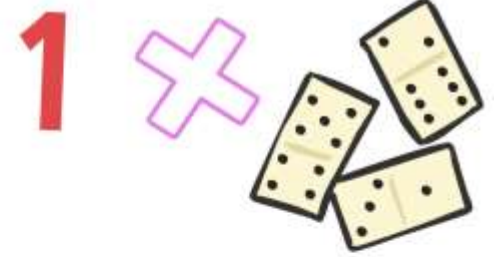
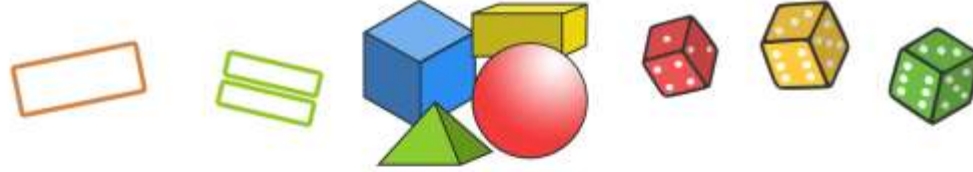




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# Car Race!

**You will need:**

Toy vehicles, a 'ramp' (a large book or catalogue would work well)

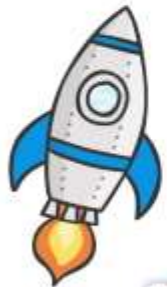
**How to play:**

Place a car at the top of the ramp and let go. Explore which car travels the furthest!

**Mathematical ideas to explore:**

- Can you measure how far your car travels? (count steps/hand spans)
- Develop ordinal numbers - which car came first/second/third/etc?
- How can you make the car go further? - Test, measure and check!

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