

Game

Draw Your Race on a Number Line

A game for two or more players.

Teaching points:

- ▶ The game teaches children the relationship between a number track (where each number is represented by a physical area and where progress is made by counting whole numbers) and the more abstract number line (where each number is represented by a position on a line and where progress is made by counting the steps between whole numbers).
- ▶ The game teaches how to use an empty number line, and to understand what a number line represents.
- ▶ It gives practice in adding small quantities: +1, +2 and +3.

Equipment needed:

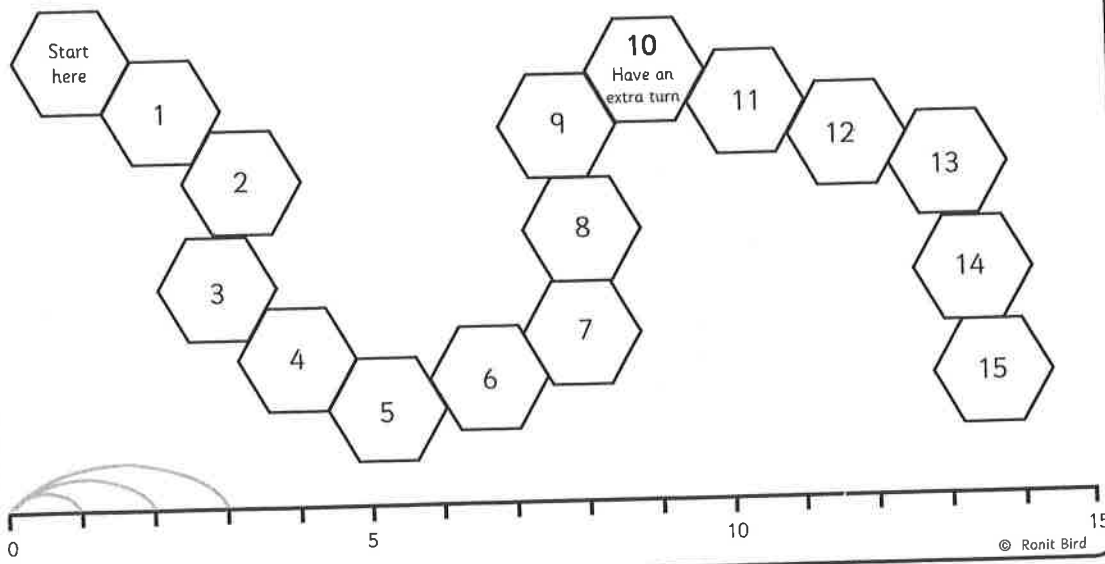
- ▶ A paper copy of the board for each player (see CW).
- ▶ A pencil and a token for each player.
- ▶ A 1–3 die (or, cover the three larger numbers on an ordinary die with stickers showing 1, 2 and 3).

Rules:

Take turns to throw the die and move your token along the track. Then draw the whole jump on your number line. Write how big the jump is (above the jump) and what number you

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RULES For 2 or 3 players. Use a die showing only the numbers 1, 2 and 3. You will also need counters or other tokens, and a page like this one and a pencil, for each player. Take turns to throw the die and move your token along the track. Then draw the **whole jump** on your number line. Write how big the jump is (above the jump) and what number you have reached (under the line). If you land on the number 10, have another turn. The winner is the first player to reach (or pass) 15. **Variation:** Play on your own. At the end, count the number of jumps you made. Can you beat this record?



(Continued)

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RULES: For 2 or 3 players. Use a die showing only the numbers 1, 2 and 3. You will also need counters or other tokens, and a page like this one, with a pencil, for each player to draw their race.

Take turns to throw the die and move your token along the track. Then draw the **whole jump** on your number line. Write how big the jump is (above the jump) and what number you have reached (under the line). If you land on the round number **10**, have another turn. The winner is the first player to reach (or pass) 15.

Variation: Play on your own. At the end, count the number of jumps you made. Can you beat this record?

