

Ten Frames For Home

1. Carefully cut out ten frame cards. Make sure to stay on the lines and cut off extra paper.
2. Sort the ones from the tens. Put the tens in a zip lock bag or envelope.
3. Use the ones for an activity:
 - a. Fast flash them and say how many you see.
 - b. Sort them greatest to least or least to greatest.
 - c. Say the equation for what's there and what's missing. (Example: If you see one dot, the equation is $1+9=10$). See how fast you can do this!
4. Play *Go Fish* with your ten frames (combine cards that make 10).
5. Store all the ten frames in the plastic bag or envelope.

Keep these ten frames in a safe place.

Listen in class for many more activities and games to play at home throughout the year with your ten frames.

NAME _____

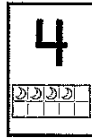
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Tens Go Fish

Directions

You need

- Deck of Primary Number Cards (without Wild Cards)
- *Tens Go Fish* Recording Sheet (G45; 1 per player)



RESOURCE MASTERS, G45

NAME _____ DATE _____

Tens Go Fish Recording Sheet

My combinations of 10 in Game 1	My combinations of 10 in Game 2

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Play with a partner. Work together.

- 1 Deal each player 5 cards.
- 2 Players put down pairs of cards that make 10, and pick new cards to replace them.
- 3 Then, players take turns asking each other for a card that will make 10 with a card in their own hand.
 - If a player gets the card, he or she puts the pair down and picks a new card from the deck.
 - If a player does not get the card, the player must “Go fish” and pick a new card from the deck.
 - If the new card makes 10 with a card in the player’s hand, he or she puts the pair down and picks another card.
 - If a player runs out of cards, the player picks two new cards.
 - A player’s turn is over when there are no more pairs that make 10.
- 4 The game is over when there are no more cards.
- 5 At the end of the game, players record their combinations of 10 on the *Tens Go Fish* Recording Sheet.

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