

EduTrend Contents

G4C · EDUCATIONAL GAMES · PRIMARY

Number Line Race

Draw two cards, choose to add or subtract, and move along a number line to reach 30 first

Ages 5–8	Level: Foundation	10 minutes	Groups of 2–4 · up to 30	Activity 01

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 01 · AT A GLANCE

Number Line Race

Each player draws two cards numbered 1 to 10 and chooses whether to add them or take the smaller from the larger, then moves forward along a 0 to 30 number line by the result. The first to reach 30 wins. Because the calculation decides the move, the maths is the game. Players say their calculation aloud each turn.

Learning outcomes

By the end of the session pupils can:

- add and subtract within 20;
- choose between operations;
- move accurately on a number line;
- explain a choice.

KEY WORDS

add · subtract · number line · choose · move · calculate

CURRICULUM LINKS

Maths: addition, subtraction and the number line.

1	2	3	4	5	6
WARM UP	**EXPLAIN**	**PLAY**	**FEEDBACK**	**TALK**	**CLOSE**
Minds ready	Rules in a minute	The skill is the move	Did the move work?	What helped you win?	Calm and positive

Materials (per group)

- A 0–30 number line on paper
- One counter per player
- Cards numbered 1–10
- Worksheets 1, 2 and 3

Before the session

- Draw number lines.
- Make card packs.
- Play a practice round.
- Plan groups.

SAFETY

Keep small counters away from children who mouth things.

ACTIVITY 01 · SESSION PLAN

Step by step

A game earns its place when the skill is the move, not a reward added afterwards.

Time	What happens	Say or ask
0–2 min **Warm up**	Count along the line.	*"Where is 12?"*
2–3 min **Explain**	Practice round.	*"Add or subtract?"*
3–8 min **Play**	Race to 30.	*"Why did you choose that?"*
8–10 min **Talk**	What helped you win?	*"When is subtracting useful?"*

CHALLENGE CARD (print or copy onto the board)

Choose the best operation each turn and explain your choice.

ACTIVITY 01 · FACILITATOR NOTES

The learning game know-how in brief

Good educational games give quick feedback on every move.

When the skill decides the move, every turn is practice.

Common ideas to listen for

- “Adding is always best.” Near the end, exact moves matter.
- “Winning is luck.” Choices matter.
- “The biggest number is best.” Think about where you land.

Adapting the activity

Support

Use cards 1 to 5 and a line to 20.

Stretch

Must land exactly on 30 to win.

WORKSHEET 1

My moves

Name: _____ Class: _____ Date: _____

Record your turns.

Turns

Cards	Add or subtract	Result	Now at

WORKSHEET 2

Number line

Draw your journey.

0 ———————— 30

WORKSHEET 3

Reflection

Draw or write.

A good choice I made was...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Calculates accurately	Chooses operations	Explains choices

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Number Line Race is a sample activity from the EduTrend Contents G4C Educational Games programme (primary, level: foundation). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

© 2026 EduTrend Contents. This activity may be printed and copied for use with pupils in your own school, club or home. It may not be resold or published elsewhere. Photos: Nik Korba / Unsplash.