

## 17. Calculator

### Description

Arrange the class in two groups. Mark out a rectangular area (calculator) for each group big enough for 9 numbered spots or cones (1-9). Arrange the spot markers in a grid of 3 x 3 spots. Invite all pupils to stand behind a starting line. The first pupil from the group runs in and taps number 1 with their foot and runs back to the starting line and dabs for the next pupil to run in. This pupil runs in and taps number 1 with their foot. Once all pupils in the group have tapped number 1 the starting pupil runs in and taps 2 and so on. The game finishes when all pupils in the group have touched all numbers on the calculator.

### Equipment

- Spot Markers
- Cones

### Variations

- Increase or decrease the numbers on the calculator
- Increase or decrease the distance between markers.
- Invite the first pupil to run to one and the second pupil to run to two and so on to speed up the game.

