

Grade 1

Number Race

Module 5-Graphing

Your child is learning about data and graphing. He or she is learning to read and create picture graphs and bar graphs. As your child develops data and graphing skills, he or she is developing logical thinking skills. Use this activity to help your child learn graphing.

Materials:

- Number Cards
- Number Race Graph
- Counters (ex: coins, buttons, cheerios, paper clips, beans)

Directions:

1. Shuffle the number cards and place them face down.
2. Player 1 chooses two number cards and adds them together to find the sum. For example, he/she chooses a 3 and a 4, the sum would be 7.
3. Player 1 then puts a counter in a space above the sum. For example:

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1	2	3	4	5	6	7	8	9	10	11	12	

4. Player 2 follows steps 2 and 3. Player 1 and 2 both use the same Number Race Graph. Players continue to take turns.
5. The game continues until one column is filled for the number.
6. In this game the number wins, not the player.

Questions to ask your child while playing:

- Which number do you think will win? Why?
- After you are finished, what do you notice about this graph?
- Which numbers had the most chips? Why do you think that is so?

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Module 5-Graphing

Number Race Graph

1	2	3	4	5	6	7	8	9	10	11	12

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Module 5-Graphing

Number Cards

1	2	3	4
5	<u>6</u>	1	2
3	4	5	<u>6</u>
2	3	4	5

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Module 5-Graphing
Number Cards

1	2	3	4
5	<u>6</u>	1	2
3	4	5	<u>6</u>
2	3	4	5