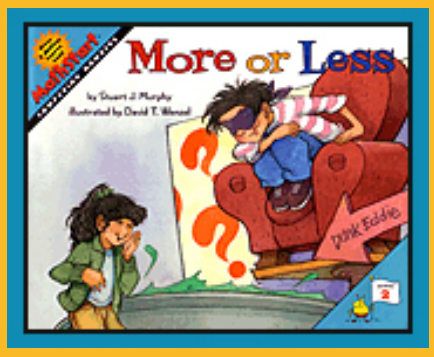

Stuart J. Murphy's

MathStart®

More or Less

Level 2 / Ages 6+

Comparing Numbers

Comparing numbers is an important part of the understanding the mathematical concepts of "greater than" and "less than," and for developing skills for making logical guesses

Story Description

Mr. Shaw, the principal of Bayside School is retiring, so all the students and teachers, and family and friends are having a picnic in his honor.

There are lots of game booths, and the most popular is "Let Eddie Guess Your Age!" Eddie, blind-folded and sitting on a chair over a large tub of water, can figure out how old someone is by asking a few key questions: "Is you age less than 10?" "Yes." "More than 7?" "Yes." "It is an even number?" "No." "Then you're 9 years old," says Eddie triumphantly.

If Eddie has to ask more than 6 questions, he gets dunked.

Find out whether Eddie can swim!

Illustrated by David T. Wenzel.

Activities

☑ Tell your child or students that you are thinking of a number between 10 and 20. As the children make guesses, indicate whether each guess is more than or less than the correct answer. Encourage them to find the number in three guesses. Then trade places: Have your child, or one of your students, think of a number and have everyone else make guesses. Have the child say whether each guess is more than or less than the correct number.

☑ Write out clues for a specific number. For example: "More than 50; less than 60; more than 55; less than 58; an odd number.)Give your child or students the first two clues and ask them write down all the possible numbers. One by one, give more clues. Have the children cross out numbers that are no longer possible until they find the secret number.

☑ Number Sequence Card Game: Make 12 cards, each with a number and the "greater than" or "less than" sign (for example, "< 12, > 14"), and another 12 cards that have only a number on them. Mix up each set of cards into two separate stacks and turn them face down. The first player turns up two cards, one from each stack. If the player can arrange them to make a true number sentence, such as 14 < 30, the player gets to keep the cards and goes again. If not, the cards are put back face down and the next player takes a turn. The player with the most cards at the end wins.