



# INSTRUCTIONS

## Group Round

Students will have 60 minutes to complete 10 questions  
How they choose to split them up is very much down to them!

After the hour they are collected and score either 0 or 6 for each.

## Relay Round

Students will split into two halves, X and Y, scattered around the room.  
The round starts with team X coming to the central question area to collect question A1.

They try to answer it.

If it is correct, award 2 marks and give them question B1 which they will take to their team Y.

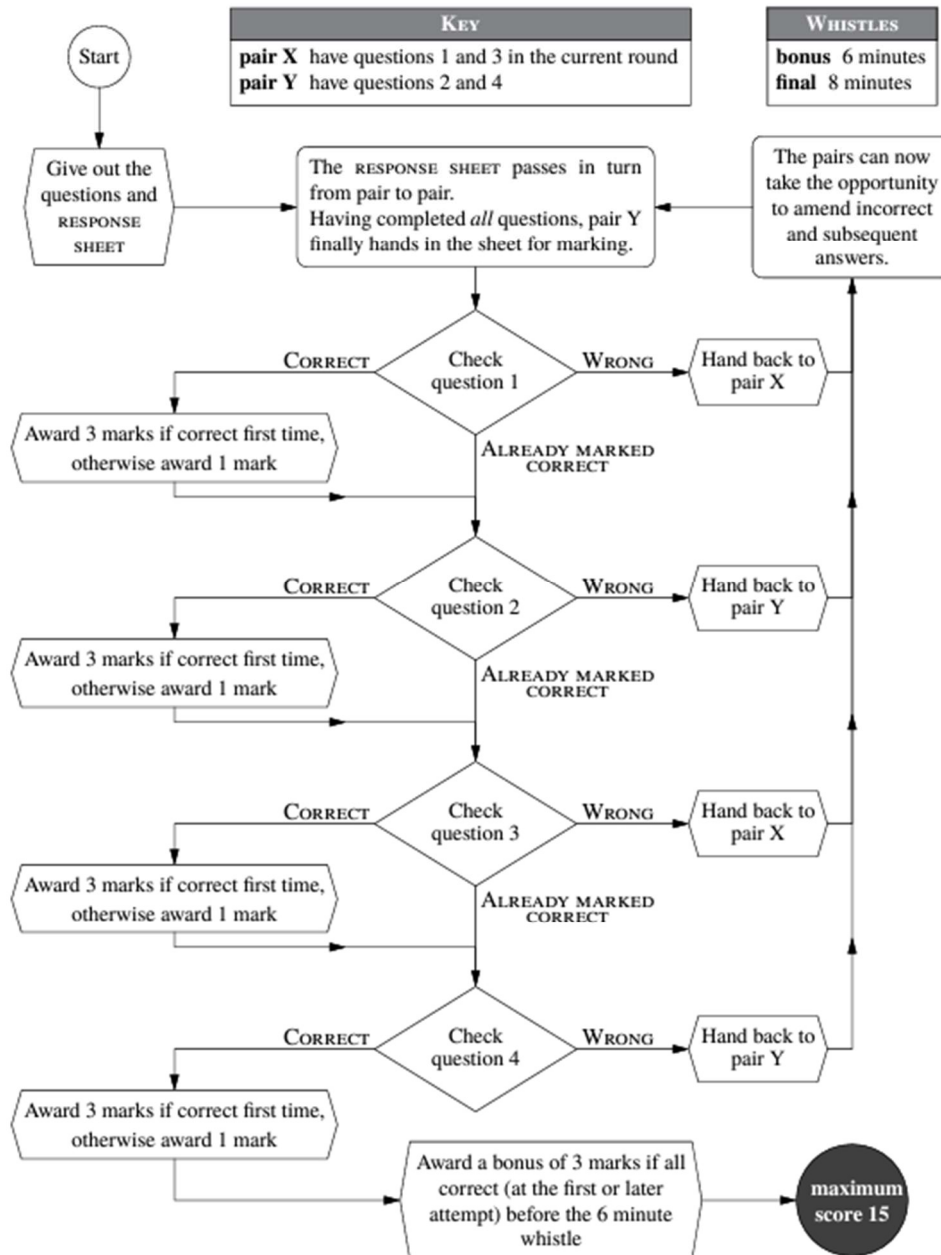
If it is incorrect, they must go back to their seat and try again, or they can forfeit for 0 marks – at this point they will be awarded 0 and question B1 given to them. This then continues for A2,B2 etc



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## Shuttle Round

The flowchart explains the order in which questions should be marked.





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## Cross number Round

Students will split into two halves, X and Y, separated by a short distance.

Team X are given the across clues

Team Y are given the down clues.

Both teams have access to the answer grid, they cannot talk directly to each other only through the supervisor and the response sheet.

Students can ask the grid to be marked at anytime, and exactly what can be marked, ie per square or full answer.

### Marking Instructions—a reminder

- Pairs should write their own answers in the Answer Grid; teachers should not do this on their behalf.
- Pairs may only communicate through the teacher, and only to request that the other pair work on a particular clue.
- When a pair enters an answer in the Answer Grid, the teacher checks each digit of the answer:
  - if it is correct, place a tick in the dotted circle and award one mark
  - if it is wrong, cross it out, write in the correct digit, and place a cross in the dotted circle
  - show the correct answer to both pairs so that they are up-to-date.
- A pair may enter just one digit if they wish, rather than a complete answer.
- A pair may sacrifice a square, by guessing, if they wish.