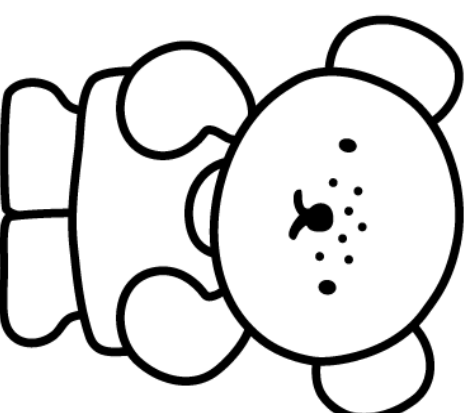
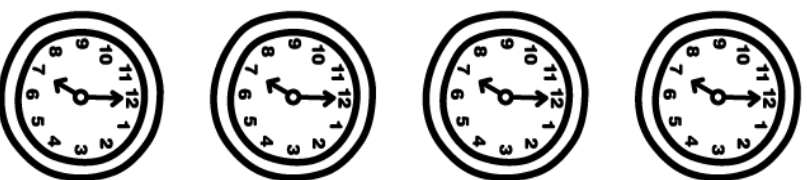
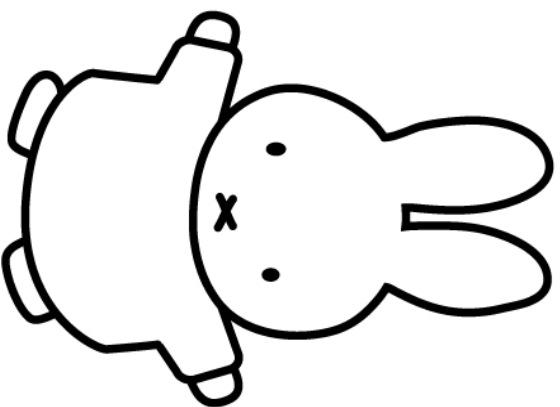


The Same Game

How many clocks does Miffy have? How many does Barbara have? Draw an X on some clocks so that Miffy and Barbara have the same number.



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Play "The Same Game" with Miffy and Barbara!

SET UP*

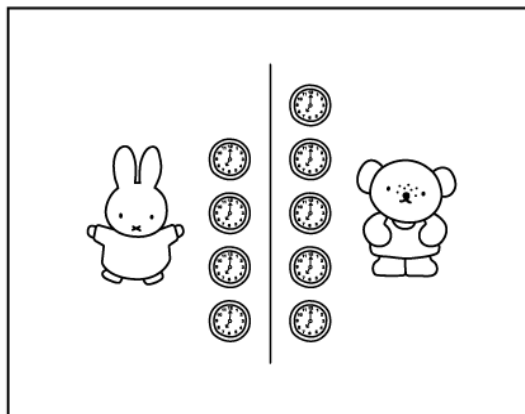
You will need



or



The characters on this page are **Miffy** and **Barbara**.



WHAT TO DO

Ask your child to count how many clocks Miffy has. Then count how many clocks Barbara has. Explain that in "The Same Game," both friends want to have the same number of clocks. Ask: **Can you draw X's on some clocks so that Miffy and Barbara will end up with the same number?** If necessary, help your child to see that if 1 of Barbara's clocks is crossed out, then Miffy and Barbara have the same number. Next, ask your child to count how many clocks each friend has. **Do they both have the same number?** (Yes -- 4 clocks each.)

Invite your child to color in the page with crayons or markers.

FOLLOWING UP

Extend "The Same Game" by asking questions such as: **What could you do to make it so that Miffy and Barbara each have 5 clocks?** (Don't cross out any of Barbara's clocks, and draw 1 more clock for Miffy.) **What if Miffy and Barbara each wanted to have 6 clocks? What if they each wanted 3 clocks?**

LEARNING GOALS

Demonstrating the mathematical concept of "the same number as;" demonstrating that the cardinal number of a set of counted objects is not changed by the rearrangement of those objects; developing concepts of number and quantity by identifying what makes up a set, counting to find the number of a set, and comparing the numbers of sets; providing practice with addition and subtraction.

*



= scissors



= markers



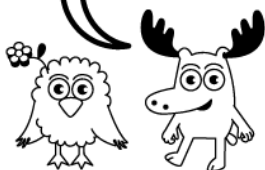
= crayons



= pencil or pen



= tape



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