



Ladybug, Fly Home!



Materials:

- Ladybug Game Mat: 2 pieces taped together
- 6 ladybugs (red two-color counters or dedicated ladybugs made by using black sharpie to decorate red circles)
- 1 die
- Class Recording Sheet

Directions:

- Players choose their ladybug numbers and place ladybugs on those numbers. If 2 players, each player gets 3 ladybugs to place. If 3 players, each player gets 2 ladybugs to place.
- NOTE: It is important that students play with ALL six ladybugs or the data collected will not be mathematically meaningful.
- Player A tosses the die and the player whose ladybug has that number of spots moves 1 space.
- Player B tosses the die and the player whose ladybug has that number of spots moves 1 space.
- Play continues until the first ladybug reaches her home.
- The winning player makes a tally next to the winning ladybug on the Class Recording Sheet.

Analyzing the Results:

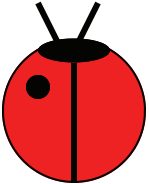





- Students mark the winning ladybug on the class recording sheet after each game.
- After students have had the opportunity to play the game several times, ask students to look at the tally chart and complete the columns by counting how many times each ladybug won.
- Discuss these questions: *Is the game fair? Does each ladybug have an equal chance to win? Would the results change if we played the game 5 more times? Explain.*
- Place the game in the Math Center so that students may continue to play and collect data.

Start



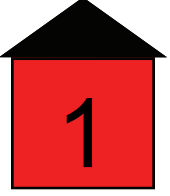





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Home



Ladybug, Fly Home! Class Recording Sheet



