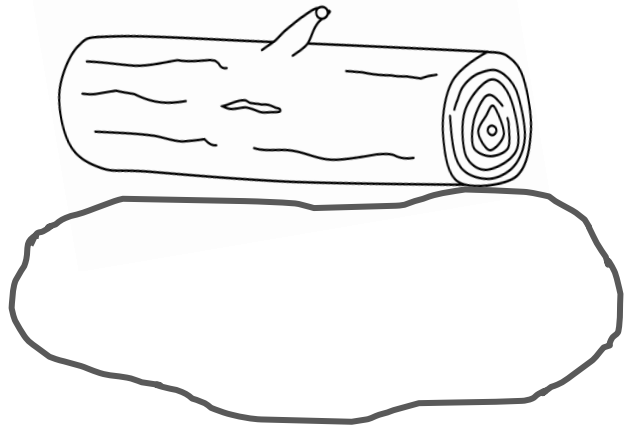
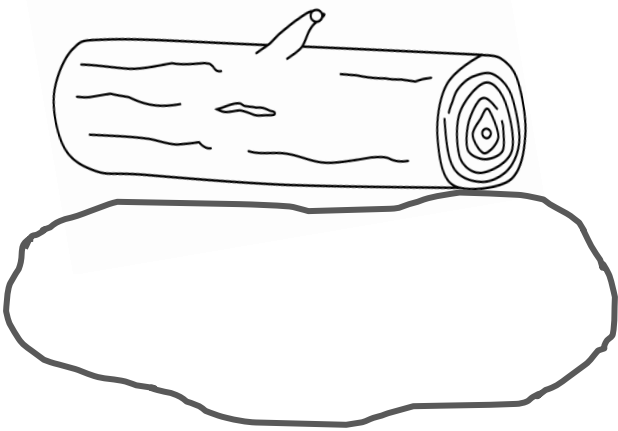


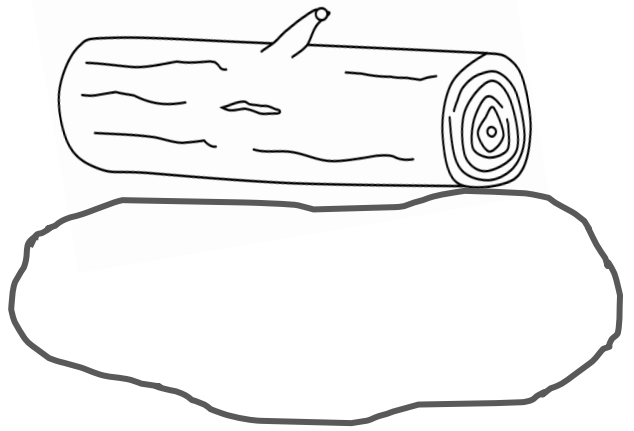
On the log \_\_\_\_ In the pond \_\_\_\_  
My equation:



