

GAMES with BEARS

For each pair of students you will need: two number lines from 0-10 (or a game board with squares labeled 0-10) to be a “racetrack” (one for each student), two plastic bears (one for each student), a die labeled as described for the desired version

Sleeping Bears

For each pair of students you will need: five teddy bear counters, a plastic cup or bowl (for the “cave”), a five frame

How to play: One student places some of the bears in the “cave,” pretending they are taking a nap. The other student looks at the bears that are “awake” (unhidden) and tries to figure out how many bears are “sleeping” (hidden). By placing the unhidden bears on the five frame, the student is encouraged to recognize and utilize combinations of numbers that make 5 (see Figure 2.7).

Possible variations: Use a different number of bears. Ask older students to write equations to represent the bears that are sleeping and the bears that are awake.

Racing Bears

Version 1: Bears Race to 10

Label the sides of a die $+0$, $+0$, $+1$, $+1$, $+2$, and $+2$. Students start their bears at 0. They then take turns rolling the die and moving their bear the appropriate number of spaces. The first bear to 10 wins the race.

Version 2: Bears Race to 0

Label the sides of a die -0 , -0 , -1 , -1 , -2 , and -2 . Students start their bears at 10. They then take turns rolling the die and moving their bear down the number line the appropriate number of spaces. The first bear to 0 wins the race.

Version 3: Bears Race to Escape

Label the sides of a die -0 , $+0$, -1 , $+1$, -2 , and $+2$. Students start their bears at 5. They then take turns rolling the die and moving their bear the appropriate number of spaces up or down the number line. The first bear to “escape” the number line by reaching 0 or 10 wins the race.

Possible variations: Use a vertical number line and adapt the names of the games to Bears Up/Down the Tree. @EndG