

For the regular version of Apple Picking, visit irmf.org/puzzle/Apple-Picking and click on "Festival Guide".

#### What does "easier version" mean?

This version of Apple Picking was created with PreK - 2nd grade students in mind. However, "easier" does not mean "easy," and this version of Apple Picking can be an effective way to engage students of any age who:

- Have strong math anxieties
- Don't feel confident with math or math puzzles
- Have learning disabilities
- Want a gentler start to the activity

Older students and parents at our events often engage with this easier version and move on to the regular, harder version when they feel ready.

### When should I use the easier version of Apple Picking?

We recommend using the easier version of Apple Picking whenever you expect younger students (PreK - 2nd grade) to be present at your event.

Sometimes, we will have both the easier and regular versions of the activity available as both are designed to use the same manipulatives. The difference between the two versions is the instruction sheets. If you ever need to switch from one version to the other, you only need to swap out the instruction sheets for the activity.

#### How do I use the easier version of Apple Picking?

- 1. **Only Younger Students** Only put out the easier instructions for the activity. You can also set aside one or two copies of the regular instructions for students who want an extra challenge.
- 2. Younger Students followed by Older Students Start by using the easier version of the activity. Instruct volunteers to swap out the instructions when the younger students leave.
- 3. **Mixed Age Group** Set up half the table with the easier instructions and the other half with the regular instructions for the activity. For younger students, volunteers should start them on the easier version. For older students, volunteers should tell them that there is an easier and regular version, and then let them pick where they want to start.





# Apple Picking Instructions (Easier Version)

### **Rules:**

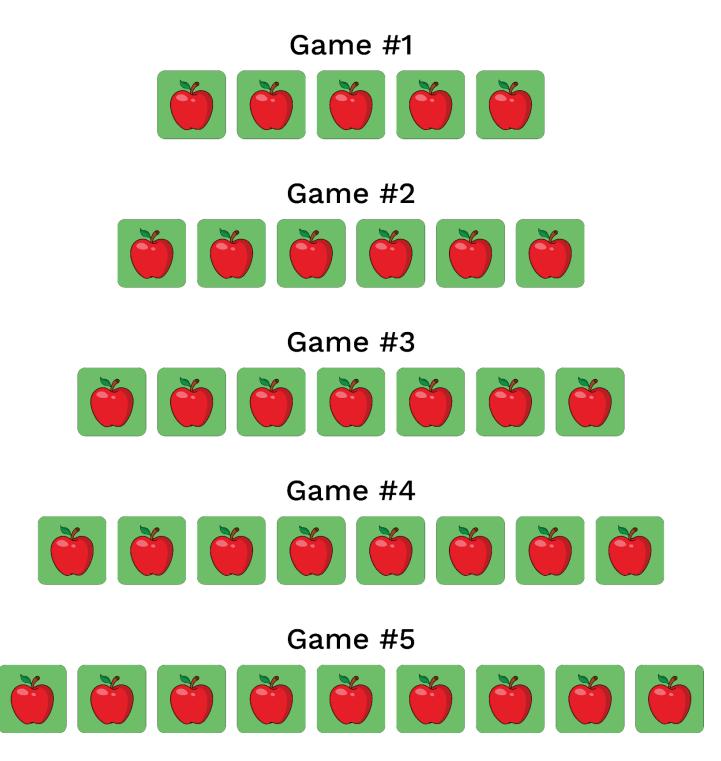
• Start with a row of apples.



- Players take turns eating apples by flipping the cards over.
- Each turn, a player can eat one apple or two apples.
- The winner is the player who eats the last apple.

## Apple Picking (Easier Version)

You can play any of the games below, or make up your own!



**Julia Robinson Mathematics Festival**