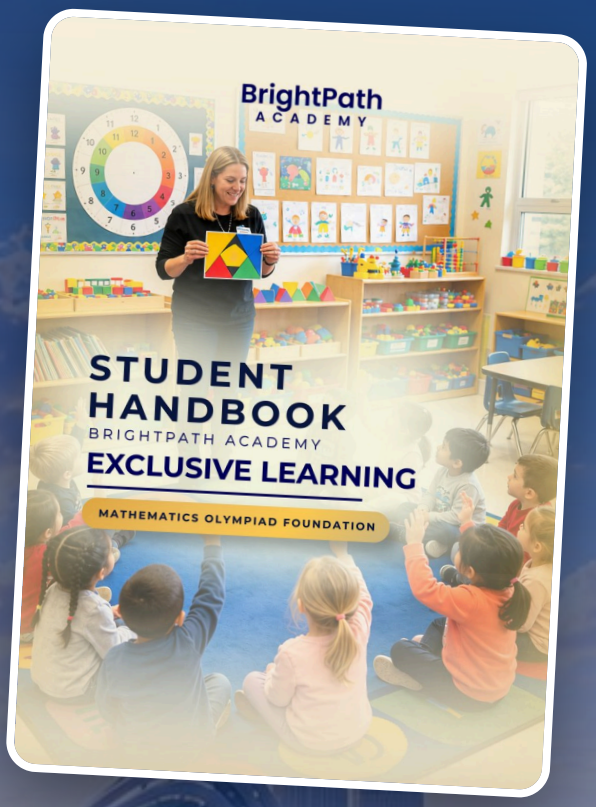
Parent Handbook · 2026–27

1-on-1 Mathematics Olympiad Foundation Program Tutoring



For students who want to start their journey in Mathematics Olympiad, and for learners who want to strengthen their competition skills.

12	5	40	60
Grade	modules	sessions	min per session

START ANYTIME

Book a session now

1 teacher · 1 student · flexible schedule

PAST PAPER PRACTICE

SMC · AMC · SASMO · SIMOC · IJMO

CHAPTER 2

Welcome from BrightPath Academy

Dear Parents,

Thank you for considering BrightPath Academy for your child. Every child has a different mathematical journey: some are just discovering how exciting mathematics can be, while others are ready for international competitions. Our 1-on-1 Mathematics Olympiad Foundation Program Tutoring gives each student a teacher's full attention and a learning plan built around their own needs.

This handbook explains how the program works, what your child will learn in each grade, how we measure progress, and how you can support your child at home.

BrightPath Academy
Lighting Your Path to Success

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CHAPTER 3

About BrightPath Academy

BrightPath Academy offers exclusive learning programs in mathematics, including Mathematics Olympiad preparation for primary and secondary students. Our teachers prepare students for SIMCC-family competitions such as SMC, AMO, SASMO, SIMOC and IJMO, as well as for stronger school mathematics.

PAST PAPER PRACTICE FROM THESE COMPETITIONS



Our mission

Help every student build deep mathematical understanding, confident problem solving and a love of challenge.

Our approach

Structured curriculum, personalised delivery and honest, measurable feedback.

Our students

Grade 1 to Grade 12, from beginners to experienced competitors.

Our promise

Careful teaching, clear communication and a plan built around your child.

Our promise to families: a calm, personalised learning rhythm where your child feels safe to try hard problems, and where effort is valued over speed.

CHAPTERS 4–5

Program Introduction

12	5	40	60
Grade	modules per grade	sessions per grade	minutes per session

The 1-on-1 Mathematics Olympiad Foundation Program Tutoring is an individual private tutoring program for Grade 1 to Grade 12. It is for students who want to start their journey in Mathematics Olympiad, and for learners who want to strengthen their competition skills.

Item	Detail
Format	One teacher, one student
Duration	60 minutes per session
Grades	Grade 1 to Grade 12, each with its own curriculum
Structure	5 modules × 8 sessions = 40 sessions per grade
Scheduling	Flexible, based on your requested dates and times
Tuition	Rp600,000 per session

Why 1-on-1 Mathematics Tutoring?

🧠

Personalised to your child

Pace, examples and difficulty follow your child's needs in every session.

🌱

Focus on weak topics

Time goes to the topics your child finds hardest.

🎯

Confidence

Students ask more questions and try harder problems when they are the only student.

📝

Efficient progress

No time is lost on topics your child has already mastered.

