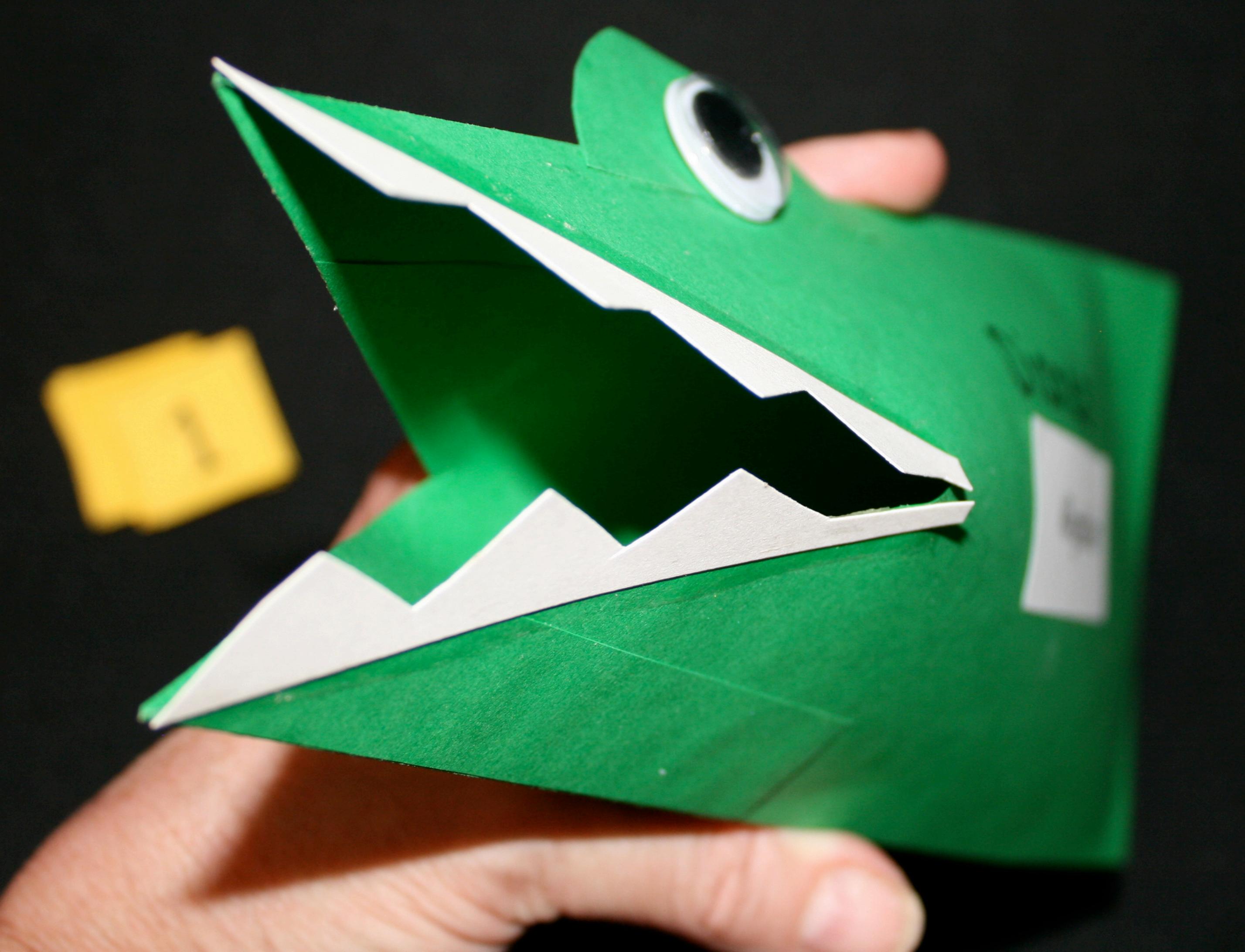




Diane's

Alligobbler







Less than and greater than can be confusing symbols to a young child. Make it fun and easy to understand with **Chomper** my alligator-alligobbler.

