

The background of the entire slide is a close-up, high-resolution image of marbled chocolate. The swirls and veins of the chocolate are in various shades of brown, from light tan to deep, dark chocolate and near-black tones. The texture appears glossy and fluid, with some areas showing more pronounced ridges and valleys than others.

Save a piece for Michael

A game for maths groups

by Norah Colvin

To follow up storytelling with Michael Rosen's
Chocolate Cake

Save a piece for Michael

The story

In his [Chocolate Cake](#) story, Michael Rosen sneaks downstairs in the middle of the night and eats all of the remaining chocolate cake. There is no chocolate cake left for his lunch. If only he'd been able to stop eating. Then he'd have a lunchtime treat!

The game

In the game, the idea is to help Michael keep a piece of cake for his lunch by eating (taking) less than anyone else.

How to play

The game is suited to groups of three to six children, with the support of an adult if possible, or an older buddy.

Everyone starts with one piece of cake.

Children take turns to spin and follow the instructions shown on a spinner.

The player with the *fewest* pieces of cake at the end of the game saves the piece of cake for Michael and wins the game.

You need:

Game board

Cake pieces

Spinner

Plates for players

Michael's lunch bag

Set up

Place all the pieces of cake on the game board.

Remove one piece and put it in Michael's bag for lunch.

Give one plate to each child. Each child takes one piece of cake and places it on the plate to start.

Play

Children take turns to spin and follow the directions on the spinner.

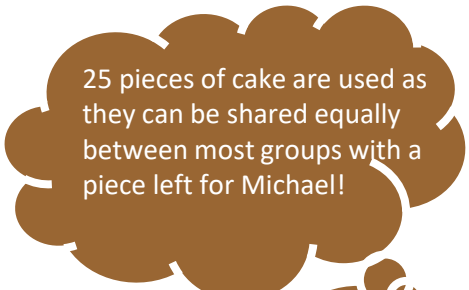
Children place their pieces of cake on their plates so that all can be clearly seen.

When the last piece of cake is taken (removed from the game board) children compare the number of their pieces of cake. The child with the smallest number has saved the piece for Michael and wins the game.

Mathematical thinking

The game involves a combination of luck and strategy based upon mathematical thinking involving counting, comparison (more or less), subitisation, adding and subtracting. Add a conversation about sharing at the beginning of the game if appropriate.

For a fast finisher challenge: Place all the pieces of cake on the game board (like a jigsaw) to create the original picture!



25 pieces of cake are used as they can be shared equally between most groups with a piece left for Michael!



Before beginning the game, ask:

Are there enough pieces of cake for each player?
How many pieces do you think each person could have?

Say, "Let's see."

Have each child take a piece.

