



Stellenbosch

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WOW

Words Open Worlds
Amagama aVula iHlabathi
Woorde Open Wêrelde

WOW Numeracy Festival

Format and Rules

Pure fun and pleasure!

WOW Telfees

MILLENNIUM TRUST

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WOW Numeracy Festival

1. Aim:

1. To promote educational fun with mathematical computations.
2. To improve numeracy and mathematical literacy.
3. Fun presentations with an element of tension.
4. To help foster a love of mathematical computations.

2. Categories for WOW Numeracy Festival

WOW Numeracy Festival is offered for grades 4 to 9.

No.	Categories	Short description
1	Grade 4 - Grade 6	Primary schools: Intermediate Phase
2	Grade 7	Primary schools: Senior Phase
3	Grade 8 - Grade 9	Secondary schools: Senior Phase

3. Schematic representation of participation:

Participation	Short description	Type of WOW Numeracy Festival	Dates
Level 1	Learning material is made available	Internal school WOW Numeracy Festival	Schools determine these themselves.
Level 2	Schools within the same provincial education circuits compete against one another.	Circuit WOW Numeracy Festival	Term 3
Level 3	Grade winners of the education circuits within the same education districts compete against one another.	District WOW Numeracy Festival	Term 3
Level 4	District winners within the same provincial Department of Education compete against one another.	Provincial WOW Numeracy Festival	Term 3 & 4
Level 5	Provincial winners compete in the WOW final.	National WOW Numeracy Festival	Not in 2026

4. Short description of participation:

Participation: Level 1: Internal school WOW Numeracy Festival

The coordinator of every participating school determines the format whereby the best learner in each grade will be identified. Some schools, for instance, present an internal WOW Numeracy Festival and everyone who scores more than 80% is chosen as a finalist. Then follows repeated competition until a clear winner can be found for every grade. Some schools present their WOW Numeracy Festival as a big gala event in an assembly hall or area where the other learners can be the audience. However, how the winner for every grade is determined remains the choice of the school concerned. (These are simply ideas being shared - schools decide how participants will be chosen.)

The grade winners from every school go through to the Circuit WOW Numeracy Festival. The regions wherein schools fall are determined by geography and depend on the number of participating schools per region, as well as the division according to the Department of Education concerned.

Participation: Level 2 (Circuit / Geographic areas)

The grade winners of every school (as determined by the Department of Education / geographic areas) go through to the Circuit WOW Numeracy Festival. The regions wherein schools fall are determined by geography and depend on the number of participating schools per region, as well as the division according to the Department of Education concerned.

Participation: Level 3 (Districts / Geographic areas)

The grade winners of every Circuit WOW Numeracy Festival (as determined by the Department of Education / geographic areas) go through to the District WOW Numeracy Festival. The education districts wherein schools fall are geographically determined according to the Department of Education concerned.

Participation: Level 4 (Provincial / National provinces)

The grade winners of every District WOW Numeracy Festival (as determined by the Department of Education / geographic areas) go through to the Provincial WOW Numeracy Festival. The provinces wherein schools fall are determined nationally.

All WOW Numeracy Festivals adhere to the festival's guidelines and criteria.

5. Time and place

6.1 Grade WOW Numeracy Festivals are presented in parallel sessions at the same location

(to save time and for the sake of fairness to all grades).

6.2 90 to 120 minutes are allowed for every grade WOW Numeracy Festival.

6.3 The time allowed per session may vary, depending on the number of participants and their abilities.

6. Language of presentation of Numeracy Festivals:

For 2026, all Numeracy Festivals will be presented in Afrikaans with a view to expanding to multilingualism in future.

7. Role players in WOW Numeracy Festival

8.1 **Schools:** all registered schools

8.2 **Learners:** participants from every grade in a school

8.3 **Educators:** from participating schools; may act as officials

8. WOW Numeracy Festival: Documentation:

1. Electronically completed registration forms
2. Format and rules
3. Preparation packages for grades 4 to 9
4. Programmes for every WOW Numeracy Festival
5. Scorecards with names of participants (dealt with by WOW organiser)
6. Packages for grades 4 to 9 for every WOW Numeracy Festival (dealt with by WOW organiser)
7. List of winners
8. Equipment for every WOW Numeracy Festival (dealt with by WOW organiser)
9. Packages for officials at every WOW Numeracy Festival (dealt with by WOW organiser)
10. Media and other press releases (dealt with by WOW organiser / content manager)

9. Format:

1. Participants from the various schools are divided into groups of 20 learners per grade.
2. Every participant will receive a number determined according to the scorecards (compiled as the learners register and educators forward the names of the learners).
3. Participants have to provide oral answers to mathematical questions directed at them by an

announcer (educator).

