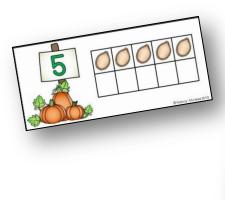


Instructions

Print ten frame mats in color on cardstock and laminate for durability. You will also need small manipulatives small enough to fit in the ten frame boxes and dice for the second activity.

How to Use:

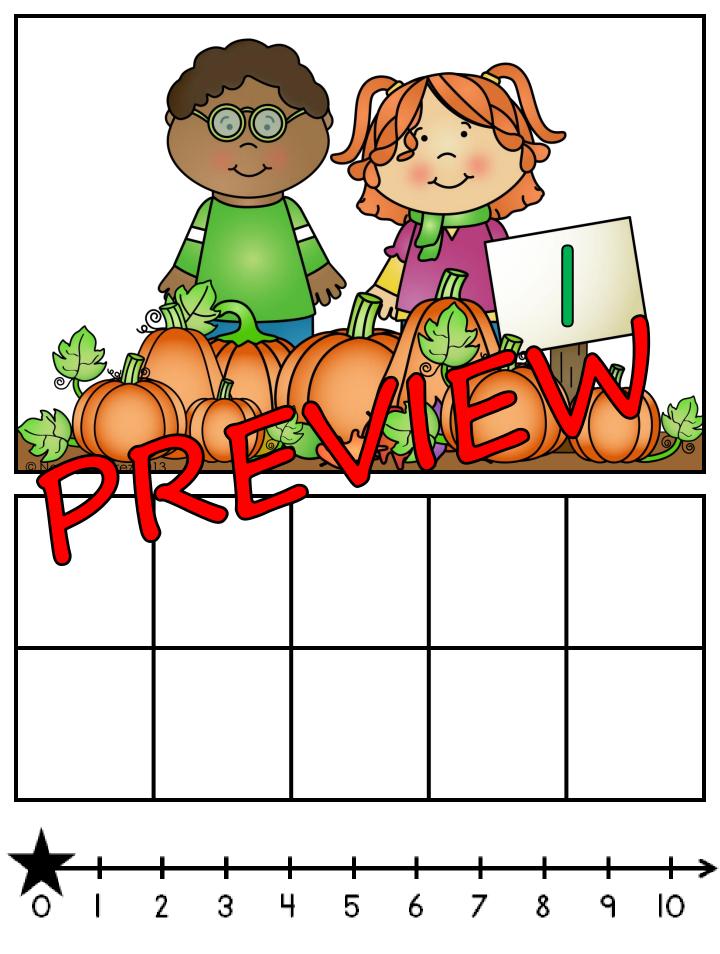
Option 1 - Small Group: Look at the numeral on the sign and construct the ten frame using any small manipulatives. Provide students that need extra support to complete this activity independently with completed ten frame cards.

