



GAME RULES

Goal: The principle goal of this project is to increase the math proficiency test scores for 6th grade students.

Strategy: Provide increased motivation for students to become more proficient in math by having them participate in a series of game shows that engage classrooms in mathematics competitions.

Structure:

Distance Learning Events: This year the Cleveland Metropolitan School District (CMSD)'s Mathematics department selected thirty-two classrooms to participate in single elimination matches. The first three rounds of elimination will be produced using interactive distance learning technology. The three rounds are as follows:

- Round 1 – 16 matches/32 schools
- Round 2 – 8 matches/16 schools
- Round 3 – 4 matches /8 schools

Studio Produced Events: The last two rounds of competition (Semi-Final and Championship) will be produced in the Westfield Insurance, Studio Theatre at Idea Center in Playhouse Square. Each program will be taped for air on WVIZ/PBS.

Format:

Each game show will engage two 6th grade classrooms (Classroom A and Classroom B) in a mathematics competition. Each teacher will divide her/his classroom of 20 students into five, four -person teams. Four students from any of the other five teams will be chosen for one final team, the Brain Buster (BB) Team. See graphic on page 2.

Rounds	Classroom A	Classroom B
1	Team 1A	Team 1B
2	Team 2A	Team 2B
3	Team 3A	Team 3B
4	Team 4A	Team 4B
5	Team 5A	Team 5B
Brain Buster	BB Team(A)	BB Team(B)

note: Quiz questions and problems will be directed to the teams, rather than to individual students, and during the course of the program, Team 1A will compete against Team 1B, Team 2A against Team 2B, and so forth. The students in each team will be encouraged to work together as a team to answer questions and solve problems.

**Teacher Tip: In order to save some time on the day of the event, you are asked to divide your classroom into 5, four person teams and 1 Brain Buster team prior to your scheduled competition. You can populate the teams as you see fit, but we recommend that you distribute the talent and skill levels equally.*

Questions:

The teams will be challenged to answer or to solve several types of questions:

Lightening Round Questions: Four short-answer questions, similar to the College Bowl – teams are given 5 seconds to answer each question – teams raise their hands – the fastest team is called on to answer – (+5 points for correct answers, deduct 5 points for incorrect answers). If the team that is called on first answers incorrectly, the opposing team will be given the opportunity to answer.

Problem Solver Questions: One, more challenging, problem-solver question is worth 10 points. Same rules apply as short-answer questions above, except that the teams will be allowed 25 seconds to "ring in".

Brain Buster Questions: Once all five teams from both classrooms have competed, one final set of teams [BB Team (A) and BB Team (B), selected by the teacher] will receive one, more engaging, “Brain-Buster” question. They will have the opportunity to wager any or all of their class’ accumulated points before this final question is asked. Depending on the answer given, the amount wagered will be added to or deducted from the class' point total.

The team with the greater point value at the end of the Brain Buster round is the winner!