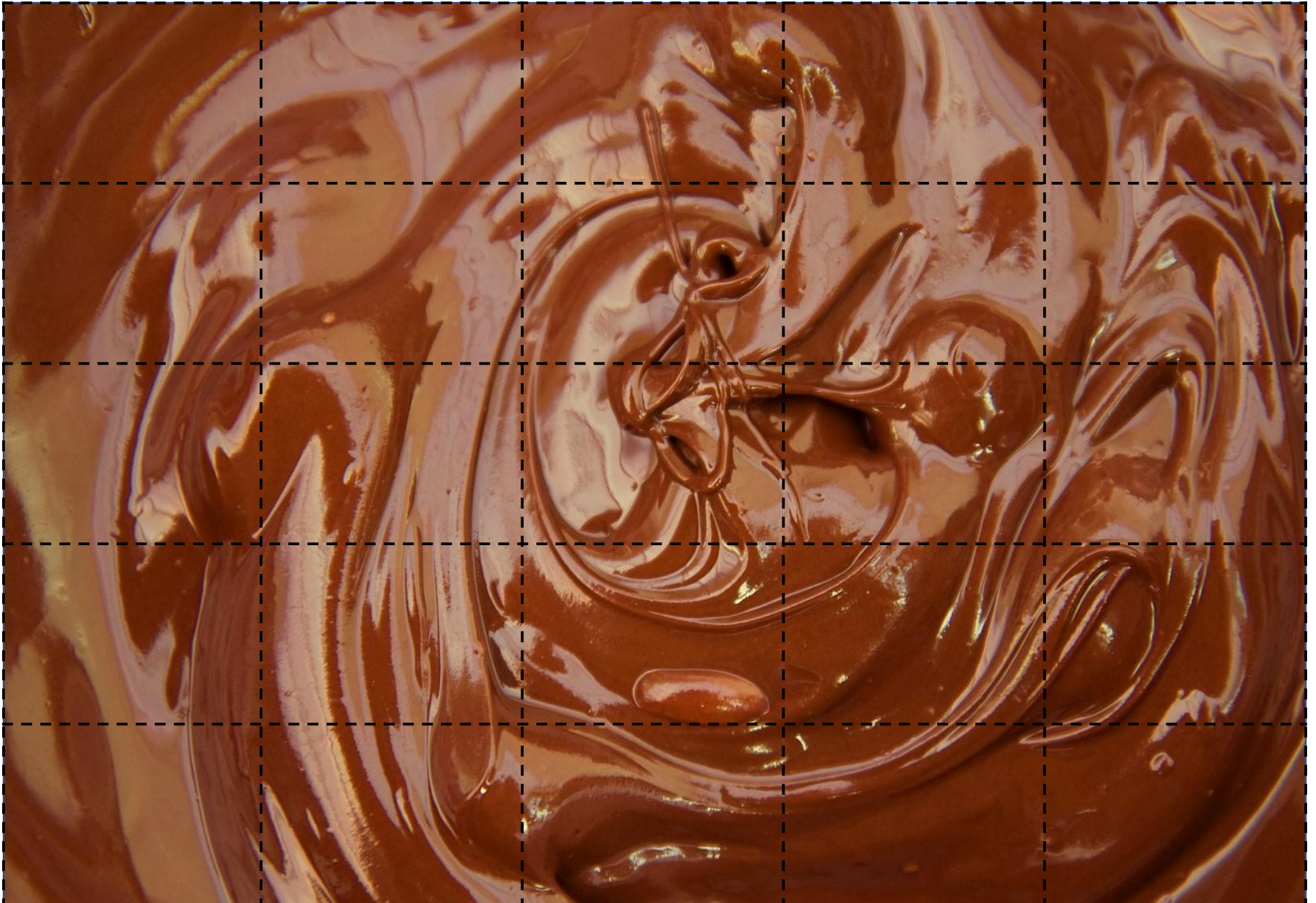
Ask, "Is there enough for another?"

Continue until all are shared.

If someone estimated correctly – ask them to explain why they thought that or how they knew.

