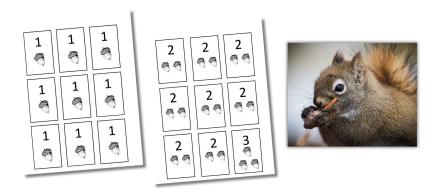
## **Making Five Acorns**

Explore different ways to make the number five while helping the squirrel gather its acorns for winter.



#### **Materials**

- 27 acorn cards numbered 1 through 4: nine 1's, eight 2's, eight 3's, two 4's. The cards can show acorns and numerals, or acorns only.
- **Optional:** Picture of a squirrel (such as this example), or a stuffed toy squirrel.

### **Setup — Less than 5 minutes**

- Shuffle and place the cards face down in a pile between the players.
- If using a squirrel, place the squirrel off to the side, propped up, or on the floor.
- Print the + and cards and place them facedown by game board.

### **Instructions for a 2-Player Game**

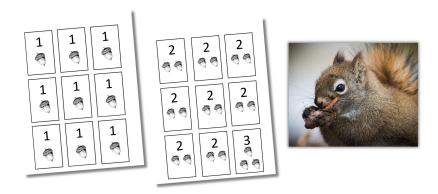
- 1. It is ideal that the teacher starts out as one of the players.
- 2. Each player draws 7 cards and lays them on the table.
- 3. Player 1 puts down a number card. Player 2 puts down a number card or cards that when added to that number make 5 (e.g., If a 3 is put down, the next player can put down a 2 or two 1's).
- 4. If Player 2 does not have cards to make 5, they draw cards until they have cards to make 5.
- 5. Repeat steps until someone runs out of cards. The squirrel now has their acorns for the winter!

### **Instructions for a 3-Player Game**

- 1. Each player draws 5 cards and lays them on the table.
- 2. Player 1 puts down a number card. Player 2 puts down a number card or cards that add to that number to make 5 (e.g., If a 3 is put down, the next player can put down a 2 or two 1's).

# **Making Five Acorns**

Explore different ways to make the number five while helping the squirrel gather its acorns for winter.



## **Instructions for a 3-Player Game (Continued)**

- 3. If Player 2 does not have cards to make 5, they draw cards until they can make 5.
- 4. Once 5 is made, take the cards and give them to the squirrel so they can store up acorns.
- 5. Player 2 goes next in laying down the first number. Player 3 puts down a card(s) that add to that number to make 5, repeating the above steps.
- 6. Player 3 goes next in laying down the first number. Player 1 puts down a card(s) that add to that number to make 5, repeating the above steps.
- **7.** Repeats steps until someone runs out of cards. The squirrel now has their acorns for winter!

## **Checks for Understanding**

To deepen children's learning about early math concepts, talk and ask questions while doing this activity together. Here are some examples to get you started.

#### **Counting and Cardinality**

- "How many dots do you see on that card?"
- "How many sets of 5 did you make?"

#### **Numeral Recognition**

"What number is that?"

#### **Composing and Decomposing Numbers**

- "How can you figure out how many more you need to make 5?"
- "If you have a 2, what do we need to make 5?"
- "What are 2 numbers that make 5?"
- "Could we use 3 numbers to make 5?



## **Activity Modifications**

Once you have tried out the activity, here are some other things you can do. Try these modifications to keep the activity interesting and challenging for children all year.

#### **Introduce a Variation**

 Using <u>numeral cards</u>, have children count on counters that match the numeral cards to feed the animal.
Place the groups of 5 counters by the animal.

#### **Make It Easier**

- Have children draw fewer cards.
- Have children focus on making 3 or 4 instead of 5.
- Use cards with only dots.
- Give each child four number cards (1, 2, 3, and 4). Play with just those cards.

#### **Make It Harder**

Use cards with only numerals.

- Have children draw 8-10 cards insead of 7 cards.
- Record ways they make 5 (or another number) on a recording sheet.
- Use number cards to make larger numbers, such as 6 through 10, using the same deck of 1-4 cards or creating a new deck with some higher numbers.
- Have children count the number of sets they made.