



Dear Students,

Welcome to the World Education Games for 2012! We have updated a few things from last year's event, and added a brand new event – World Science Day! Practice opens 1 February for World Spelling and Maths Day, and World Science Day will be available from 14 February.

All events can be access from your World Education Games console, just use the tabs along the top of the screen. You can also see breaking news from the official World Education Games blog, the Gamesometer (made up of the Spellometer, Mathometer and Sciometer), join the iGen Alliance and keep an eye out for the event calendar along the bottom of the screen. The event calendar will light up when each event is running, so while an event is highlighted, you can still participate in it!

This year you can complete 50 games per event – go for your special certificates and collect your medals to show off in the gameroom! All data on the screen reflects your event statistics, so you can still play beyond 50 games if you want, all your scores from those games will contribute to the Gamesometer.

Good luck, and we hope you enjoy this year's World Education Games!

Kind Regards,
The World Education Games Team

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The Student Console

Select the event you want to play

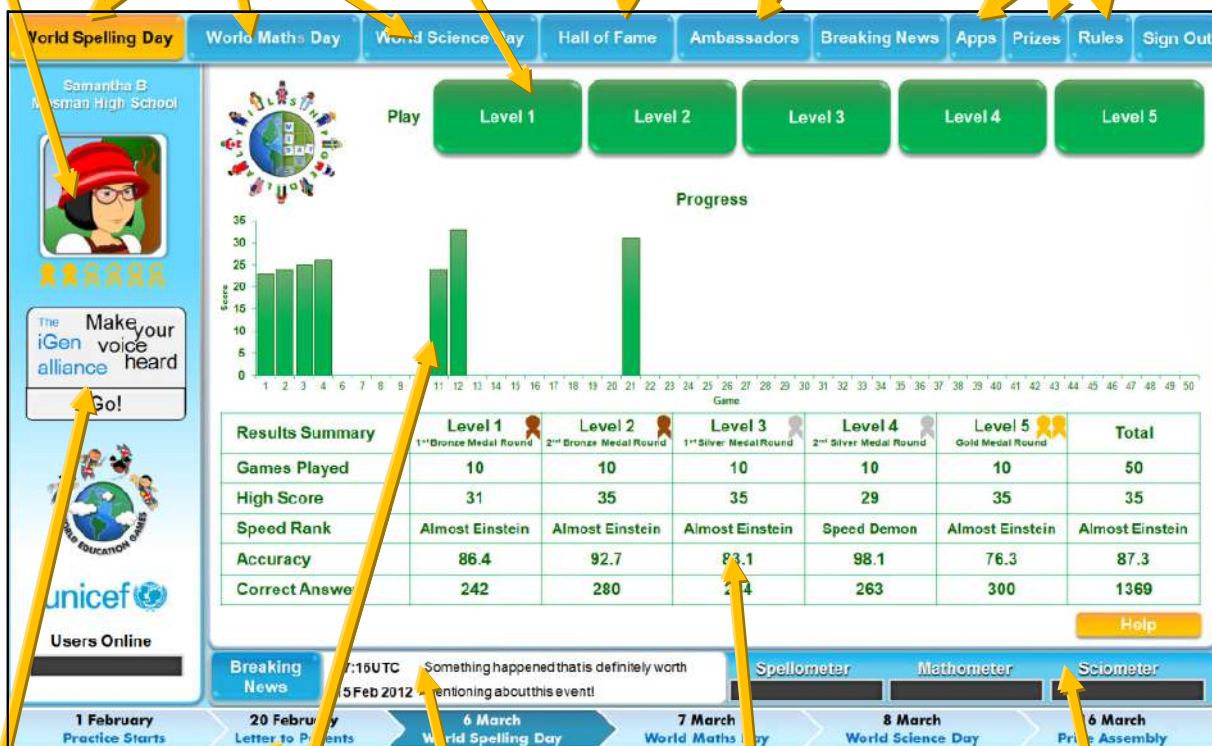
Check out the Hall of Fame

Meet the 2012 Ambassadors

Enter the game by selecting the level you want to play

Enter Facemaker

Read rules, prizes and download Apps



The screenshot shows the Student Console interface. At the top is a navigation bar with links: World Spelling Day, World Maths Day, World Science Day, Hall of Fame, Ambassadors, Breaking News, Apps, Prizes, Rules, and Sign Out. Below this is a 'Play' section with buttons for Level 1 through Level 5. A 'Progress' bar shows scores for 50 games. A 'Results Summary' table is displayed, and a 'Breaking News' section at the bottom shows an event calendar.