Save a piece for Michael

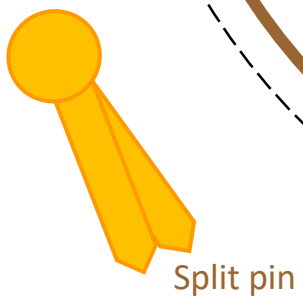
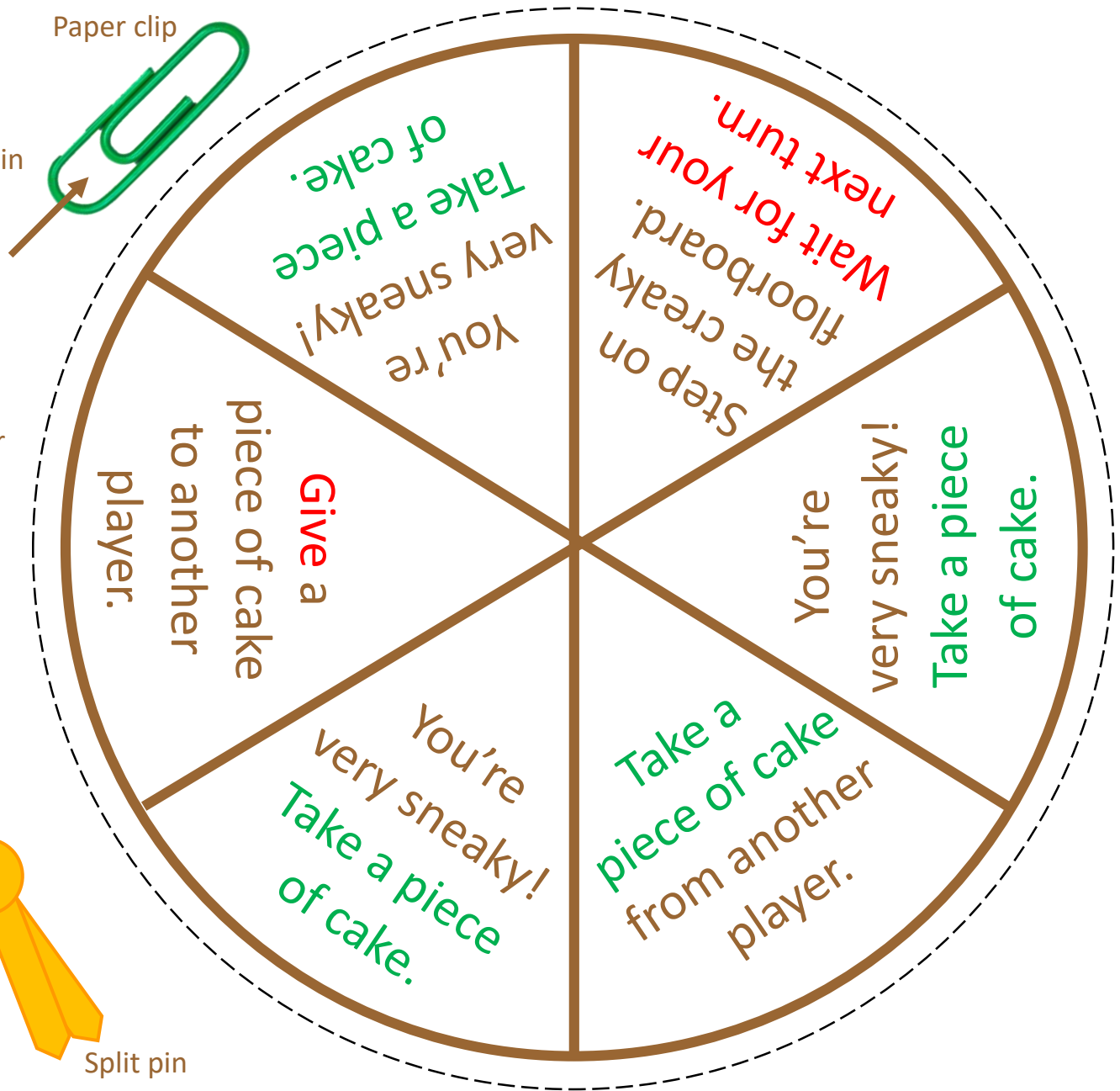
Cut the cake along the dotted lines to give 25 individual pieces of cake. Laminate.



Make the spinner

- 1. Cut along the dotted line.
Laminate. Poke a hole in the centre.
- 2. Cut a small circle of thin flat plastic. (You could use the laminate off-cuts.) Poke a hole in the centre.
- 3. Push a split pin through the plastic circle, between the two curves at the end of a large paper clip, then through the top of the spinner.
- 4. Spread the tines to leave enough space between the plastic circle and the spinner for the paper clip to spin.
- 5. Check that the paper clip moves freely. If not, readjust the tines.

Note: The plastic circle is not essential but it helps to keep the paper clip in place.