CHAPTERS 6–7

Learning Philosophy and Objectives

Learning philosophy

We believe mathematics is learned by thinking, not memorising. Students meet ideas through concrete examples and pictures, then move to symbols and reasoning. They learn strategies such as bar models, working backwards, systematic lists and looking for patterns, so they can approach problems they have never seen before.

🧠

Think, don't memorise

Understanding first; procedures follow.

🌱

Three question levels

Foundation, Intermediate and Challenge in every topic.

🎯

Past paper practice

Questions from SMC, AMO, SASMO, SIMOC and IJMO past papers.

📝

Learning from mistakes

Every error is sorted by type and fixed.

Program objectives

Objective	What it looks like
Strong foundations	Secure grade-level concepts and fluent calculation
Better school mathematics	Higher confidence and accuracy in school work
Analytical reasoning	Explains steps and justifies answers
Competition readiness	Familiar with paper formats, timing and question styles
Advanced problem solving	Tackles non-routine, multi-step problems
Confidence	Willing to attempt hard problems and learn from errors

CHAPTER 8

Grade 1–12 Program Overview

Each grade has its own five modules and forty sessions. Topics grow in depth from one grade to the next.

Grade	Level	Focus
Grade 1	Primary 1	Numbers to 100, early operations and the first Olympiad habits: patterns, logic and counting carefully.
Grade 2	Primary 2	Numbers to 1000, multiplication tables, fractions and measurement, with a stronger Olympiad challenge track.
Grade 3	Primary 3	Numbers to 10,000, all four operations, first fractions and the bar model as the main problem-solving tool.
Grade 4	Primary 4	Factors and multiples, fraction operations, decimals, area and more demanding model-method and non-routine problems.
Grade 5	Primary 5	Fraction and decimal operations, ratio, percentage, area of triangles and a full toolkit of Olympiad heuristics.
Grade 6	Primary 6	Ratio and percentage in depth, circles, algebraic thinking, speed and the hardest primary-level Olympiad topics.
Grade 7	Secondary 1	Integers, algebraic manipulation, linear equations, angle geometry and the first secondary-level Olympiad methods.
Grade 8	Secondary 2	Expansion and factorisation, simultaneous equations, Pythagoras, coordinate geometry and probability.
Grade 9	Secondary 3	Quadratics, surds, trigonometry of right triangles, circle properties and structured number theory.
Grade 10	Secondary 4	Functions, advanced trigonometry, circle theorems, modular arithmetic and competition-level counting.
Grade 11	Junior College 1	Logarithms, sequences and series, functional reasoning, trigonometric identities and pre-university Olympiad methods.
Grade 12	Junior College 2	Advanced competition mathematics: proof, inequalities, polynomials, combinatorial arguments and full mock preparation.

CHAPTER 9 · PRIMARY 1

Grade 1 Curriculum

Numbers to 100, early operations and the first Olympiad habits: patterns, logic and counting carefully.

Module 1 · Numbers to 100 & Place Value

1. Counting and Reading Numbers to 100
2. Tens and Ones
3. Comparing and Ordering Numbers
4. Number Bonds and Missing Parts
5. Ordinal Numbers and Positions
6. Odd and Even Numbers
7. Digit Puzzles
8. Module 1 Check

Module 2 · Addition, Subtraction & Early Multiplication

9. Addition Strategies within 100
10. Subtraction Strategies within 100
11. Balancing Number Sentences
12. Repeated Addition and Equal Groups
13. Sharing and Grouping
14. Smart Calculation
15. Two-step Number Stories
16. Module 2 Check

Module 3 · Measurement, Money, Time & Graphs

17. Length with Units and Rulers
18. Money: Notes, Coins and Change
19. Best Buy and Price Groups
20. Telling Time
21. Time Intervals
22. Picture Graphs
23. Tables and Changes
24. Module 3 Check

Module 4 · Olympiad Thinking Strategies

25. Shape and Colour Patterns
26. Number Patterns
27. Logic: Taller, Shorter, Order
28. Logic Grids for Beginners
29. Spot the Same, Spot the Odd
30. Cubes and Simple Nets
31. Systematic Counting
32. Module 4 Check

Module 5 · Competition Practice & Consolidation

33. Model Drawing for Word Problems
34. Equalising and Giving Away
35. Multi-clue Problems
36. Fencepost and Counting Traps
37. SMC-style Practice Set
38. SASMO-style Practice Set
39. Full Mock Test
40. Mock Review and Next Steps

CHAPTER 10 · PRIMARY 2

Grade 2 Curriculum

2

Numbers to 1000, multiplication tables, fractions and measurement, with a stronger Olympiad challenge track.