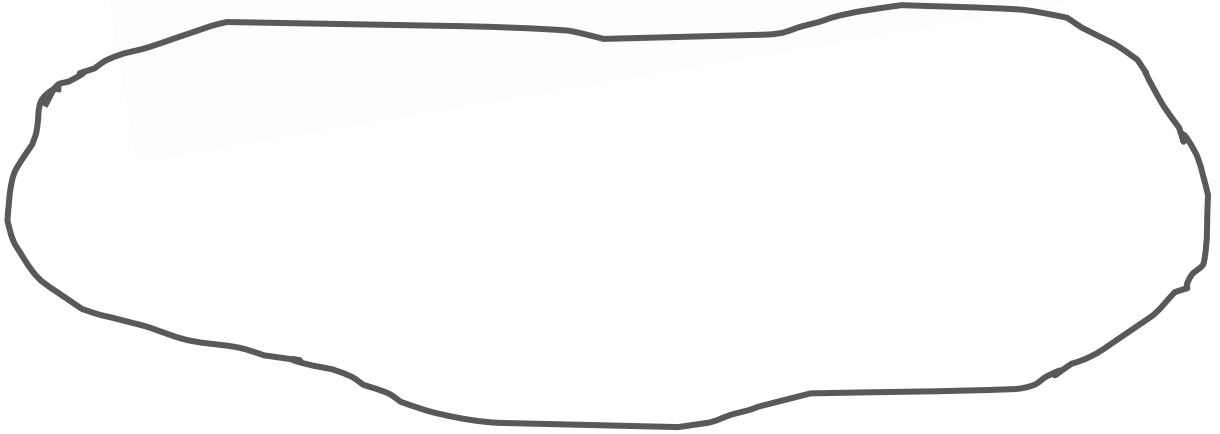
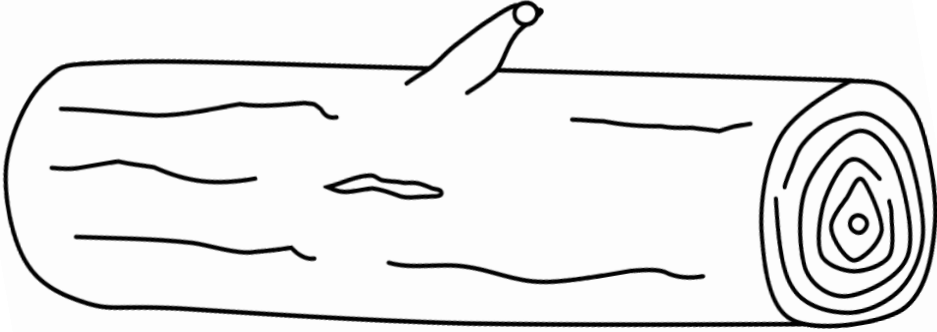
On the log \_\_\_\_ In the pond \_\_\_\_  
My equation:



On the log \_\_\_\_ In the pond \_\_\_\_  
My equation:



On the log \_\_\_\_ In the pond \_\_\_\_  
My equation:

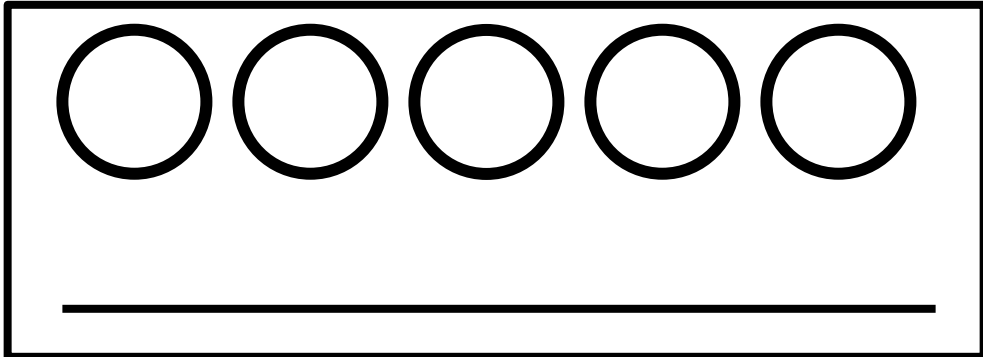


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7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
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35	36	37	38	39	40	41
42	43	44	45	46	47	48
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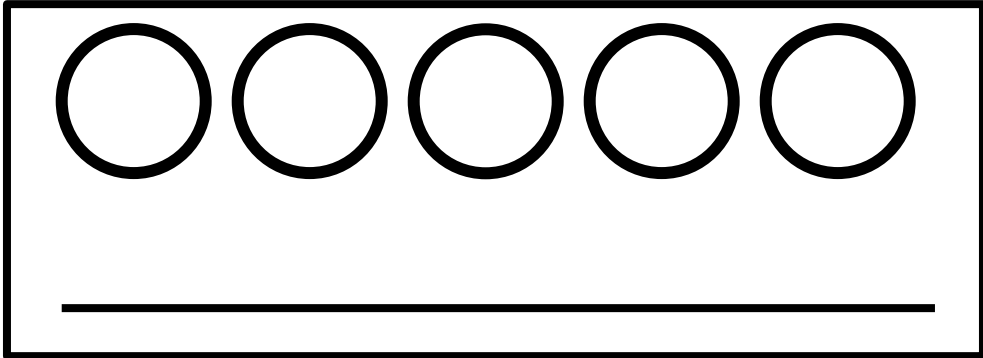
56	57	58	59	60	61	62
63	64	65	66	67	68	69
70	71	72	73	74	75	76
77	78	79	80	81	82	83
84	85	86	87	88	89	90
91	92	93	94	95	96	97
98	99	100				

