

Ten Frame Card Game – Addition

Materials: Deck of Cards / Ten Frame Cards

Purpose: Student practices adding a variety of numbers using relationships to ten.

Part I: Addition with Ten Frame Cards

Remove Jack, Queen and King from card deck and set deck on table.

Ask student to pick a starting number for the game (6, 7, 8, or 9) and put the Ten Frame Card for that number on the table.

Ask student to turn over the top card in the deck and to add the number to the Ten Frame Card. He/she should be able to rearrange the numbers to complete a full ten and have some left over. Ask student to explain his/her answer in three parts:

I need _____ to make a ten.
I would have _____ left over.
The total is _____.

If student answers correctly, he/she keeps the card. If not, tutor gets the card.

NOTE: Encourage student to rely on his/her knowledge of combinations rather than counting to determine the leftovers. One way to do so is to ask, "**What combination will you use to break apart the card?**"

Part II: Addition without Ten Frame Cards

Play the game again, but take away the Ten Frame Card and use a playing card to show the starting number (6, 7, 8, or 9). This will challenge student to think about what is needed to complete the ten without using the Ten Frame as a visual.