Module 1 · Numbers to 1000

1. Place Value to 1000
2. Comparing, Ordering and Rounding
3. Odd, Even and Digit Clues
4. Counting Digits
5. Multiples of 2, 5 and 10
6. Multiples of 3
7. Number Patterns to 1000
8. Module 1 Check

Module 2 · Operations & Multiplication Tables

9. Addition and Subtraction within 1000
10. Multiplication Tables 2, 5 and 10
11. Multiplication Tables 3 and 4
12. Division within the Tables
13. Times as Many
14. Symbols and Number Sentences
15. Smart Calculation
16. Module 2 Check

Module 3 · Fractions, Measurement, Money & Time

17. Fractions of a Shape
18. Fractions of a Set
19. Length and Joining
20. Mass and Balances
21. Volume and Capacity
22. Money and Shopping Choices
23. Time, Durations and Calendars
24. Module 3 Check

Module 4 · Geometry, Spatial Sense & Logic

25. 2D Shapes and Counting Triangles
26. 3D Shapes
27. Cube Stacks
28. Painted Cubes and Building Blocks
29. Visual Puzzles
30. Logic and Seating
31. Shapes on a Grid
32. Module 4 Check

Module 5 · Olympiad Problem Solving & Competition Practice

33. Working Backwards
34. Guess and Check
35. Transfer and Ratio Problems
36. Systematic Counting and Choosing
37. Growing Patterns
38. Cryptarithms and Codes
39. Full Mock Test
40. Mock Review and Next Steps

CHAPTER 11 · PRIMARY 3

Grade 3 Curriculum

3

Numbers to 10,000, all four operations, first fractions and the bar model as the main problem-solving tool.

Module 1 · Whole Numbers & Operations

1. Place Value to 10,000
2. Addition and Subtraction to 10,000
3. Multiplication Tables 6, 7, 8 and 9
4. Multiplying 2- and 3-digit Numbers by 1 Digit
5. Division with Remainders
6. Order of Operations (Introduction)
7. Mental Maths Tricks
8. Module 1 Check

Module 2 · Fractions, Money, Time & Measurement

9. Fractions of a Whole
10. Equivalent Fractions
11. Adding and Subtracting Like Fractions
12. Fraction of a Set
13. Money in Dollars and Cents
14. Time and Elapsed Time
15. Length, Mass and Volume Conversions
16. Module 2 Check

Module 3 · Geometry, Data & Spatial Sense

17. Angles and Right Angles
18. Perpendicular and Parallel Lines
19. Perimeter of Rectangles and Composite Figures
20. Area by Square Units
21. Bar Graphs and Picture Graphs with Scales
22. Symmetry
23. Counting Shapes in Figures
24. Module 3 Check

Module 4 · Model Method & Word Problems

25. Part–Whole Bar Models
26. Comparison Bar Models
27. Multiplication and Division Models
28. Before-and-After Problems
29. Working Backwards
30. Guess and Check with Tables
31. Age Problems (Introduction)
32. Module 4 Check

Module 5 · Olympiad Strategies & Competition Practice

33. Number Patterns and Sequences
34. Logic Puzzles and Truth-tellers
35. Simple Cryptarithms
36. Systematic Listing and Combinations
37. Spatial Visualisation
38. Divisibility by 2, 3, 5, 9 and 10
39. Full Mock Test
40. Mock Review and Next Steps

CHAPTER 12 · PRIMARY 4

Grade 4 Curriculum

4

Factors and multiples, fraction operations, decimals, area and more demanding model-method and non-routine problems.

Module 1 · Number Theory Foundations

1. Numbers to 100,000 and Rounding
2. Factors and Factor Pairs
3. Multiples and Common Multiples
4. Common Factors
5. Divisibility Tests
6. Prime and Composite Numbers
7. Multiplying and Dividing by 2-digit Numbers
8. Module 1 Check

Module 2 · Fractions & Decimals

9. Mixed Numbers and Improper Fractions
10. Adding and Subtracting Unlike Fractions
11. Fraction of a Quantity
12. Multiplying a Fraction by a Whole Number
13. Decimals to Two Places
14. Adding and Subtracting Decimals
15. Multiplying and Dividing Decimals by 1 Digit
16. Module 2 Check

Module 3 · Geometry & Mensuration

17. Measuring and Calculating Angles
18. Properties of Squares, Rectangles and Triangles
19. Area and Perimeter of Composite Figures
20. Area of Triangles (Introduction)
21. Volume of Cubes and Cuboids
22. Line Graphs and Tables
23. Nets, Views and Cube Counting
24. Module 3 Check

