

# To 10 and Beyond

Session 348 • 2012 NCTM Annual Meeting • Philadelphia, PA

## Ten Frame / Five Frame

<http://illuminations.nctm.org/ActivityDetail.aspx?ID=75>

<http://illuminations.nctm.org/ActivityDetail.aspx?ID=74>

## Grouping and Grazing

<http://illuminations.nctm.org/ActivityDetail.aspx?ID=218>

## Okta's Rescue

<http://illuminations.nctm.org/ActivityDetail.aspx?ID=219>

## Concentration

<http://illuminations.nctm.org/ActivityDetail.aspx?ID=73>

## How Many Under the Shell?

<http://illuminations.nctm.org/ActivityDetail.aspx?ID=198>

## Salute

<http://www.youtube.com/watch?v=tT3AUUvRgVQ>

## Magic Ten

## Tallies, Ten Frames, and Baseball Games

<http://illuminations.nctm.org/LessonDetail.aspx?ID=L876>

## Let's Count to 10

<http://illuminations.nctm.org/LessonDetail.aspx?ID=U147>

## How Many Letters Are in Your Name?

<http://illuminations.nctm.org/LessonDetail.aspx?ID=L869>

## Dynamic Paper

<http://illuminations.nctm.org/ActivityDetail.aspx?ID=205>



<http://illuminations.nctm.org>

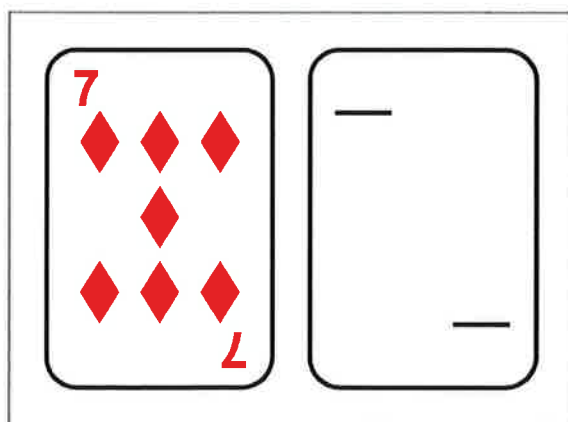
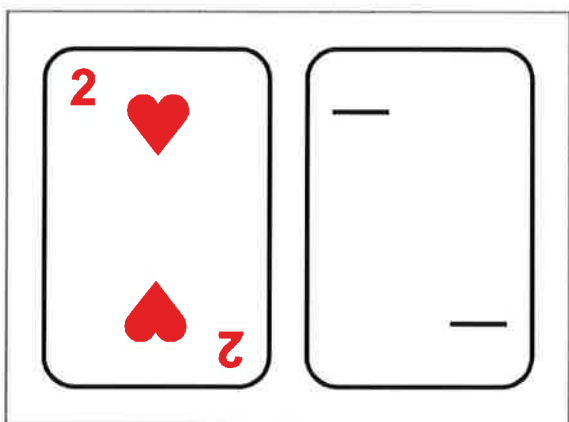
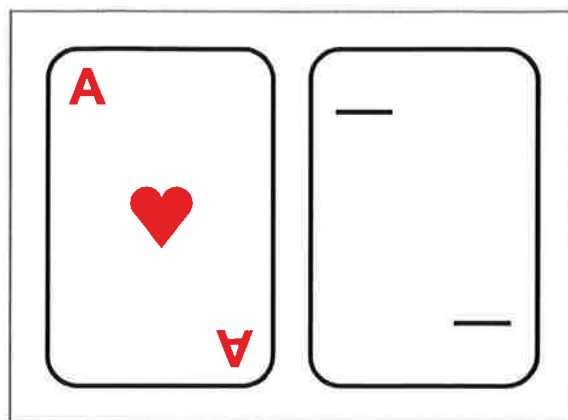
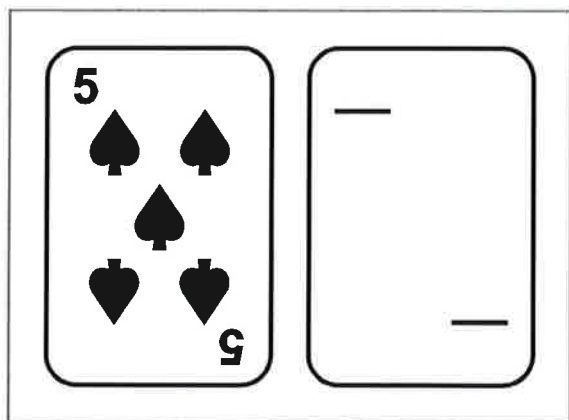
# Magic Ten Card Trick

