

NAME: _____

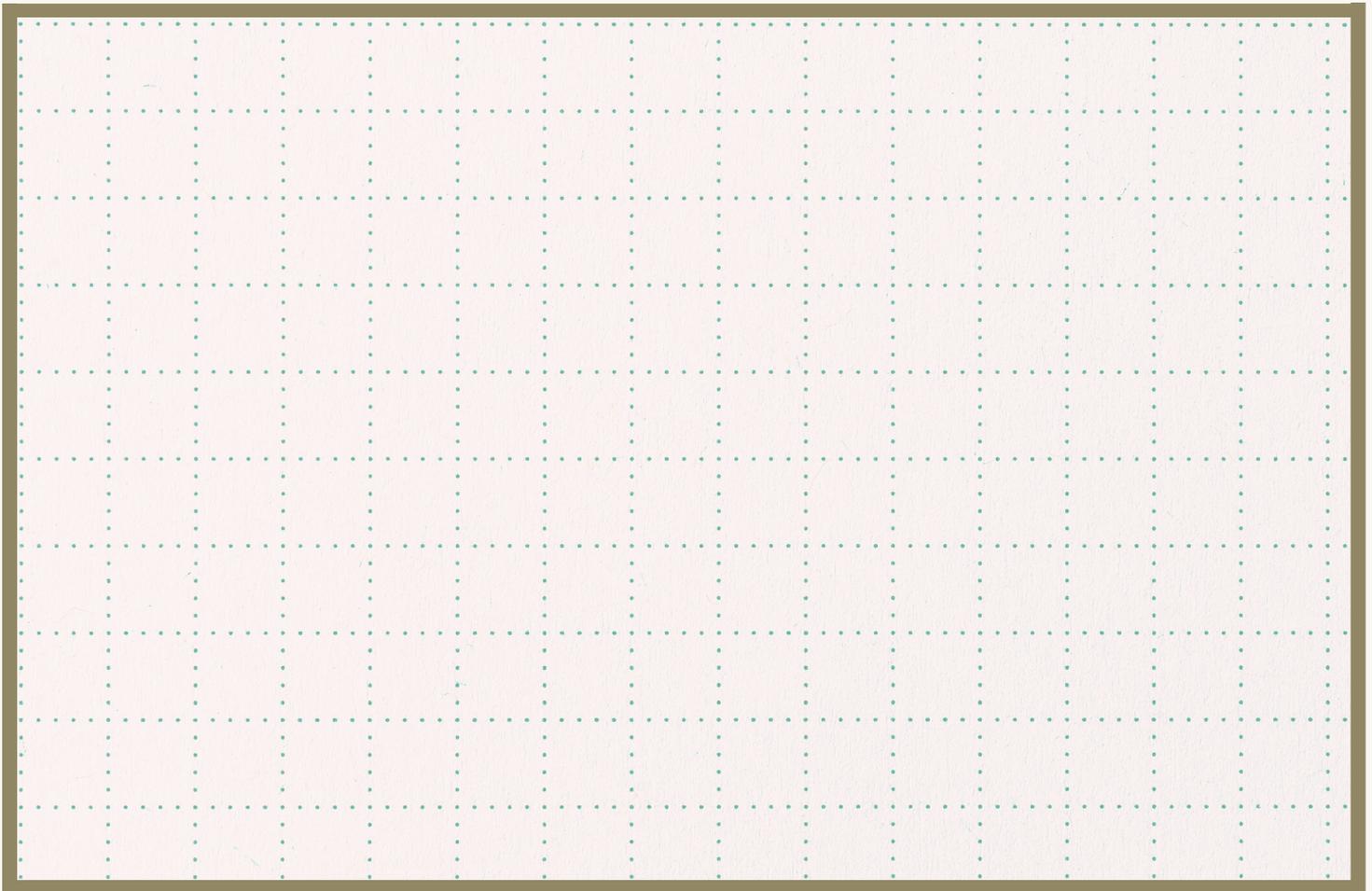
DATE: _____

HUNGRY GAMES

Help Farmer Maryn figure out when to rotate the cattle to a new field by coloring in the squares using the directions below.

Directions: Farmer Maryn needs to move the cattle out of Field 2 after they've eaten 60% of the grass, or 90 squares are colored green.

- Day 1 - 20 cattle eat 56 squares of grass each day, and make 19 cow pies.
- Day 2 - 20 cattle eat 56 more squares of grass, and make 19 more cow pies.
- Day 3 - 20 cattle eat 56 more squares of grass and make 19 more cow pies
- At the end of each day, count up the leftover squares to see when you should move the cows to a new field and tell Farmer Maryn!