Module 4 · Word Problems & Heuristics

25. Units and Parts Bar Models
26. Excess and Shortage
27. Sum and Difference Problems
28. Chickens and Rabbits
29. Age Problems
30. Speed, Time and Distance (Introduction)
31. Working Backwards and Remainder Concept
32. Module 4 Check

Module 5 · Olympiad Strategies & Competition Practice

33. Number Patterns and Sum of Sequences
34. Cryptarithms and Digit Puzzles
35. Logic and Deduction
36. Counting Principles
37. Calendar and Clock Problems
38. Spatial and Shape Puzzles
39. Full Mock Test
40. Mock Review and Next Steps

CHAPTER 13 · PRIMARY 5

Grade 5 Curriculum

5

Fraction and decimal operations, ratio, percentage, area of triangles and a full toolkit of Olympiad heuristics.

Module 1 · Number Operations & Number Theory

1. Order of Operations and Brackets
2. Prime Factorisation
3. HCF and LCM Word Problems
4. Number of Factors
5. Divisibility by 7, 11 and Combined Tests
6. Remainder Patterns
7. Large-number Smart Calculation
8. Module 1 Check

Module 2 · Fractions, Decimals & Percentage

9. Fraction Multiplication
10. Fraction Division
11. Decimal Multiplication and Division
12. Fractions, Decimals and Percentages
13. Percentage of a Quantity
14. Remainder Fraction Problems
15. Unit Fractions and Egyptian Fractions
16. Module 2 Check

Module 3 · Ratio, Rate & Data

17. Ratio Basics
18. Ratio Word Problems
19. Rate
20. Average
21. Speed, Distance and Time
22. Tables and Line Graphs
23. Work and Rates Together
24. Module 3 Check

Module 4 · Geometry & Mensuration

25. Angles in Triangles
26. Angles in Quadrilaterals
27. Area of Triangles
28. Area of Parallelograms and Trapeziums
29. Shaded Area Problems
30. Volume of Cuboids and Liquids
31. Spatial Visualisation
32. Module 4 Check

Module 5 · Olympiad Problem Solving & Competition Practice

33. Sequences and Series
34. Combinatorics: Listing and Counting
35. Logic and Deduction
36. Cryptarithms and Magic Squares
37. Inclusion–Exclusion (Venn Diagrams)
38. Timed Practice and Exam Strategy
39. Full Mock Test
40. Mock Review and Next Steps

CHAPTER 14 · PRIMARY 6

Grade 6 Curriculum

6

Ratio and percentage in depth, circles, algebraic thinking, speed and the hardest primary-level Olympiad topics.

Module 1 · Number Theory & Calculation

1. Prime Factors and Perfect Squares/Cubes
2. HCF, LCM and Their Product
3. Remainders and Congruence (Introduction)
4. Last Digits and Cycles
5. Fraction Calculation Tricks
6. Digit Sums and Place-value Algebra
7. Number Bases (Introduction)
8. Module 1 Check

Module 2 · Ratio, Percentage & Algebraic Thinking

9. Ratio with Changing Quantities
10. Percentage Change
11. Algebraic Expressions
12. Solving Simple Equations
13. Speed: Meeting and Catching Up
14. Work Rate Problems
15. Proportion and Direct Variation
16. Module 2 Check

Module 3 · Geometry, Circles & Mensuration

17. Angle Chasing
18. Circles: Circumference and Area
19. Shaded Regions with Circles
20. Area Ratios in Triangles
21. Volume and Surface Area
22. Pie Charts and Data
23. Spatial Visualisation
24. Module 3 Check

Module 4 · Combinatorics & Logic

25. Multiplication Principle
26. Permutations and Arrangements
27. Combinations and Handshakes
28. Paths on Grids
29. Pigeonhole Principle (Introduction)
30. Logic and Truth Puzzles
31. Simple Probability
32. Module 4 Check

Module 5 · Competition Practice & Consolidation

33. Cryptarithms and Number Puzzles
34. Sequences and Patterns
35. Mixed Arithmetic and Geometry Set
36. Mixed Number Theory and Counting Set
37. Timed Practice and Exam Strategy
38. Full Mock Test 1
39. Full Mock Test 2
40. Mock Review and Next Steps

CHAPTER 15 · SECONDARY 1

Grade 7 Curriculum

7

Integers, algebraic manipulation, linear equations, angle geometry and the first secondary-level Olympiad methods.

