

Apples Up On Top

Read the story Ten Apples Up On Top, by Dr. Seuss

Show students the game mat and explain that they will be working together to find out how many apples to put up on top of each of the three animals. Each student will have a bag with 15 cubes of one color and a die.

1. First student rolls the die and puts that many cubes of their color on top of the first animal.
2. Second student rolls the die and adds that number with the second color to the counters already placed on top of the first animal.
3. Students determine how many apples are “up on top” of the first animal.
4. Repeat steps 1, 2 and 3 for animals #2 and #3.
5. Students compare the groups of apples “up on top” of the three animals.
6. Students return their cubes to the bags and play again. After a few rounds, or another day, you may ask students to record their game. Students may include the number of apples for each animal and circle the largest number. If ready, students may write the addition (or subtraction for the extension) equation that matches for each animal.
7. As an extension, the game may be played starting from ten apples “up on top” and rolling the die to figure out how many to take off to make two smaller groups.

