

Bobbing For Apples - Compare Your Apples

Name: _____

Green Apples

Partner 1	
Partner 2	

Who as more? _____ Who has fewer? _____

How many more? _____ How many fewer? _____

Red Apples

Partner 1	
Partner 2	

Who as more? _____ Who has fewer? _____

How many more? _____ How many fewer? _____

Yellow Apples

Partner 1	
Partner 2	

Who as more? _____ Who has fewer? _____

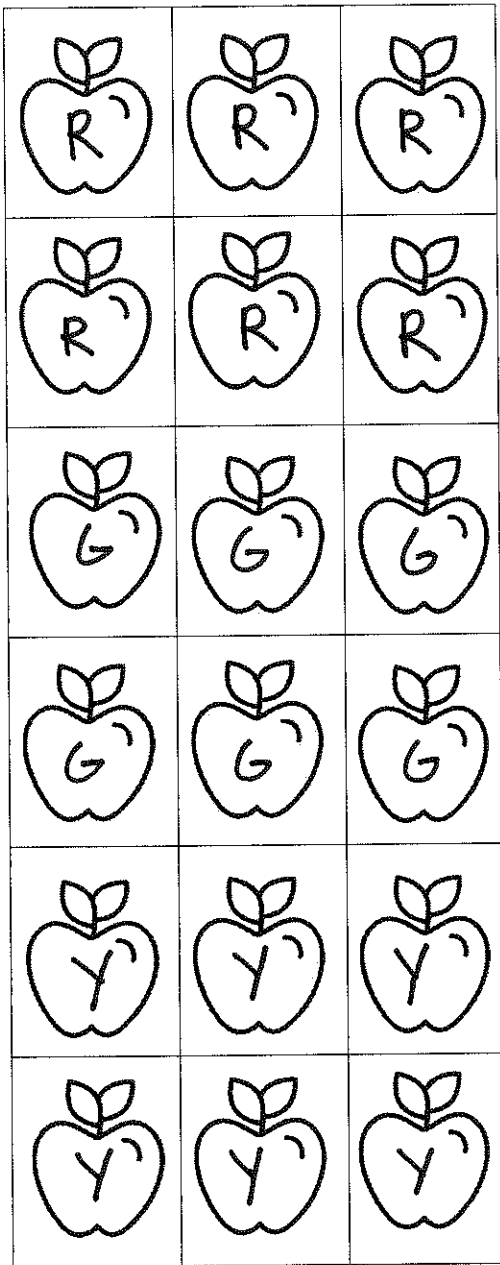
How many more? _____ How many fewer? _____

