

Which Bug Will Win?

Object of the Game

Race the spider and the ladybug by spinning the spinner and filling in the matching column. The bug that fills its column to the top first, wins!

Materials

- Which Bug Will Win? Record Sheet
Print the record sheet or make your own.
- Which Bug Will Win? Spinner
Print the spinner, make your own, or use a digital spinner (like the one at www.nctm.org/adjustables spinner) set to 6 sectors. Use one color for spiders and the other color for ladybugs.
- Pencil and paper clip or safety pin, if using a paper spinner
- Crayons, markers, or colored pencils in 2 different colors



Skills

This game helps us practice:

- Counting from 1 to 10
- Comparing quantities (Which is more?)
- Collecting data

How to Play

1. Get ready to play:
 - » Print or draw a Which Bug Will Win? Record Sheet.
 - » Mark which column is for spiders and which column is for ladybugs. You might want to use different colors to draw the spider and the ladybug at the bottom of the sheet.
2. Spin the Spinner and make an X in the correct column to show which bug — the spider or the ladybug — the spinner landed on.
 - » It's okay to color in the box or use marks (like hearts, spirals, or circles) instead of Xs to show results.

3. Working from the bottom to the top of the graph, continue to spin the spinner and mark the winner of the spin.
4. The first bug to fill its column to the top wins!
5. Have fun!

Tips for Families

Before you play:

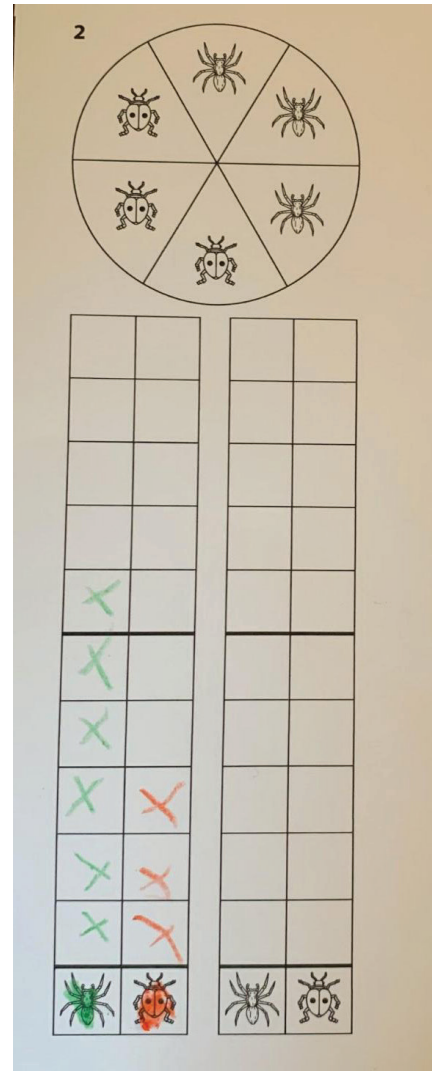
- Count the boxes in each column. Ask: *How many boxes are there?*
- Ask: *Which bug do you think will win? Why?*

During the game:

- Ask questions:
 - » *How many Xs does the ladybug have so far? What about the spider?*
 - » *Which bug is ahead? How do you know?*
 - » *How many more does (name the bug) need to catch up?*
 - » *Which bug do you think will fill its column first? Which bug will be second? Why?*
- Once the first 5 boxes in a column are filled, encourage your child to count on from 5 (5....6, 7, 8). The heavy line across the graph makes it easy to tell when there are 5 or more Xs in a column. You can also draw a line, if you've made your own record sheet. If your child chooses to count from 1, this is fine. Counting on from a number is a developmental skill that will come with time.

After the game:

- Ask questions:
 - » *Were there more spiders or more ladybugs?*
 - » *How many more (name the bug) would they need to find to fill the column?*

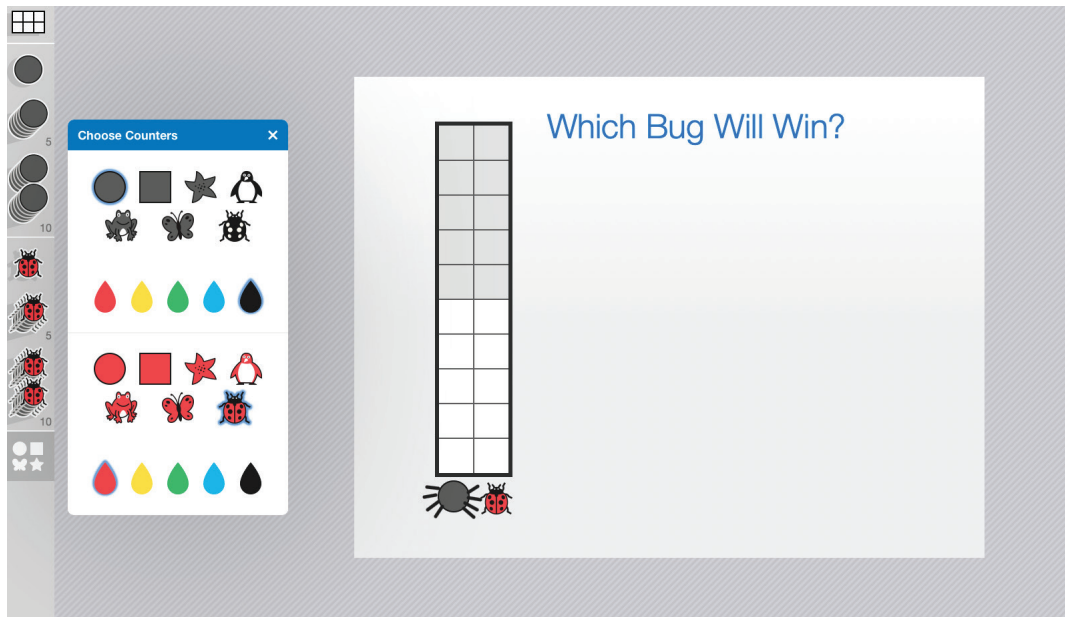


The spiders are winning!

Change It Up

Making even small changes to a game can invite new ways of thinking about the math. Try making one of the changes below.

- Play with a partner. In this version one player is the spider and the other player is ladybug. Players take turns spinning the spinner. If the spinner lands on the spider, the player that is spider makes an X in the spider's column. If the spinner lands on ladybug, the player that is ladybug makes an X in ladybug's column. The first player to fill their column to the top wins.
- Try playing the game using the free Number Frames app. You'll still need to use a spinner, but you can use the app as a record sheet. The game is ready to go at <https://apps.mathlearningcenter.org/number-frames/?whwmmx3b> Use some of the other counters. Change the size of the frame. Can you make up your own math story game? Use your imagination!



Which Bug Will Win? Spinner

