

Which Teddy Bear Will Win?

Object of the Game

The teddy bears are having a coin toss race. Blue Bear likes the **heads** side best. Red Bear likes the **tails** side the best. Can you help the bears with their race? Toss a coin and mark the column. The teddy bear that fills its column to the top first, wins!

Materials

- 1 Which Teddy Bear Will Win? Record Sheet
Print the record sheet or make your own.
- A penny or other coin to toss
- Crayons, markers, or colored pencils

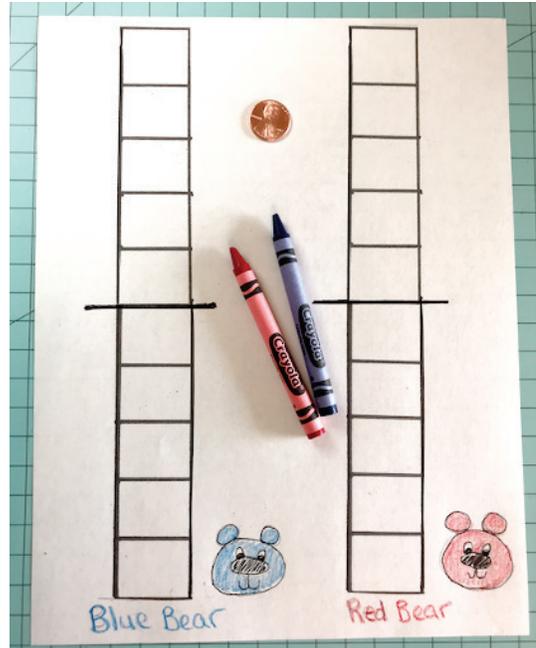
Skills

This game helps us practice

- Counting from 1 to 10
- Comparing quantities (Which is more?)
- Collecting data
- Using ordinal numbers (1st, 2nd)

How to Play

1. Get ready to play:
 - » Print or draw a Which Teddy Bear Will Win? Record Sheet.
 - » Indicate which column is for Red Bear and which column is for Blue Bear. Players can color the bears at the bottom of the sheet, 1 red and 1 blue.
2. Toss the coin and make an X in the correct column of the record sheet to show which color teddy bear won the toss.
 - » Blue Bear wins if the coin lands **heads** up.
 - » Red Bear wins if the coin lands **tails** up.
 - » It's okay if your child wants to color in the box or use marks other than Xs to show their results (for example, hearts, spirals, circles).



- Working from the bottom to the top of the graph, continue to toss the coin and mark the winner of the toss.
- The teddy bear that fills its column to the top first, wins!
- Have fun!



Tails! The red bear is ahead!

Tips for Families

Before the game:

- Read or tell your child this story:

The teddy bears were watching Papa Bear toss something small up in the air, look at it, and toss it again. "What are you doing, Papa?" asked the teddy bears.

"I'm tossing a penny and seeing if it lands heads or tails?"

"Heads or tails? That's silly!" said Blue Bear.

"Pennies don't have heads and tails!" said Red Bear.

"Oh, but they do," said Papa Bear. "They're not like the heads and tails we have. Let me show you."

*Papa Bear pulled some coins out of his pocket and showed the teddy bears the 2 sides of the coins. Blue Bear liked the **heads** side of the coins best. Blue Bear liked looking at the different faces. "Maybe my face will be on a coin someday," thought Blue Bear. Red Bear liked the **tails** side of the coins best. Red Bear thought it was very funny that one side was called tails. "It doesn't look like a tail!" laughed Red Bear.*

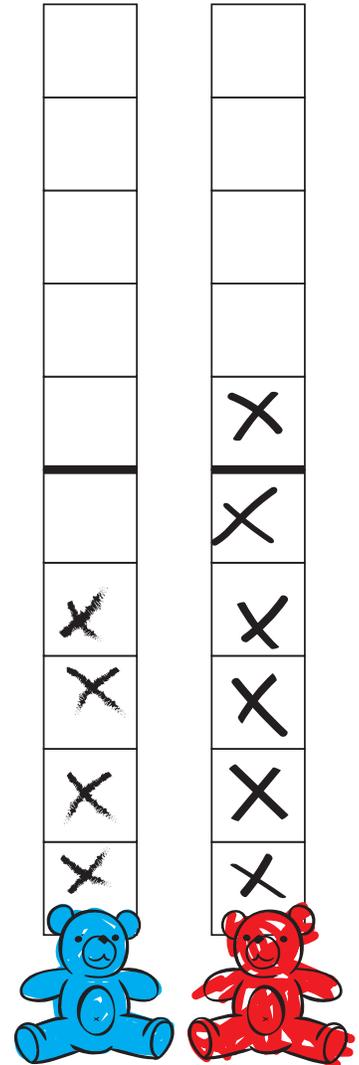
"Can we toss a coin?" asked the teddy bears.

