

Picking apples (Junior and Senior Infants)

- Resources:** 10 counters per pair of pupils, 'Picking Apples' template
- Strands:** Counting, subtraction, problem solving
- Activity:** Give each pair of pupils the 'Picking Apples' template and ten counters (apples) placed on the branches of the tree. Pupils must take it in turns to 'pick' either one or two apples from the tree. The person who picks the last apple is the winner.
- Questions:** How many are you going to take?
What might happen if your partner takes two?
What might happen if your partner takes one?

Challenge Questions:

How can you ensure that you will always win?

Can you calculate when there six apples left what you should do to ensure that you will win?

Teacher's note:

The person who leaves three apples can always win. Encourage pupils to think about the logic and reason how many they are going to take each time.

Variations:

- 1) Pupils can reverse the game and place the apples onto the tree. The winner is the person who places the last apple on the tree.
- 2) Change the number of apples on the tree and the amount that pupils can take each time.



