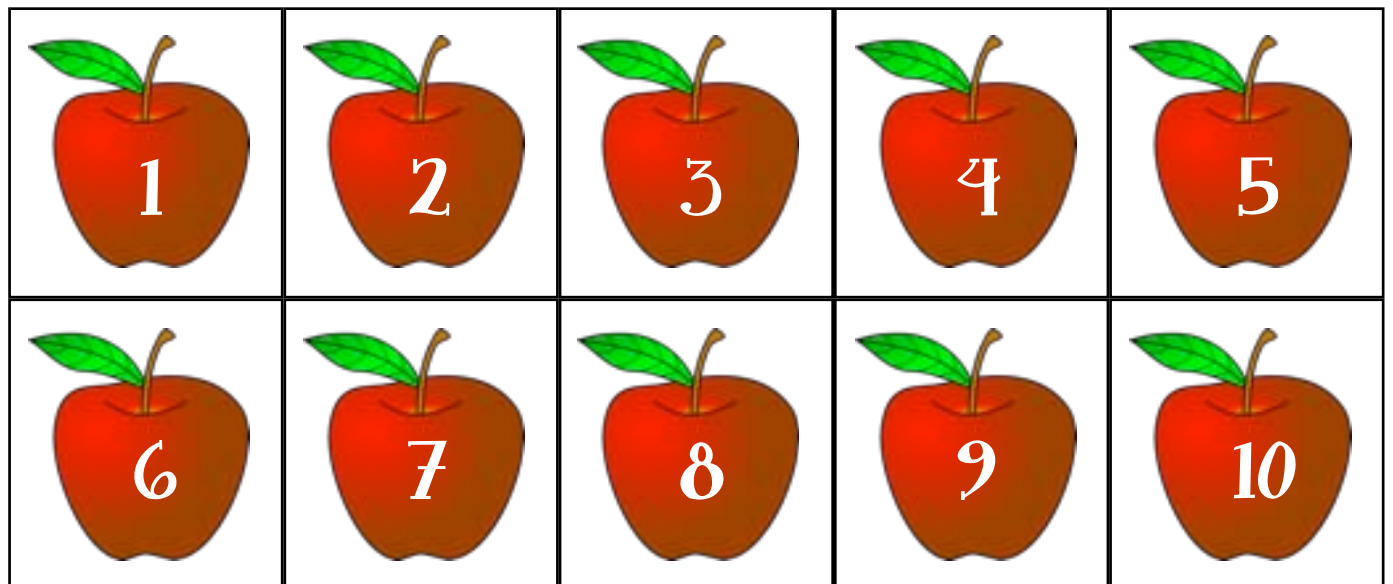
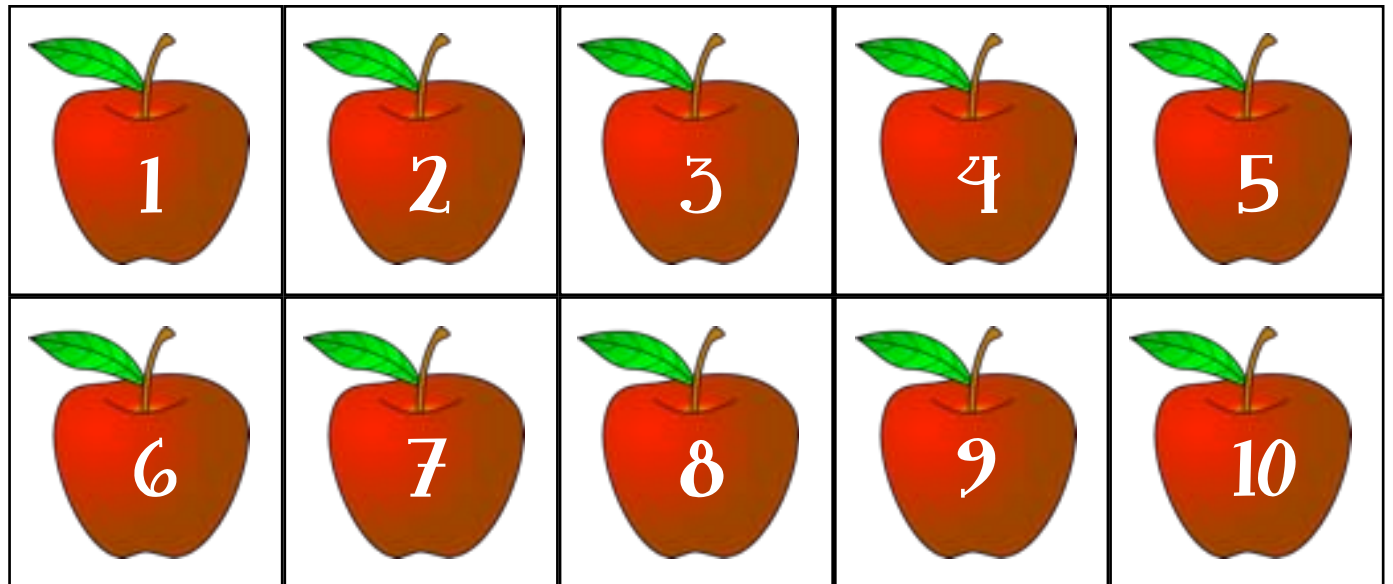