Module 1 · Numbers & Number Theory

1. Integers and Negative Numbers
2. Primes, HCF and LCM
3. Squares, Cubes and Roots
4. Rational Numbers and Decimals
5. Divisibility Rules and Proof
6. Remainders and Units Digits
7. Estimation and Significant Figures
8. Module 1 Check

Module 2 · Algebra Foundations

9. Algebraic Expressions
10. Factorising by Common Factors
11. Linear Equations
12. Forming Equations from Word Problems
13. Linear Inequalities
14. Number Patterns and the nth Term
15. Ratio, Rate and Proportion
16. Module 2 Check

Module 3 · Geometry & Mensuration

17. Angles and Parallel Lines
18. Triangles and Their Properties
19. Polygons
20. Perimeter and Area of Plane Figures
21. Circles
22. Volume and Surface Area of Prisms
23. Constructions and Symmetry
24. Module 3 Check

Module 4 · Data, Probability & Counting

25. Mean, Median, Mode and Range
26. Charts and Data Interpretation
27. Probability of Single Events
28. Counting Principles
29. Arrangements with Conditions
30. Venn Diagrams and Inclusion–Exclusion
31. Pigeonhole Principle
32. Module 4 Check

Module 5 · Olympiad Problem Solving & Competition Practice

33. Parity Arguments
34. Logic and Deduction
35. Cryptarithms and Digit Problems
36. Speed, Work and Mixtures
37. Geometry Puzzles
38. Timed Practice and Exam Strategy
39. Full Mock Test
40. Mock Review and Next Steps

CHAPTER 16 · SECONDARY 2

Grade 8 Curriculum

8

Expansion and factorisation, simultaneous equations, Pythagoras, coordinate geometry and probability.

Module 1 · Algebraic Manipulation

1. Expanding Two Brackets
2. Special Products
3. Factorising Quadratics
4. Algebraic Fractions
5. Changing the Subject of a Formula
6. Indices
7. Using Identities in Olympiad Problems
8. Module 1 Check

Module 2 · Equations, Graphs & Functions

9. Simultaneous Linear Equations
10. Word Problems with Two Unknowns
11. Quadratic Equations by Factorising
12. Coordinates and Linear Graphs
13. Graphs in Context
14. Direct and Inverse Proportion
15. Linear Inequalities in Two Variables (Introduction)
16. Module 2 Check

Module 3 · Geometry: Pythagoras, Similarity & Congruence

17. Pythagoras' Theorem
18. Pythagorean Triples
19. Pythagoras in 3D (Introduction)
20. Congruent Triangles
21. Similar Triangles
22. Mensuration of Pyramids, Cones and Spheres
23. Coordinate Geometry
24. Module 3 Check

Module 4 · Statistics, Probability & Combinatorics

25. Grouped Data and Averages
26. Stem-and-leaf and Box Plots
27. Probability of Combined Events
28. Permutations
29. Combinations
30. Counting with Complements
31. Expected Outcomes
32. Module 4 Check

Module 5 · Olympiad Problem Solving & Competition Practice

33. Invariants and Parity
34. Number Theory Problems
35. Extremal and Optimisation Puzzles
36. Geometry Olympiad Set
37. Algebra Olympiad Set
38. Timed Practice and Exam Strategy
39. Full Mock Test
40. Mock Review and Next Steps

CHAPTER 17 · SECONDARY 3

Grade 9 Curriculum

9

Quadratics, surds, trigonometry of right triangles, circle properties and structured number theory.

Module 1 · Algebra & Quadratics

1. Quadratic Equations by Formula
2. The Discriminant
3. Sum and Product of Roots
4. Quadratic Graphs
5. Surds
6. Exponents and Exponential Equations
7. Algebraic Identities in Olympiad Problems
8. Module 1 Check

Module 2 · Number Theory

9. Prime Factorisation and Divisors
10. Euclid's Algorithm
11. Modular Arithmetic (Introduction)
12. Units Digits and Last Two Digits
13. Factorials and Trailing Zeros
14. Diophantine Equations (Linear)
15. Digit and Base Problems
16. Module 2 Check

Module 3 · Geometry & Trigonometry

17. Trigonometric Ratios
18. Special Angles
19. Angles of Elevation and Depression
20. Circle Properties
21. Similarity in Circles and Triangles
22. Areas of Triangles with Sine
23. Coordinate Geometry
24. Module 3 Check

