## **TWO-WAY MATCHUP**

## Match the answers to the questions, then do it backwards by matching the questions to the answers.

This activity is useful for learning number facts and names, and also for developing fluency in one- or two-step processes.



There are 1000 points available for each question, but 200 points are lost for each mistake:

BIDMAS <sup>4</sup> POINTS: 2800	1			ROUND 1 1:48
Maths <sup>4</sup> Everyone	Maths EVEL/One Erjoy - Improve - Succeed	1000	×	23
2×5+6	Maths Everyone Erjoy - Improve - Succeed	15	1000	19
Maths EVC Jone Enjoy - Improve - Succeed	Maths <sup>4</sup> Everyone	16	200	×
Maths <sup>4</sup> Everyone	Maths Even one Enjoy - Improve - Succeed	17	600	11

In round two, the answers become the questions and the questions become the answers:



There is a possible 2000 point (maximum) bonus, if a round is completed quickly:

BIDMAS 1 POINTS: 17400			ROUND 2 1:43
BRILLIANT You have completed ROU POINTS: TIME BONUS:	IND 2 of 3. 7800 550		
THIS ROUND:	8350	TOTAL:	17,950
			CONTINUE
Enjoy + Improve + Succeed	tove + Succeed	00 100	2×3+6

Overall, there are three rounds worth a maximum of 8000 each, with a maximum 2000 point time bonus for each round:

Thus, there is a maximum of 30 000 points available if no mistakes are made and each round is completed within the target times.

The target times get less for each round. Typical target times are:

Round	Time for full bonus
	(seconds)
1	75
2	45
3	15

Accuracy should be considered as the main priority – the time bonuses are designed to encourage students to have repeated attempts in order to gain higher total scores.

The short target time for round 3 is so that it is unlikely (in some cases impossible), for students to get maximum points in their first attempt.

FANTA You have finishe POINTS:	STIC ed the quiz.	8000			SUMMARY ACCURACY: 98 SPEED: 65	
TIME BONUS: THIS ROUND:		1325 9325 TOTAL:		: The (ma mor	These are the important scores (maximum 100), accuracy bein more important than speed!	
SHOW THESE S CLOSE.	CORES TO YOUR T	EACHER BEFO	RE YOU CLICK		CLOSE	
Maths	Maths	10	00	1000	23	

## NOTE

This activity is designed to be repeated:

- the questions and answers are shuffled for each attempt so that students cannot guess answers by remembering question and answer positions;
- the activities for developing fluency have only slight variation in the questions and answers so that remembering links is very difficult. This helps to ensure that students have to think carefully about the processes involved.

## **KNOWN BUGS**

- 1. It is often necessary to click the 'Play' button twice before an activity loads.
- 2. Occasionally (its happened to me twice) the bonus counter goes wild and does not stop. This means that a student's score keeps increasing the immediate fix is to refresh the browser page, but I will make it a priority to find a proper fix to this.
- Sometimes the questions/answers will not load immediately this will depend upon the speed of the internet connection that is being used. If this is the case and it causes a major problem for you then please let me know (Twitter @Maths4Everyone)