Results Summary	Level 1 1 st Bronze Medal Round	Level 2 2 nd Bronze Medal Round	Level 3 1 st Silver Medal Round	Level 4 2 nd Silver Medal Round	Level 5 Gold Medal Round	Total
Games Played	10	10	10	10	10	50
High Score	31	35	35	29	35	35
Speed Rank	Almost Einstein	Almost Einstein	Almost Einstein	Speed Demon	Almost Einstein	Almost Einstein
Accuracy	86.4	92.7	83.1	98.1	76.3	87.3
Correct Answers	242	280	214	263	300	1369

At the bottom, the 'Breaking News' section shows an event calendar with dates from 1 February to 6 March, including 'Practice Starts', 'Letter to Parents', 'World Spelling Day', 'World Maths Day', 'World Science Day', and 'Prize Assembly'.

Join the iGen Alliance!

Check out the official World Education Games blog

Gamesometer Mathometer, Spellometer, Sciometer

Event Calendar

Your statistics for each level of competition

Your progress through 50 games

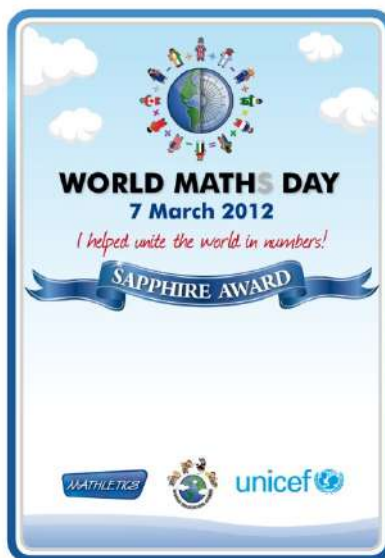
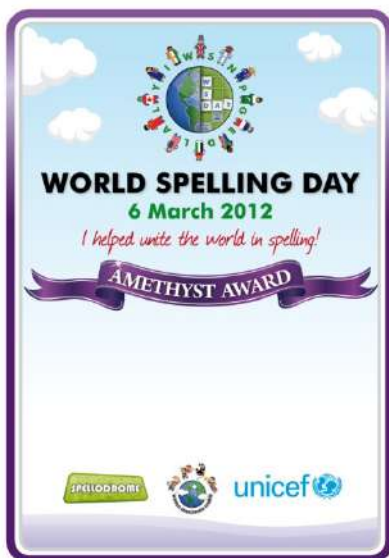
Certificates and Medals

1. Digital Certificates

You have a number of rewards to collect while participating in the World Education Games. Aim to achieve your Amethyst, Sapphire and Ruby certificates by completing the full 50 games per event.






All students receive a participation certificate if they play games in practice (1 February to 5 March) or during the events (6 – 8 March).

All certificates can be printed from your Student Console upon the completion of the event and will automatically enter your name, school name, total number of points achieved and the age category you participated in.



2. Event Avatar Medals

You can also collect medals for your avatar to show others your achievements in each event. Each level of World Spelling Day and World Maths Day has 10 games to complete, and World Science Day has 5 rounds of 10 games. Once you complete the level, or round, you will receive a medal for you avatar. 2 Medals appear for each event, with the goal of collecting all 6 gold medals by the end of the World Education Games.

