APSMO

A not-for-profit organisation

PRIMARY SCHOOL PROGRAMS

The Australasian Problem Solving Mathematical Olympiads (APSMO) is a not-for-profit professional organisation that offers a range of mathematical programs and competitions aligned with the Australian curriculum. Established in Australia in 1987, over 100,000 students participate in our programs every year.

At APSMO our aim is to:

- Promote and improve maths problem solving skills amongst all students in primary schools across Australia and New Zealand.
- Support teachers in developing their students to understand a variety of strategies to promote flexibility in their problem solving.
- Encourage creativity and collaboration in problem solving.
- Stimulate enthusiasm and enjoyment of mathematics.

By entering teams in the different programs, you will develop a problem solving pathway of achievement in your school and provide both mainstream and high achieving students with the opportunity to enhance their skills and knowledge. We recommend that students spend at least one hour per week developing their maths problem solving skills.

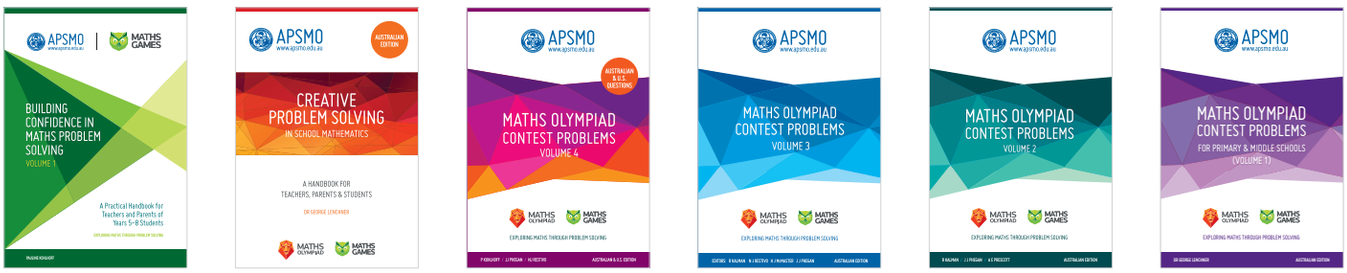
What is the best program for your students?	MATHS OLYMPIAD	MATHS GAMES
Objectives and benefits	• Teaches major problem solving strategies and strengthens students' mathematical intuition before starting high school • Allows students to challenge themselves and 'test their talent' • Develops a high level of creativity and flexibility in problem solving	• Provides mainstream students with an opportunity to develop valuable maths problem solving skills • Encourages an appreciation of maths • Builds students' confidence while focussing on the application of specific strategies
Skill level and age group	High-achieving Year 5 and 6 students	• Mainstream Year 5 and 6 students • High-achieving Year 4 students
When are the programs held?	Four papers held approximately 6 weeks apart, starting in early Term 2 and finishing at the end of Term 3	Four papers held approximately 6 weeks apart, starting in early Term 2 and finishing at the end of Term 3
What resources are available to assist teachers in preparing students?	• Special Preparation Pack provided in Term 1 to help teams prepare • Video examples of contest solutions • Follow-Up questions to reinforce learning • Past papers • APSMO resource books also available	• Teams receive a Practice Resource Kit and Practice Paper in Term 1 • Resource Kits provided before each paper with sample questions and solutions of varying degrees of difficulty • Past papers • APSMO resource books also available
Program teams	• Minimum of 10, maximum of 30 students per team • Teams compete against other schools and students across Australia and New Zealand	• Minimum of 10, maximum of 30 students per team • Teams do not compete against other schools
Awards and results	• Certificate of Achievement • Team award (Top 10%) • Individual student awards (Perfect Score, Top 10% and Top 25%)	• Certificate of Achievement • 5 encouragement awards per team (presented at teacher's discretion)
Entry fee*	$210 inc GST for a team of up to 30 students	• $180 inc GST for a team of up to 30 students • Discounts available for multiple teams

What is the best program for your students?	MATHS EXPLORER	MATHS QUEST
Objectives and benefits	• Introduces maths problem solving strategies • Lays the foundations for future learning • Uses relatable problems and solutions that interest students • Encourages collaboration and team work	• Teaching and learning program that introduces problem solving concepts to early primary students • Encourages collaboration • Uses tailor-made digital learning tools and hands-on activities
Skill level and age group	Mainstream Year 3 and 4 students	Mainstream Year 1 and 2 students
When are the programs held?	Four papers held approximately six weeks apart, starting in early Term 2 and finishing at the end of Term 3	Two modules to be completed over two terms with each module focussing on a particular problem solving strategy
What resources are available to assist teachers in preparing students?	• Teams receive a Practice Resource Kit and Practice Paper in Term 1 • Additional Resource Kits provided before each paper with sample questions and solutions • Teacher guides, videos and digital games • Past papers • APSMO resource books also available	• Lesson guides • Instructional videos • Specific digital learning tools provided • Differentiated learning station activities provided
Program teams	• Minimum of 10, maximum of 30 students per team • Teams do not compete against other schools • Students work together in small groups of 3 or 4 to solve problems	• Whole class participation • Teachers and students explore problem solving concepts together using a variety of learning tools • Students collaborate with their peers to work on various activities
Awards and results	• Certificate of Achievement • Six Encouragement Awards (to be presented at teacher's discretion)	• Certificate of Achievement
Entry fee*	• $180 inc GST for a team of up to 30 students • Discounts available for multiple teams	Class teacher login fee with tiered discounts to accommodate whole Stage participation

*Early Bird discount rates available for registrations received before 31 December of the previous year.

Resources for Schools

APSMO supports teachers and students by offering a selection of resource books to complement our programs and the teaching of creative problem solving. These books are available to purchase online at www.apsmo.edu.au/resource-books



If you would like more information, please contact us: +61 2 9114 9255
enquiries@apsmo.edu.au

MATHS OLYMPIAD · MATHS GAMES · MATHS EXPLORER · MATHS QUEST