

OBJECTIVES: 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 follow age groups: Category 1 - pupils born in 2015; Category 2 - pupils born in 2014; Category 3 - pupils born in 2013; Category 4 - pupils born in 2012; Category 5 - pupils born in 2011; Category 6 - pupils born in 2010; Category 7 - pupils born in 2009; Category 8 - pupils born in 2008; Category 9 - pupils born in 2006-2007.



AT WHAT LEVEL SHOULD CHILDREN BE PLAYING WITHIN VARIOUS AGE GROUPS?

Category 1 and 2 - Level 1; Category 3 - Level 2; Category 4 - Level 3; Category 5, 6, 7, 8 and 9 - Level 4.

Stage 1: REGISTRATION (by January 31, 2022)

Schools, represented by a teacher coordinating the activity, will be able to register online by filling out an electronic form, available by clicking "competition" on the website www.eudactica.com

A confirmation email will be sent to your email address. If you cannot find it in your normal inbox, please check in your spam or junk mail and add our domain (@eudactica.com) to safe senders.

Stage 2: FINALISTS SELECTION (by March 31, 2022)

Schools can opt for two models of finalist selection:

OPTION A – using the SUPERTMATIK APP (www.supertmatik.net)

Game rules should be explained to participating pupil groups. Classrooms must be set aside for training the pupils (it is recommended that pupils receive a minimum of five training sessions before starting competition).

How to play SUPERTMATIK vs ROBOT: <https://www.youtube.com/watch?v=aRTVzq1Ukv8>

How to play SUPERTMATIK Time Attack: <https://www.youtube.com/watch?v=TL3TLV-tNKY>

Students should register on the website www.supertmatik.net (1. Click "login"; 2. Click "register"; 3. Enter the email address and password). On their individual profile, students will be able to check the games they have played, wins and losses, as well as their best time and ranking.

First Round: students should go to www.supertmatik.net, log in and play the "Time Attack" mode. To qualify for the next stage, students have a 15-minutes teacher supervised session to register a time not higher than 55 seconds. When the goal is achieved students should raise their hands and the teacher should check the time and game level on the screen.

Second Round: students should go to www.supertmatik.net, log in and play the "Vs Robot" mode. To qualify for the next stage, students have a 15-minutes teacher supervised session to achieve a victory against our robot "YURA". 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.

For each age range, those who successfully pass first and second round will represent their school and compete against other finalists from schools worldwide. To register the finalists, the teacher coordinator must send an email (supertmatik@eudactica.com) by March 31, 2022, with a registration form for the finalists which is available from the Organizers, with proof of payment of the registration fee (to participate in the Grand Final, the registration fee per student is 3 EURO).

Bank details:

Beneficiary: EUDACTICA, Lda.

Bank: Banco BPI, Portugal | Account: 2-3967672-000-001

IBAN: PT50001000003967672000150 | SWIFT/BIC: BBPIPTPL

PayPal account: sales.global@eudactica.com

(credit/ debit card payments also accepted via PayPal - no registration required)

Stage 2: FINALISTS SELECTION (by March 31, 2022) – cont.**OPTION B – using SUPERTMATIK decks of cards**

Game rules should be gradually explained to participating pupil groups. Classrooms must be set aside for training the pupils (it is recommended that pupils receive a minimum of five training sessions before starting competition).

HOW TO PLAY SUPERTMATIK (CARDS): <https://www.youtube.com/watch?v=oaMsL0D6k3c>

If you need SUPERTMATIK decks please contact supertmatik@eudactica.com

Intraclass Tournaments*: Knockout rounds for students in the same class to compete against each other to select the top students of each class. Teachers should establish the number of pupils progressing to the next phase. The draw which will determine the matches will follow the guidelines made available by the Organizers to teacher coordinators.

Interclass Tournament*: This will be contested among the top students of each class belonging to the same year group to determine the top students of each age category. Teachers should establish the number of pupils progressing to the Grand Online Final. The draw and other conditions are the same described before.

For each age range, pupils progressing to the Grand Online Final will represent their school and compete against other finalists from schools worldwide. To register the finalists, the teacher coordinator must follow the same procedures as described on Option A.

