

### Race to 5

CAPS

*Level 1 Class 1 – 5 number track, class 1,2 spinner, large counters*

**Whole class:**

- Spin the spinner. Ask children to say many squares to move, 1 or 2?
- Move the counter along the the number track – eg if 2 is spun, move and say “one, two”.
- Spin again. Ask children how many jumps to make.
- Before moving the counter to the track, can children say how what final number they will land on?
- Move the counter BUT (THIS IS IMPORTANT), say the numbers being landed on, rather than count the jumps. Eg, the counter is on 2, and you spin 2. Pick up the counter, make one jump and say ‘three’, jump again and say ‘four’.
- Continue until reaching 5.

**What to look for:**

- Children can **say** the numbers being landed on.
- Children can **show** a correct ‘quantity’ on their fingers (without counting in ones) that matches a number.
- Children can **say** what is 1 or 2 more than a given number in the 1-5 range.

TERM 1

(Identify symbols is TERM 2)

*Level 2 Two class 1 – 5 number track, class 1,2 spinner, large counters*

**Whole class:**

- Split the class into two teams. Each team has one number track.
- Spin the spinner for team 1. Ask children to say many counters to take, 1 or 2?
- Start to move along the number track as in Level 1..
- Again, before moving along the track ask what number will be finally landed on ?
- As before, say the numbers landed on, rather than count the jumps.
- Teams take it in turns until one reaches 5.

**Pairs:**

- Children play the game in pairs on their individual blank tracks.

**What to look for:**

- Children can read and **say** the number symbols
- Children can **show** a correct ‘quantity’ on their fingers (without counting in ones) that matches a number.
- Children can **say** what is 1 or 2 more than a given number in the 1-5 range.

TERM 1

(Identify symbols is TERM 2)