

Albert Keeps Score

Printable Activity Page 1

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Activities for *Albert Keeps Score*

LET'S VOTE!

(This activity is for use with a large group of children or with several small groups.)

You will need:

- ▶ A printout of page 2 for each child, showing pictures of four fruits (the pictures will be used as "ballots")
- ▶ A container for each group to use as a "ballot box"

(For small groups, you may also print a copy of page 3, the score sheet, for each group leader.)

Getting Started:

- ▶ Cut apart the picture-ballots on page 2.
- ▶ Write the name of each of the four fruits at the top of a column on the page 3 score sheet or on a whiteboard. The columns will be used for recording children's votes.

Let's Vote!

- ▶ Ask children to look at the pictures (and color them in if they like) and decide which fruit is their favorite. You may wish to invite them to share their reasons why.
- ▶ Say: "Put the picture of your favorite fruit in the ballot box. This is how you cast your vote!"

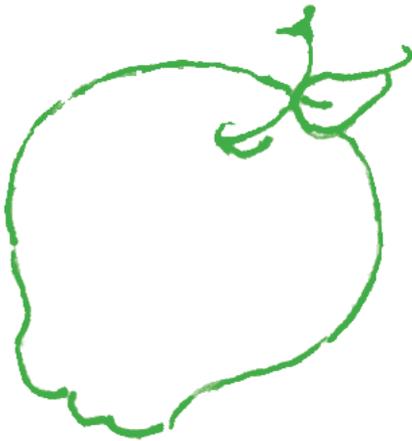
- ▶ After every child has voted, remove a ballot from the container. Demonstrate how to mark a box in a score sheet column—one box for one vote. Now continue to remove ballots one at a time and mark the score sheet accordingly. (You may also wish to have children take turns removing ballots and marking the score sheet.)
- ▶ Once all the votes have been recorded, tally up the marks and write the final count at the bottom of each column.
- ▶ Encourage children to compare the voting results by asking questions like: "What score did each fruit get? Which got the highest score? Which got the lowest score? Which fruit(s) got a higher score than apples? Which fruit(s) got a lower score than bananas?"

Challenge: Repeat this activity using four pets (such as: dog, cat, bird, fish) or four ice cream flavors. Children may draw their own pictures to use as ballots.

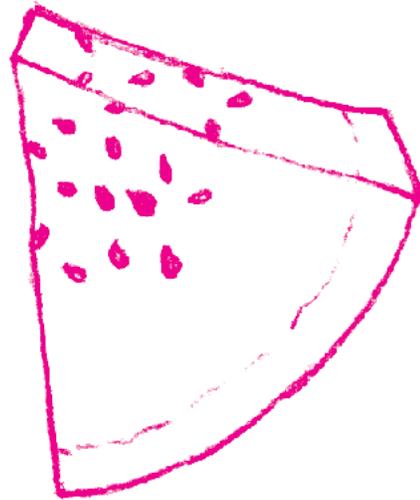


Albert Keeps Score
Printable Activity Page 2
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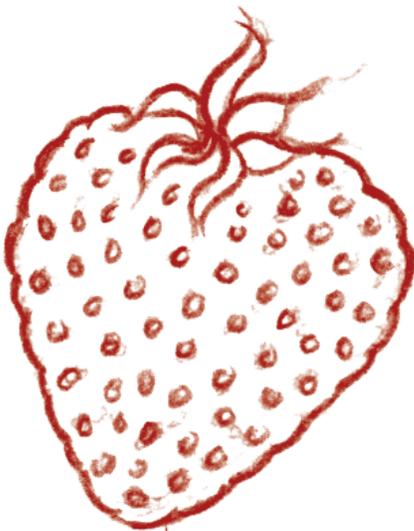
For use with
LET'S VOTE!



