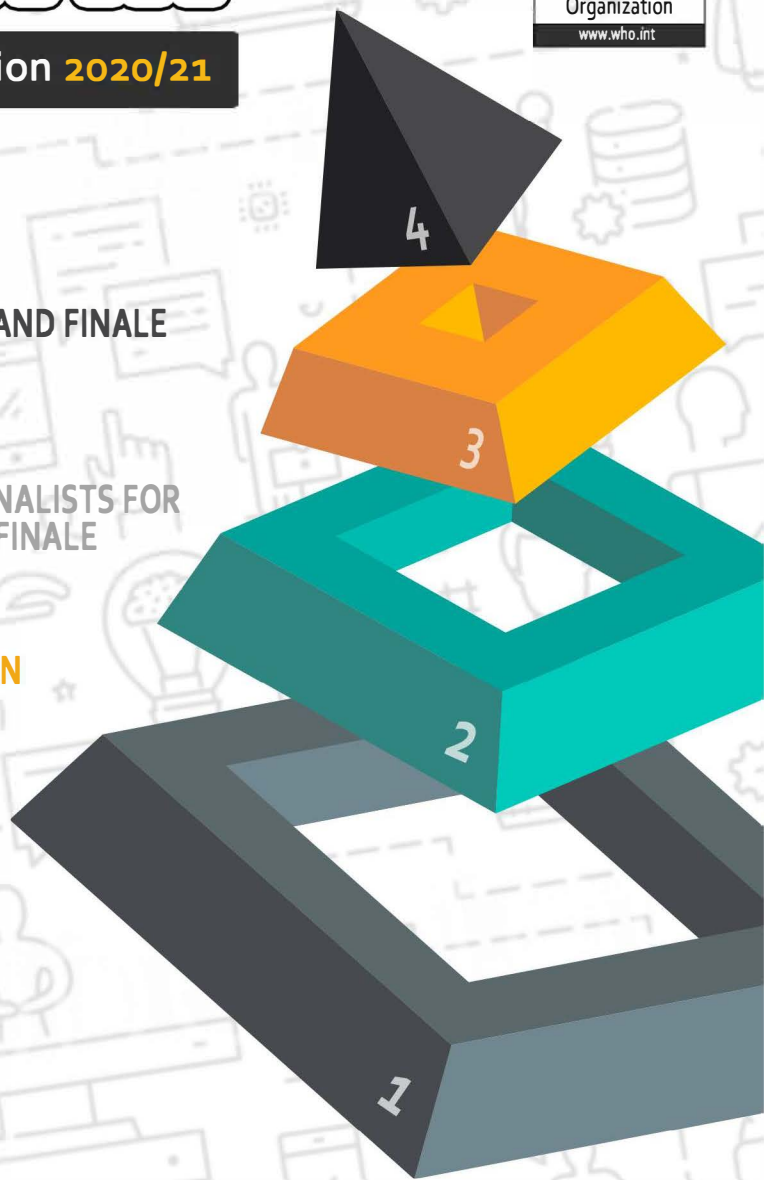
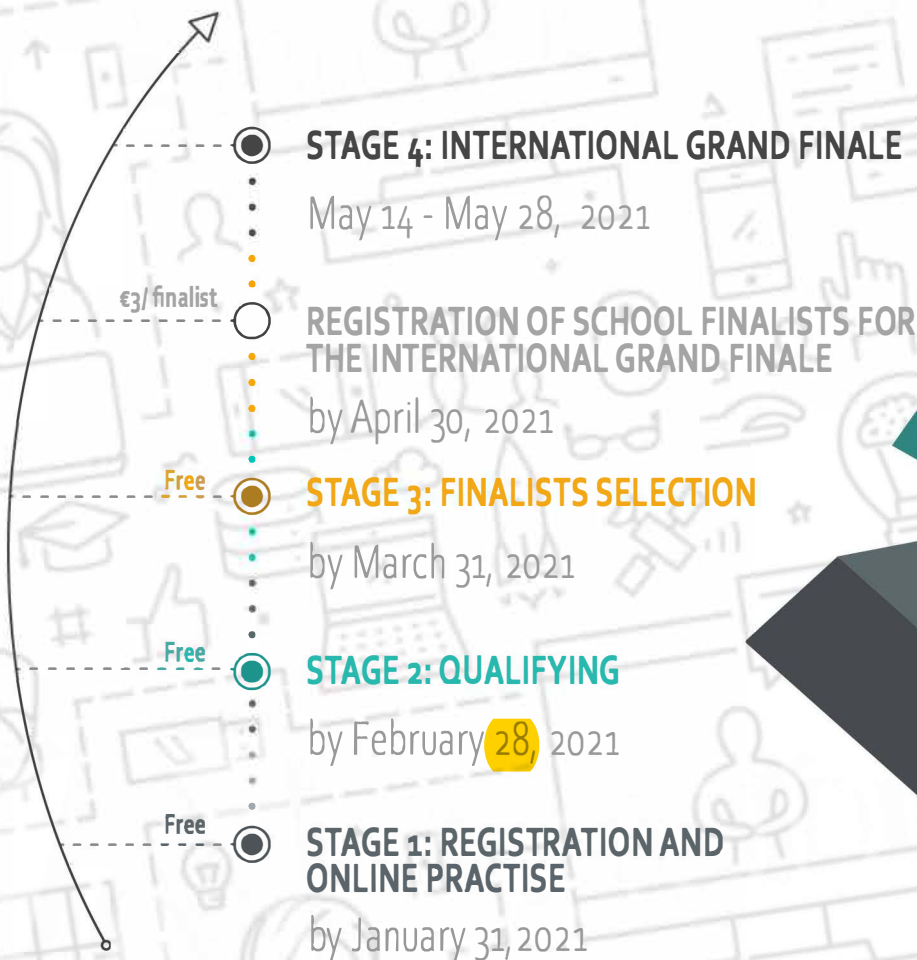