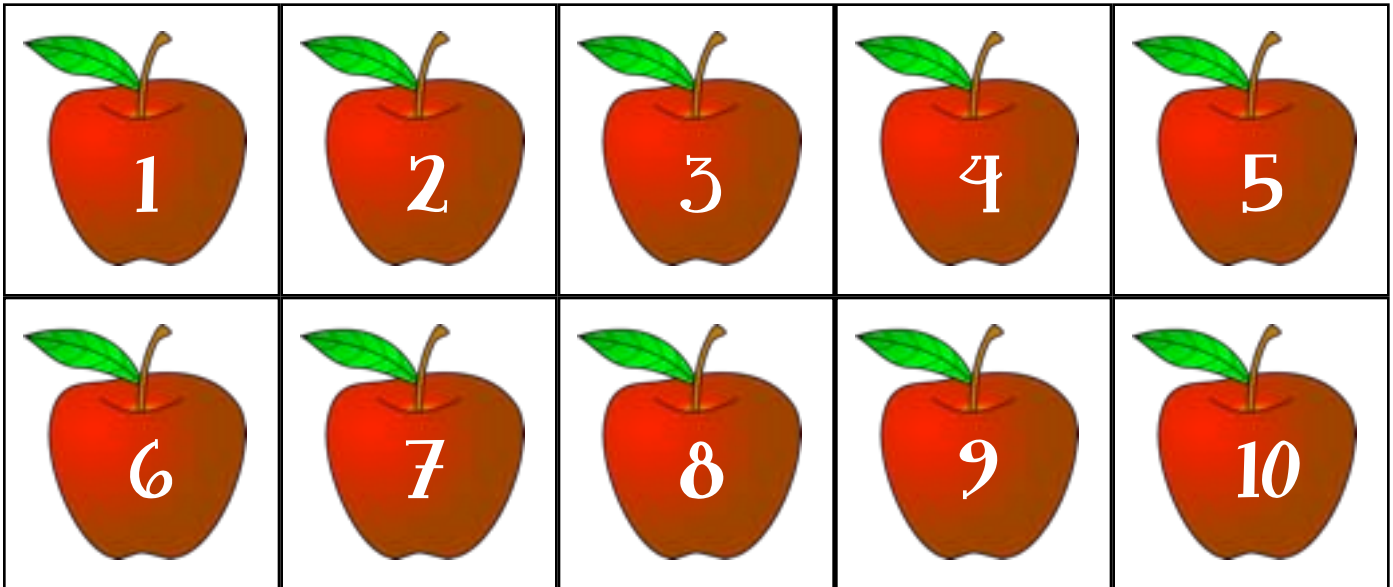
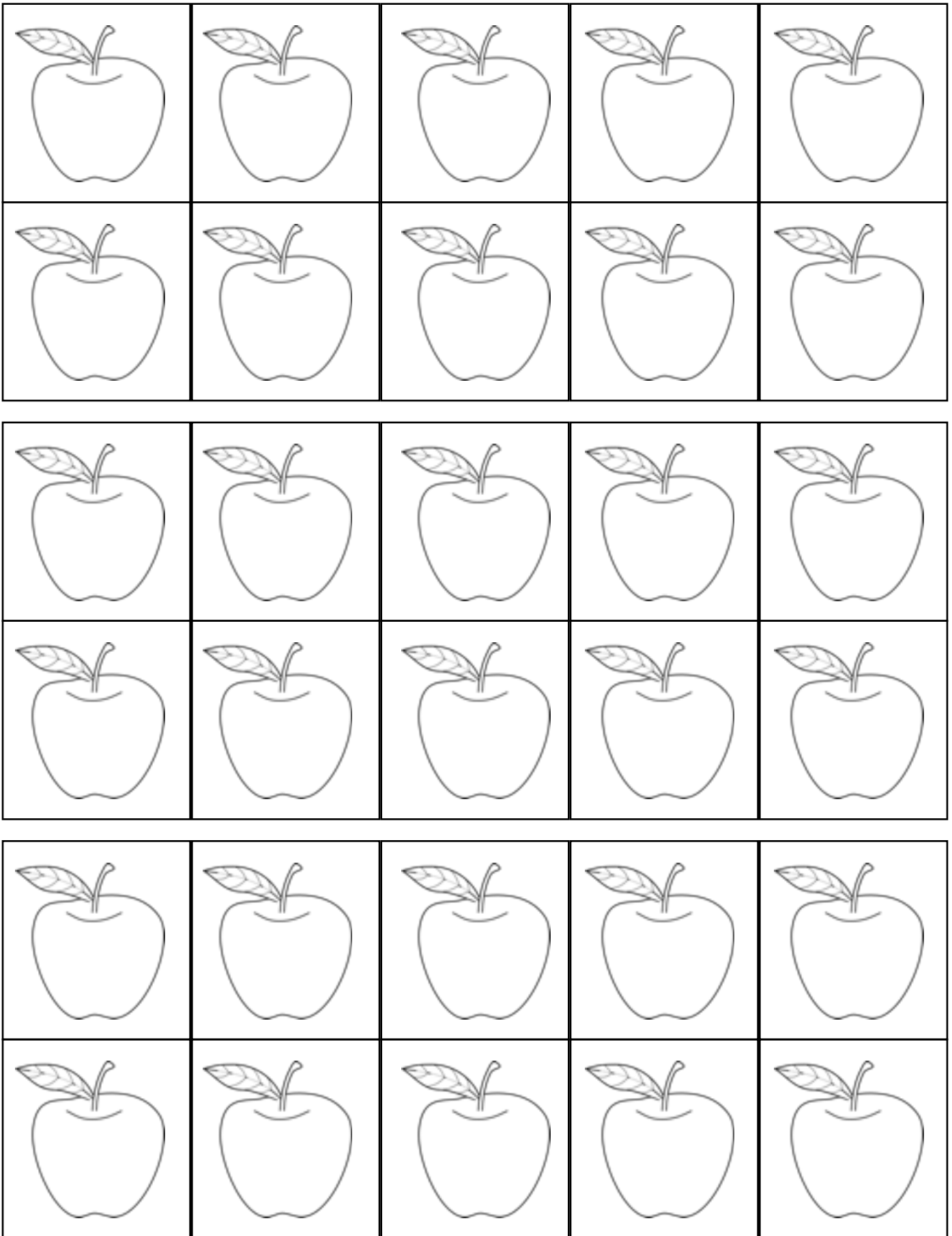
