THE ALLIGATOR'S BITE

Level	0 (Age group 4 – 5)
Resources Required	● Number Cards (10 per student) ● "<" cards (5 per student)
Alternate Options for the Resources	To make the Number and "<" cards (image provided) ● Cut out pieces of paper about the size of your palm. ● On each card, either write a number 1-10 or the symbol "<". ● Each student needs 10 Number Cards and 5 "<" cards.
Strand Covered	Numbers & Operations, Measurement & Data
Targeted Skills	Order of numbers
Inspired by	Wendy Janelle
Time Required	15 minutes (to play the game) 10 minutes (setup for cards)
Previous Learning Required	Knowledge of numbers 1-10
Support Required	Low supervision

Rules of the Game:

Goal	The first student to correctly sort all of their cards and earns the maximum number of points wins.
Rules	The player gets 10 minutes to complete the game. A player who is able to complete the equations in time gets 1 point. 2 point is awarded for every correct answer. 1 point is awarded for every correct answer in the second try.
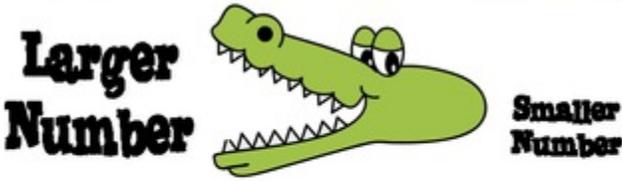
Steps	Step 1: Give each student 10 number cards and 5 "<" cards face down in one stack. Step 2: When the teacher says "start", all students flip their cards face-up and sort them to create true inequalities (e.g. 1 < 2 or 5 > 3). The 'alligator bite' should point to the larger number. Step 3: When students are finished, they silently raise their hands, and the teacher checks their sorting for accuracy. Step 4: If there is a mistake, deduct one point and the teacher asks the student to try again. If they get it right in the second try, award 0.5 points. The player with the maximum number of points wins.
Images or Illustrations	
Variations of the Game	● Instead of numbers, number names could be used in the cards. ● Pictures of a number of objects can be drawn on the card (for example, 4 apples). Players must count the number of objects, write the number on the card and then arrange it using the "<' sign.
Enrichment	● Have students sort more than 10 numbers (students will need 1 "<" card for every 2 number cards). ● Include "=" cards along with "<" cards to give students the opportunity to make more choices throughout the game. ● Use larger numbers like 11-50
Simplification	● Have students sort fewer than 10 numbers. ● Only use numbers between 1-5. ● Allow students to work in pairs.