

SUITABLE FOR STUDENTS IN YEARS 1 TO 13 - YES REALLY!

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MAY CONTAIN DANGEROUSLY ENJOYABLE MATHS

WARNING!

ACT's
Arithmetic
Races

How to use the arithmetic races

Thank you for purchasing Arithmetic Races! I am delighted to have been able to put this book together, and I hope that it will provide lots of fun for you and your class.

The premise is very simple, and certainly not original with me, as its origins are shrouded in the mists of time so I cannot be certain who first came up with this idea. However, to the best of my knowledge, there is not such a complete set of these publicly available - until now.

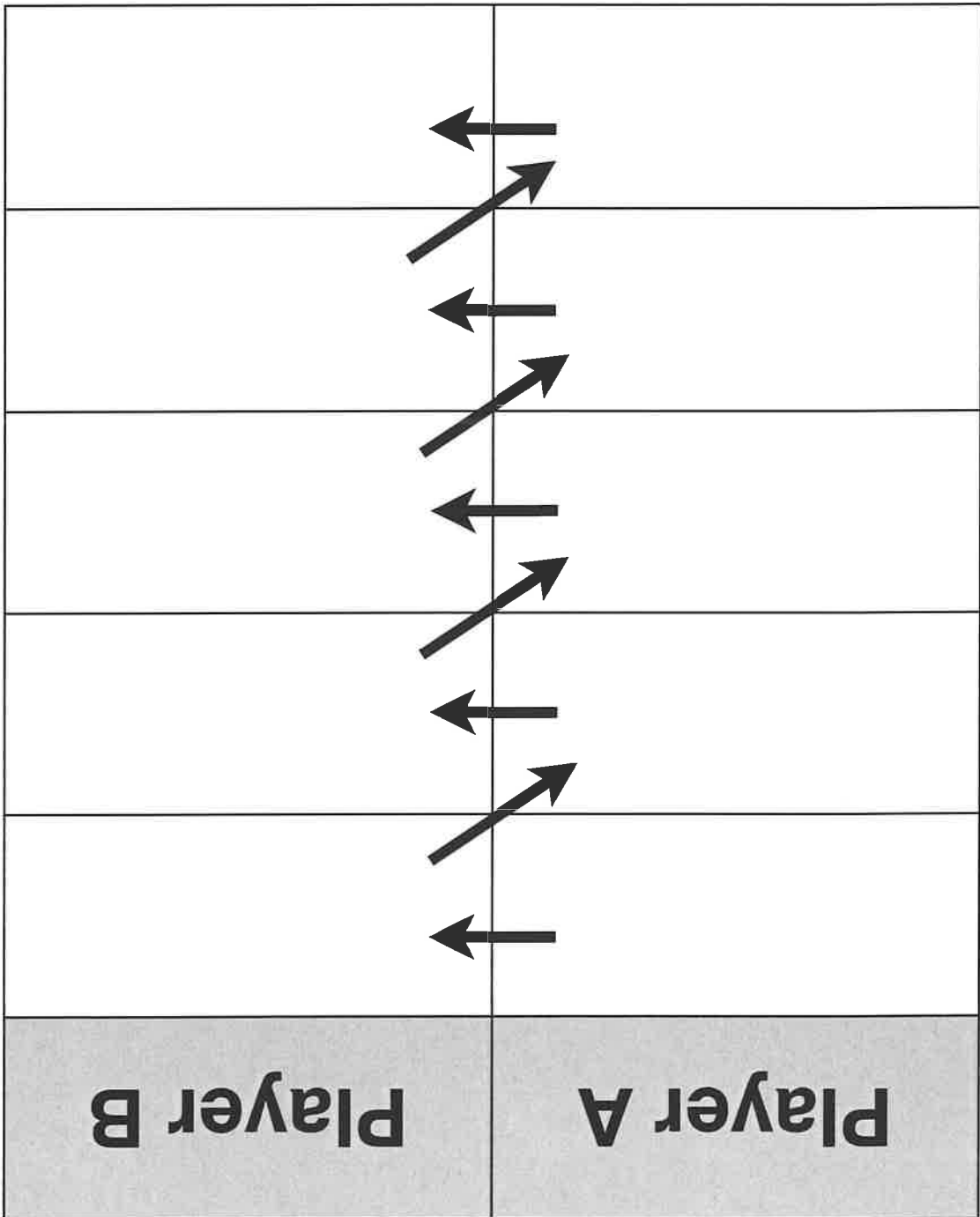
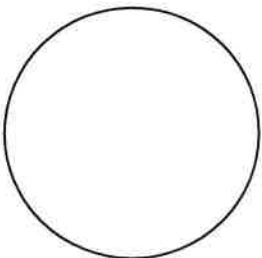
Here's how the activity works. Two players, A and B, take it in turns to say the answer to a calculation. Apart from the very start, where player A simply states what they see, each player must use their partner's answer to start their own calculation. Here is an example of how the conversation should go for the race shown on the right:

Player A: "Three"
Player B: "Add one equals four"
Player A: "Add two equals six"
Player B: "Add two equals eight"
Player A: "Add zero equals eight"
Player B: "Add five equals thirteen"
Player A: "Add six equals nineteen"
Player B: "Add ten equals twenty nine"
Player A: "Add three equals thirty two"
Player B: "Add four equals thirty six"

1

Player A	Player B
3	+1
+2	←
+0	↗
+6	←
+3	↗
+4	←

In section E, they should say "A equals 12", "B equals 6" and so on.
The races are divided into five levels of difficulty, so that they are suitable for children of any age; I can think of few activities which can claim such versatility. Some have obvious patterns, while others are random. The final ten (races 91-100) are particularly challenging!
Since player B has to do five calculations and player A only four (other than in section E) it is recommended that both swap roles regularly.



This Race was designed for you by.....