## DON'T BE NEGATIVE 2ND (1ST)

I can show my understanding of how the number line extends to include numbers less than zero and have investigated how these numbers occur and are used. MNU 2-04a

Through exploring number patterns, I can recognise and continue simple number sequences and can explain the rule I have applied. MTH 1-13b

This game would be a good introduction to working with negative numbers and how counting with them operates. Set up a large scale with small cones, numbers written in chalk, make sure the zero cone is a different colour. Your scale size will depend on how challenging you want the game to be, in this instance just between 10 and -8 Split the class into groups, one member of each team will stand at the zero spot. Each round one member of the team will throw a bean bag at the targets, an example shown below but as you see fit for ability/understanding. Be careful in the language used to embed understanding, it should always be put as adding the number, so if it is add -2 pupils start to understand that that it actually needs to be subtracted. The game will not have any impact if it is viewed as 2 back rather than add -2 . Keep repeating until someone reaches the largest positive number.

## Pupils

1. Get pupils into teams, splitting the class into $4 / 5$
2. One team member from each team stands at zero
3. Each round one of the remaining team members throws a bean bag at the targets whatever they land on the member on the scale must add and move 4. Teams can confer on where the moving pupil should go


## Modifications

Counting on and back: This could be easily modified for 1st level o be add 5 , take 5 away for example, or any number which suits.

The scale pupils move up and down would just need to be modified to reflect the choice made, for example 0-100 in 5's. Pupils would start at the middle on 50 and rather than negative and positive numbers have add/subtract 5.