Bobbing For Apples - Directions and Materials

R = Red, G = Green, Y = Yellow

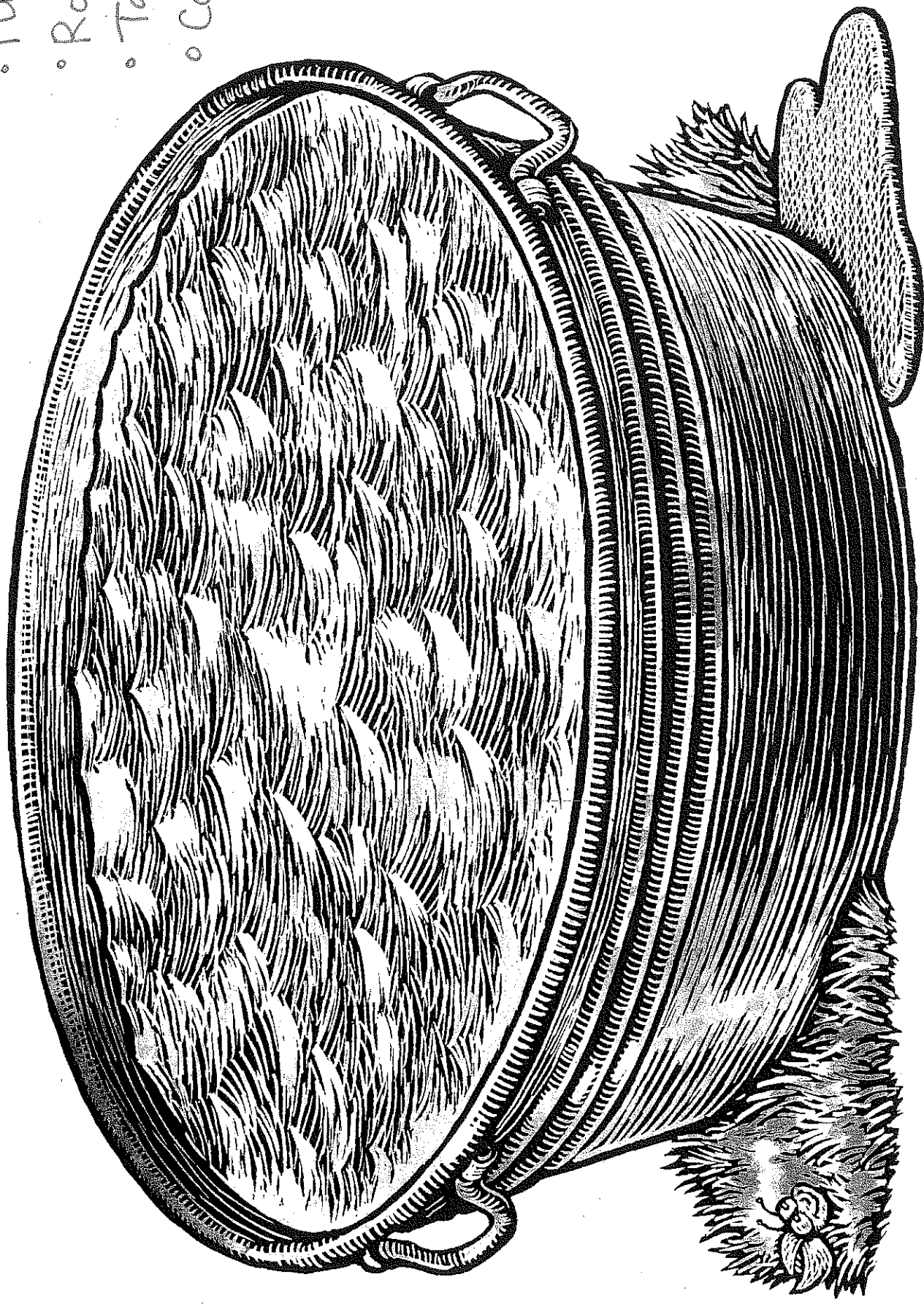
Materials needed: Dice, Bobbing For Apples Game Board, Crayons, Scissors, Comparison Recording Sheet

Directions for Game



1. Color the apples
2. Cut out the apples
3. Put the apples in the pail of water
4. Roll the dice
 - 1 or 2 = pick a red apple
 - 3 or 4 = pick a green apple
 - 5 or 6 = pick a yellow apple
5. Roll until all apples are picked
6. Arrange apples to compare.
7. Record on recording sheet

- Put in
- Roll ↘
- Take ↘
- Compare



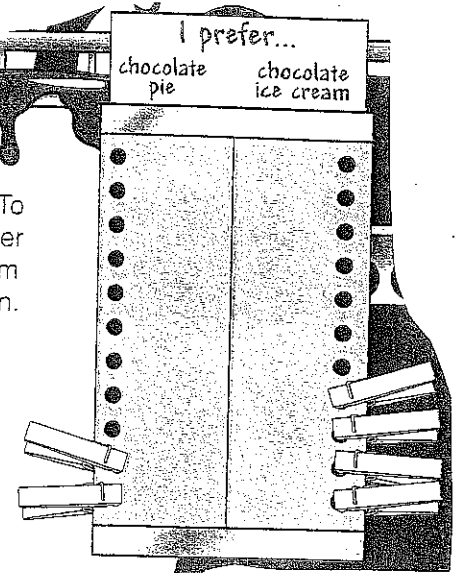
Bobbing for Apples!
1 or 2 = Red, 3 or 4 = Green, 5 or 6 = Yellow

Data/Survey Ideas

Chocolate Choices

Data collection and interpretation

Collecting and interpreting chocolate-related data is a sweet process! To make a graph resembling a chocolate bar, visually divide a length of poster board into two columns and mark a one-inch margin at each end. Program each column with dots, setting up a one-to-one correspondence as shown. Laminate the poster board for durability. Then glue a strip of foil to cover each margin. Display the resulting graph in the chalkboard tray, securing the top of it, if necessary. Provide a class set of clothespins nearby. Several inches above the graph write "I prefer..." Each day provide a different chocolate choice above each column of the graph. When every child has indicated his preference on the graph, have students interpret the data and answer questions about it. Delicious!