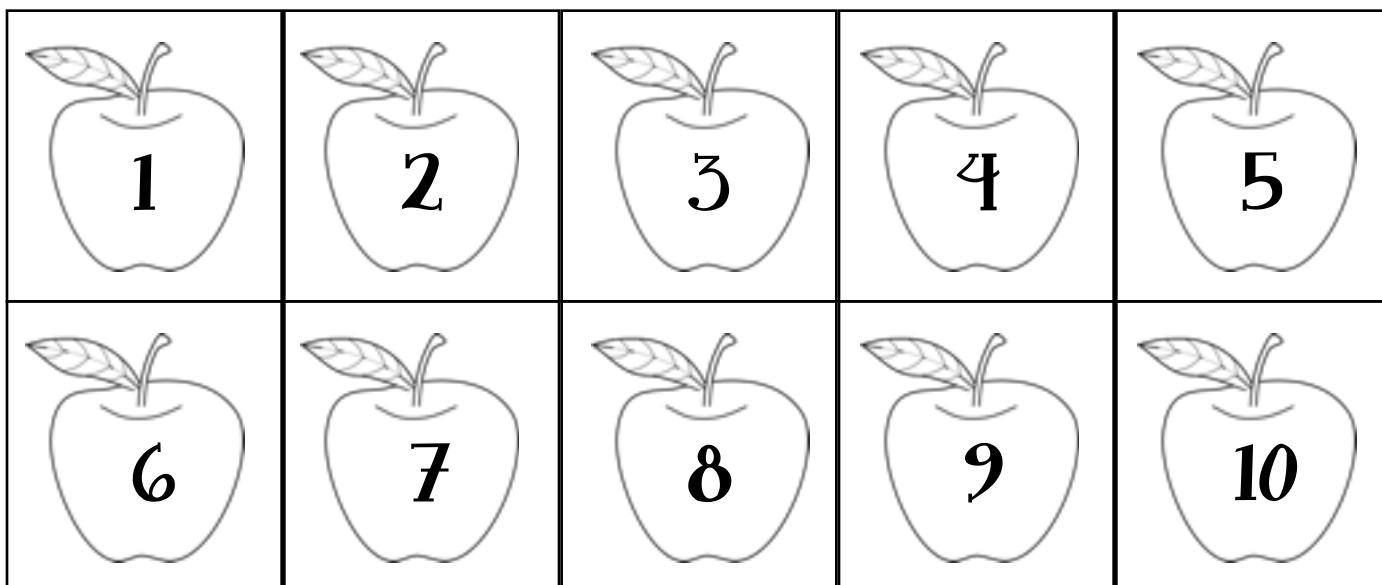