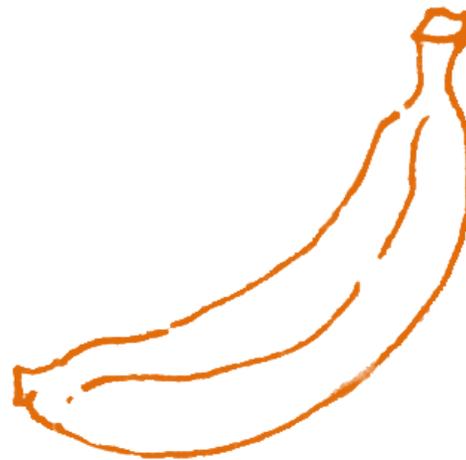
apple



watermelon



strawberry



banana

Albert Keeps Score

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COMPARING MICE

For this activity you will need:

- ▶ Non-permanent-ink stamp pads
- ▶ Pencils
- ▶ A printout of page 5 for each child

Make fingerprints!

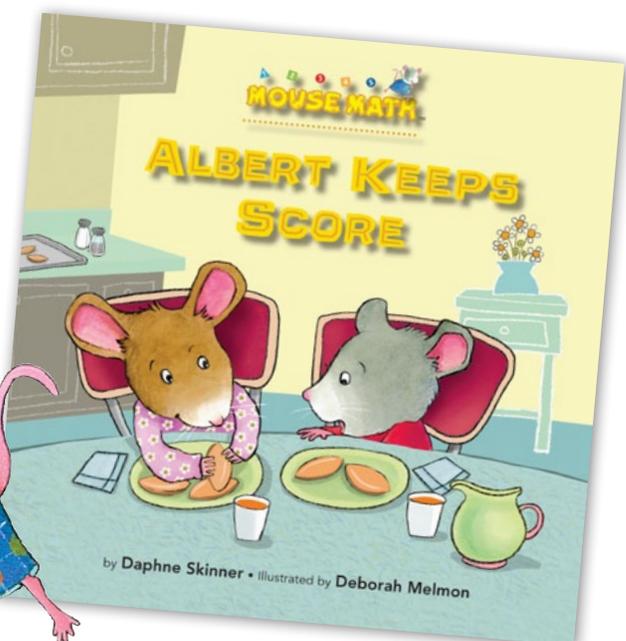
- ▶ Demonstrate how to touch a forefinger to the stamp pad and then press the finger onto paper to make a fingerprint.
- ▶ Distribute copies of page 5. Draw attention to the numbers to the left of the rows. Tell children to make fingerprints in each row—as many prints as the number next to the row.

Make mice!

- ▶ Children may now use pencils to add pointy noses, ears, feet, and tails to their fingerprints to make them look like mice! (You may wish to demonstrate how to do this.)

Make comparisons!

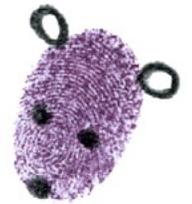
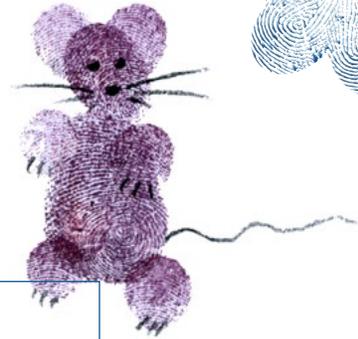
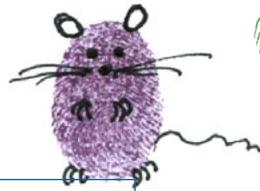
- ▶ When children have completed stamping and drawing their fingerprint mice, ask questions that will encourage them to compare numbers. For example:
 - Point to the row with 5 mice. Which rows have more than 5 mice?
 - Name the rows that have fewer than 6 mice.
 - Which row has the most mice? Which has the fewest?



Albert Keeps Score

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For use with
COMPARING MICE

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Albert Keeps Score

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MOUSETRAP: A CARD GAME

(This is a game for pairs.)

You will need:

- ▶ Two sets of cards for each pair of children. Note: You may print two sets of numeral cards (page 7) or two sets of picture cards (page 8). For an added challenge, print one set of each.

Cut the cards apart and give one set to each child. Have children mix up the cards in their own set and then stack the cards face down in front of them.