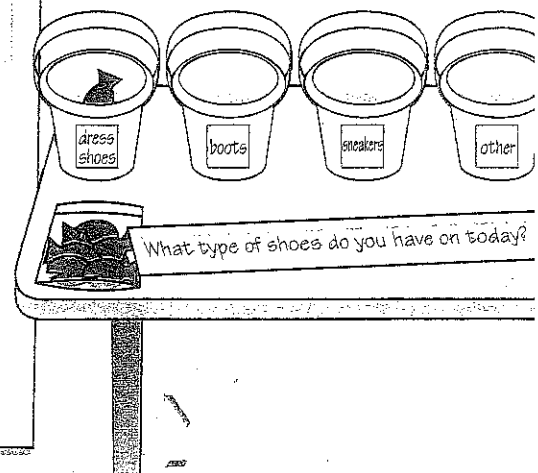


Fishing for Information

Skill: collect data

Reel in a fresh way to collect data! At an easily accessible classroom location, display four or five small plastic pails and a class supply of construction paper fish cutouts. Each day, display a different survey question in front of the pails. Use sticky notes to label the pails with possible responses, including "other." Arrange for each student to visit the display early in the day. Instruct each youngster to read the question and then drop a fish into a selected pail to indicate his response. After every student responds to the question, set aside time for two students to tally the responses and create a graph to show the results. Invite the twosome to report on the catch of the day!

adapted from an idea by Kimberly Minafo
Cary, NC



Name _____

Do you like _____ or _____ better?

Pick 2 things in a category for kids to choose...foods, toys, holidays, colors, or sports.

Ask 11 kids which they like better.

Show answers on your graph.

Then complete statements about your graph.

More kids chose _____

Fewer kids chose _____

more kids chose _____ than _____

fewer kids chose _____ than _____

Name _____

Make a Survey

- Glue your survey question in the box.
- Write the choices on your graph.
- Ask 9 kids to choose an answer.
- Show answers on your graph.
- Then complete statements about your graph.

survey question

Write a comparison statement about your data.

SURVEY QUESTIONS (page 1 of 2)

Would you rather...
be invisible?
or be able to fly?

Would you rather...
be able to talk to animals?
or live forever?

Would you rather...
have the power to see
through things?
or the power to move things
with your eyes?

Would you rather...
have super strength?
or have a super brain?

Would you rather...
visit the past?
or visit the future?

Would you rather...
explore the deep sea?
or explore outer space?

Would you rather...
have chicken pox?
or have stomach flu?

Would you rather...
eat ice cream in a cup?
or in a cone?

SURVEY QUESTIONS (page 2 of 2)

If you could eat one food
all week, would you pick...
spaghetti?
or pizza?

When you eat a cookie with
filling in it...
do you take it apart?
or keep it together?

Do you put ketchup...
right on your food?
or next to your food?

Do you button your shirt...
starting at the top?
or starting at the bottom?

Would you rather get...
a shot from the doctor?
or a bee sting?

Would you rather...
be a child?
or be a grownup?

When you get dressed,
do you put on...
both socks, then
both shoes?
or one sock and shoe,
then the other?

Which is harder for you...
hopping on one foot?
or skipping?

Name: _____

My Story Problem⁵

I have _____s.

My friend _____ has _____s.

Who has more? _____ How many more? _____

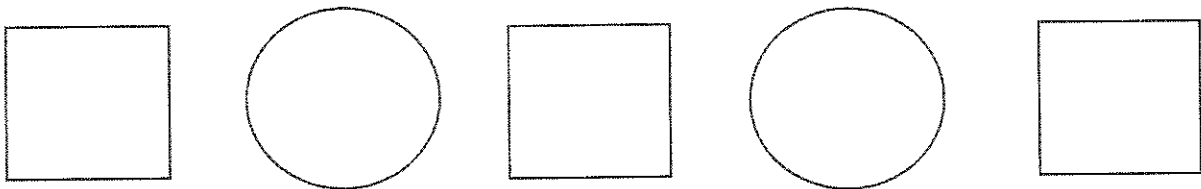
Who has fewer? _____ How many fewer? _____

.....

Name Number of _____s

Name	Number of _____s

Equation:



SHAKER ADDITION TOP-IT

* Who Has More?

