



Module Information Sheet



The Maths Race

A Brief Description

Enter a whole new world of competition with quick fire tables and mental maths tests. Taking the graphic form of a race track, this module is a motivating way to encourage practice. Play against the clock or classmates. It is possible to set the factors and number operations to be presented, and adjust the speed of delivery according to the needs of the individual participants. The interactivity of this module makes it ideally suited for whiteboard use.

Tips on Using “The Maths Race”

1. Use the tick boxes to select the style of the competition.
2. Select the number of players. Choose either one player against the computer or two or four players when using an interactive whiteboard.
3. Select the factors to be used and whether or not they should be mixed or, if using the mental maths option, select the number operations and range of numbers.
4. When using the one player option, selecting the vehicle sets the speed at which questions are delivered.
5. When racing look at the sum presented and then click on the correct answer, choosing from six possibilities.
6. Correct answers move your car along the race track towards the finish. Try to be first across the line by answering quickly and accurately.

National Curriculum Information

The National Curriculum in England for Mathematics (KS1&2)

Ma 2 Number

The Scotland 5-14 Guidelines for Mathematics

Number, Money and Measurement Level A, B, C

The Northern Ireland Curriculum for Mathematics (KS1&2)

Number – Operations and their application: a, b, c

The National Curriculum in Wales for Mathematics (KS1&2)

Ma2 Number: 2.3