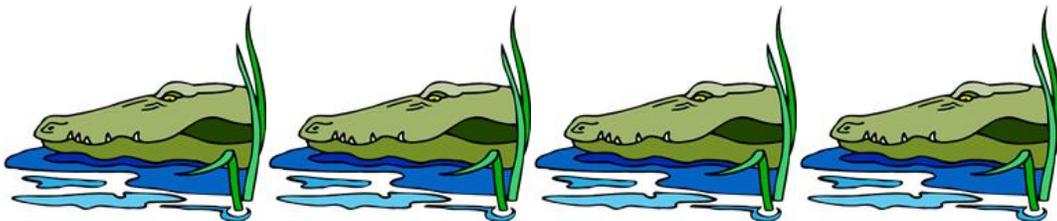
### Here's how:

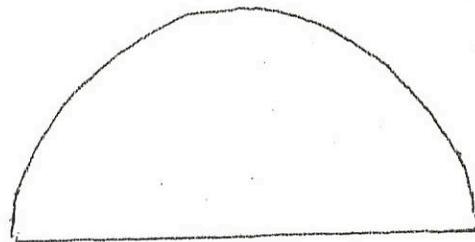
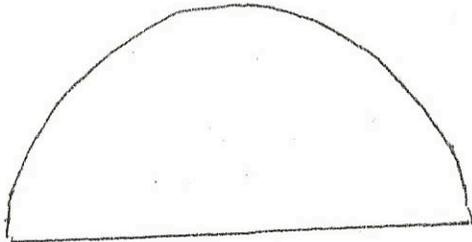
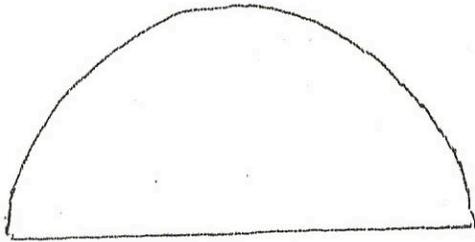
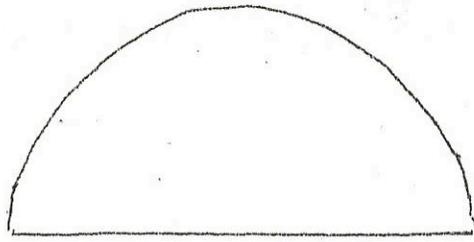
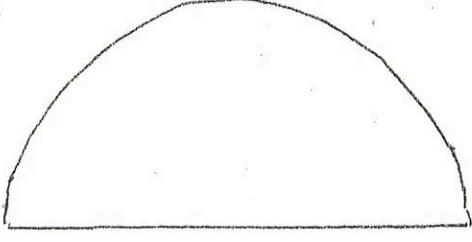
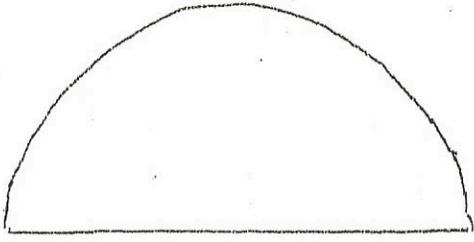
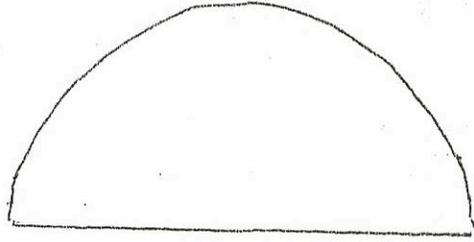
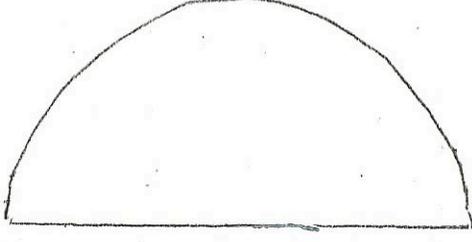
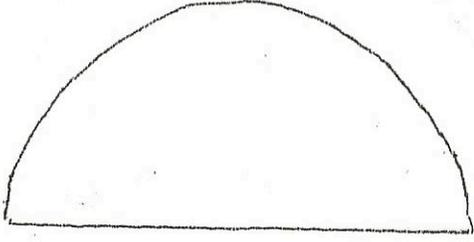
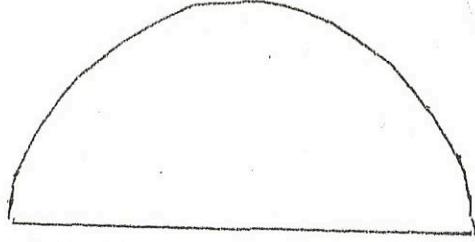
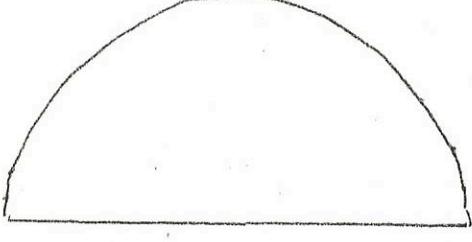
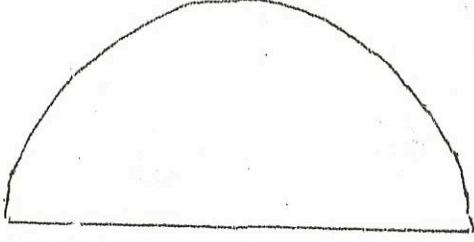
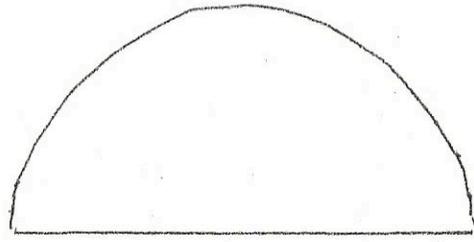
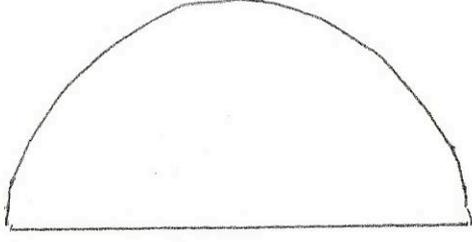
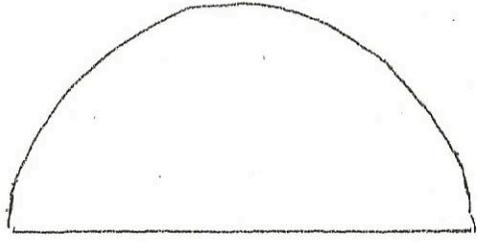
- Buy a pack of self-seal long green envelopes.
- Children peel and stick the envelope shut.
- Make a V-template.
- Using the V-template, students trace the V and then cut it out.
- To expedite things, this can be pre-done for young children
- Run off the “jaws” of Chomper on several sheets of white cardstock.
- Students carefully cut the upper and lower jaws out.
- Using a glue stick, children run a stripe along the top V of the envelope-mouth of the alligator and then press on the top row of teeth.
- They do the same thing for the bottom row.
- Students cut out the half circle of Chomper's eye and glue it to the top of the “head”.
- Give students a large wiggle eye and a thick glue dot.
- Students glue the wiggle eye on top of the green  $\frac{1}{2}$ -circle “orb”.
- Run off a set of “Alligobbler” labels and give each student a sticker to place on the back of their Chomper.
- Students write their name above the label in plural-possessive form.
- Run off a set of number tiles in different colors.
- Each student needs two sets so that they can play at home.