Reading Medals	World Spelling Day	World Maths Day	World Science Day
1 Bronze Only	Completed Level 1 or Level 2 only.	Completed Level 1 or Level 2 only.	Completed Round 1.
Double Bronze	Completed both Level 1 and Level 2.	Completed both Level 1 and Level 2.	Completed Round 1 and 2.
Bronze/Gold	Completed Level 1 or Level 2 only, and Level 5.	Completed Level 1 or Level 2 only, and Level 5.	N/A
1 Silver Only	Completed Level 3 or Level 4 only.	Completed Level 3 or Level 4 only.	N/A
Bronze/Silver	Completed Level 3 in addition to both or one of Level 1 and 2.	Completed Level 3 in addition to both or one of Level 1 and 2.	Completed Round 1, 2 and 3.
Double Silver	Completed Levels 1, 2, 3 and 4	Completed Levels 1, 2, 3 and 4	Completed Rounds 1, 2, 3 and 4.
Silver/Gold	Completed Level 3 or Level 4 only, and Level 5.	Completed Level 3 or Level 4 only, and Level 5.	N/A
Double Gold	Completed all Levels.	Completed all Levels.	Completed all Rounds
Example			
 			
	Has completed all Levels for World Spelling Day.	Has completed Level 3 in addition to both or one of Level 1 and 2 for World Maths Day.	Has completed Rounds 1, 2, 3 and 4 for World Science Day.

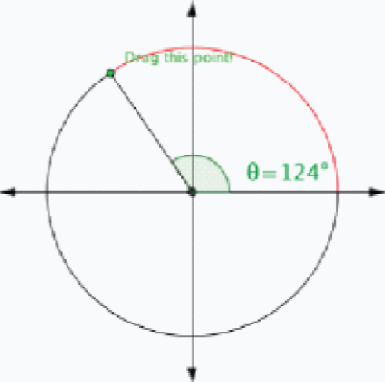
The Constructivist Medal – Take Control of the Mathematical Realm!

The Constructivist Medal is competition for advanced students to show off their abilities to explain mathematical concepts using online materials.

Arc length covered by an angle

The diagram shows a circle with radius whose centre is at the origin. How much of the circumference is covered

☒ Allow any angle



It is easy to see that for any radius r , an angle of 124° will always cover $\frac{124}{360}$ of the circle's circumference

Arc length = $\frac{124}{360} \times \text{circumference} = \frac{124}{360} \times 2\pi r = \frac{31}{45}\pi r$

All entries must use [GeoGebra](#) to build a widget that explains a mathematical concept. The winning entry will be used in the Mathletics Instant Workbooks series and receive a medal and certificate.

The World Education Games Panel will only accept one entry from each school, and it is recommended that teachers encourage an internal competition in the school for students to work in teams of up to four students and submit their work to teachers to decide which widget to enter into the competition.

For more information visit the [World Education Games Blog](#).

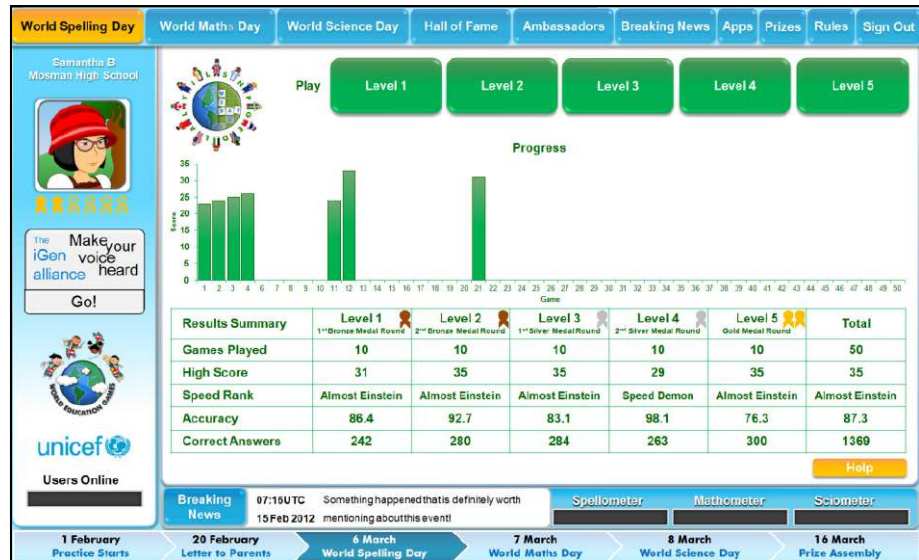
World Spelling Day

1. The World Education Games kick off with World Spelling Day – 48 hours of spelling fun! Make sure your computer that will be used meets the [minimum requirements](#), and you have your sign in details.

