

# Bumper Car Racing game

## Included in this pack

- Bumper Car racing page

## What you'll need

- Paper to print on
- Dice
- Maths counters/cubes etc (any marker you can fit on the track)

## Instructions

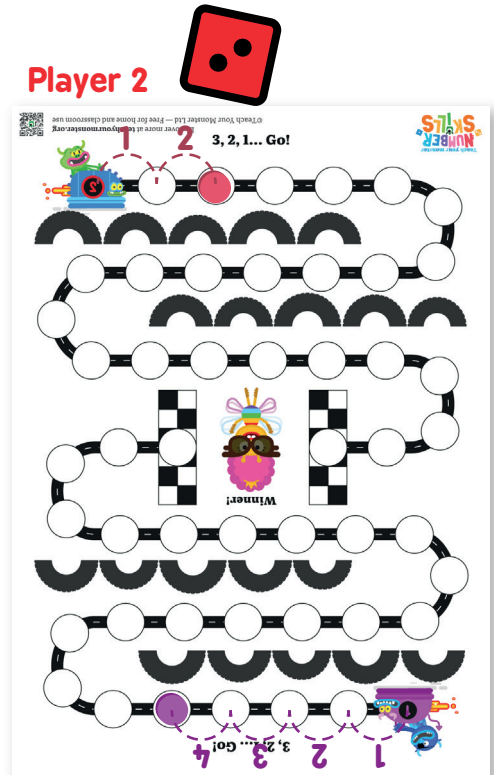
1. Print the racing page.
2. Sitting opposite each other works best for this game.
3. Decide who goes first - maybe the last person who played Number Skills!

## To play:

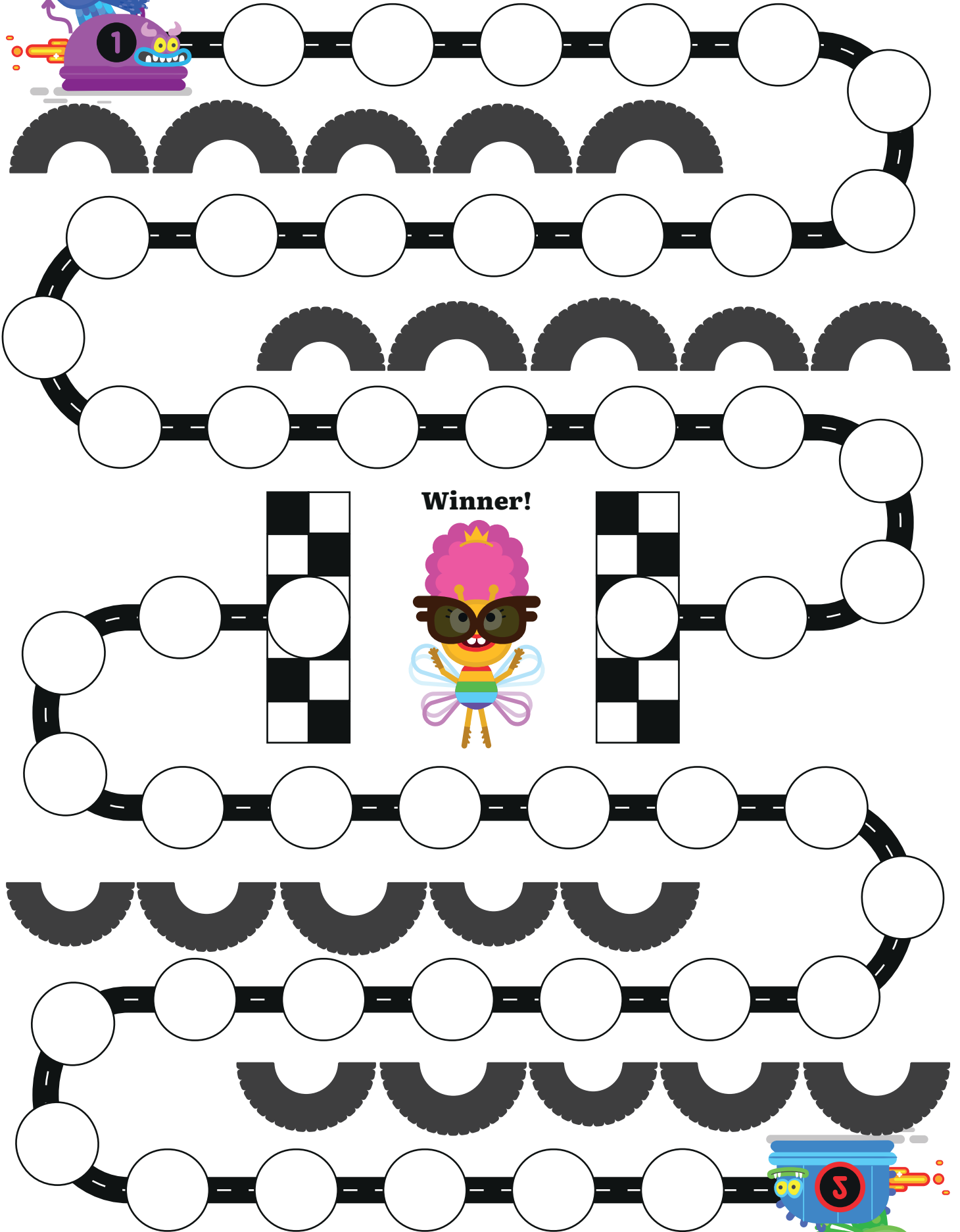
1. The first player rolls the dice and moves the counter along the track the number of spaces to match the number shown on the dice. For example, if the number is 4, the counter is moved 4 times.
2. The second player takes their roll and moves their counter along the track.
3. The first player rolls the dice again and moves the counter along the track again.
4. Continue rolling until one player lands on their finish line space next to Queenie Bee - that player is the winner!

**TIP 1: Build the tension and make it an exact number race! You can't finish unless you roll the exact number to land on the finish line space!**

**TIP 2: Make it into an addition game by adding the numbers as you roll. For example,  $3 + 2 = 5$ ,  $5 + 2 = 7$  etc. You might want to add numbers to the track for this tricky version.**



3, 2, 1... Go!



Winner!



3, 2, 1... Go!