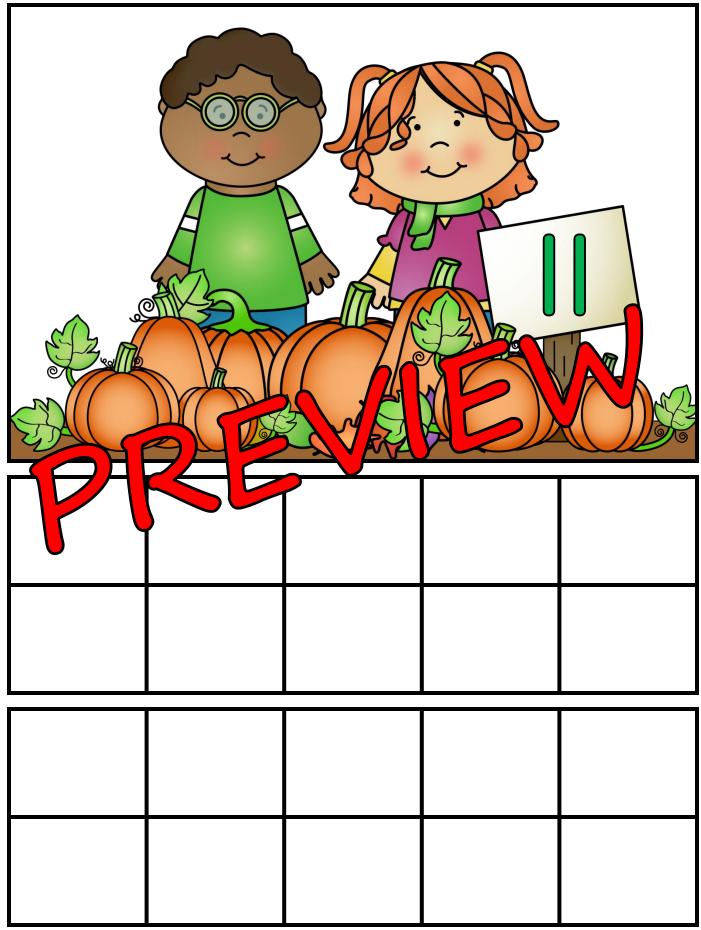


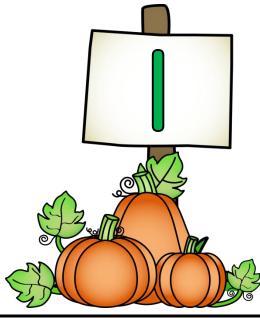


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Option 2 - Small Group: Using the blank ten frames and dice. Ask students to roll the dice and build a frame to show that number. Use 1, 2 or 3 dice to differentiate.







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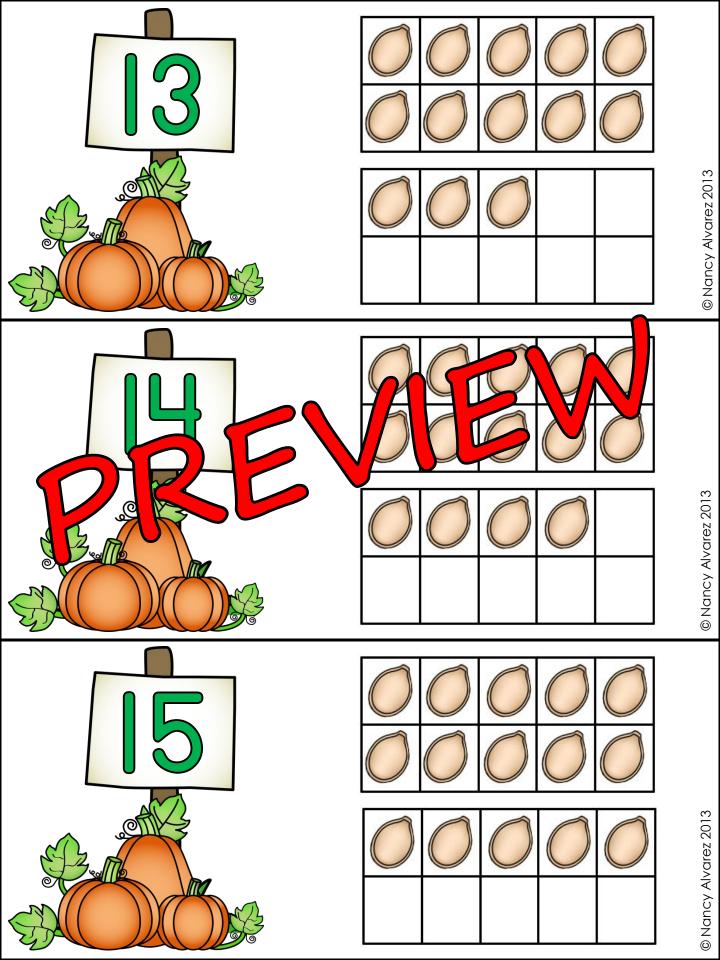
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Print in color on cardstock, laminate for durability and cut cards apart.

