

Bigger Smaller

a game for 2 players

North Coast Region

Mathematics



Big Idea: Operate/Calculate

Suits: Years P-2

Materials:

Connecting blocks, dice

Instructions:

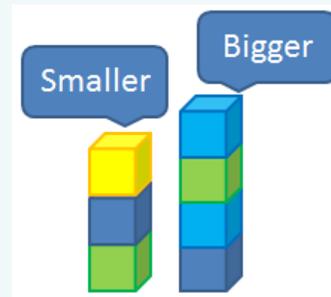
This game is played in pairs. Pairs share a collection of connecting blocks (30-40 blocks) and a regular 6-sided dice.

Players take turns to:

- roll the dice
- collect that number of blocks
- connect blocks to make a tower

Players:

- directly compare their towers
- describe their tower by touching their tower and using the terms, 'bigger' or 'smaller'



The player with the 'bigger' tower snaps off the difference (blocks) and puts these blocks aside as their 'score'.

The remaining blocks are returned to the collection.

Dice are rolled again. New towers are made and labelled as 'bigger' or 'smaller'. Again, the player with the bigger tower takes the difference as their score.

Towers equal in quantity, are described as 'same'.

After three rounds, players combine their 'scores' (blocks) and determine the winner. The winner is the player with the most blocks.

Teacher Notes

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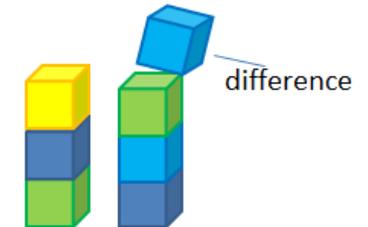


Bigger Smaller is valuable for introducing the language of comparison, using the terms: *bigger*, *smaller*, *same*. The game is best introduced through whole class demonstration.

As young learners play this game, encourage them to subitise when collecting their blocks from the collection.

Be aware that:

- Students may not yet have ability to subitise collections beyond three.
- Students may have developed the terms: *biggest* and *smallest*. They may not use the comparative terms: *bigger*, *smaller* as fluently.
- May require support to identify and remove the 'difference'



Differentiate the task by:

- Using different dice to suit the age and ability of students

Guiding Questions:

- *What was your score after three rounds?*
- *Who was the winner in your game?*
- *By how many did you win?*