The purpose of the Mini-Mathletes Tournament is to encourage students' interest in mathematics at a young age (4th and 5th grade), so they will be more eager to explore the number world and potentially join advanced classes in middle school and Mu Alpha Theta in high school. This allows young students to experience a creative, competitive math environment. Ultimately, we hope the kids who attend will leave the contest with a heightened appreciation for math!

Thank you for participating!

Participating Schools (2024)

Alpharetta Elementary

Birmingham Falls Elementary

Cogburn Woods Elementary

Crabapple Crossing Elementary

Findley Oaks Elementary

Fulton Academy of Science and Technology

Fulton Science Academy

Hembree Springs Elementary

Mountain Park Elementary

Riverside Elementary

Summit Hill Elementary

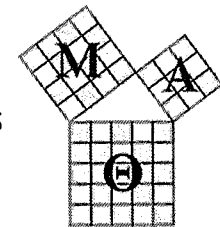Sweet Apple Elementary

Wilson Creek Elementary School

Milton High School Presents

MINI-MATHLETES

9th Annual Mini-Mathletes Tournament

Mu Alpha Theta
National Mathematics
Honor Society &
Milton Math Team

2024 Program

Welcome Mini-Mathletes!

Saturday (4/13/2024) Event Schedule:

9:30 – 10:00 AM
Check-in at registration table in atrium

10:00 – 10:10
Welcome, Mathletes!

10:15 – 11:30
Test #1 (Ciphering): **10 problems** – 11pts
if correct by 1st min, 5 pts by 2nd min

11:30 – 11:40
Refreshments (will be provided)

11:45 – 12:45 PM
Test #2 (Multiple Choice) – 30 problems
in 60 minutes, 6 points each.

12:45 – 1:10
Lunch (students must bring their own)

1:10 – 2:00
Math Carnival Games (with candy prizes!)

2:15 – 3:00
Awards Ceremony
*Trophies for Top Five 4th grade and
Top Five 5th grade students*

**Full Solutions will be made available at
mryangteacher.weebly.com/mini-mathlete-
competition.html**

Carnival Game #1: Candy Estimation Game: *Each student will be given 2 paper slips to provide estimation on 2 candy jars (amongst 6 jars). The closest guess without going over …wins. *Game closes at 1:30pm!* **Game #2: "Pig" Dice Game:** the player that scores the most points after 3 rounds wins and moves to the next round out of group of 4. Gameplay: Each turn, a player repeatedly rolls a die until either a 1 is rolled or the player decides to "hold." *If the player rolls a 1, they score nothing for the whole round and it becomes the next player's turn. *If the player rolls any other number, it is added to their turn total and the player's turn continues. *Each time a player rolls a 6, they have to add another dice to their next roll. *If a player chooses to "hold", their turn total is added to their score, and it becomes the next player's turn. Each round, players restart with 1 die. (Top 2 students with highest score win candy prize.) **Game #3: Ring Toss:** Each participant will be given 6 rings to toss onto target cones. Each cone is marked with points (5, 11, 21, & 31 pts). Each cone can only have 1 ring on it. Multiple rings on the same cone will not score any points. (Top 2 players wins candy prize) **Game #4: Paper Airplane Contest:** Each participant will be given 3 minutes to create a paper airplane. The 2 paper airplanes with longest airtime distance will win candy prizes. One throw per contestant. No practice throws! **Game #5: Mental Math Contest:** Students have 3 minutes to solve as many problems as they can. No markings allowed on paper except for writing the answer. (Top 2 scorers win). **Game #6: Team "Stack and Pass" Jenga:** Teams of 2 will compete against other teams to remove and stack the highest level of blocks within a 3-minute limit. (Top team wins) **Game #7:Team Table Shuffleboard:** Teams of 2 compete against another team (through 3 rounds) to score the most points in order to move to next round. The winning team will receive a final score that is the difference of theirs and opponents' scores. (Top team with the highest score wins candy prize). **Game #8: 'SET' tournament:** 4 players compete at a time to quickly find a certain number of 3 card "sets" based on color, shape, number, and shading. First to collect 4 sets will be eligible for candy prize. (Top 2 players with best times win candy prize) **Game #9: Skee-Ball:** Each player gets 5 rolls up the ramp to land the ball into bullseye rings: (10, 30, 40, 50, and 100 pts). Top 2 highest scores receive candy prizes. **Game #10: 24 Game:** Make the number 24 from the four numbers shown. You can add, subtract, multiply and divide. Use all four numbers on the card, but use each number only once. You do not have to use all four operations. *Example*: Numbers shown are 3,4,5,5. Example solution could be: $5 \times 5 - 4 + 3 = 24$. Each round will be 4 students competing. Students will have 5 minutes to find as many solutions across different cards. The 2 students with the most correct solutions will be awarded.

Find the joy within what you do, and share it with those around you.