

Apple Tree 1, 2, 3

Object of the Game

It is almost autumn and there are lots of apples growing on the apple trees! Spin the spinner and add apples to your tree. The tree with more apples each round wins!

Materials

- Apple Tree Mat
Print two copies of the mat or make your own.
- Apple Tree Spinner
Print the spinner, make your own, or use a digital spinner (like the one at www.nctm.org/adjustablespinner) set to 6 sectors.
- Pencil and paper clip or safety pin, if using a paper spinner
- Cereal, pennies, or other small items.



Skills

This game helps us practice:

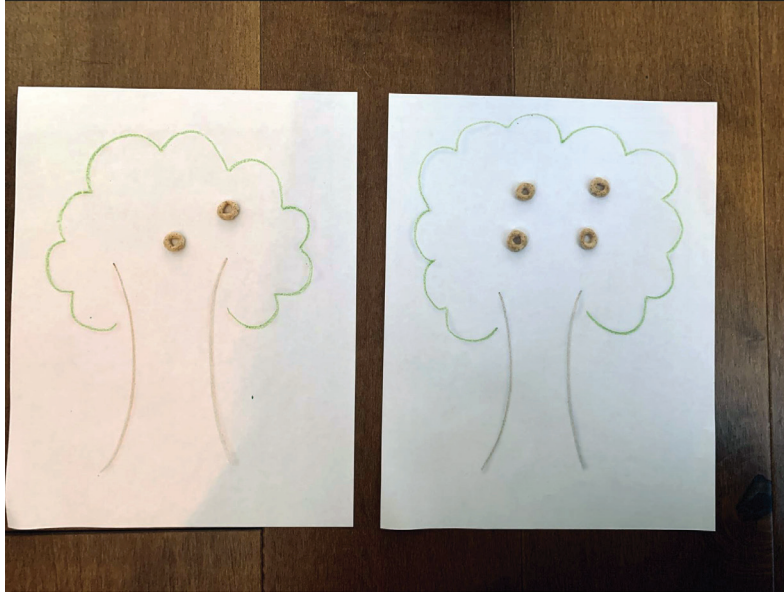
- Counting from 1 to 5
- Connecting numbers to quantities
- Comparing quantities (Which is more?)

How to Play

1. Get ready to play:
 - » Print or draw an Apple Tree Mat.
 - » Decide who goes first.
2. Players take turns spinning the spinner, counting out that many “apples” (cereal, pennies, etc), and putting them on their apple tree.
3. After both players have taken a turn, they look at both apple trees and determine which tree has more apples. The player who has more apples on their tree gets to take all the apples.



I got 4! I'm going to put 1, 2, 3, 4 apples on my tree.



You have 2 apples on your tree and I have 4 apples on my tree.

My tree has more so I get to keep all the apples!

4. Continue playing for 4 more rounds.
5. Have fun!

Tips for Families

Before you play:

- Invite your child to point out each number on the spinner and say its name aloud. Have them show the matching number of fingers for each number on the spinner.

During the game:

- Ask questions:
 - » *How many apples are on your tree? How many apples are on my tree?*
 - » *Which tree has more apples? How do you know?*

After the game:

- Ask your child to line up all their “apples” and count them. Have them point to each one and say the number before moving on.
- Ask: *How many apples do you have in all?*



- Read one of the stories from *All About Apples*. 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.

1. Start with 10 apples each. Play the game until one player runs out of apples.
2. Instead of taking apples off with each round, add more apples to the tree with each spin. Play until one player has 10 apples on their tree.

Apple Tree Matt