Module 4 · Combinatorics & Probability

25. Permutations with Restrictions
26. Combinations and Pascal's Triangle
27. Inclusion–Exclusion
28. Pigeonhole Principle
29. Probability with Counting
30. Conditional Probability (Introduction)
31. Recursion in Counting
32. Module 4 Check

Module 5 · Competition Practice & Consolidation

33. Invariants and Parity
34. Inequalities (Introduction)
35. Mixed Algebra and Number Theory Set
36. Mixed Geometry and Counting Set
37. Timed Practice and Exam Strategy
38. Full Mock Test 1
39. Full Mock Test 2
40. Mock Review and Next Steps

CHAPTER 18 · SECONDARY 4

Grade 10 Curriculum

10

Functions, advanced trigonometry, circle theorems, modular arithmetic and competition-level counting.

Module 1 · Algebra, Functions & Inequalities

1. Functions and Notation
2. Polynomials and the Remainder Theorem
3. Systems of Non-linear Equations
4. Quadratic Inequalities
5. Absolute Value
6. AM–GM and Classical Inequalities
7. Relative Motion and Rate Problems
8. Module 1 Check

Module 2 · Number Theory

9. Congruences and Modular Arithmetic
10. Simultaneous Remainder Problems
11. Factorials and Missing Digits
12. Product and Sum of Digits
13. Divisors and Perfect Numbers
14. Non-linear Diophantine Equations
15. Cryptarithms with Algebra
16. Module 2 Check

Module 3 · Geometry & Trigonometry

17. Sine Rule and Cosine Rule
18. Trigonometric Identities
19. Circle Theorems
20. Tangents and Inscribed Circles
21. Power of a Point
22. Coordinate Geometry of Circles
23. Area Methods
24. Module 3 Check

Module 4 · Combinatorics & Probability

25. Permutations with Digit Restrictions
26. Combinations and Binomial Theorem
27. Stars and Bars
28. Probability with Complements
29. Geometric Probability (Introduction)
30. Recursion and Sequences in Counting
31. Graph Ideas (Introduction)
32. Module 4 Check

Module 5 · Competition Practice & Consolidation

33. Invariants and Extremal Principle
34. Mixed Algebra and Number Theory Set
35. Mixed Geometry and Counting Set
36. Proof Writing (Introduction)
37. Timed Practice and Exam Strategy
38. Full Mock Test 1
39. Full Mock Test 2
40. Mock Review and Next Steps

CHAPTER 19 · JUNIOR COLLEGE 1

Grade 11 Curriculum

11

Logarithms, sequences and series, functional reasoning, trigonometric identities and pre-university Olympiad methods.

Module 1 · Exponentials, Logarithms & Functions

1. Laws of Logarithms
2. Logarithmic Inequalities
3. Exponential Equations
4. Function Transformations
5. Odd, Even and Periodic Functions
6. Functional Equations (Introduction)
7. Inverse and Composite Functions
8. Module 1 Check

Module 2 · Sequences, Series & Algebra

9. Arithmetic and Geometric Series
10. Telescoping Sums
11. Recurrence Relations
12. Polynomials and Vieta's Formulas
13. Inequalities: AM–GM and Cauchy–Schwarz
14. Real-number Reasoning
15. Complex Numbers (Introduction)
16. Module 2 Check

Module 3 · Trigonometry & Geometry

17. Compound and Double Angle Formulas
18. Trigonometric Identities with Powers
19. Trigonometric Equations
20. Circle Geometry
21. Vectors (Introduction)
22. Coordinate Geometry and Loci
23. Triangle Centres
24. Module 3 Check

Module 4 · Number Theory & Combinatorics

25. Modular Arithmetic and Fermat's Little Theorem
26. Digit Sums and Consecutive Numbers
27. Factorials and Hidden Digits
28. Counting with Digit Conditions
29. Binomial Identities
30. Probability and Expected Value
31. Pigeonhole and Extremal Principle
32. Module 4 Check

Module 5 · Competition Practice & Consolidation

33. Invariants and Games
34. Mixed Algebra and Functions Set
35. Mixed Geometry and Number Theory Set
36. Proof Writing
37. Timed Practice and Exam Strategy
38. Full Mock Test 1
39. Full Mock Test 2
40. Mock Review and Next Steps

CHAPTER 20 · JUNIOR COLLEGE 2

Grade 12 Curriculum

12

Advanced competition mathematics: proof, inequalities, polynomials, combinatorial arguments and full mock preparation.