4. All mathematical questions are, therefore, asked and answered orally.
5. Every participant will receive one unique mathematical question on which they will be judged.
6. Mathematical questions are prepared for participation in the various rounds and packaged in groups of 20 questions per round.
7. Every WOW Numeracy Festival starts off with a practice round so that participants may become familiar with the process.
8. After this practice round, the process starts off with the manager of the Numeracy Festival (educator) encouraging everyone to do their best and indicating to the announcer to begin the process.
9. The manager of WOW Numeracy Festival also ensures that all officials (educators) are ready.
10. The announcer reads off the mathematical computations/questions in chronologic order.
11. Questions have been set according to sections and degree of difficulty and progress from easy to more challenging computations.
12. When it is the turn of a learner, the announcer reads the mathematical question and the learner has to answer within 15 to 20 seconds (or as determined for the round concerned).
13. For a correct answer, a **GREEN** card is lifted up, the participant receives a mark recorded on the scorecard and progresses to the next round.
14. For an incorrect answer, a **RED** card is lifted up, the participant receives no mark, is eliminated and does not progress to the next round.
15. In the case of an unforeseen disturbance/interruption (e.g. a door slamming while a learner is giving an answer, or the announcer is reading), a **YELLOW** card is lifted up and the process is then repeated so that no participant is disadvantaged.
16. This process is then repeated until every participant has had a turn in a particular round.
17. As the process proceeds with elimination and progress, the learners' total marks are recorded on the scorecard.
18. The top performers are therefore determined as the participants who obtained the highest marks.
19. The top performers will be the participants who are 'the last ones standing'.
20. If learners are all eliminated in a particular round, they will continue playing in the same round and go through to the following rounds, until a winner is determined.
21. **NO CALCULATIONS ON PAPER WILL BE ALLOWED.**
22. Every group has a team of officials (educators) who play certain roles.
23. These officials are a Numeracy Festival manager, 2 to 3 judges, a timekeeper and an announcer to read out the mathematical questions.
24. There will also be educators collecting data, as well as a recorder to follow and record the

process.

25. See the schematic illustration (at the end of the document) of the layout of a typical Numeracy Festival venue.

10. Rules

1. Learners are divided into groups of 20, with every learner being allocated a number according to the scorecards.
2. The manager/other official of the Numeracy Festival reads out the names of the learners and they take their seats inside the classroom, as indicated.
3. The manager of the Numeracy Festival reads out the responsibilities and privileges to the participants. These include the following:

3.1. Responsibilities:

- 3.1.1. Must provide the answer aloud and orally within the specified time.
- 3.1.2. Must use the expression **FINAL ANSWER** to indicate that their answer is complete.

3.2. Privileges:

- 3.2.1. May ask that the question be repeated
- 3.2.2. May correct their answer, as long as this is done before concluding with 'final answer'.
- 3.2.3. May ask to have another official read the mathematical question.

11. WOW Numeracy Festival: Timeline

February	Introduction of WOW Numeracy Festival	WOW
March	Information and training sessions Registration opens Learning material available	WOW & NumberSense
April	Information and training sessions Registration actively marketed Learner preparation	WOW & NumberSense Organisers
May	Registration actively marketed	WOW & Organisers
June - July	Preparation packages for the various grades are made available and uploaded to website Information and training sessions Registration closes Learner preparation as possible	Organisers

July - October	WOW Numeracy Festival: various levels Provincial finals	WOW & NumberSense Organisers
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12. Officials at WOW Numeracy Festival

A. Coordinator:

1. Every participating school should identify a coordinator for the project.
2. The contact details of the coordinator should be forwarded to the WOW project for further communication.
3. Coordinators organise WOW Numeracy Festivals at schools and often serve on the steering committees of the circuit, district or provincial WOW Numeracy Festivals. (See Checklist for Coordinators)

B. Judges:

1. Schools forward the names of educators to serve as independent judges and they are then assigned to their respective places by the WOW organiser.
2. Three judges per grade per WOW Numeracy Festival should be appointed.
3. Preferably specialists/experts in the grade being judged.
4. Judges should be thoroughly familiar with the format and the rules.

C. Announcer:

1. One announcer per grade per WOW Numeracy Festival should be appointed.
2. Preferably experts, people who are able to read aloud the mathematical questions clearly in Afrikaans.
3. Announcers should be able to work at the level of the child and speak/pronounce numbers clearly.
4. The announcer reads out the mathematical question once and then the participant has to answer orally, within the allocated time.
5. Pronunciation, especially of longer numbers that have to be read out, will be discussed with announcers in advance.
6. Announcers should be thoroughly familiar with the format and the rules.
7. Obtain lists for WOW Numeracy Festival in advance for preparation.

D. WOW Numeracy Festival Manager:

1. One manager per phase per WOW Numeracy Festival should be appointed.
2. The regional coordinator is often the ideal person.
3. Preferably an expert, as a decisive judgment is often needed.

4. Managers should be thoroughly familiar with the format and the rules.
5. Deal with any enquiries/unclear points/disputes/disciplinary issues.
6. Ensure that the participants, judges and announcers are ready for everything.
7. Ensure that the stage and the first row of chairs in the audience are reserved.
8. The manager of the WOW Numeracy Festival should be available for any enquiries at all times.

