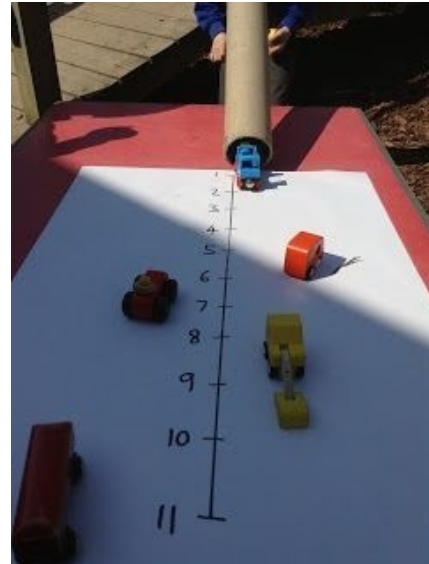




## Racing cars

Create a ramp by propping up a flat surface or piece of pipe. You could also draw a number line on the ground with chalk if you are outside. Take it turns to send a car down the ramp.



### You could:

See who goes furthest, using 'first', 'second', 'third' to describe each cars place.

If you have drawn a number line, use it to measure how far each car goes. You could talk about which number each car has reached and which went furthest up the number line (which number is more)

You could keep a tally chart of how many races each person wins!



### Extra Challenge!

How can you change the ramp to make cars go further and faster?

Do different surfaces make a difference? (wood or fabric for example)