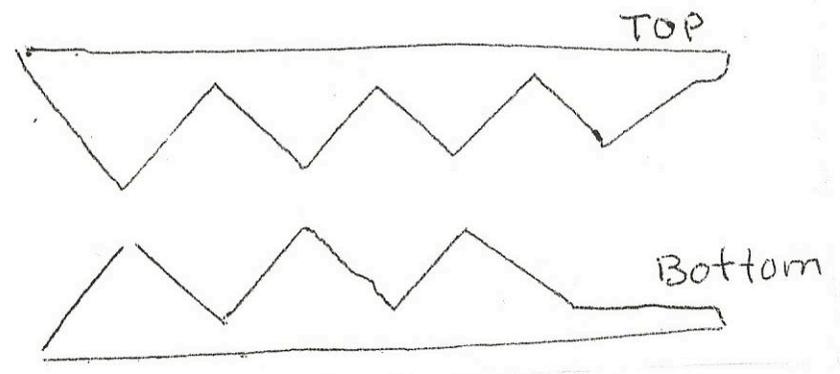
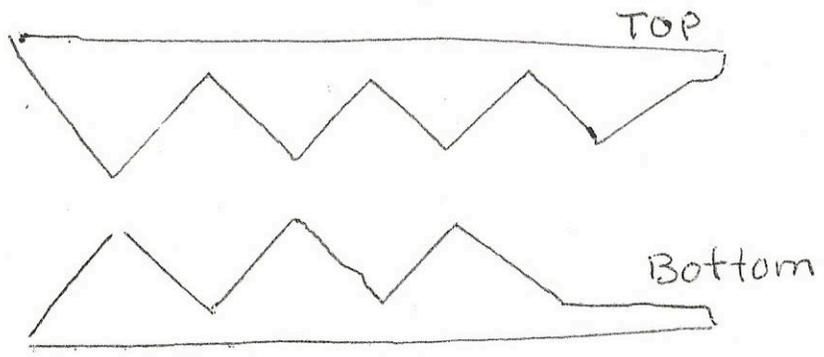
- Children cut out their tiles.

