

# *UWI MATH Fair 2022*

## MATH Fun Activities

The theme for the UWI MATH Fair 2022 is “Virtual Mathematics? Yes, it is Real.” This live event will be held on Friday 11<sup>th</sup> March, 2022 from 9:00 a.m. to 2:00 p.m.

The MATH Games/Fun Activities will take place from 11:45 a.m. to 2:00 p.m. during the live event. We invite secondary and tertiary students in Trinidad and Tobago to register to participate in the games and fun activities which will be held. For enquiries, please e-mail [STA-UWIMathFair@sta.uwi.edu](mailto:STA-UWIMathFair@sta.uwi.edu).

### Guidelines for Participation

- There will be 3 games/fun activities open for participation during the UWI MATH Fair 2022 – Math BINGO, Virtual Family Feud and Hangmath. For further details on each of these games, as well as rules, please see below.
- Registration for the fun activities will be done via a Google Form available on [www.uwimathfair.com/fun-activities](http://www.uwimathfair.com/fun-activities), which can be accessed using the “Click here to register” button.
- There is NO registration fee associated with participation in these fun activities.
- Students can register for any number of fun activities.
- The fun activities will be conducted virtually via Zoom. Participants will be placed in different breakout rooms and moved accordingly.
- Links to join each session and other necessary materials for each game will be sent before the start of each activity to registered participants.
- Participants will be allowed to play each fun activity only once.
- Each game has a maximum capacity, so only a certain number of participants will be allowed per cycle.
- Participants will be required, upon registration, to give consent for video/audio recordings of these sessions to be made and for these recordings to be used by the University of the West Indies, St. Augustine.

- The Judges' decisions regarding the winners of each fun activity and/or any other matter are final.
- There is no obligation on the part of the Department of Mathematics and Statistics to provide an explanation for any decision made.

## Math BINGO

1. Each participant will receive a link to their individual Bingo card in their chat. Click on the link to ensure that you can access your assigned Bingo card.
2. The host will first say a letter corresponding to a column on your card then a mathematical problem will be displayed that **may** correspond with a number on your assigned Bingo card.
3. You will be given 10 seconds to solve the problem and cross out that number on the bingo card (by clicking on the number) if it can be found in the given column.
4. If the number does not exist on your card, please **do not** cross out any numbers.
5. The first participant to cross out **all** the numbers on their card must turn their mic on and yell BINGO!
6. Once the card has been verified, the participant will be declared the winner.

## **Virtual Family Feud**

1. The main game starts off with one team member from each team facing off on the first question. The contestant who raises their hand first gets to provide the first answer. If that answer is the No. 1 survey response, his or her team gets control of the question (whether to play or pass). If not, the opposing contestant gets to try and provide a higher-ranking response to earn control for his or her team.
2. The team which wins control of the question (play) then provides more responses, one at a time. They are not permitted to consult with one another during this part of the game. Each team member will have ten seconds to answer. If a given answer is not one of the most popular, the team gets a strike. If the team can guess all of the most popular answers on the board before getting three strikes, they win the round and the points.
3. If a team ends up with three strikes, control of the round goes to the opposing family. That team then has one chance to come up with any one of the remaining responses on the board to win the round and the points — if they fail, the other team gets the points.
4. After two rounds, the team which has more points will win and remain as participants. The losing team will be knocked out, allowing another team of five members to join.

## Hangmath

1. Each player starts with 6 lifelines/points.
2. Each player has 15 seconds to make a guess at a Math-related word.
3. Players can only make a guess when it is their turn.
4. One point will be deducted if the wrong word/letter is guessed.
5. No points will be awarded for any right letter guessed.
6. One point will be awarded for the right word guessed given it is the player's turn.
7. One point will be deducted if a player guesses the word when it is not their turn.
8. If any player has 0 lifeline points, then they are automatically exempt from playing again.
9. In the instance where there is a tie of two (2) or more individuals, a knockout round will be used.

### Rules for the Knockout Round:

- Participants who guess the right letter can continue playing.
- Participants who guess the wrong letter are automatically knockout (exempt from playing again).
- NOTE WELL: If a player guesses the right word in the knockout round then they automatically move onto the next round (or win the entire Hangmath Tournament in the case of the Super Extra Ultimate Round).
- We continue playing this knockout round until the last two players are determined.