



## Organizations

(1) WMIL(World Mind Innovation League)

(2) MEMBERS OF ORGANIZING COMMITTEE:

- A.Taiwan Olympic Gifted Education Foundation
- B.Taiwan Coding Nations
- C.Thailand Thai Talent Training
- D.Philippines AMSLI Asian MathSa League Inc.
- E.Malaysia Edukids Technology Sdn. Bhd.
- F.Singapore Asia Math Alliance Pte Lto Lsingapore
- G.China Excellent Coding
- H.China Shenzhen Wen De Gifted Education Development Co.,Ltd
- I.Australia Future World Pty Ltd
- J.Brazil Rede POC
- K.Hong Kong and Macau First Education Group
- L.Myanmar T&H Maths Lentre
- M.Cambodia GENC Cambodia
- N.Laos Sengdara International Bilingual School
- O.Fermat Education

## Division Distribution

Thailand, Philippines, Malaysia, Australia, Brazil, Myanmar, Cambodia, Laos, Vietnam, Taiwan, Hong Kong, Macau, China.



Taiwan



China



Hong Kong



Macao



Malaysia



Singapore



Thailand



Philippines



Myanmar



Laos



Vietnam



Cambodia



Australia

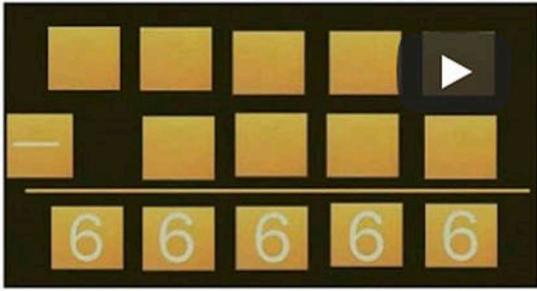


Brazil

GMCC coding competition introduction  
**Mathematical Operational thinking**

稍後觀看

▶ Filling the blank with 1 to 9 digits, and each one is not repeatable.



6 9 1 5 3 - 2 4 8 7 = 66666  
 6 9 5 1 3 - 2 8 4 7 = 66666  
 7 1 3 5 8 - 4 6 9 2 = 66666  
 7 1 5 2 9 - 4 8 6 3 = 66666  
 7 1 9 3 4 - 5 2 6 8 = 66666  
 7 3 1 5 8 - 6 4 9 2 = 66666  
 7 3 1 9 4 - 6 5 2 8 = 66666  
 7 3 4 9 1 - 6 8 2 5 = 66666  
 7 4 9 3 1 - 8 2 6 5 = 66666  
 7 5 1 2 9 - 8 4 6 3 = 66666

<https://www.facebook.com/groups/PrimaryschoolMathematisD>  
[iscuss/permalink/921030221269863/](https://www.facebook.com/groups/PrimaryschoolMathematisD/discuss/permalink/921030221269863/)

**WMIL**  
 WORLD MIND INNOVATION LEAGUE

Youtube Link: <https://youtu.be/VAHRTZLg53M>

## Competition Goal

- (1) Exchange of teaching strategies for international students in mathematics computing tools exploration.
- (2) Invite international applied mathematics scholars to develop mathematics solving and coding skills.
- (3) Share the teaching tools and resources.
- (4) Handling the International Academic Mathematical Seminar and Responsible for the Problem-Solving Activities.

## **Age Group & Languages**

1. Senior Secondary (Grade 10-12), Python 、 C 、 C++ 、 VB Express
2. Junior Secondary (Grade 9-11), Python 、 C 、 C++ 、 VB Express
3. Senior Primary (G5-6), Scratch 3.0
4. Intermediate Primary (G3-4), Scratch 3.0

## **Language Versions**

1. Python: IDLE 7.2 or above

Download: <https://www.python.org/downloads/release/python-373/>

2. C&C++: Code:blocks (↑ Chinese 10.05 、 English 17.12 version)

Download: <http://www.codeblocks.org/downloads>

3. Visual Basic

Download: <http://www.microsoft.com/express/Downloads/>

4. Scratch 3.0

Download: <https://scratch.mit.edu/download>

## **Competition Group**

### **A. Individual**

- (1) Questions based on the Math Knowledge of the grades.

No restriction on coding solutions.

- (2) Hong Kong Competition Date: Dec 12, 2020

- (3) Macau Competition Date: Dec 18-19, 2020

- (4) Online Sample Question Practice: Dec 7, 2020

- (5) Number of question and time limitation:

- i. Senior Secondary (Grade 10-12), answer 5 questions within 3 hours
- ii. Junior Secondary (Grade 9-11), answer 5 questions within 3 hours
- iii. Senior Primary (G5-6), answer 5 questions within 3 hours
- iv. Intermediate Primary (G3-4), answer 3 questions within 2 hours

Application Fee : HKD280 / MOP280

Application Deadline : 2020 年 11 月 30 日

## **B. Team**

- (1) Primary School Students with a group of 2-3.
- (2) Each competitors has to join the individual competition for joining the team competition.
- (3) There is GAME or ANIMATION group for Team competition. Each team can select one group.
- (4) Each group can complete the team competition by using Scratch3.0

Application Fee : Free of charge

Application Deadline : 2020 年 11 月 30 日

## **Criteria**

### **1. Individual (Math)**

- (1) Accuracy (answers are correct or not.)
- (2) Skills (CPU occupation)
- (3) Efficiency (CPU running time)

### **2. Team (Game or Animation)**

- (1) Creativity
- (2) Logic
- (3) Artistic
- (4) Skills

## **Awards**

### **GMCC Preliminary Competition**

Individua / Team

Gold Award : 5%

Silver Award : 15%

Bronze Award : 25%

\* Winners will be awarded with a medal and certificate.

**GMCC International Final**  
**August, 2021**

## Registration form

Name : \_\_\_\_\_

Gender: \_\_\_\_\_ Date of birth : \_\_\_\_\_

Current school : \_\_\_\_\_ Grade : \_\_\_\_\_

Address : \_\_\_\_\_

Email Address : \_\_\_\_\_ Phone : \_\_\_\_\_

Tuition Centre : \_\_\_\_\_ Tuition Contact No.: \_\_\_\_\_

### Global Mathematics Coding Competition 2021'

Chinese Name:	English Name:	Date of Birth:	Grade:	ID/Student Card no.

Payment method :

1. Bank Transfer :

Fubon Bank (Account Name: First Education Group) : 837-0-709541-7

HSBC (Account Name: Wong Cheung Chun) : 137-333456-833

BOC Hong Kong (Account Name: Wong Cheung Chun): 012-580-10085055

Please fill in the registration form and send it to us via email ([info@firsteducation.hk](mailto:info@firsteducation.hk)) or WhatsApp (+852 6698 2466) or WeChat (firsteducationhk) together with the payment receipt.

2. Remittance : contact us for bank details.

3. By Mail:

Please fill in the registration form and send it to us via mail to the below address together with the payment receipt.

Address: 15th Floor, Oriental Centre, 71 Chatham Road, Tsim Sha Tsui, Kowloon, Hong Kong

\* I clearly understand the rules of the competition.

\*\* Participants are not allowed to change the enrolment after registration. First Education Group reserves the rights to change and interpret the rules of the competition. All competition rules and awards are subject to change without prior notice. In case of dispute, First Education Group reserves the rights to make the final decision.

Parent/Teacher' s signature : \_\_\_\_\_

Date : \_\_\_\_\_