My name \_\_\_\_\_ My Partner \_\_\_\_\_

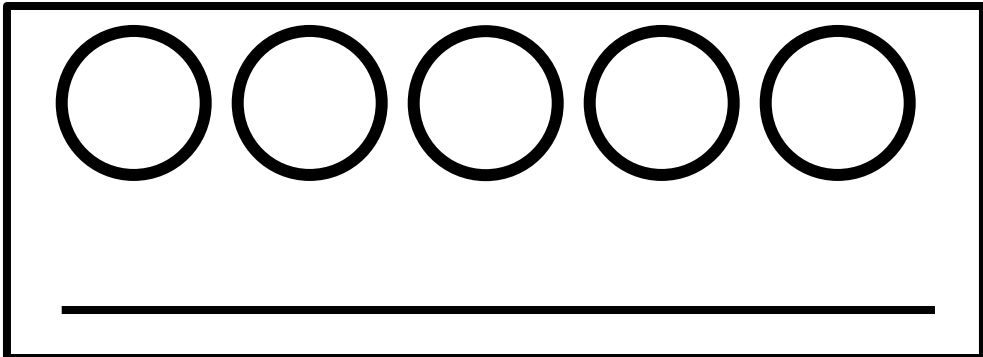
## Making Five Shake and Spill



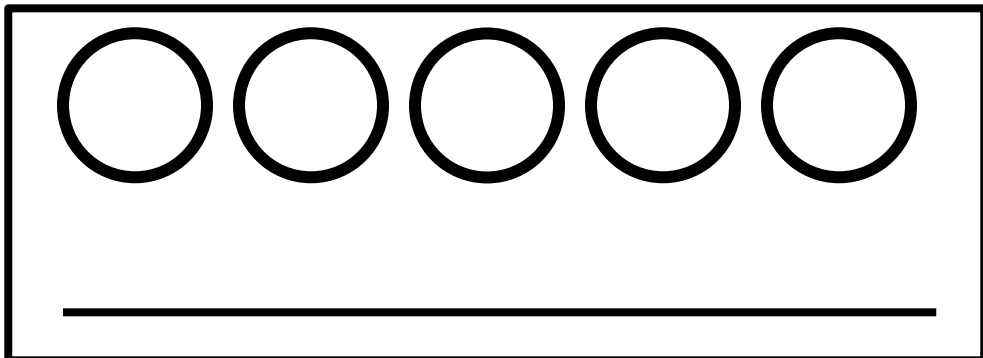
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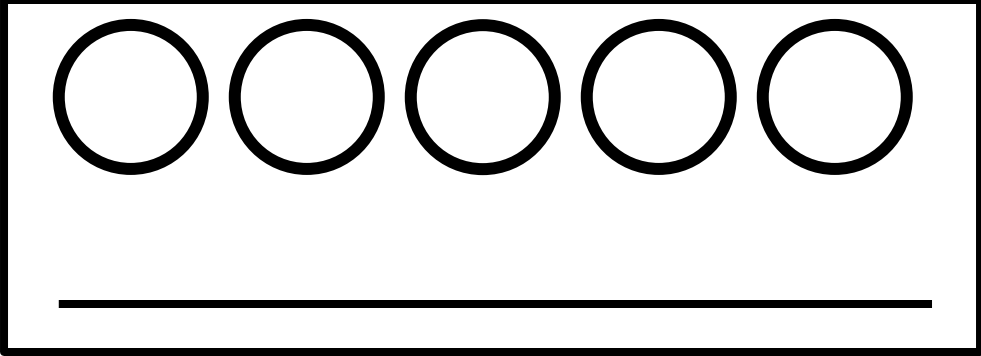
