










Cara

Jumping Event	Score
 Long jump	212cm
 High jump	132cm
 Pole Vault	399cm




Pedro

Jumping Event	Score
 Long jump	196cm
 High jump	119cm
 Pole Vault	414cm




Eddie

Jumping Event	Score
 Long jump	236cm
 High jump	126cm
 Pole Vault	387cm




Jun

Jumping Event	Score
 Long jump	184cm
 High jump	117cm
 Pole Vault	332cm




Millie

Jumping Event	Score
 Long jump	207cm
 High jump	138cm
 Pole Vault	422cm




Chloe

Jumping Event	Score
 Long jump	198cm
 High jump	141cm
 Pole Vault	354cm




Oscar

Jumping Event	Score
 Long jump	246cm
 High jump	116cm
 Pole Vault	324cm




Kali

Jumping Event	Score
 Long jump	203cm
 High jump	125cm
 Pole Vault	365cm




Hadara

Jumping Event	Score
 Long jump	188cm
 High jump	140cm
 Pole Vault	371cm




Sam

Jumping Event	Score
 Long jump	248cm
 High jump	137cm
 Pole Vault	339cm




Rachel

Jumping Event	Score
 Long jump	239cm
 High jump	128cm
 Pole Vault	446cm




Bilal

Jumping Event	Score
 Long jump	217cm
 High jump	116cm
 Pole Vault	397cm




Leela

Jumping Event	Score
 Long jump	226cm
 High jump	149cm
 Pole Vault	367cm




Max

Jumping Event	Score
 Long jump	199cm
 High jump	126cm
 Pole Vault	297cm




Alexei

Jumping Event	Score
 Long jump	194cm
 High jump	118cm
 Pole Vault	328cm




Elsa

Jumping Event	Score
 Long jump	247cm
 High jump	124cm
 Pole Vault	167cm


Lucas

Jumping Event	Score
 Long jump	229cm
 High jump	134cm
 Pole Vault	356cm




Dan Ying

Jumping Event	Score
 Long jump	196cm
 High jump	139cm
 Pole Vault	349cm

Julie

Jumping Event	Score
 Long jump	197cm
 High jump	128cm
 Pole Vault	235cm

Jimmy

Jumping Event	Score
 Long jump	218cm
 High jump	143cm
 Pole Vault	265cm

Suzie

Jumping Event	Score
 Long jump	209cm
 High jump	137cm
 Pole Vault	379cm

Name	Time (sec)
Yasmin	218
Elliot	237
Adam	175
Keeley	171
Daniel	231
Anton	167
Nitya	162
George	193
Sara	227
Eriko	178
Ava	234
Liam	204
Melanie	199
James	179
Connor	216
Taylor	165
Verity	208
Joseph	255
Amir	187
Isobel	210
Kobe	188
Olive	194
Ben	209
Sydney	223

Team A

Elliot

Sara

Verity

Amir



Team B

Eriko

Olive

Ben

George



Team C

Yasmin

James

Sydney

Daniel



Team D

Taylor

Liam

Anton

Melanie



Team E

Adam

Ava

Connor

Isobel



Team F

Kobe

Keeley

Nitya

Joseph



Name: _____

Date: _____



The overall winner of the tri-jump competition is calculated by adding up each competitor's scores for the three different jumping events. Use the information given on Score Cards A to calculate who should be awarded which medal (the highest score wins). Organise and record your working out below.



goes to _____



goes to _____



goes to _____

Name: _____

Date: _____



The overall winner of the tri-jump competition is calculated by adding up each competitor's scores for the three different jumping events. Use the information given on Score Cards B to calculate who should be awarded which medal (the highest score wins). Organise and record your working out below.



goes to _____



goes to _____



goes to _____

Name: _____ **Date:** _____



The running times of 24 children for the individual 800m are shown on Score Card C. The runners are then randomly grouped into teams of four for a special 800m relay race, also shown on Score Card C. Based on their individual times, calculate which team should be awarded which medal (the lowest score wins).



goes to _____



goes to _____



goes to _____

Challenge!

Pick your own team to win the gold medal! How do you know they will be the fastest? What time could they complete the race in?



HiLo Game Instructions



Two children who are unable to take part in Sports Day due to a twisted ankle and a broken leg are bored of watching! They use some old score cards to devise their own game....



This is a game for two players.

You will need:

- HiLo Game Cards (cut out, mixed up, and placed face down on the table)
- HiLo Game Cube (cut out, folded up and glued together)

1. Each player picks **nine** HiLo Game cards and arranges them into a three 3-digit column addition. (The cards can be arranged in any order the player wishes.)
2. Each player needs to solve their own column addition, and then check each other's answer.
3. The HiLo Game Cube is thrown. If it lands on 'Hi', the player with the highest answer wins a point. If it lands on 'Lo', the player with the lowest answer wins a point.
4. Put the used HiLo Game Cards back into the pile and mix them all up.
5. Play another round. The first player to reach **six points** is the winner!

$$\begin{array}{r}
 \begin{array}{|c|c|c|} \hline 3 & 2 & 4 \\ \hline 2 & 1 & 2 \\ \hline + & 4 & 4 & 1 \\ \hline 9 & 7 & 7 \\ \hline \end{array}
 \end{array}$$

FANCY A CHALLENGE?

Play another game by choosing twelve HiLo Game Cards and arranging them into a three 4-digit column addition!

HiLo Game Instructions



Two children who are unable to take part in Sports Day due to a twisted ankle and a broken leg are bored of watching! They use some old score cards to devise their own game....



This is a game for two players.

You will need:

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 \end{array}$$

FANCY A CHALLENGE?

Play another game by choosing twelve HiLo Game Cards and arranging them into a three 4-digit column addition!

Using Addition and Subtraction 1

HiLo Game Score Cards

Place a tick in a box every time you win a point!

					WINNER!
--	--	--	--	--	---------

Place a tick in a box every time you win a point!

					WINNER!
--	--	--	--	--	---------

Place a tick in a box every time you win a point!

					WINNER!
--	--	--	--	--	---------

Place a tick in a box every time you win a point!

					WINNER!
--	--	--	--	--	---------

Place a tick in a box every time you win a point!

					WINNER!
--	--	--	--	--	---------

Place a tick in a box every time you win a point!

					WINNER!
--	--	--	--	--	---------

Place a tick in a box every time you win a point!

					WINNER!
--	--	--	--	--	---------

Place a tick in a box every time you win a point!

					WINNER!
--	--	--	--	--	---------

Place a tick in a box every time you win a point!

					WINNER!
--	--	--	--	--	---------

Place a tick in a box every time you win a point!

					WINNER!
--	--	--	--	--	---------

0	0	0	0	1	1
1	1	2	2	2	2
3	3	3	3	4	4
4	4	5	5	5	5
6	6	6	6	7	7
7	7	8	8	8	8
8	9	9	9	9	9