1. Hold out the shuffled deck, and ask one member of your audience to choose three cards.
2. Ask the volunteer to determine if any two of his cards add to 10. If so, the volunteer must return one of the cards to you and choose a replacement. Repeat this until the volunteer has three cards, no two of which add to 10. Tell the volunteer that you will determine which cards he has. The volunteer can put the three cards aside while you perform the trick.
3. Begin the card trick by turning each of the remaining cards face up in front of you, one at a time. When you see two cards that add to 10, cover those two with the next two cards from your deck.
4. Continue in this manner, covering pairs that add to 10 every time you see them, until the deck is finished. If there are no pairs that add to 10, form a new pile with the next card. If you are left with only one card at the end, simply make a new pile.
5. When the cards in your hand have all been turned over, remove any piles whose top cards add to 10.
6. There should be three remaining piles. Determine the missing cards by finding the addend that goes with the top card of each pile to make 10. For instance, if one of the remaining cards is 3, then one of the volunteer's cards is 7, since  $3 + 7 = 10$ .

# Magic Ten

NAME \_\_\_\_\_

Fill in the blank card with the number that goes with it to make 10.  
Draw the right number of shapes on the card.



Fill in the blanks with numbers to make 10.

$4 + \underline{\quad} = 10$

$9 + \underline{\quad} = 10$

$3 + \underline{\quad} = 10$




$8 + \underline{\quad} = 10$

$6 + \underline{\quad} = 10$

## Chip Trading Game

1. Player 1 rolls a single die and takes that many yellow chips, placing them in the yellow chip column.
2. Player 2 would then take a turn by rolling the die and taking the number of chips shown on the die and placing them on his/her board.
3. Player 1 then rolls the die again and adds that many yellow chips.
4. As with numbers, you cannot have more than 9 chips in a column, and if you have more, then you need to regroup. When you have more than 9 chips, take 10 yellow chips and trade them for 1 blue chip. Place the blue chip in the blue column. Any remaining chips stay in the yellow column. For example, if you have 8 yellow chips and roll a 5, you would have 13 yellow chips. Trade in 10 yellow chips for a blue chip. Your game board would have 1 blue chip and 3 yellow chips.
5. The opponent should check the trade to make sure it is done correctly. If your opponent notices that you have made an error, you lose a turn.
6. The winner is the first player to trade for a red chip.

