Matific Announces National K–6 Math Competition

Schools, classes, and individuals who participate in the weeklong Matific Math Games Challenge are eligible to win more than $20,000 in prizes

NEW YORK (PRWEB) February 21, 2019 -- Award-winning education technology company Matific today launched its second-annual Matific Math Games Challenge, a free, online math competition aimed at improving American students’ math skills and confidence in the classroom.

“This competition will give schools the opportunity to pilot a resource proven to help improve student test scores by 34%,” said Lawrence Korchnak, vice president of Matific. “Our goal at Matific is to make immersive math learning apps available to children around the world, so that every child can have an appreciation of the beauty in math and its relevance to everyday life.”

Matific’s leading-edge technology and award-winning pedagogy provides support for educators to convey math concepts in an effective and engaging manner. Matific takes a blended-learning approach to teaching K–6 math, combining hands-on math exploration and interactive mini-games selected by teachers. This process of guided self-discovery deepens students’ cognitive understanding, as well as their sense of personal achievement.

Students participating in the Matific Math Games Challenge complete activities using the app or desktop version to earn stars (or points). The more activities students complete and the better they score, the more stars they earn. Every student wins at least one star per activity completed, with the potential to earn a maximum of five stars per activity. In an effort to improve their score, each student can play each activity up to five times during the course of the competition.

To provide a variety of ways to win prizes, the competition recognizes three separate categories: Schools, Classes, and Students. Registration is now open and will remain open until February 26. The warm-up period is February 26 through March 4, with the main competition beginning March 5 and ending March 7, 2019.

At the end of the week, the schools with the highest average of stars will be awarded prizes. First prize is $3,000 cash and $1,000 in Matific licenses. Participating classes with the highest average of stars will also be eligible for prizes, as will individual students who have earned the most stars compared to their peers.

Interested educators can visit Matific.com/MatificGames to register.

About Matific
Matific was developed by math professors and experts in early-age math education and games. Matific produces award-winning interactive online mini-games, or episodes, to reinforce the mathematical concepts taught by K–6 teachers. Matific’s mission is to proliferate high-quality math education worldwide, empower teachers and parents, make math intriguing, and open the gates to scientific thinking. Matific has hundreds of thousands of users worldwide, with 2.5 million episodes played each month. For more information, visit Matific.com.

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