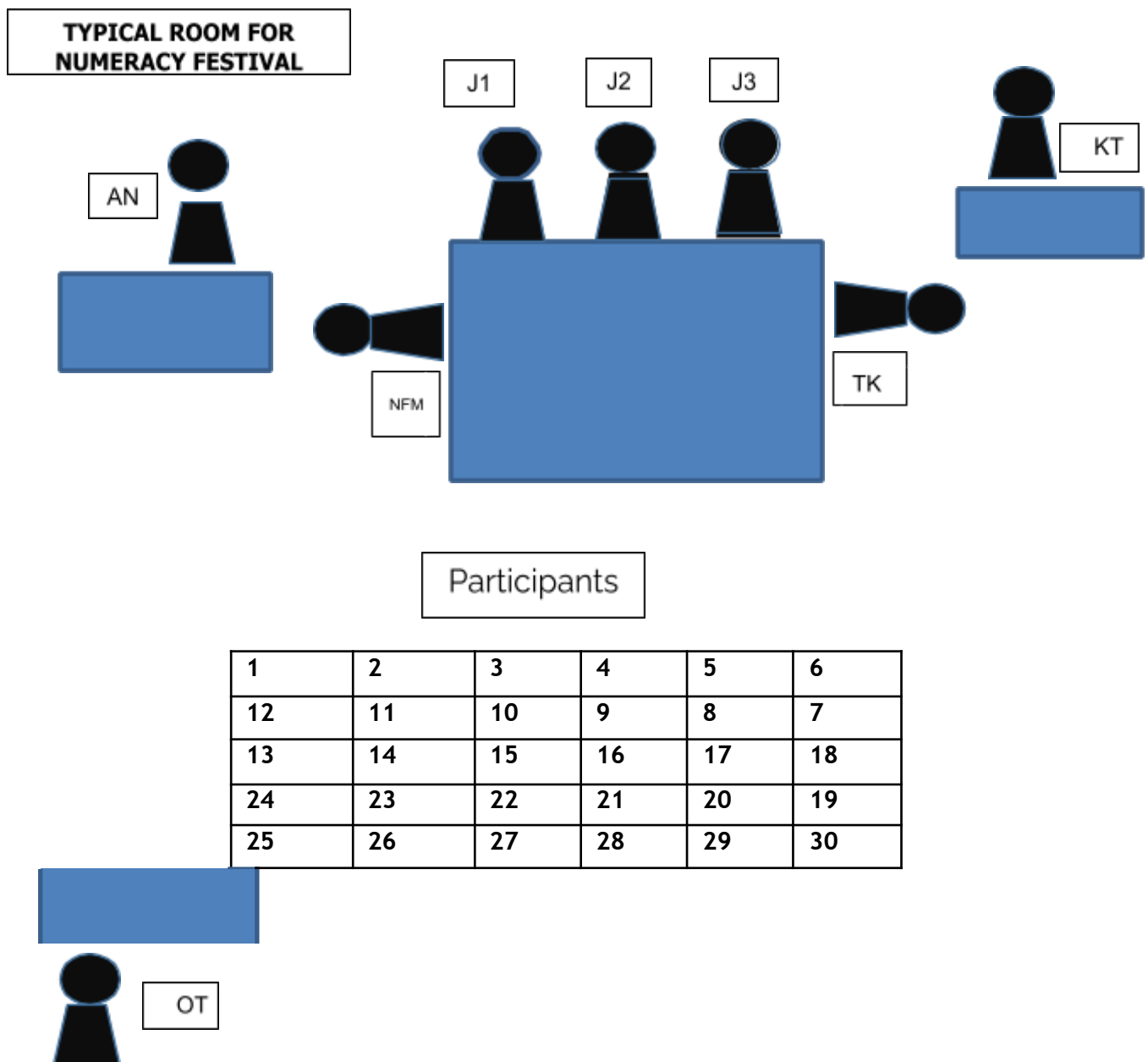
E. Timekeeper:

1. One timekeeper per phase per WOW Numeracy Festival should be appointed.
2. Should make use of a very reliable stopwatch (such as a cell phone).
3. The timekeeper starts the stopwatch immediately after the announcer has finished reading the mathematical question aloud.
4. Only the manager of the WOW Numeracy Festival may indicate that the timer be stopped as required by the situation; e.g. if there is a disturbance in the venue, or if an official is not ready.
5. The timekeeper rings the bell as soon as the allocated time has elapsed. If the correct answer was not delivered by the participant within the allocated time, the participant is eliminated.
6. The timekeeper should be thoroughly familiar with the format and the rules.

F. Recorder

1. Observes proceedings inside the venue.
2. Makes notes of the mistakes made by the participants (as comprehensively as possible).
3. These notes are used to improve the process, but also for dealing with enquiries.

13. Schematic representation of layout of venue for Numeracy Festival



AN = Announcer

NFM = Numeracy Festival manager

J1 = Judge 1

J2 = Judge 2

J3 = Judge 3

TK = Timekeeper

CT = Controller

REC = Recorder