# Chip Trading Activity Sheet

			
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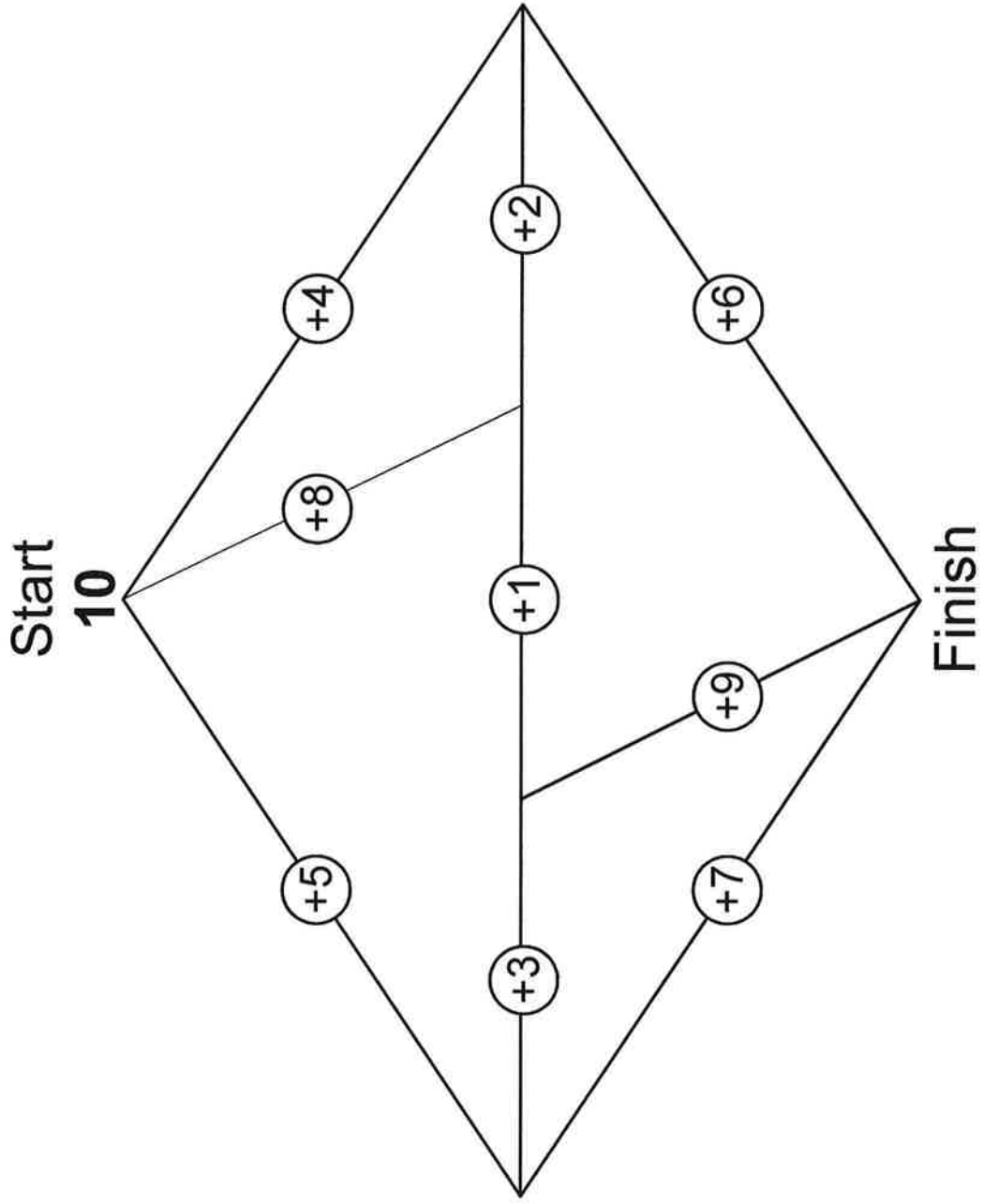
# Letters in My Name

I have \_\_\_\_\_ letters in my name.

I have \_\_\_\_\_ letters in my name.

I have \_\_\_\_\_ letters in my name.

I have \_\_\_\_\_ letters in my name.



# Team Tally

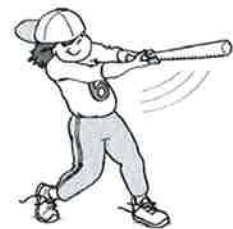
NAME \_\_\_\_\_

1. Today it is your turn to copy the team's wins and losses to your special tally sheet.

WINS	LOSSES

2. Write the number of wins here: \_\_\_\_\_

3. Write the number of losses here: \_\_\_\_\_



4. Write an addition sentence to show how many games your team has played so far.

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# Ten Frame Work Mat