Module 1 · Advanced Algebra

1. Polynomial Roots and Vieta in Depth
2. Polynomial Remainders and Interpolation
3. Inequalities: AM–GM, Cauchy–Schwarz, Rearrangement
4. Functional Equations
5. Logarithmic and Exponential Systems
6. Complex Numbers and Roots of Unity
7. Sequences and Limits (Competition View)
8. Module 1 Check

Module 2 · Number Theory

9. Orders and Euler's Theorem
10. Chinese Remainder Theorem
11. Quadratic Residues (Introduction)
12. p-adic Valuation and Legendre's Formula
13. Diophantine Equations
14. Digit Problems
15. Number Theory Proofs
16. Module 2 Check

Module 3 · Geometry

17. Cyclic Quadrilaterals and Ptolemy
18. Ceva and Menelaus
19. Trigonometric Methods in Geometry
20. Inscribed and Escribed Circles
21. Coordinate and Vector Methods
22. Geometric Inequalities
23. Transformations
24. Module 3 Check

Module 4 · Combinatorics

25. Bijections and Double Counting
26. Generating Functions (Introduction)
27. Recurrences in Combinatorics
28. Graph Theory Basics
29. Probability and Expectation
30. Extremal Combinatorics
31. Invariants, Monovariants and Games
32. Module 4 Check

Module 5 · Competition Practice & Consolidation

33. Mixed Section A Speed Set
34. Mixed Section B Set
35. Mixed Section C Challenge Set
36. Proof and Solution Writing
37. Full Mock Test 1
38. Full Mock Test 2
39. Error Analysis Clinic
40. Final Review and Next Steps

CHAPTERS 21–22

Five Modules, Forty Sessions and Competition Preparation

Every grade follows the same framework of five modules with eight 60-minute sessions each: 40 sessions, or 40 hours of tutoring, per grade. Each module ends with a module check and teacher feedback.

The 40 sessions are a complete recommended pathway, not a package you must buy at once. If your child already knows which topics are weak, we can focus on those topics. If your child does not know where to start, we suggest taking all 40 sessions.

Module	Typical focus
Module 1	Foundations and number sense for the grade
Module 2	Core concepts
Module 3	Applied mathematics and reasoning
Module 4	Olympiad problem-solving strategies
Module 5	Competition practice and consolidation, including mock tests

Competition preparation

We provide Topic Based Discussion and Past Paper Drilling for SMC, AMO, SASMO, SIMOC and IJMO.

PAST PAPER PRACTICE FROM THESE COMPETITIONS

Competition	Paper format seen in past papers
SMC	31 questions, 90 minutes, no penalty (Grades 1–2, 2025)
SASMO	25 questions, 90 minutes, -1 for a wrong Section A answer (Grades 1–2)
AMO	25 questions, 90 minutes, 100 points, no penalty (Grade 2, 2025)
IJMO	30 questions, 90 minutes, Sections A–C (Grades 5–12)
SIMOC	Format confirmed with the student's target year

CHAPTERS 23–24

Booking a Session and Learning Plan

Booking a session

Send us your child's grade, goals, target competition and preferred schedule. If your child already knows which topics are weak, tell us and we will focus on them from the first session.

💬

Tell us your goals

Grade, target competition and timeline

🎯

Share weak topics

So sessions start where your child needs help

📅

Pick your schedule

Dates and times that suit your family

🚀

Start learning

First 1-on-1 session with your teacher

Individual Learning Plan (ILP)

After the first session, the teacher writes an Individual Learning Plan with you. It records:

ILP item	Example
Starting level	Intermediate
Target competition	SASMO 2027
Selected modules	Grade 4 Modules 2, 4 and 5
Priority sessions	Fractions; word problems
Milestones	Module 2 check ≥ 80%
Assessment schedule	Module checks and teacher feedback at each module end

CHAPTERS 25–27

Sessions, Scheduling and Tuition

Every session follows a predictable rhythm that teachers adapt to your child's needs.

Recall	New idea	Worked examples	Olympiad practice	Review	Exit
5 min	10 min	15 min	20 min	5 min	5 min

Flexible scheduling

There is no fixed weekly timetable. You request the dates and times that suit your family, and BrightPath Academy confirms each session once a teacher is available.

1. Parent request
2. Availability check
3. Teacher assignment
4. Session confirmed
5. Tutoring session
6. Teacher report
7. Next session planned

Cancellation and rescheduling terms will be confirmed by BrightPath Academy management.

Tuition and payment information

1 teacher · 1 student · 60 minutes

Rp600,000

per session

Registration fee (once)	Rp100,000
8 sessions (one module)	Rp4,800,000
40 sessions (full grade pathway)	Rp24,000,000

8- and 40-session amounts are reference values, not packages. Payment schedule, discounts and refund terms will be confirmed by BrightPath Academy management.