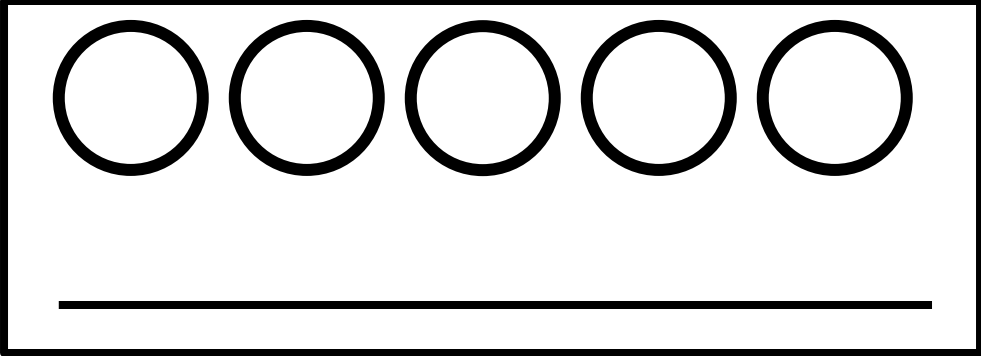
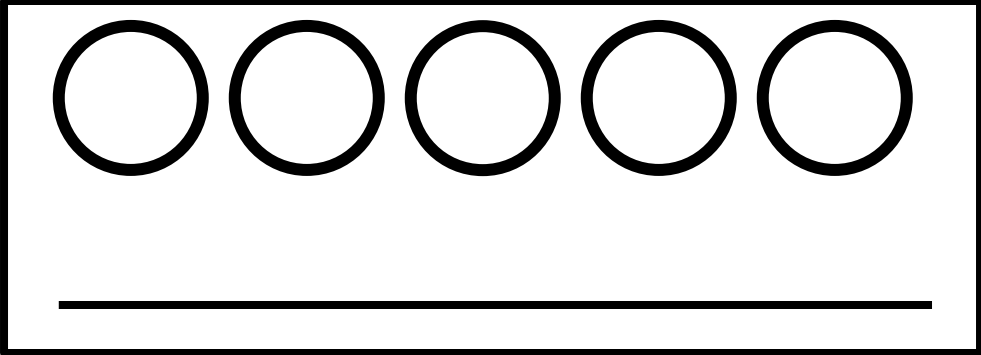
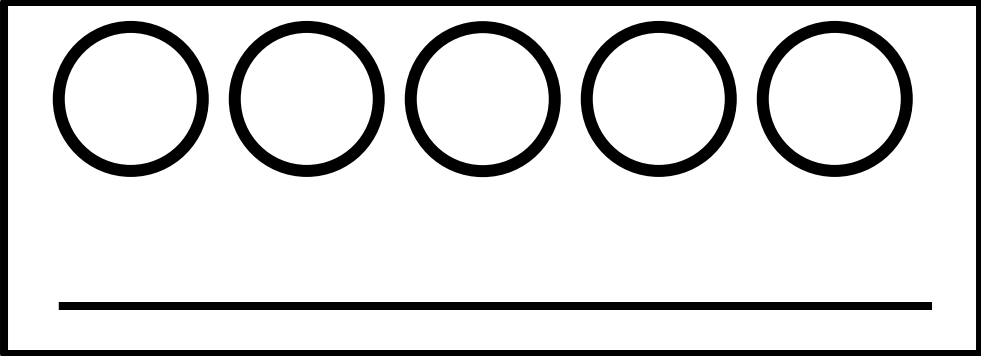
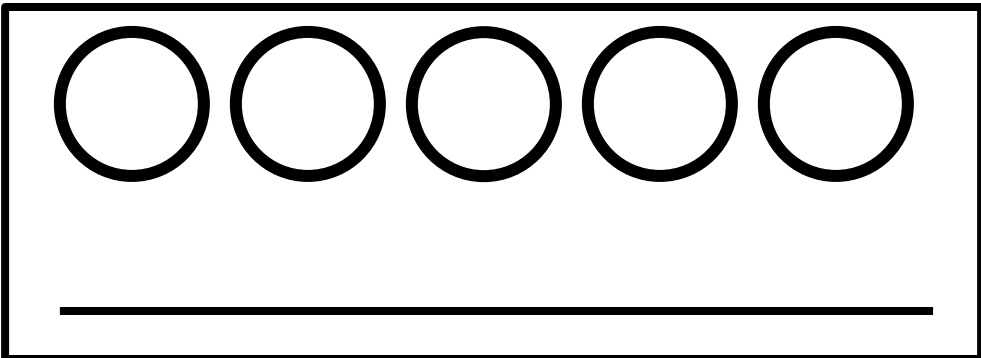
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## **Fishing For Ten Card Game**

