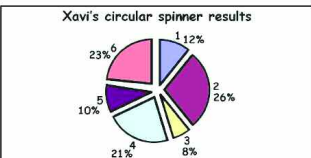


How does the game work?

- 1 Learners are allocated cars which line up on the grid. The allocation can be random or the teacher can choose who is at the front or back.



Xavi makes a circular spinner for a probability experiment. Calculate as a decimal the probability of scoring a 1 or a 5 on Xavi's spinner.



Xavi makes and tests a circular spinner with 6 sections. His results are shown on the pie chart above.

A	0.36
B	0.3
C	0.34
D	0.22
E/F	Not Sure

CONTINUE

- 2 The race starts and a question appears – this example is from the Maths database. There are also databases for English skills (spelling and grammar) and Science.



- 3 Learners use their Activote or Activexpression handsets to vote for their answers.



- 4 You see the successful cars accelerate and overtake the ones who answered incorrectly. More questions appear, the learners vote, and the race progresses until its conclusion...