"Sure!" said Papa Bear, and he handed them a penny.

The teddy bears took turns tossing the penny up in the air. If the penny landed with the heads side up, Blue Bear would call, "Heads!" If the penny landed with the tails side up, Red Bear would call, "Tails!"

Pretty soon Papa Bear asked, "Who's winning? Heads or tails?"

Then Papa Bear told the teddy bears how he used to play a racing game when he was a little teddy bear. He would make a race track with 2 long columns. Then he would toss a coin. If the coin landed tails up, he would make an X in the tails column. If the coin landed heads up, he would make an X in the heads column. The first to the top of the column was the winner. Papa Bear asked the teddy bears if they wanted to play. They shouted, "Yes!" Do you want to learn Papa Bear's game?



WHICH TEDDY BEAR WILL WIN? | FAMILY GAME

- Look at some real coins together or use these pictures.



This is the **heads** side of these coins.



This is the **tails** side of these coins.

- Practice tossing a coin. Ask: *Did it land on heads or tails?*

- » If your child isn't making sense of heads and tails, mark each side of the coin with a piece of tape, coloring the tails side red and the heads side blue. The colors indicate which bear won the toss.



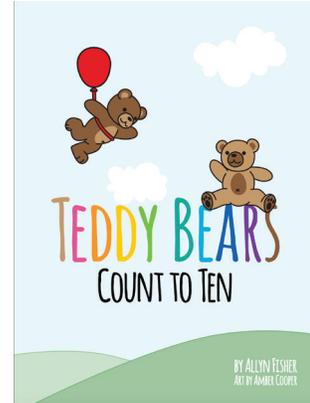
During the game:

- Ask questions:
 - » *How many Xs does Red Bear have so far? What about Blue Bear?*
 - » *Which bear is ahead? How do you know?*
 - » *How many more does (name the bear) need to catch up?*
 - » *Which bear do you think will fill its column first? Which bear 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. If you've made your own record sheet, emphasize the midpoint in some way. 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:
 - » *Which bear came in first? Which bear came in second?*
 - » *Do you think the same bear will always win? Why or why not?*

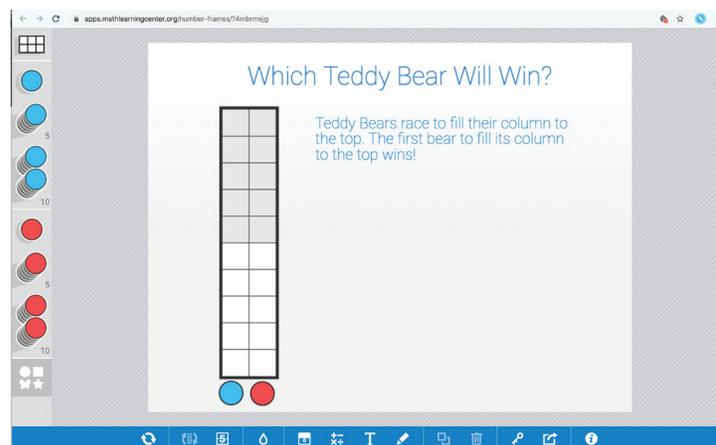
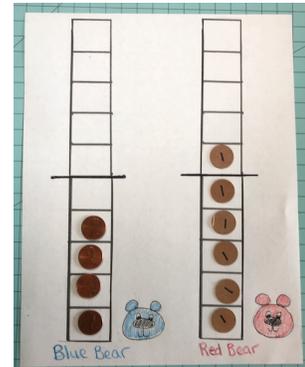
- Read one of the stories from Teddy Bears Count & Play. You'll find this free digital story collection and others at www.mathlearningcenter.org/resources/lessons/pre-k-story-collections.



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 Blue Bear and the other player is Red Bear. Players take turns tossing the coin. If the coin lands heads up, Blue Bear's player makes an X in Blue Bear's column. If the coin lands tails up, Red Bear's player makes an X in Red Bear's column. The first player to fill their column to the top wins.
- Play using coins to fill the column. You will need 20 real or pretend pennies or other coins. Players take turns tossing coins. If the coin lands heads up, the coin goes into a space in Blue Bear's column. If the coin lands tails up, the coin goes into a space in Red Bear's column. The first column that fills to the top wins. With this version, you can use the record sheet again and again. If 20 coins aren't available, you can cut some coins out of paper or use some other marker such as dried beans, buttons, or pieces of cereal. Make sure you have 1 real coin for tossing.
- Play the game using the free Number Frames app. You'll still need to toss a coin, but you can use the app as a record sheet. The game is ready to go at apps.mathlearningcenter.org/number-frames/?4mbrmejg.



- Try making up your own game using the Number Frames app. You can change the counters and the size of the frame. Would you like to have a frog race? What about butterflies racing ladybugs? Use your imagination!

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