Color the squares of grass eaten green

For every 3 squares of grass that you color green, draw a brown cow pie on top of one.



DAYS

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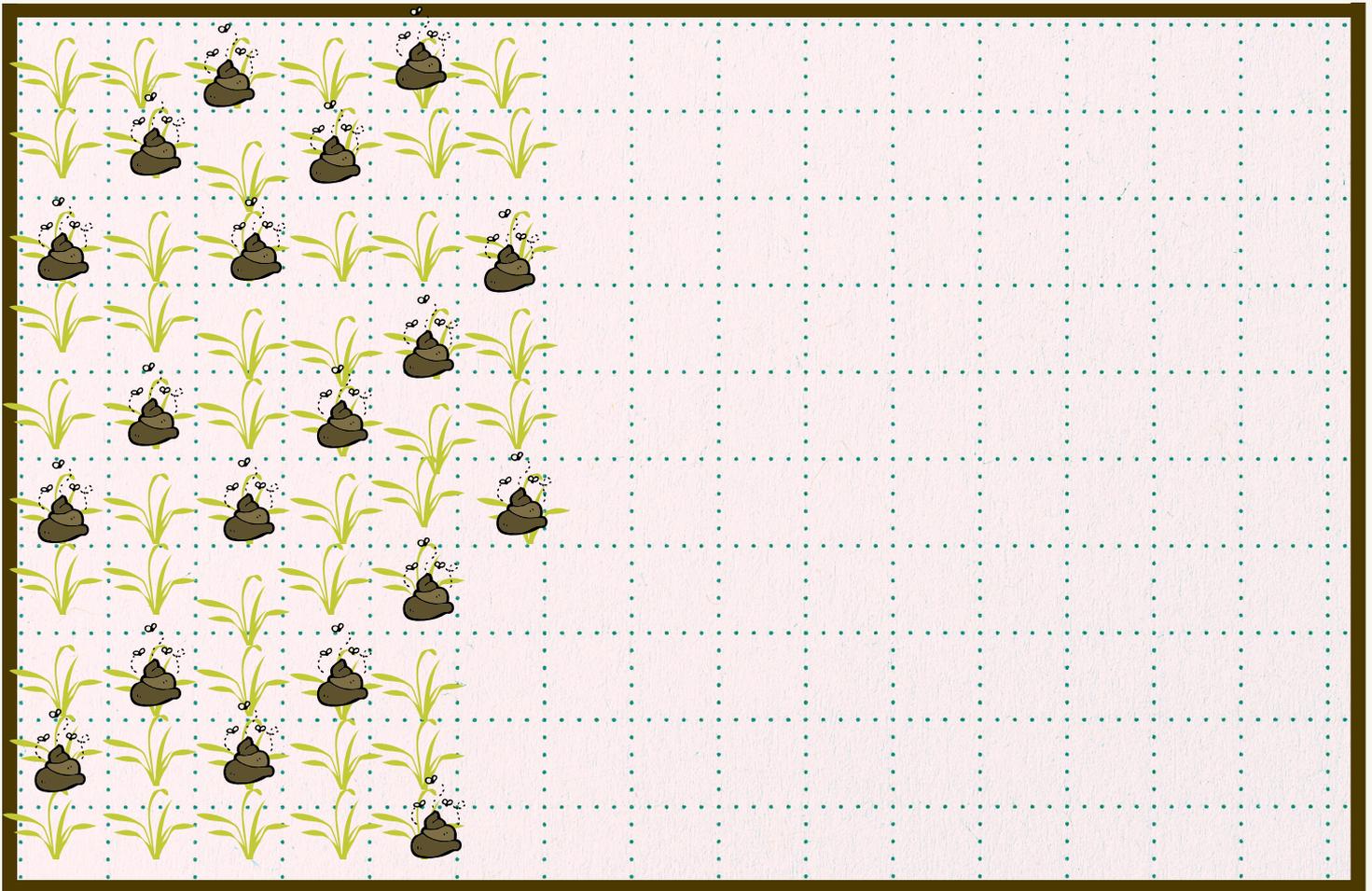
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90 squares

We have too many squares colored! 22 too many. 2 days is too many, but 1 day is not enough.

Color the squares of grass eaten green

For every 3 squares of grass that you color green, draw a brown cow pie on top of one.



1 1/2

DAYS