



CARS loop cards

Instructions

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- 1 Distribute the cards among the pupils. There are 20 cards in this set ie one card each for a class of 20. If you have more pupils in your class, you can ask some pupils to share; alternatively, if you have fewer than 20 pupils in your class, you can ask some pupils to hold two cards.
- 2 Find out who has the card with 'I AM 1' on the number-plate. This pupil should read out, '*I am 1 . . . add 6 to me*'. The pupil with 'I AM 7' on his card should now read out '*I am 7 . . . double me*'. Next it's the turn of the pupil with 14 on the number-plate; this pupil should straight away read out, '*I am 14 . . . take 4 away from me*'. Pupils continue in the same way until eventually one of them reads out, '*I am 4 . . . take 3 away from me*', to which the very first pupil should respond with, '*I am 1*'. This completes the loop.
- 3 You will need to run through the loop several times before the pupils become familiar with it; at this stage you can introduce the stopwatch and start timing the whole process. Parallel forms can compete against each other or individual forms can keep trying to beat their previous 'best times'. To make the thing run smoothly there have to be some basic rules as follows.
 - 4 Each pupil must be allowed to finish speaking before the next pupil begins. When two pupils are sharing a card both must speak at once when it's their turn. Pupils must speak out clearly so that the next in the loop knows when to come in. Naturally pupils will want to speak as quickly as possible but what they say must be intelligible.
 - 5 Sometimes penalties (such as adding 5 seconds for any infringement of the rules) are needed to make sure that the whole thing runs sensibly and fairly.
 - 6 The same set of cards can be used often but the cards should be distributed randomly each time; the idea is that all the pupils should 'learn' all the sequences involved in the loop.