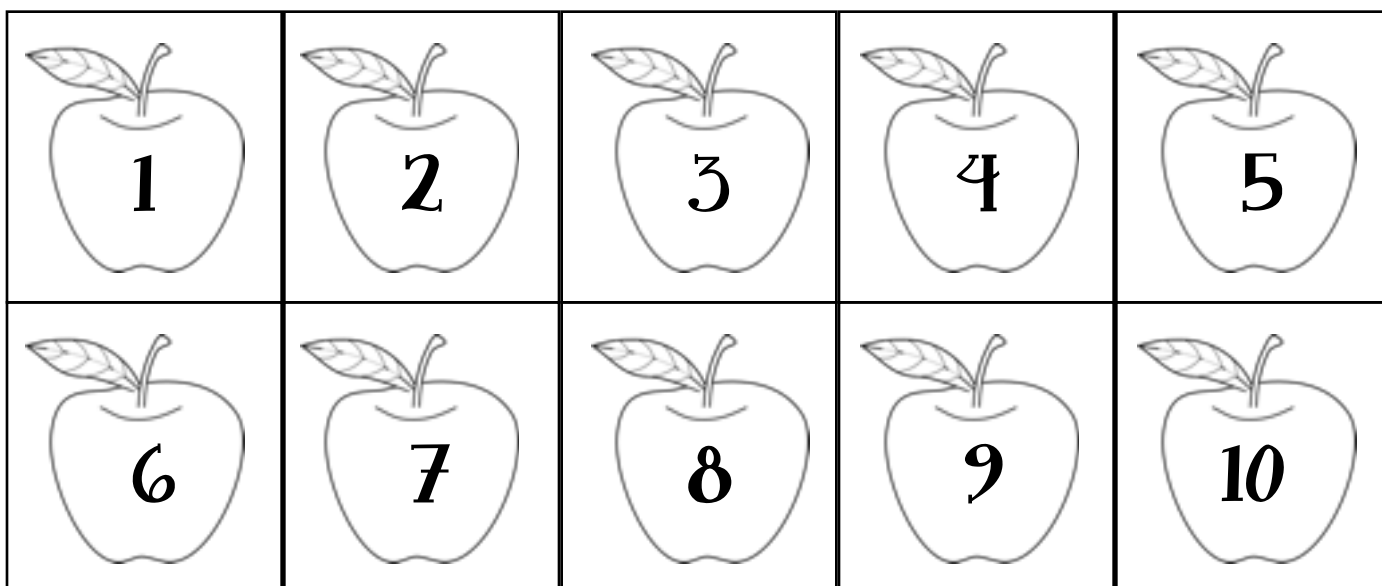
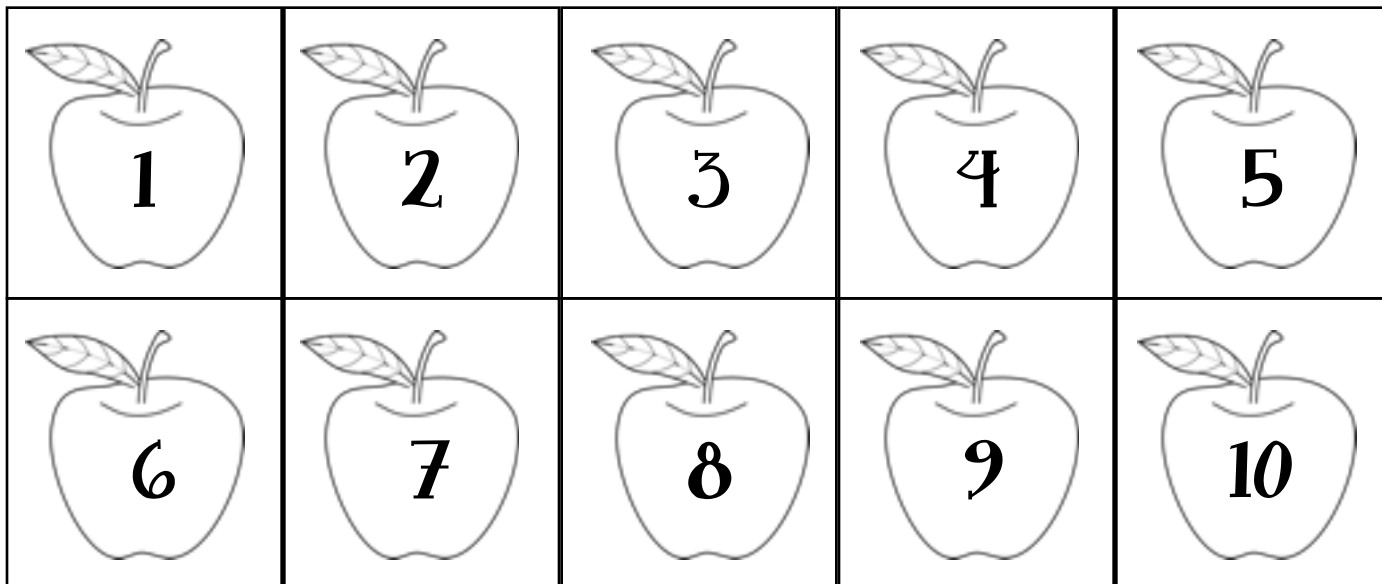