2. Sign in at www.worldspellingday.com and prepare for the fun and excitement to begin! Create your avatar; you can change this at any time during the events.

Once you have an Avatar, click 'World Spelling Day' in the top left corner. Then choose a level to play.

Keep track of your progress with on screen results.



3. Students are matched against other students based on their performance, within their age category. If no suitable match is available, you will play the computer, or a member of the World Education Games Team!

4. Students will strike out of a challenge if they answer three questions incorrectly. You have 48 hours to complete the 50 challenges, plenty of time to enjoy and participate!

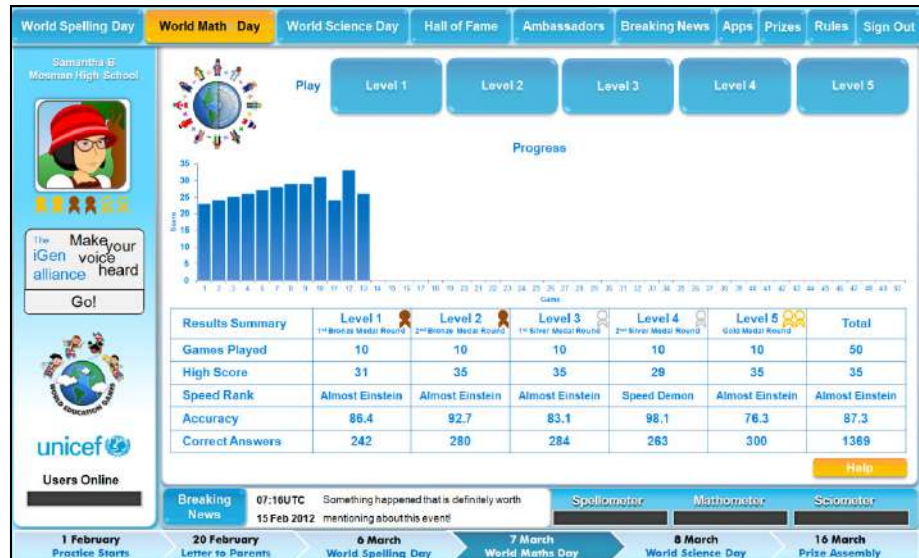


World Maths Day

1. World Maths Day brings mathematics to life with 60 second challenges! Sign in at www.worldmathsday.com and prepare for the fun and excitement to begin!

Click 'World Maths Day' in the top menu. Then choose a level to play.

Keep track of their progress with on screen results.



2. Students are matched against other students based on their performance, within their age category. If no suitable match is available, you will play the computer, or a member of the World Education Games Team!

3. Students will strike out of a challenge if they answer three questions incorrectly. You have 48 hours to complete the 50 challenges, plenty of time to enjoy and participate!



World Science Day

1. The World Education Games round out with World Science Day. Make sure your computer that will be used meets the [minimum requirements](#), watch your avatar step into 3D!

2. Sign in at www.worldscienceday.com and prepare for the fun and excitement to begin!

Click 'World Science Day' in the top menu, then to click the 'Play' button.

Keep track of their progress with on screen results.



3. Students are matched against other students based on their performance, within their age category. This may take a few seconds as all participants matched accept the challenge.

4. There are 3 different levels of difficulty in 1 challenge, where answering the question locks out their competitors from that question. If they answer incorrectly, students will not be able to answer that question again for 3 seconds. Matches can range from 3 to 1 minute in length depending on the number of participants.

Who can I contact for help/technical assistance?

For all help and technical assistance queries please use the directory below to contact us.

Africa	T: +27 11 706 8959	E: africa@worldeducationgames.com
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