

## 2023 Pentathlon Event Details

All the teams will be given a review of the course before they begin. The video preview and the descriptions below are a general idea of how the event will be run. Keep in mind that some things may be modified to accommodate the event space on that day. The Event Supervisors and volunteers will do everything possible to ensure the students have a fun and fair experience. Remember, this is supposed to be a fun low intensity event!

### **Station 1 - Number Floor Puzzle**

There are 10 large foam numbers (0 to 9). The frames are on the floor and the numbers are in a box. When instructed to go, the participant takes the numbers out of the box and places them in the correct frame. For grades 2 and 3, the numbers will be arranged in order. For grades 4 and 5, the numbers will be in a random order. (Numbers 6 and 9 are the same shape so it does not matter which one is placed in which frame.) Once all the numbers are correctly placed in their appropriate frame, the participant can move to their problem solving station.

### **Station 2 - Bean Bag Toss (Cornhole)**

Participants will get 5 attempts to get 1 bean bag into the center hole in the target (cornhole). They can not throw another bean bag until the previous one has landed on the ground or in the hole. After they get 1 in or all 5 bean bags have been tossed, they can proceed to their math problem. Second and third grade teams will be throwing from approximately 7 feet away and fourth and fifth grade teams will be throwing from approximately 10 feet away.

### **Station 3 - Scooter**

The participant must sit on the scooter and proceed around 4 cones. There will be taped arrows to identify the path. The participant can move face forward or backward as long as they are sitting on the scooter. Participants are not allowed to kneel on the scooter.

### **Station 4 - Soccer Shoot**

Participants will get 3 attempts to kick one soccer ball into the net. They can not kick another ball until the previous ball has gone past the net or made contact with the net. As soon as they get one ball in or after 3 attempts they should proceed to their math problem. For second and third graders the net will be approximately 13 feet away and for fourth and fifth graders the net will be approximately 17 feet away.

### **Station 5 - Number Card Matching**

There will be 10 cards face down on the table. This is similar to the game of memory but they will be matching numeric digits with the corresponding number word (for example, 1 and one). They can only flip over two cards at a time. If they are a match, they place them in the box. If they are not a match, they need to flip both cards back over in approximately the same position as they were. They continue flipping 2 cards at a time until they have matched all 5 pairs. The numbers used on the cards will be between 1 and 10 for grades 2 and 3 and between 20 and 70 for grades 4 and 5. Participants are not allowed to turn the cards or math problem over while they are waiting for their teammates to complete their activities and need to wait until they are instructed to go. There will be a chair available. Participants can stand or sit on the chair, whichever they prefer. The math problem for this station will be completed on the table and they should indicate to the timekeeper/referee when they have finished by placing their problem sheet in the box on the table.

### **Problem Solving Stations**

The first 4 problem solving stations will be on the floor in a taped off square. Participants will not be penalized for moving beyond the area but they are expected to sit in the general area. There will be a facedown clipboard with their problem on a piece of paper. When they get there they should sit down, pick up their clipboard and pencil, and start their problem. Alternatively, they can flip the clipboard over and work on the problem on the floor. The time keeper will turn the 1 minute sand timer over so they can gauge how much time they have to finish. They can use any space on the paper they wish to work out their problem if needed, as long as their final answer is in the correct spot (or matching lines are drawn, blanks are filled in, etc.). When they have completed their problem or when one minute has elapsed, participants should put their clipboard on the ground or say they are done and the timekeeper will signal to the next participant to start. Participants will not be allowed to continue working after the time has elapsed. If they have an answer written on the paper, it will be graded. All problems are randomly placed at each station for each team and represent a variety of difficulty levels. All problems have been screened and approved by 2 different elementary teachers of the appropriate grade level and determined to be reasonably solved within the 1 minute time frame.

### **General**

All teams will be given a brief review of the set-up before they start. It is expected that they will know which activity they are each doing before they arrive. They will be placed at the starting line for each activity. The timekeeper/referee will signal to each participant when it is their turn to go. When the teammate next to them is working on their math problem, the next participant should look forward and is not allowed to help their teammate with their problem. When they are finished with their portion of the event, each participant should return to the starting line and wait for the rest of their teammates to finish.

At all times, the participants should follow the instructions and guidance of the timekeeper/referees and the event supervisors. Event supervisors have the authority to impose time penalties on any actions that they believe are in violation of the spirit or guidelines of the event. In the rare event that the team needs to rerun the course (this did not happen at all last year), the participants will be given a different math problem than the one they were given the first time. All teams will be given support and encouragement as the goal of this event is to be a fun and positive experience!