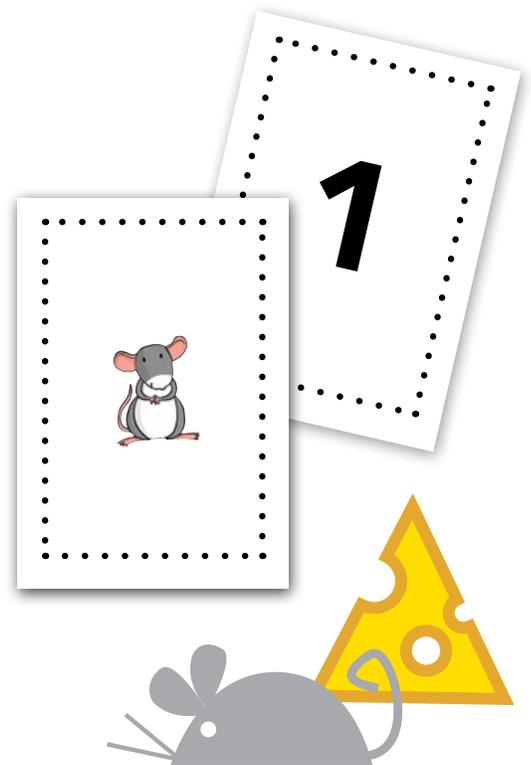
Give the following instructions:

- ▶ Turn over the top card on your stack, and say the number. (Either read the numeral or count the mice to find the number.)
- ▶ The player with the card that shows the greater number “traps” both cards by taking them. (If two cards show the same number, then you may each keep your own card.)
- ▶ Continue playing. When all the cards have been turned over, count the cards you have collected. The winner is the player who “trapped” the most cards!

Bonus:

Separate the cards back into two sets, each showing numbers from 1 to 9. (Players do not need to reproduce their original sets.) Again, each player turns his or her cards face down, mixes them up, and stacks them.

Play the game again, but this time the player whose card shows the lesser number (the lesser numeral or the lesser number of mice) “traps” both cards.



Albert Keeps Score

Printable Activity Page 7

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|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |
| 7 | 8 | 9 |

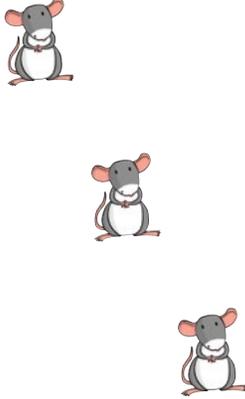
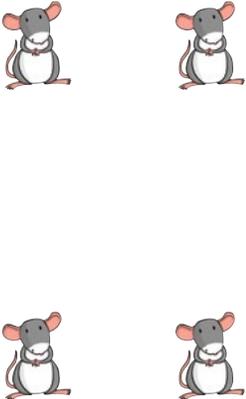
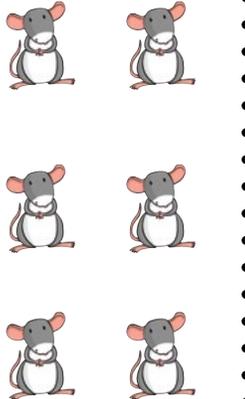
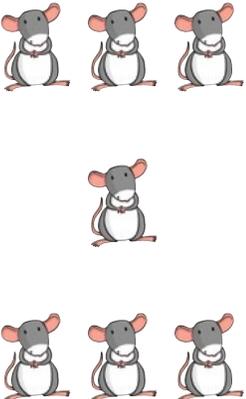
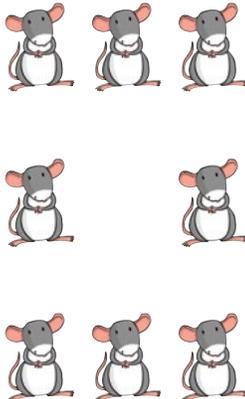
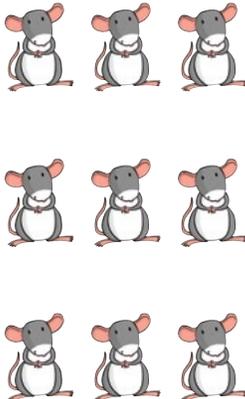
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