

Activities with the large 10 frame

1. 10 Frame Flash: "Flash" a 10 Frame and ask the children what they saw and how they know what they saw.
2. Crazy Mixed Up Numbers: Tell children a number and have them build the number on their 10 frame. Pay attention to who takes the counters off and starts from scratch each time and who adds and subtracts to make the new number.
3. Extension of Crazy Mixed Up Numbers: Have students tell you what they have to do to get to the next number.
4. Roll a die and have them build that number on their 10 frame. Ask **students**, "How many spaces are filled and how many are empty?"
5. Roll a dot die and have the student place that number of counters on their 10 frame. Then ask them to tell you what number is "1 more", "2 more", "1 less," "10 more," etc.
6. Playing with a partner, Student A rolls a die and puts counters to represent the number on the 10 frame. Student B rolls and adds that number to the 10 frame. How many counters in all?
7. Use above idea and have student write a story to go with the addition sentence they have made OR give students a story problem and have them illustrate it on a 10 Frame using counters or pictures.

Mini 10 frames

1. Build a number with two 10 frame cards. Start with single digits to work on number bonds and decomposition of numbers. Watch what happens you move to 2-digit numbers.
2. Build a number with as many cards as you can. Spiral to write a number sentence to match.

$$7 = 3 + 4$$

$$7 = 2 + 5 + 0 + 0$$

$$7 = 2 + 3 + 2 + 0 + 0$$

(Note: I write the equation with the sum first since I have given them the whole first and they are telling me the parts. This reinforces the notion that the equal sign does not mean "the answer is coming next.")

3. Have students build a number. Give directions ("Add 10") and students show and answers. Use a wide variety of terms such as "10 more, 20 fewer, 30 greater, etc."
4. Student rolls a die 3 times, finding the 10 frame to match each roll. Student then orders the frames from least to greatest or greatest to least.
5. Make a die labeled 10, 20, 30, 40, 50, 60 and use a standard die. Roll both and have students build the number with 10 frames and say the number.
6. Shuffle 1 card of each value. Have student order them and talk about patterns. (This works best is you use the fill doubles first orientation.)
7. Have students play "memory" with 10 frame cards, using two of each value, or use one 10 frame card of each value AND a numeral card or other representations of a number (dice pattern, random pattern, etc.)
8. Give each student one 10 frame card. Have them find a partner to build 10. (You may want to take out the 0s and 10s)
9. Have students play "Go Fish" with 2-3 decks of 10 frame cards, shuffled together.
10. Read stories and have students participate using 10 frame cards.
Quack and Count by Keith Baker
My Sister Ate One Hare by Bill Grossman
11. Play "Guess my Number": Give hints...It's larger than 5. It's an odd number. What numbers might it be? (This has more than one correct answer. Have students justify why their answer is correct.)