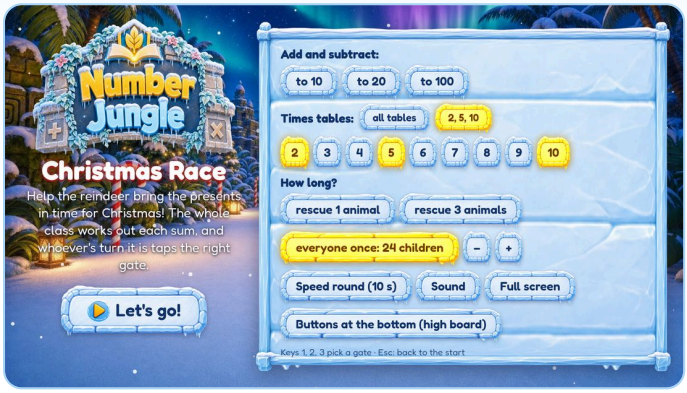
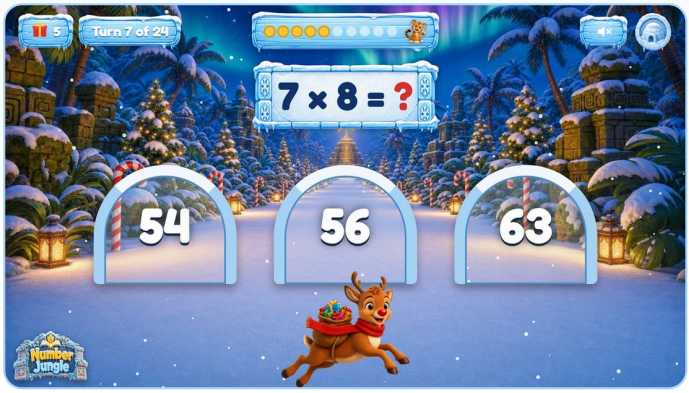
# Christmas Race

**Maths game for the whole class on the interactive whiteboard · Teacher guide**

A reindeer brings the presents for Christmas and rescues the animals of Number Jungle on the way. The class helps: a sum appears, everyone works it out in their head, and one child taps the gate with the right answer on the board. It practises what has already been taught in class. 5 to 15 minutes, no preparation.




Start: choose topic and length




A child taps the gate

## How to start

1. Unzip the ZIP file (right-click → "Extract all").
2. Double-click the HTML file. It opens in the browser (Edge, Chrome, Firefox or Safari) and runs without internet, without an account and without installing anything.
3. Choose a topic and length, tap "Full screen" (or F11) and "Let's go!".

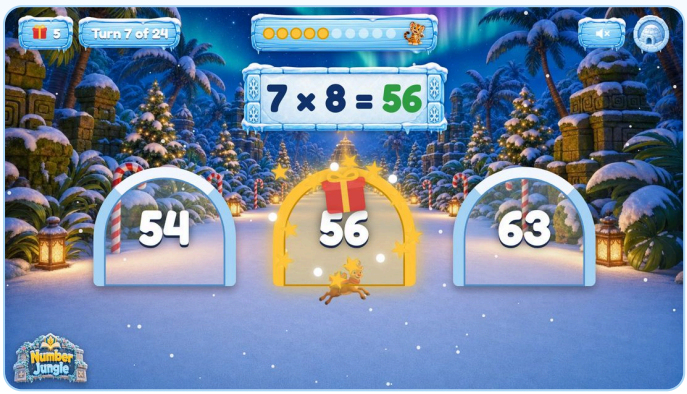
## The settings

- **Add and subtract:** to 10, to 20 (with and without bridging ten) or to 100 (tens, two-digit ± one-digit, two-digit ± tens). Addition and subtraction always mixed.
- **Times tables:** tap one or more tables from 2 to 10; "all tables" and "2, 5, 10" as shortcuts. With a single table, 1 × n and 10 × n come up too.
- **Length:** "rescue 1 animal" (10 right answers, about 5 minutes), "rescue 3 animals" (about 15 minutes) or "everyone once": set the number of children with – and +, every child gets exactly one turn.
- **Speed round:** 10 seconds per sum, for classes that are already confident. Without it there is no timer.
- **Sound:** soft sounds for right answers; the sound is off at the start.
- **Buttons at the bottom:** for boards that hang high: the answers also appear as big buttons along the bottom edge, so smaller children can reach them.

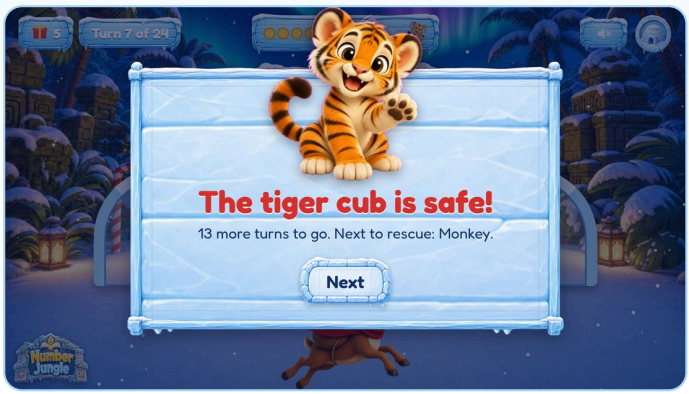
Number Jungle · number-jungle.com · Sebastian Illing · Free for class and home · CC BY-NC 4.0 · Font: Fredoka (SIL Open Font License)

## How a round works

- Right: the reindeer jumps through the gate and a present flies into the counter.
- Wrong: the right gate lights up briefly, then the next sum comes. The missed sum comes back two to four sums later. No error sound, no points taken away, and it's the next child's turn.
- Every 10 right answers rescue an animal: tiger cub, monkey, baby elephant, frog, parrot, toucan, tortoise, axolotl. "Play again" carries on with the next animal.
- With a keyboard: 1, 2, 3 (or ←, ↓, →) pick a gate, Esc goes back to the start.




Right: through the gate!




An animal is rescued

## Ideas for the classroom

- Everyone shows: before the child at the board taps, everyone shows 1, 2 or 3 fingers for the gate they would pick. That way the whole class really does the maths.
- Helper: the child at the board may ask a classmate for a hint.
- As a routine: a short round with 1 animal every morning in December, for example with the times table of the week.
- Two sides: the window side and the door side take turns sending a child to the board; the rescued animals belong to everyone.
- End of the lesson: "everyone once" as a shared finish before the holidays.

## Good to know

- A single HTML file: runs offline on an interactive whiteboard, a projector with a laptop, or a tablet. With a finger, pen or mouse.
- No data, no cookies, no ads, no internet connection. Nothing is saved when you close it.
- If the game is not in full screen, press F11 once. On 4:3 boards a dark strip stays at the top and the game sits at the bottom.

### Keep playing at home

At the end of a round the game shows a QR code to Number Jungle, the maths game with the reindeer and these animals: free, no ads, no purchases, for Android, iPhone and iPad. Handy for a note to parents before the holidays.

Number Jungle · number-jungle.com · Sebastian Illing · Free for class and home · CC BY-NC 4.0 · Font: Fredoka (SIL Open Font License)