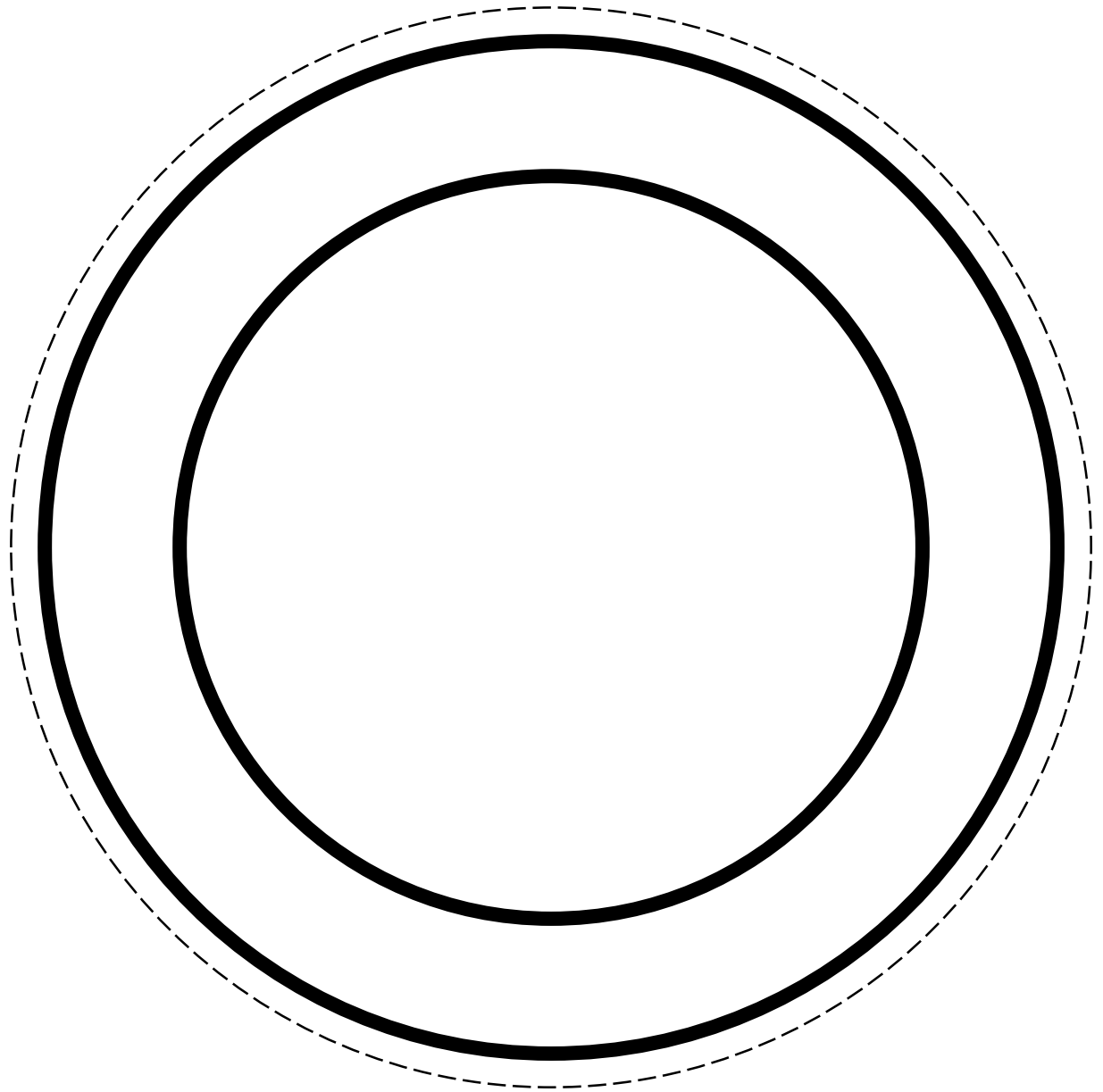


Print up to six plates, one for each player.
Print on coloured paper to identify each
player's plate.

Cut along the dotted line.

Laminate for durability.

Note: to avoid printing, you could use
other classroom resources.



Print one copy.

Cut around the dotted outline.

Fold on the solid lines.

Spread glue on the white flaps, then press down the back to form a bag.

Note: to avoid printing, simply write "*Michael's lunch*" on a paper lunch bag.