Instructions

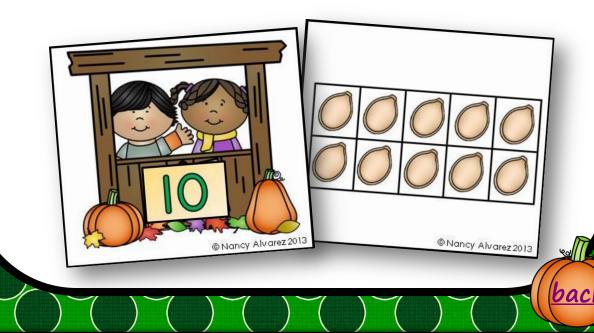
How to Use:

Small Group: Play a traditional concentration game by matching the numeral cards to the ten frames.

Whole Group: Pass out numeral cards to half the students and matching ten frames to the other half. Ask students to find their match.

Small Group: Place all the ten frame cards upside down in a stack. Each student takes a turn taking a card and does not show it to the rest of the group. The student with the card must give the rest of the group clues as to what number it is. Such as: It is an odd number, it is greater than 5, it is less than 10, etc. The student continues giving clues until someone in the group guesses correctly. **Small or Whole Group:** Play using the same format as in the activity above except for students ask yes and no question until they guess the number on the ten frame.

For example: Is it greater than 12?



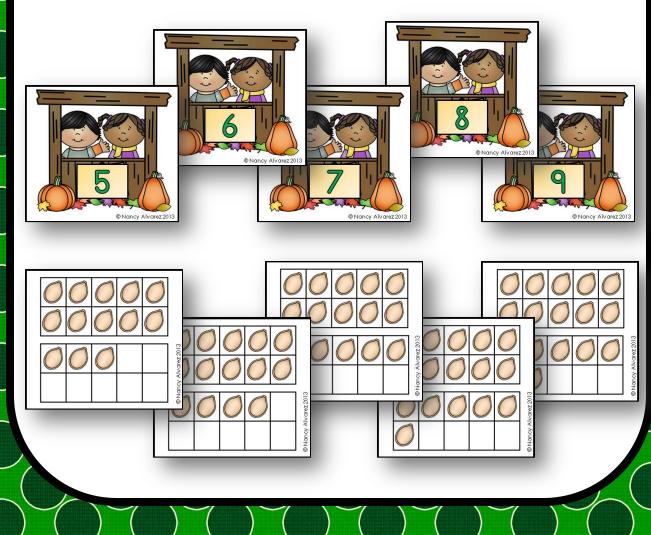
Print in color on cardstock, laminate for durability and cut cards apart.