SUPERTMATIK

Mental Math International Competition **2020/21**



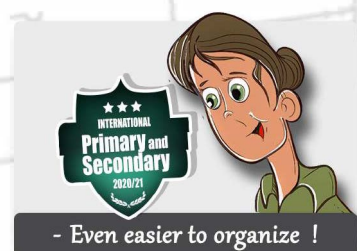
CHALLENGE, CATEGORIES and LEVELS

Challenge	Category 1	Category 2	Category 3	Category 4	Category 5	Category 6	Category 7	Category 8	Category 9	Qualifying time
SUPERTMATIK Mental Maths, 15 th edition	Level 1	Level 1	Level 2	Level 3	Level 3	Level 4	Level 4	Level 4	Level 4	60 seconds minimum time for Stage 2
Pupils born in:	2014	2013	2012	2011	2010	2009	2008	2007	2005-06	

100% ONLINE
PRIMARY AND SECONDARY

OBJECTIVES OF THE SUPERTMATIK Mental Math International Competition: to promote interest in mental Math; to develop skills in numbers and calculation; to reinforce the learning of Math through game playing; to discover and celebrate talent in mental math.

WHO IS THIS COMPETITION FOR? The competition is aimed at pupils attending state or private schools, in the following groups: Category 1 - pupils born in 2014; Category 2 - pupils born in 2013; Category 3 - pupils born in 2012; Category 4 - pupils born in 2011; Category 5 - pupils born in 2010; Category 6 - pupils born in 2009; Category 7 - pupils born in 2008; Category 8 - pupils born in 2007; Category 9 - pupils born in 2005-2006.





SUPERTMATIK

Mental Math International Competition 2020/21 | 100% ONLINE

- OFFICIAL RULES in 4 Stages -

STAGE 1: REGISTRATION AND ONLINE PRACTISE (by January 31, 2021)

Schools, represented by a teacher coordinating the activity, will be able to register online at www.eudactica.com by filling out an electronic form, available by clicking "competition" on the website www.eudactica.com. To take part in the Competition, students should register on the website www.supertmatik.net - 1. Click "login"; 2. Click "register"; 3. Enter the requested information (email address and password). After a practise session, students should logout (click on the "EXIT" button). Competition rules and game rules should be explained to participating pupils. Classrooms must be set aside for training the pupils (it is recommended that pupils receive a minimum of five training sessions before starting competition). On their individual profile, students will be able to check the games they have played, their wins and losses, as well as their best time and ranking.



STAGE 2: QUALIFYING (by February 28, 2021)

For this stage, students should go to www.supertmatik.net, log in and play the "Time Attack" mode. To qualify for the next stage, students have a 20 minutes teacher supervised session to register a time not higher than 60 seconds. When the goal is achieved students should raise their hands and the teacher should check the time and game level on the screen.

STAGE 3: FINALISTS SELECTION (by March 31, 2021)

Students who successfully pass the qualification stage can enter the "Versus Robot" stage!

- Quarter-finals: For this stage, students should go to www.supertmatik.net, log in and play the "Vs Robot" mode. In order to advance to the semifinals, students have a 20 minutes teacher supervised session to achieve a victory against our robot "Robin". When the goal is achieved students should raise their hands and the teacher should check the result, name of the robot and game level on the screen.
- Semi-finals: Those who achieved the desired aim at quarterfinals will try now to reach the International Grand Finale: semi-finalists have a 20 minutes teacher supervised session to achieve a victory against our super robot "Saito". When the goal is achieved students should raise their hands and the teacher should check the result, the name of the robot and game level on the screen.

REGISTRATION OF SCHOOL FINALISTS FOR THE INTERNATIONAL GRAND FINALE (by April 30, 2021)

For each level of the competition, those who successfully pass Stage 3 will represent their school and compete against other finalists from schools worldwide. To participate in the International Grand Finale, the registration fee per student is EUR 3. To register the finalists, the teacher coordinator must send us an email with a registration form for the finalists which is available from the Organizers, with proof of payment of the registration fee.

STAGE 4: INTERNATIONAL GRAND FINALE (May 14 - May 28, 2021)

Schools can choose when they want to do the Grand Finale, as long as it is within the period scheduled for this event (May 14 - May 28, 2021); The application will be available on: www.supertmatik.net. Students reaching the International Grand Finale will receive new access details to take part in this last stage. This is a timed test in which students must correctly solve 15 mathematical calculations in the shortest time possible. Each wrong answer will incur a penalty, adding 7 seconds to their test time. Each student will be given 3 goes to achieve their best result. The 3 attempts must be made on the same date, with an interval of 5-10 minutes between them. Only the best result obtained by each student will be used for the purpose of SUPERTMATIK ranking (in the event of a draw, the other times achieved will be taken into account).

Prizes

Position	SUPERTMATIK Official Medal	Official Diploma	Official T-shirt	e-Certificate	Coupon EUR 10	Coupon EUR 5	SUPERTMATIK educational games	buddhi, IO Puzzle
1 st	✓	✓	✓				✓	✓
2 nd	✓	✓	✓				✓	✓
3 rd	✓	✓	✓				✓	✓
4 th - 6 th		✓			✓			
7 th - 10 th		✓				✓		
11 th - 100 th				✓				

Results will be made available on the official website www.supertmatik.net on June 2, 2021. Prizes will be sent to the schools by June 18, 2021. Schools are free to organise their own ceremonies to hand out prizes.

NOTE: The latest equipment must be used and a stable link to the Internet (touch screens are allowed).