

Abacus Skills Challenge 2022

Matters That Require Attention

Grades

Grade A: Level 3, 2, 1

Grade B: Level 6, 5, 4

Grade C: Level 9, 8, 7

Grade D: Beginners, Level 10

Challenging items (Essential score)

Grade A: Abacus/Mental Multiplication, Division and Sums (70%)

Grade B: Abacus/Mental Multiplication, Division and Sums (60%)

Grade C: Abacus Sums (50%)

Grade D: Abacus Sums (50%)

Abacus

1. *General matters to do with the challenge*

1.1. The given time limit is 7 minutes.

1.2. Abacus must be used for all questions.

1.3. Electric calculators are not to be used.

1.4. Until the signal that the challenge has started has been given, there should be no preparation of tools including paperweights and desk pads.

1.5. Until the signal that the competition has started has been given, the exam sheet should not be looked at.

1.6. If a watch is being utilised, it should be set so that no sound is emitted during the competition.

1.7. All mobile phones should be switched off or be silent for the duration of the challenge.

2. *Matters to do with conduct during the challenge*

2.1. All answers should be written clearly inside the given answer box.

2.2. Answers should not be written vertically or take up more than one answer box.

2.3. Should an answer need to be changed and there is no remaining space in the given answer box, the new answer should be written outside the answer box, with:

2.3.1. The question number clearly labeled inside a O or ().

2.3.2. Clearly defined arrows from the question to the new answer.

2.4. There cannot be more than 1 answer to each question.

Mental

1. General matters to do with the challenge

1.1. The given time limit is 4 minutes.

1.2. Abacus must be NOT used for all questions, but abacus methods must be used.

1.3. 3. 4. 5. 6. 7. are the same as Abacus (1) *General matters to do with the challenge*.

2. Matters to do with conduct during the challenge

2.1.1. All the same as Abacus 2 *Matters to do with conduct during the challenge*.

Programming

1. General matters to do with the challenge

1.1 The given time is 10 minutes.

1.2 Mouse must be used for all tasks.

1.3 Use required codes each task such as Sequences, Loops, Variables, Arrays and Maths.