

BUNNY EARS

Level: F-2

WALT: Use fingers to model numbers in different ways.

WILF: Students ‘trust’ the count and can explain their thinking, i.e. they do not need to count all their fingers to represent the number.

Game Objective: To use fingers to model numbers.

Instructions:

- Teacher names a number, for example, Show me 6
- Students use their fingers to model the number
- Teacher asks students to explain how they know they are showing that number
- Student replies, “I know 5 and 1 makes 6”
- Teacher prompts students to show the number another way

Variation:

Ask students to work with a partner (or in a group of 3). Students can now work together to model two-digit numbers or model single-digit numbers using more hands



TEAM BUNNY EARS

Level: F-6

WALT: Work as a team to use fingers to model numbers in different ways.

WILF: Students ‘trust’ the count and can explain their thinking, i.e. they do not need to count all their fingers to represent the number.

Game Objective: To work as team to use fingers to model numbers in a variety of ways.

Instructions:

- Students work in teams of four students
- Teacher names a number between 4 and 40, for example “Show me 24”
- Students use their fingers to model the number
- Each student must contribute at least one finger, for example, if the number was 4, one student could not simply hold up 4 fingers and three students hold up zero fingers
- Teacher asks students to explain how they know they are showing that number
- Students reply, “10 and 10 makes 20 and 2 and 2 makes 4”
- Teacher prompts students to show the number another way

Variation:

If you have teams of three students then choose numbers between 3 and 30 or five students then numbers between 5 and 50, etc. Teachers can also use a random number generator to select the numbers.