Print off. Students cut out their apple squares and put them in numerical order on top of the animal of their choice, that they have colored. I also have a black and white set, where students can color their apples, as well as a blank set for them to write their own numbers in.

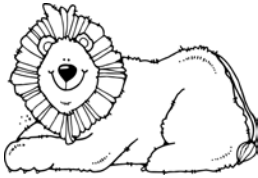






Graphing Time

Which animal did you choose?



The lion.



The tiger.



The dog.

[illegible]

Total:	Total:	Total:

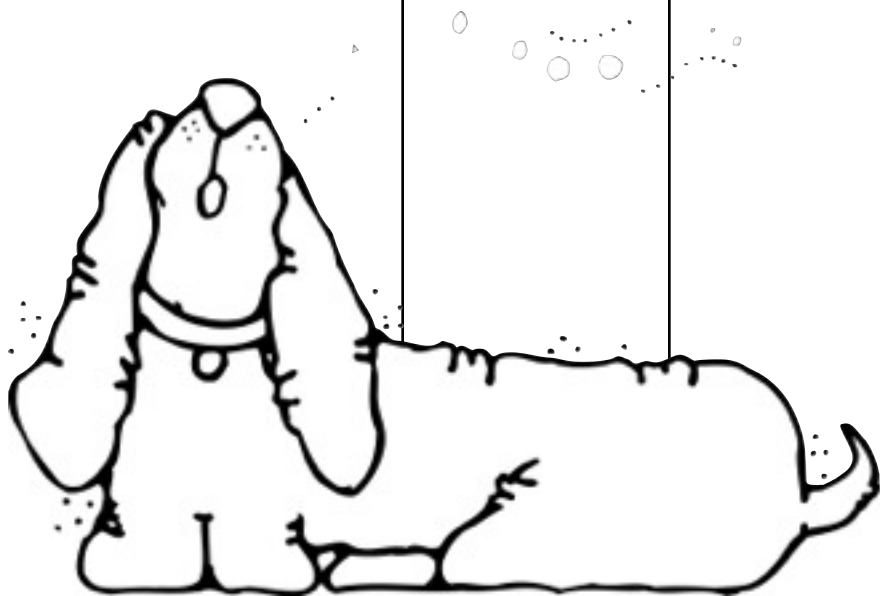
Run off this template and the extra strips on white construction paper.

Students choose an animal, color it, cut it out, cut out their apples and glue them to the strip.

Older students can roll first 1 dice to glue on apples 1-6 and then two dice, that they add together to get numbers 7-10.

