

Objectives of this activity:

- Counting <20
- Making use of the 5-structure

Name of the activity:

# Race-track

What do you need?

- A race-track (see here below)
- 2 pawns (in different colours). Little stones wil do as well.
- 1 dice



Description of the activity:

- Each player will throw once the dice. The player with the highest score is allowed to start.
- Each player will throw in turn
- The dice tells you how many steps you are allowed to take on the track
- Winner is the player who will reach at first number 20

start	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
start	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Remarks:

- If your learners use this activity, please stimulate short counting. For instance: the learner is at 8 and he/se throws 5. The structure of the track invites them to make the counting of 5 in 2 and 3. So this will be 13
- Please stimulate the learners to pronounce the numbers: I am at 8 – I’m throwing 5 – now I’m going to 13

Have a lot of fun with the race-track!