

Dear Student,

Greetings from Educational Initiatives!

We are happy to invite you to the Mindspark Mind-Gym. Mindspark Mind-Gym is a game-based event, where students engage in various mathematical games. In order to qualify for the Mind-Gym Event, the students have to earn the highest number of Sparkies in Mindspark Mathematics in their respective grades from **15<sup>st</sup> November to 15<sup>th</sup> January**.

There will be two segments of the Mind-Gym event:

1. Mind-Gym **First Round**
2. Mind-Gym **Final Round**

Please read the below the details of the information regarding both the above events.

## **Mind-Gym First Round**

**Who will Participate:** Selected students of grades 3 to 8

There will be two games in the event.

The top 20 students from each grade with the highest points shall be shortlisted for the Mind-Gym Quiz Round.

## **Mind-Gym Team Round**

**Who will Participate:** Selected student of grades 3 to 8

There shall be two games played in the team.

**Winner:** The top team (three) from each grade with the highest points shall be declared as Mind-Gym winner.

**Please read the below instructions carefully to earn maximum sparkies.**

1. A student gets 1 Sparkie for answering three questions correct in a row (excluding challenge question) during the 1st till 5th attempt of a topic.
2. There are no Sparkies for multiple attempts on one topic.
3. A student gets 5 Sparkies, if the *Challenge* Question is answered correct in the 1st attempt and gets 2 Sparkies if attempted correct in the 2nd attempt.
4. When a student completes a topic for the 1st time, he/she gets 50 Sparkies.

**Please read below the instructions carefully for the event:**

1. The event shall be conducted in school.
2. Each student will be provided with a unique login ID and password on the day of the event.
3. The instruction of each round and games will be provided to the students at the beginning of the event.
4. **DO NOT click on REFRESH or BACK buttons while playing games. Also, DO NOT play a game twice.**
5. We recommend all the students to take a Screenshot of the score page after finishing each game.
6. **We encourage the students to apply their skills for playing the games. We request the students to not help the other students in the games.**
7. In case of any problem during the event, students may immediately communicate the same to the teacher and our representative will immediately try to help them through the problem.

HAPPY MINDSPARK-ING!

Regards,

**Team Mindspark**