* In each of the matches, two students and a referee will participate. The referee will deal the cards and ensure observance of the rules of the game (the role of the referee can be performed by a teacher or a student who knows the rules and has a sense of responsibility to carry out the task). All games contested will be to the best of five games (whoever wins three games progresses to the next round).

Stage 3: INTERNATIONAL GRAND FINALE (May 2 - May 16, 2022)

Schools can choose when they want to do the Grand Finale, as long as it is within the period scheduled for this event (May 2 - May 16, 2022); the application will be available on: www.supertmatik.net

Students reaching the International Grand Finale will receive 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. 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).

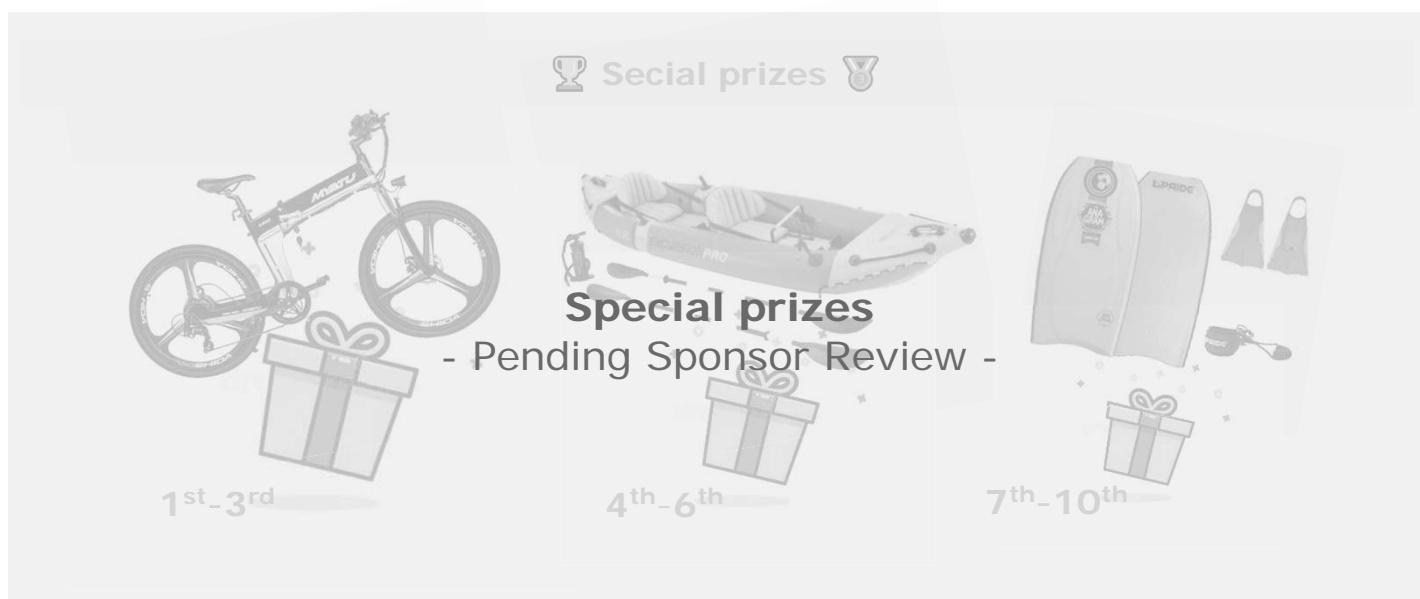
Grand Finale Sample: <https://www.youtube.com/watch?v=zfdkppJgsUI>

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PRIZES

Results will be made available on the official website www.supertmatik.net on June 22, 2022. Prizes will be sent to the schools not later than by June 30, 2022.

Position	Official Medal	Official e-Diploma	Official T-shirt	Official e-Certificate	Coupon EUR 10	Coupon EUR 5	Educational games	Buddhi IQ Puzzle
1 st	./	./	./				./	./
2 nd	./	./	./				./	./
3 rd	./	./	./				./	./
4 th - 6 th		./			./			
7 th - 10 th		./				./		
11 th - 100 th				./				



Special prizes will be drawn from TOP10 students. Schools are free to organise their own ceremonies to hand out prizes

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