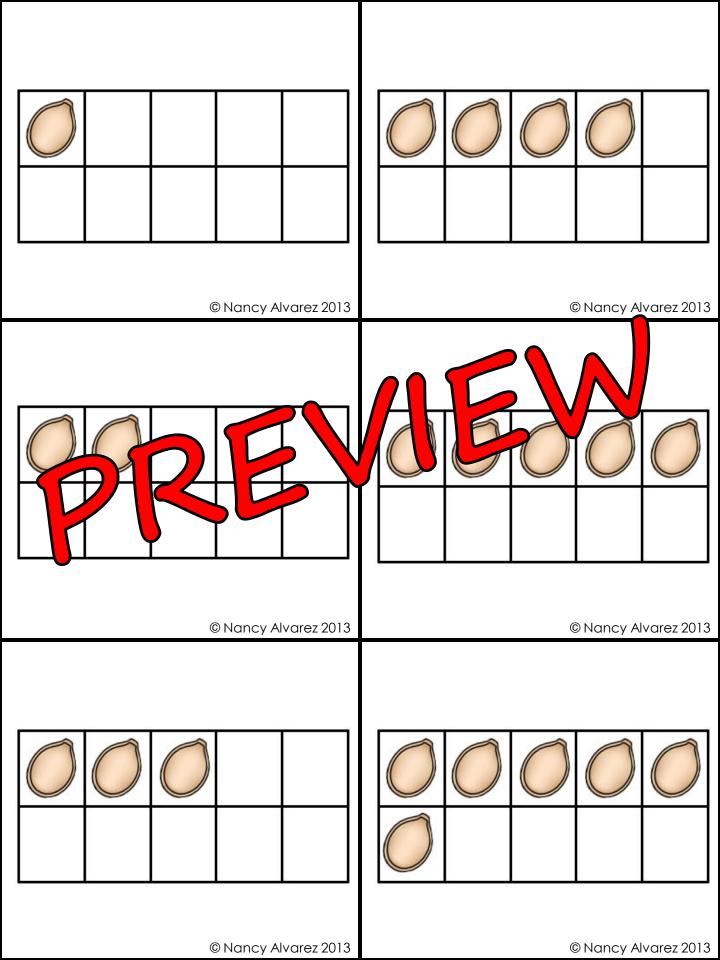
Instructions

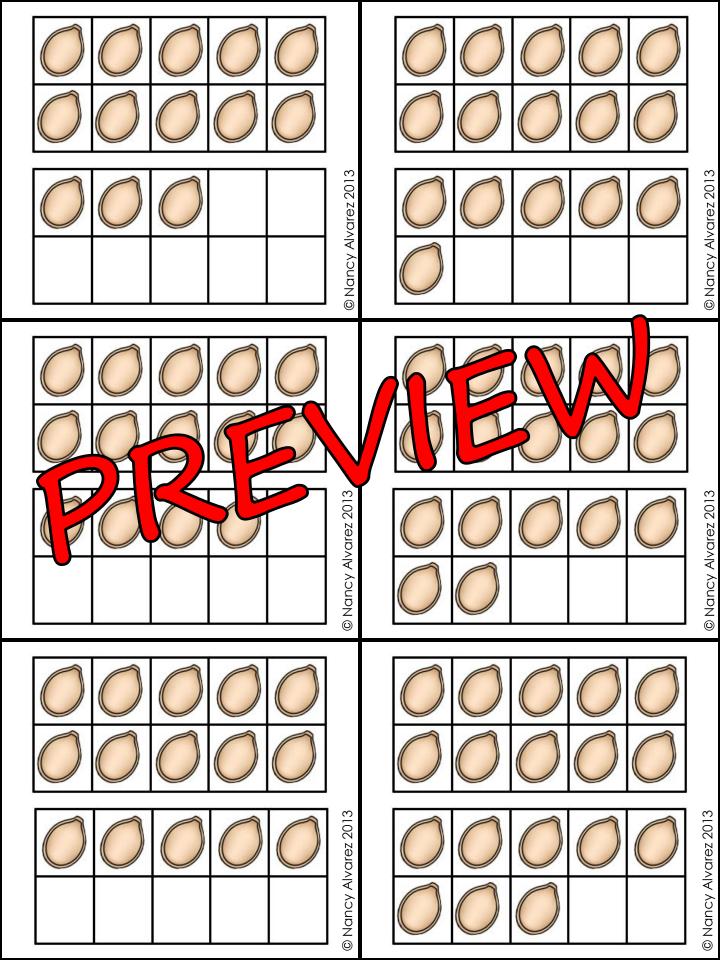
How to Use:

Small Group: Ask students to put the ten frames in order from least to greatest or greatest to least.

Two Player Game: Mix the ten frame cards up and give each player 10 cards. With their stack of ten frame cards facing down, both students flip over their top card. The player with the ten frame with a greater number keeps both cards. The player with the most cards at the end wins.









Instructions

Print in color on cardstock, laminate for durability and cut circles out. Students will also need clothespins or other small manipulatives to indicate the correct answers.

How to Use:

Small Group: Look at the ten frame the raccoon is holding. Clip a clothespin over the number represented by the ten frames.







Instructions

Print in color on cardstock, laminate for durability and cut cards apart. Students will also need clothespins or other small manipulatives to indicate the correct answers.