2 Players

Materials:

Deck of cards (with face cards removed)

Object of the Game: Be the player with the most pairs equal to 10

Directions:

1. Deal 6 cards to each player.
2. Player 1 asks Player 2 for a card that when paired with a card in Player 1's hand would equal 10.
3. If Player 2 has the card requested, it is given to Player 1. If Player 2 doesn't have the card, Player 1 selects a card from the pile in the middle.
4. If the card drawn is the number Player 1 asked for, Player 1 may take another turn.
5. Players may lay down card pairs that equal 10.
6. Plays continue until all cards are used.

## **Making Ten Card Game**

2 Players

Materials:

Deck of cards (with face cards removed)

Object of the Game: Find pairs of cards that equal 10

Directions:

1. Lay cards out in four rows of five.
2. Partners work together to find pairs of cards whose sum is 10.
3. When cards are picked up, they are released with cards from the top of the cards left in the deck.



## **One, Two, Three SNAP!**

2 Players

Materials:

Connecting Cubes

Object of the Game: Determine the number of cubes behind partner's back

Directions:

1. Each child has a "train" of ten connecting cubes
2. Partner 1 holds his/her train behind his/her back.
3. Partners together say "One, Two, Three, SNAP!"
4. Partner one snaps train into two pieces and brings one piece to the front.
5. Partner 2 tells the number of cubes s/he thinks is behind Partner 1's back.
6. Partner 1 then shows the cubes that were hidden to check Partner 2's guess.

Variation: Play with a train of a different number of cubes

## **Making Ten Card Game**

2 Players

Materials:

Deck of cards (with face cards removed)

Object of the Game: Find pairs of cards that equal 10

Directions:

1. Lay cards out in four rows of five.
2. Partners work together to find pairs of cards whose sum is 10.
3. When cards are picked up, they are released with cards from the top of the cards left in the deck.

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Carpenter, Thomas P., Megan Loef Franke, Linda Levi. *Thinking Mathematically, Integrating Arithmetic & Algebra in Elementary School*. Portsmouth, NH: Heinemann: 2003.

Confer, Chris. *Teaching Number Sense, Grade 1*. Sausalito, California: Math Solutions, 2005.

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Richardson, Kathy. *Developing Number Concepts, Book 2*. Parsippany, NJ: Pearson Education, Inc. 1999.

## **Children's Literature:**

Carle, Eric. *10 Little Rubber Ducks*. New York, New York: HarperCollins Publishers. 2005.

Jenkins, Emily. *Five Creatures*. Starburst Book: 2005. Publishers. 2005.

Merriam, Eve. *12 Ways To Get To 11*. New York, New York: Aladdin Paperbacks. 1996.