SHAKER ADDITION TOP-IT

Materials: 2 dice (standard dice provide review and practice with numbers through 6; polyhedral dice [marked 0-9] provide review and practice for all basic fact combinations); 20 or more pennies or counters

Number of players: 2 to 5

Directions: For each round, each player shakes and rolls the dice, adds the dots (using any method except a calculator), and states the sum. Saying the wrong sum disqualifies a player for that round, so children check every sum, not just their own.

The player with the highest sum for each round takes a penny or counter from the pile. Begin the game with about 20 pennies or counters for each partnership or small group. If there are ties, each winning player takes a counter. The player with the most counters at the end of a given time wins.

Name: _____

Who Has More - Compare Your Numbers

Pick 2 cards

Record the number and the number as dots (be sure to show as five groups!)

Compare the numbers

Joe	5	0 0 0 0 0
Ana	7	0 0 0 0 0 0 0

Ana has 2 more.
Joe has 2 fewer.

Round 1

Partner 1 _____	
Partner 2 _____	

Who as more? _____ Who has fewer? _____

How many more? _____ How many fewer? _____

Round 2

Partner 1 _____	
Partner 2 _____	

Who as more? _____ Who has fewer? _____

How many more? _____ How many fewer? _____

Round 3

Partner 1 <hr/>	
Partner 2 <hr/>	

Who as more? _____ Who has fewer? _____

How many more? _____ How many fewer? _____

Round 4

Partner 1 <hr/>	
Partner 2 <hr/>	

Who as more? _____ Who has fewer? _____

How many more? _____ How many fewer? _____

Round 5

Partner 1 <hr/>	
Partner 2 <hr/>	

Who as more? _____ Who has fewer? _____

How many more? _____ How many fewer? _____

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SUBTRACTION Top-It

Games

SUBTRACTION TOP-IT

For information on random-number generators, ▶ see "Random-Number Generators," p.134.

Materials: 1 complete *Everything Math Deck* (or an equivalent set of number cards) for each player, or 2 polyhedral dice

Number of players: 2 or 3

* Use Blue Subtraction Cards Game Instructions 205

Note



You might limit the card numbers to 0-20 in first grade.

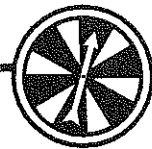
Directions: This game is played the same way as *Addition Top-It*. Players use any of the random-number generators listed under "Materials" above to generate subtraction problems. The player with the largest difference wins a round and takes all the cards played in that round.

In case of a tie, the tied players draw or roll again. And the player with the largest difference takes all. The game ends when there are no more cards to be turned up or when time runs out.

Name _____

Date _____

Twos, Fives, and Tens



Tens Go Fish

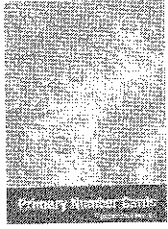
You need

- deck of Primary Number Cards (without Wild Cards)
- sheet of paper

Play with a partner.

- 1 Each player is dealt 5 cards from the Primary Number Card deck.
- 2 Each player looks for pairs from his or her cards that make 10. Players put down the pairs of cards that make 10, and they draw new cards to replace them from the Primary Number Card deck.
- 3 Players take turns asking each other for a card that will make 10 with a card in their own hands.
If a player gets the card, he or she puts the pair down and picks a new card from the deck.
If a player does not get the card, the player must "Go fish" and pick a new card from the deck.
If the new card from the deck makes 10 with a card in the player's hand, he or she puts the pair of cards down and takes another card.
If a player runs out of cards, the player picks two new cards.
A player's turn is over when no more pairs can be made that make 10.
- 4 The game is over when there are no more cards.
- 5 At the end of the game, players record their combinations of 10.

Name _____



Ten's Go Fish Recording Sheet

1. _____ + _____ = _____

2. _____ + _____ = _____

3. _____ + _____ = _____

4. _____ + _____ = _____

5. _____ + _____ = _____

7. _____ + _____ = _____

8. _____ + _____ = _____

9. _____ + _____ = _____

10. _____ + _____ = _____

Name _____

Which do you like the best?

Pick 3 things in a category for kids to choose...foods, toys, holidays, colors, or sports.

Ask 11 kids which they like better.

Show answers on your graph.

Then complete statements about your graph.

Most kids chose _____

Fewest kids chose _____

more kids chose _____ than _____