The child who gets all of their apples "up on top" is the winner. While they wait for others to finish, children color their animal.

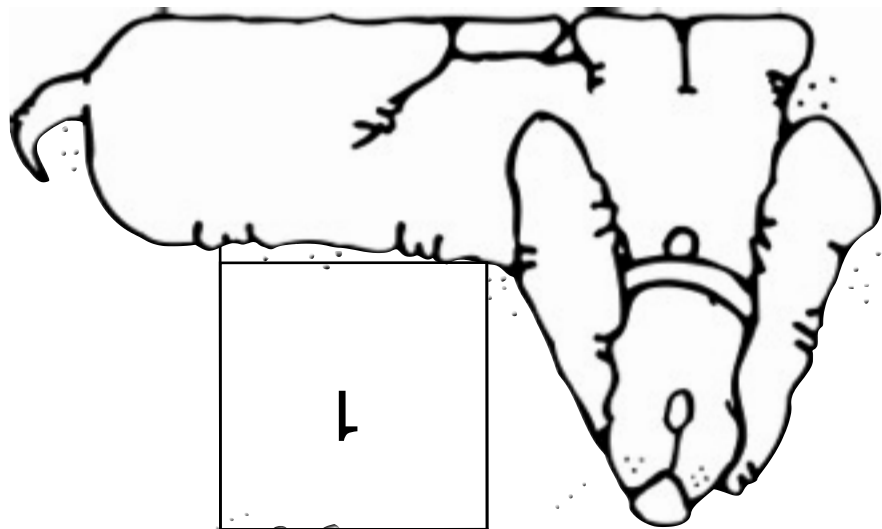
There's also a black & white template, if you want your students to color the apples and write in the numbers.



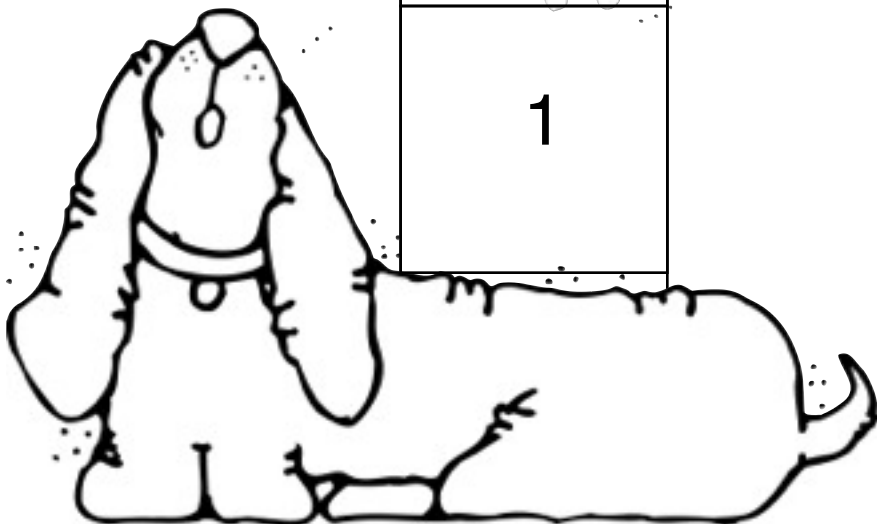
Run off this template and the extra strips on white construction paper.

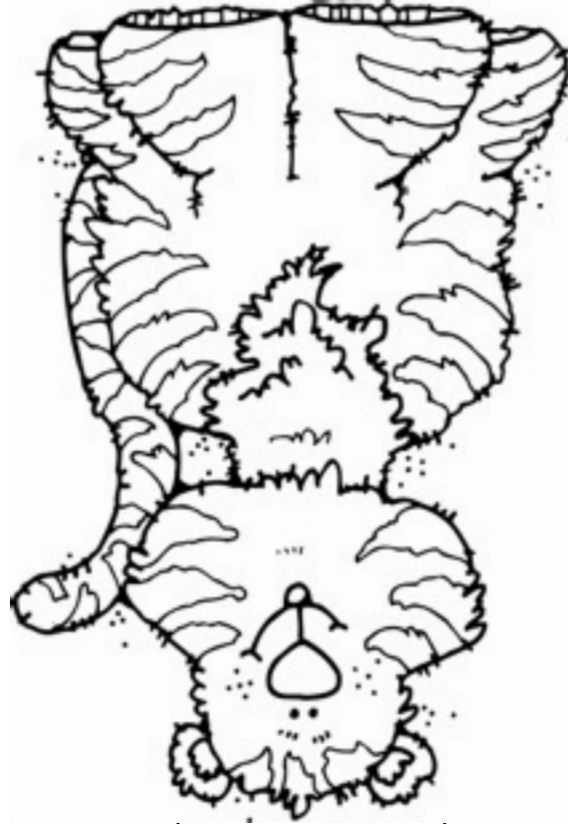
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6
5
4
3
2
1