### **How to play the game.**

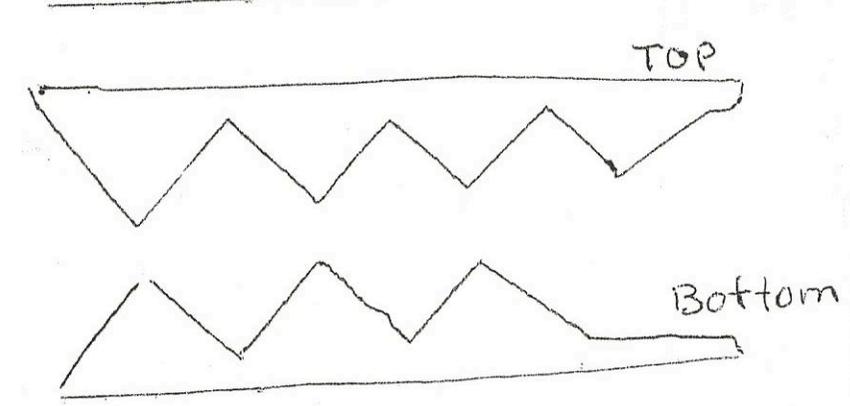
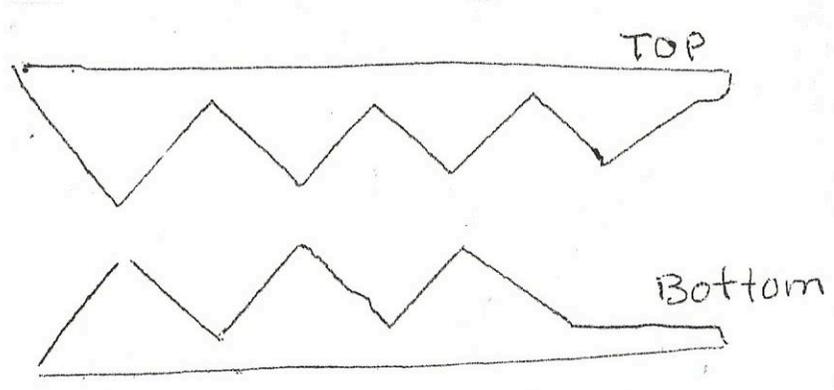
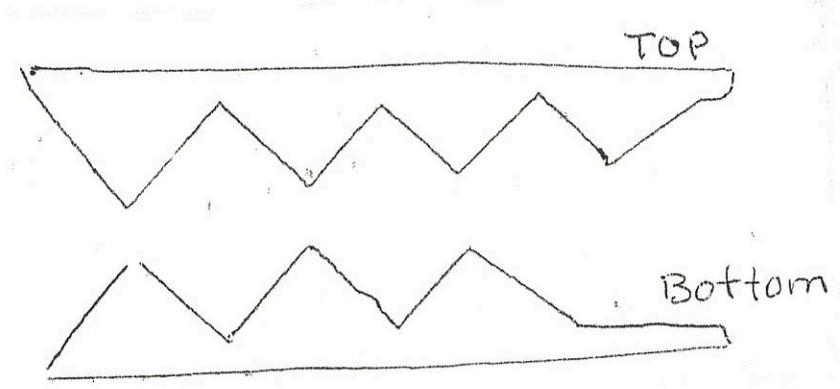
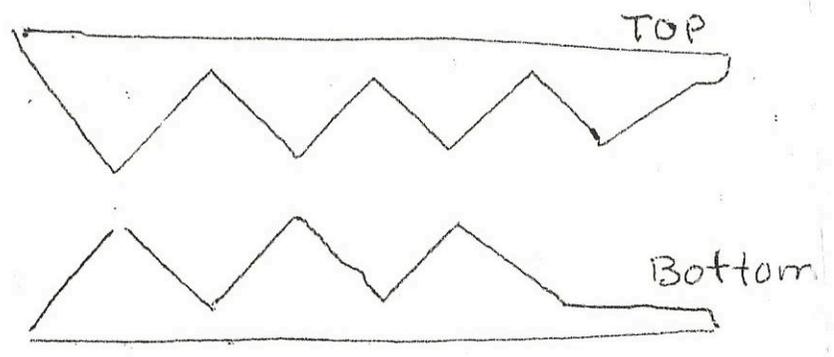
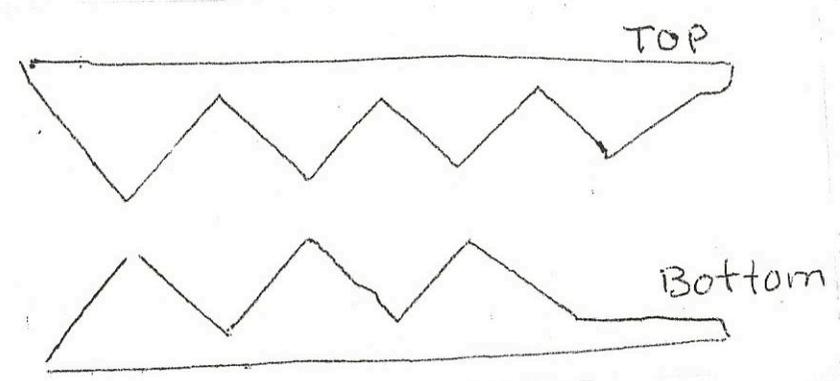
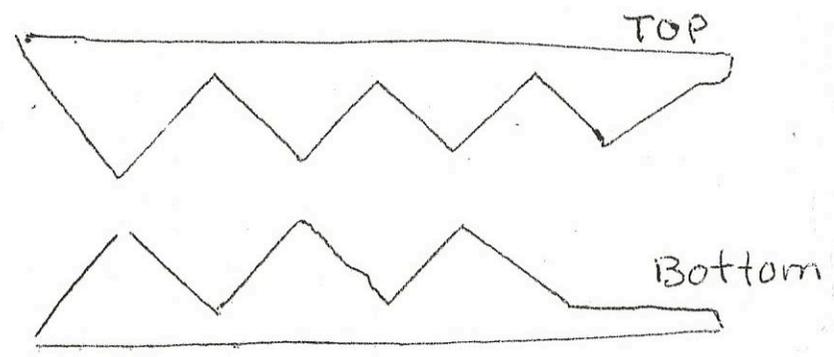
- When children face a partner and they look at the opposite alligator, it will be a “less than” alligator. They will have a “more than” alligator.
- Children stack one set of colored cards making sure that it is not the same color as their opponent.
- Students place the cards face down.
- Decide who goes first.
- Both children flip over a number card.
- If it is child A’s turn, she looks at the two numbers and decides which is more than and takes that number, saying the equation: “**5 is more than 3.**”
- The other child takes the 3.
- Now it is child B’s turn.
- Both children flip a number.
- Child B is looking at her alligobbler which is also “more than” to her, so she will take the greatest number.
- If she’d like to take a smaller number, she can flip her alligobbler over so she is looking at a “less than” symbol “mouth and say that equation and take that number.
- Play ends when all of the numbers are gone.
- Children spill the number tiles Chomper has eaten, back onto the table and sort them by color, giving each other their own cards back.







white  
cardstock



1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35

Alligobbler

Alligobbler