

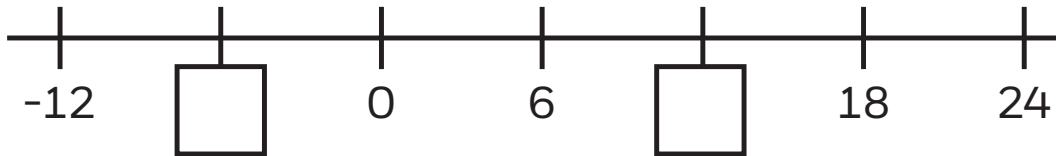
Negative number sequences

PUPIL WORKSHEET

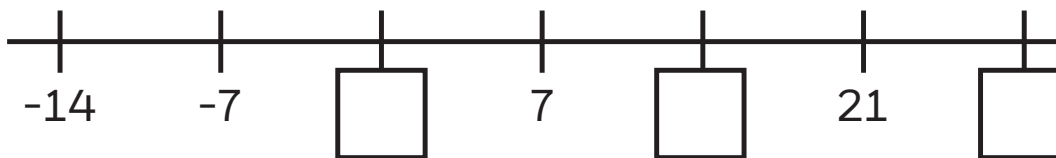


Fill in the missing numbers in the sequences.

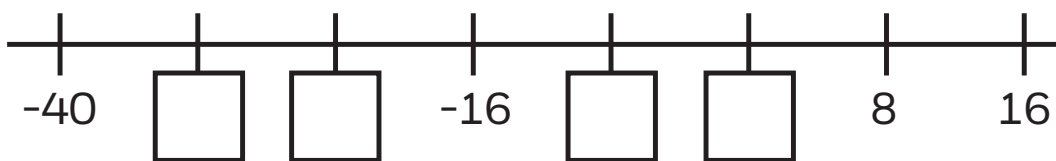
1.



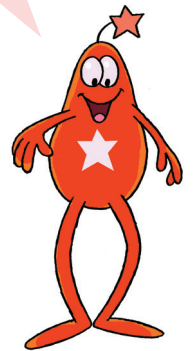
2.



3.



Negative numbers are used in real life scenarios such as money, temperatures and sports.



Use the key vocabulary to explain to your partner how you got your answers.



Key vocabulary: value, increase, negative, positive, sequence, multiple, consecutive

Ages 5-6

Negative number line race

PUPIL WORKSHEET

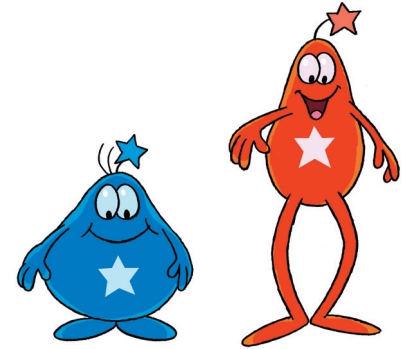


Blue and Red are two aliens that need to return to their home planet.

Blue lives on Planet Aqua and Red lives on Planet Inferno.

Instructions:

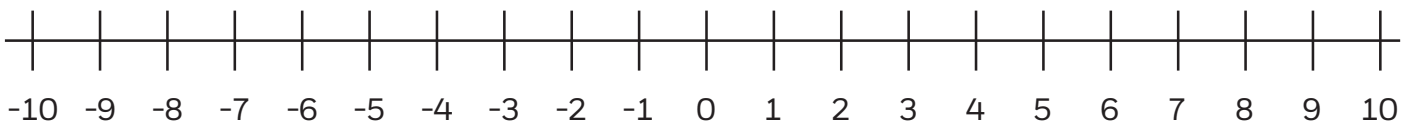
1. Choose whether your team is playing as Blue (blue counter) or Red (red counter). Roll the dice to decide which team will go first (highest number wins).
2. Place the counters at zero with the red counter above and the blue counter below the number line. Shuffle the +/– cards and place face down.
3. Team 1: roll the dice and turn over a +/– card. Move the number of steps shown on the dice, in the direction shown by the card.
4. Team 2: repeat step 4.
5. Continue until one team has reached their home planet.



You will need:

- 1 six-sided dice
- +/– cards
- Red/blue counters

PLANET
INFERNO



PLANET
AQUA

NSPCC

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UNIVERSITY PRESS

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Number Day is supported by Oxford University Press and Numicon, led by NSPCC.

Negative number

TEACHER NOTES



Missing number sequences – Answers

1. -6, 12 (counting in 6s; numbers are multiples of 6)
2. 0, 14, 28 (counting in 7s; numbers are multiples of 7)
3. -32, -24, -8, 0 (counting in 8s; numbers are multiples of 8)

+/- cards for game

TEACHER INSTRUCTION:

Cut out the cards below and provide a pair of cards (+/-) for each pair/team.

+	-	+	-	+	-
-	+	-	+	-	+
+	-	+	-	+	-
-	+	-	+	-	+