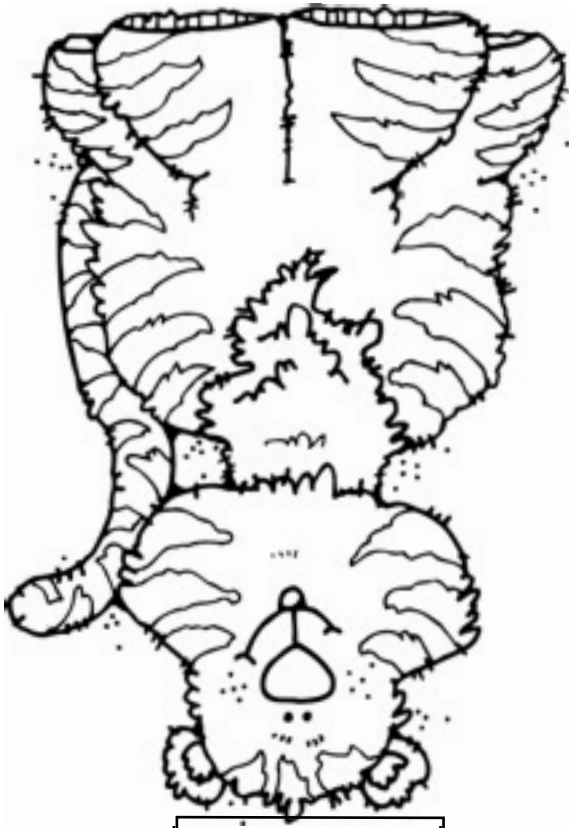
1
2
3
4
5
6





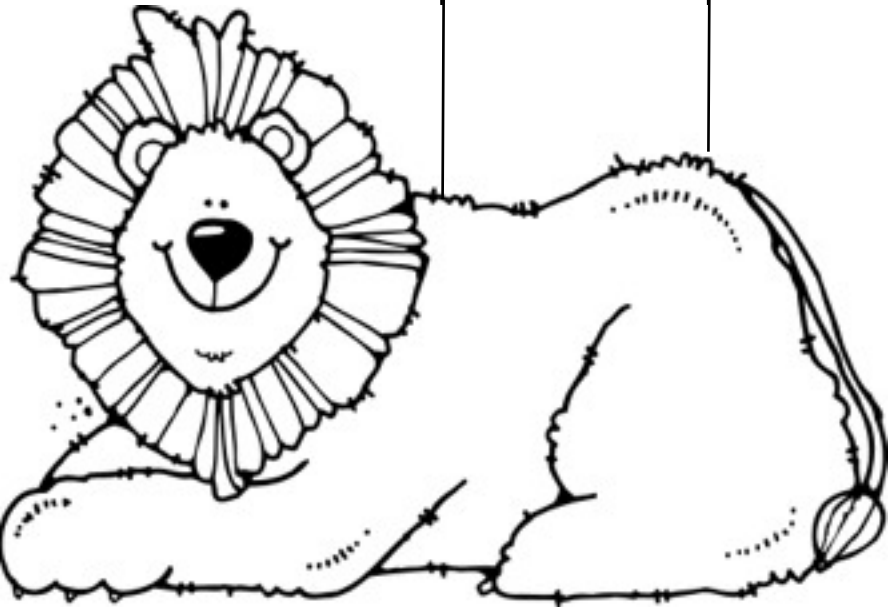
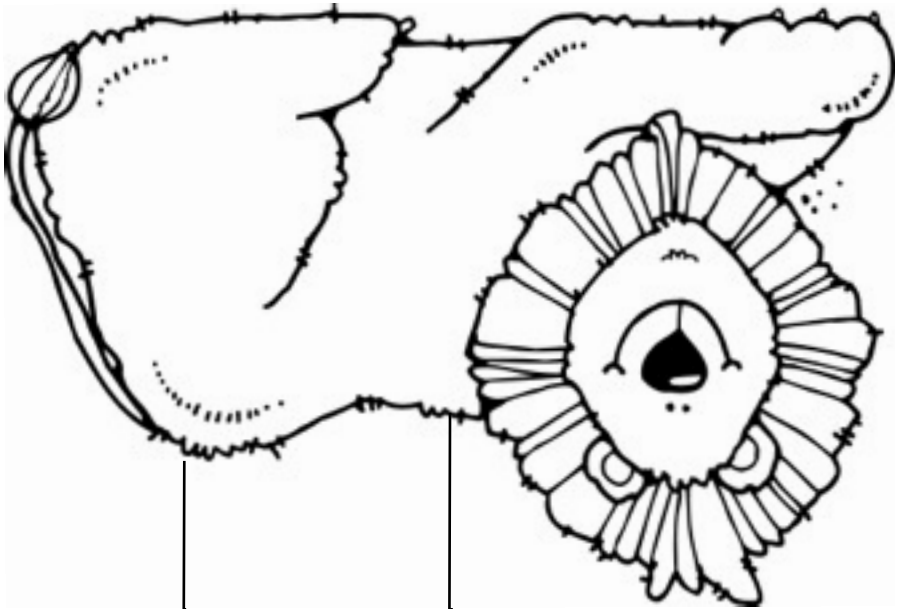
4
3
2
1

