

More, Less, Same

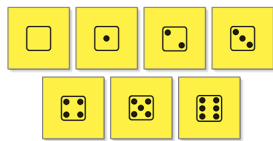
Players 2 or 4 Ages 3+ 5–10 min

GOAL

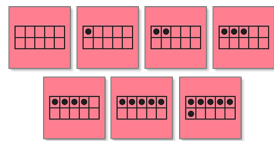
Children take turns rolling a die and finding cards that are more, less, or the same as the number on the die.

CARDS TO USE

Two sets of 0–6 Dot Cards:



Dice
0–6

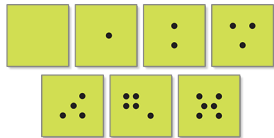


10 Frame
0–6

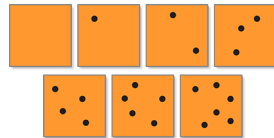
One die



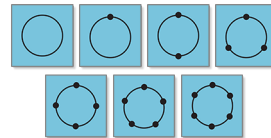
For later games: select more challenging dot configurations:



Ordered Dots
0–6

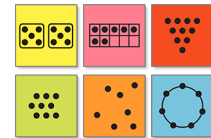


Scattered Dots
0–6



Circle
0–6

Extra Challenge



Select higher cards
7–10

VOCABULARY

More
Less
Same

QUESTIONS

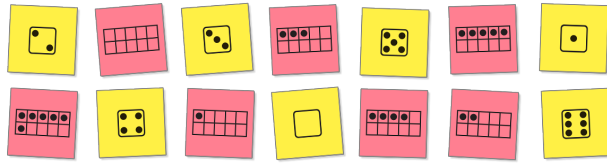
Why did you choose that card?
How many more?
How much less?

HOW TO PLAY

1. Select and shuffle the cards.



2. Lay the cards face up on the table.



The first player rolls the die, and if they can find a card that is **more** than their roll, they take that card.



The next player rolls the die, and if they can find a card that is **less** than their roll, they take that card.

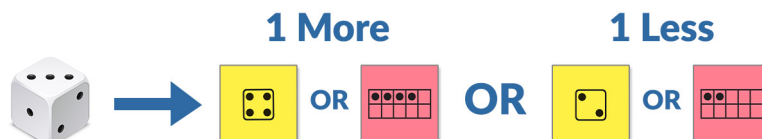


Then the next player rolls the die, and if they can find a card that is the **same** as their roll, they take that card.



The next player then rolls for **more** again, and the players keep switching off **more, less, same, more, less, same**, until all the cards are gone.

3. If there is no card to take on a player's roll, the player doesn't get a card on that turn.
4. At the end of the game, you can count the cards in each player's pile and see which player got more, which got less, and if any players got the same!
5. *Variation:* If children are ready, you can play that when you roll the die, a player can choose to take any card that is either **one more** or **one less** than the die. For example, if the roll is a 3, the player can decide to take a 4 card or a 2 card.



TIPS FOR PLAYING

- If you only have three players, change the children's turn-taking order every round or every game so they don't always get the same comparison word.
- For more of a challenge, you can play that when you roll the die, a player can take **any card** that is **more** or **less** than the roll, but they need to say **how many more** or **how many less** to take the card. For example, if the roll is a 2, the player can take a 6 but has to say, "4 more" or "6 is 4 more than 2" before taking the card.
- There are also lots of ways to play this game without a die. You could say numbers out loud, which helps children connect number names to dot quantities. You could use a number spinner or draw the 1–6 numeral cards one card at a time, which helps children connect numerals to quantities.
- You can make this game more challenging by adding higher number Dot Cards and cards with dot configurations that are more difficult to immediately recognize, or subitize. You can also use multiple dice so that children need to add the numbers on the dice before finding cards that are more, less, or the same.

WHAT CHILDREN ARE LEARNING

- In this game, children are practicing quickly recognizing and comparing quantities.
- When children start looking for cards that are **one more** or **one less**, they're learning the sequence of numbers both forwards and backwards.
- If children play the more difficult version of this game, saying **how many more** or **how many less**, they are developing early skills in addition and subtraction. This is an important step for them to practice before they are introduced to written math like $4 - 1 = 3$.

- Children are also practicing an important cognitive skill called cognitive flexibility, or flexible thinking, when they switch between more, less, and the same.

MATH TOPICS

Number: Counting and Cardinality

VIDEO



Watch Game Video

View the QR code in your smartphone's camera app or QR code reader to watch a video that shows how to play *More, Less, Same*.