



## Sample Lesson Plan

**The Big Bus Module: The Maths Race**



The  
Maths Race

### Title

Using *The Big Bus The Maths Race*, with two players at an interactive whiteboard, to encourage the practise of mental maths strategies.

### Introduction

This module is a motivating way to encourage practice. Selecting from all four number operations and four mental maths exercises for each activity, the activity can be differentiated according to the needs of the individual child. As a two-player activity, **The Maths Race** is ideally suited to use with whiteboards.

### In this lesson

The children are shown how to manage the set up page, selecting the content and style of the competition they will take part in. They are encouraged to answer the sums quickly and accurately.

**Age Range:** 6 - 11 years.

### Lesson Plan

#### Learning objectives

Having completed this activity most children will have developed their ability to:

- Use all four number operations
- Use a wide range of mental maths strategies
- Understand and use mathematical language.

#### Additional resources

- Pair of Set Up prompt cards (provided) for laminating and preparing to suit needs of individual children.

## Technical preparation

Install *The Big Bus* CD-ROM on to the computer, or access the website at [www.members.thebigbus.com](http://www.members.thebigbus.com). After a short opening sequence, select the button to visit either **Adventurers' World** or **Explorers' World**. Open the Information Booklet index and scroll through the available activities. Select **The Maths Race**.

## Previous experience

This activity is used to practise and reinforce the children's use of Mental Maths strategies. A prior knowledge of a range of Mental Maths strategies will help the children gain the greatest benefit from the activity, as they increase the speed and accuracy of their recall and application.

## Introducing the activity

Gather the children around the interactive whiteboard or large touch sensitive monitor.

Direct the children's attention to the whiteboard then select **Start the Module**. Click on the **Go To Set Up** flag that will take them to the **Set Up** page.

Click in the "Two player options" box. Click on the "Set Mental Maths" box to open the set up panel. Use the tick boxes to select or deselect the exercises to be presented to the players. Remind the children of the strategies that will help them for each exercise, and then click on **Start**.

Click to turn the Mouse Pointer off, and then proceed using pointers or fingers to touch the **Start the Race** flag on the screen.

Select two children to participate in the race and position one on each side of the board. When the players are ready, touch the Go light on the screen.

Each child is presented with a sum and six possible answers. They can quickly enter their answer by touching the screen.

Indicate to the class how a correct answer causes the player's car to move on, and a race develops between the two participants. The player who answers most quickly and accurately will reach the finish line first.

If they answer incorrectly, this is indicated and the next question is presented. The original question will be presented again later in the cycle.

Whilst two players at a time are at the screen, it is possible to split the class into half with other members indicating suggested answers to their players using number fans or flash cards.

## Classroom management

A single classroom computer running *The Big Bus*, using an interactive whiteboard, is an effective whole class teaching resource.

Use the Set up prompt cards to provide each child with an individually tailored set up pattern to suit their needs. If laminated, they can be wiped clean and new set up patterns provided for new areas or as the child's needs develop.

If no interactive board is available, it is possible to play the game as a single player against the computer.

If you have access to a computer suite the single player activity can be completed as a whole class lesson. If you have access to only one or two computers, pupils will need to complete the activity on a rotational basis.

League tables of players can be created, possibly as an after school activity.

### **Duration**

Each pair of children will require approximately 10 minutes of computer time. The teacher introduction and follow-up time will take approximately 15 minutes and 10 minutes respectively.

### **Differentiation**

This activity can be differentiated to suit **all** pupils, as all number operations are available in any combination at different levels.

### **Extending the activity**

This activity can be used as a quick fire warm up to a mathematics lesson for all pupils, or as an after school club.

Alternatively, provide each child with a card indicating how to tailor the set up to suit their needs and task them to compete at least once during the day, marking off on a sheet when they have had their turn.

The activity is extremely flexible and can be used by one, two or four players, with the option for four players to be divided into two teams. The ability to set exercises at the level of individual children makes it possible for children of all abilities to compete with each other.

### **References**

**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 (KS2):**

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

**The National Curriculum in Wales for Mathematics (KS2):** 2: 2.3

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