4
3
2
1



1
2
3
4





5

4

3

2

1

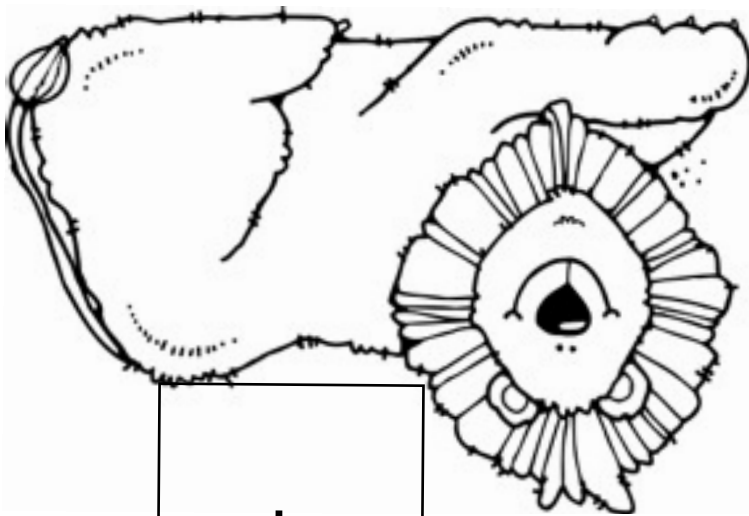
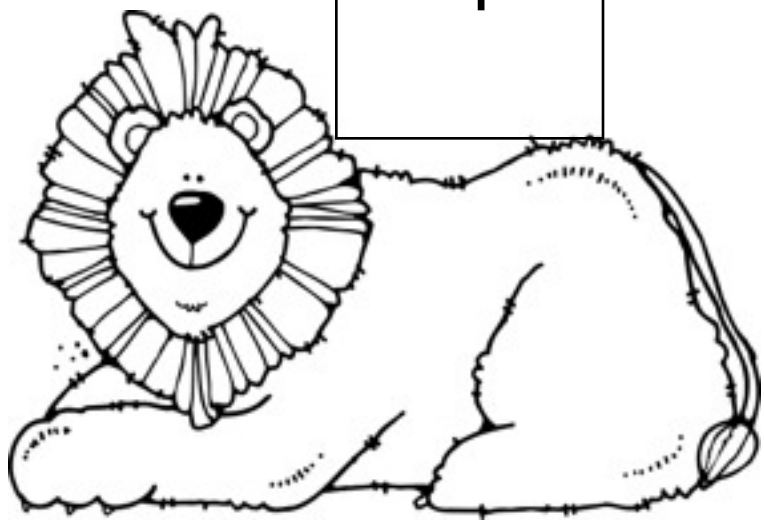
1

2

3

4

5



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10	10	10	10	10
9	9	9	9	9
8	8	8	8	8
7	7	7	7	7
6	6	6	6	6
5	5	5	5	5

Glue over whatever numbers you do not need to make the strip 1-10.
3 year olds can use the numbered animals to glue their apples for 1-1 correspondence. Older students use the blank strips to sequence. If you want to play the dice game, use the numbered strips so students know where to glue their apple when they roll that number.