CHAPTERS 28–29

Progress and Parent Involvement

Progress reports and teacher feedback

After each session, the teacher records the topics covered, how your child performed and the homework set. At the end of every module, the teacher gives you feedback on your child's strengths, the areas to improve and the recommended next module.

🧠

After every session

Topics, performance, homework, next step

🌱

End of every module

Teacher feedback: strengths, areas to improve, next module

🎯

Module check

A short mixed assessment of the module

📝

Mock tests

Full timed papers in Module 5

Parent involvement

How you can help	Why it matters
Keep a steady routine	Regular sessions build momentum
Check that homework is done	Practice fixes the idea
Praise effort, not speed	Builds resilience on hard problems
Read the teacher feedback	You know what comes next
Tell us about competitions and school tests	We can plan sessions around them

PARTNERSHIP

How we support your child

🧑‍🎓 For students

- ✓ Join on time with paper and pencil ready.
- ✓ Try every problem before asking for help.
- ✓ Complete the practice set after each session.
- ✓ Keep a notebook of mistakes and how you fixed them.

👨‍👩‍👧 For parents

- ✓ Request sessions early so we can confirm a teacher.
- ✓ Prepare a quiet space with a stable connection.
- ✓ Praise effort and good thinking, not just speed.
- ✓ Read the teacher feedback after each module.

Progress checkpoints across the pathway



Start
First session

S8 · 16 · 24 · 32
Module checks + feedback

S39
Full mock test

S40
Mock review

Every module
Parent–teacher meeting

If a session is missed: your child should review the session notes and complete the practice questions. Rescheduling terms will be confirmed by BrightPath Academy management.

NOTES

Parent–Teacher Meeting Notes

Use these pages to record each parent–teacher meeting, usually after the teacher feedback at the end of a module.

Meeting 1 · Module ___ feedback

Grade ___

Date _____ Teacher _____ Parent _____

Strengths discussed

Areas to improve

Agreed actions and next module

Meeting 2 · Module ___ feedback

Grade ___

Date _____ Teacher _____ Parent _____

Strengths discussed

Areas to improve

Agreed actions and next module

NOTES

Parent–Teacher Meeting Notes

Meeting 3 · Module ___ feedback

Grade ___

Date | Teacher | Parent

Strengths discussed

Areas to improve

Agreed actions and next module

Meeting 4 · Module ___ feedback

Grade ___

Date | Teacher | Parent

Strengths discussed

Areas to improve

Agreed actions and next module

Meeting 5 · Module ___ feedback

Grade ___

Date | Teacher | Parent

Strengths discussed

Areas to improve

Agreed actions and next module

CHAPTER 30

Frequently Asked Questions

Does my child have to take all 40 sessions?

It depends on your child's needs. If your child already knows which topics are weak, we can focus the sessions on those topics. If your child does not know where to start, we suggest taking all 40 sessions.

Can I choose the days and times?

Yes. Send your preferred dates and times, and BrightPath Academy confirms each session once a teacher is available.

Which competitions does the program prepare for?

We provide Topic Based Discussion and Past Paper Drilling for SMC, AMO, SASMO, SIMOC and IJMO.

How will I know my child is progressing?

At the end of every module, the teacher gives feedback on your child's strengths, the areas to improve and the recommended next module.

Does my child need Olympiad experience?

No. The teacher plans the sessions around your child's level, whether they are a beginner or an experienced competitor.

Can my child study a topic outside their grade?

Yes. Grade sets the starting point, not the limit. The learning plan can include earlier or later sessions.

CHAPTERS 31–32

Enrollment and Contact

1. Contact BrightPath
2. Share your goals
3. Individual Learning Plan
4. Registration (Rp100,000, once)
5. Book sessions
6. First session

Contact information

Email	brightpathacademy.id@gmail.com
WhatsApp	+62 813-8036-755 · bit.ly/ELBPA2027
Website	brightpathacademy.org

Lighting Your Path to Success. Every student has a different mathematical journey. We make learning personal.

See you in class

Ready to start your child's Olympiad journey?

Talk to the BrightPath team to book a session and build your child's learning plan.

WHATSAPP
+62 813-8036-755
bit.ly/ELBPA2027

EMAIL
brightpathacademy.id@gmail.com
brightpathacademy.org

FORMAT
1 teacher · 1 student

TUITION
Rp600,000 per session

SCHEDULE
Flexible, on request