How to Use:

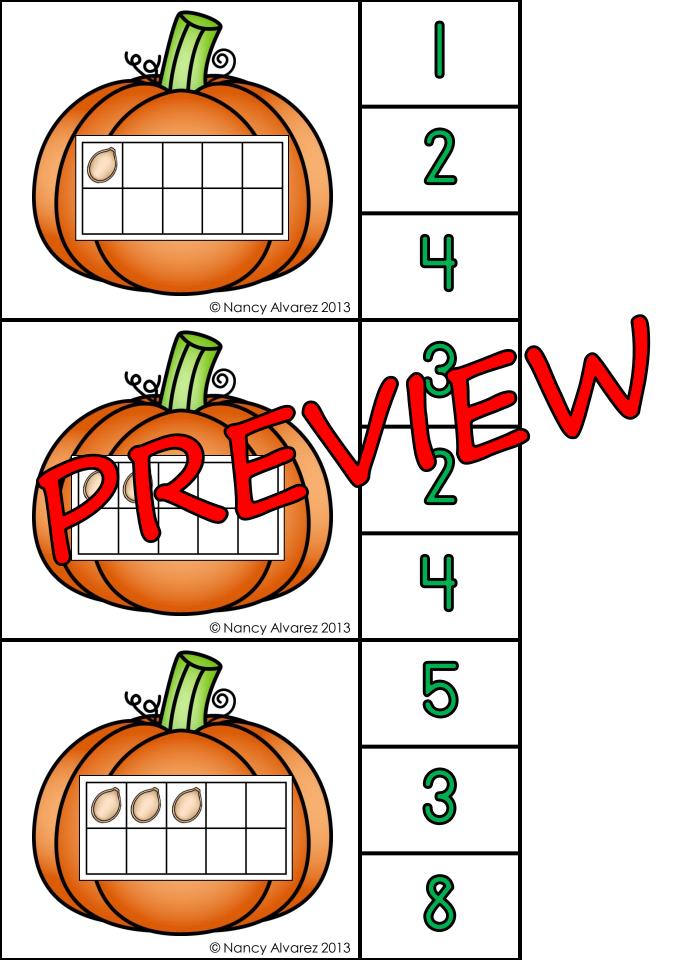
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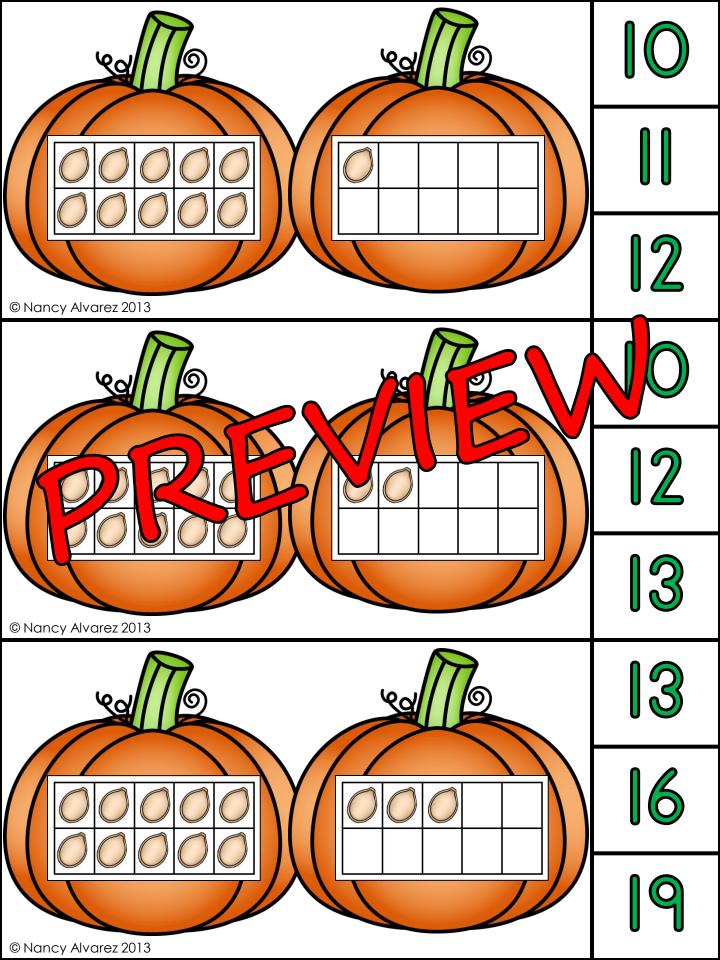
Small Group: Look at the ten frame on the pumpkin. Clip a clothespin over the number represented by the ten frames.

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back

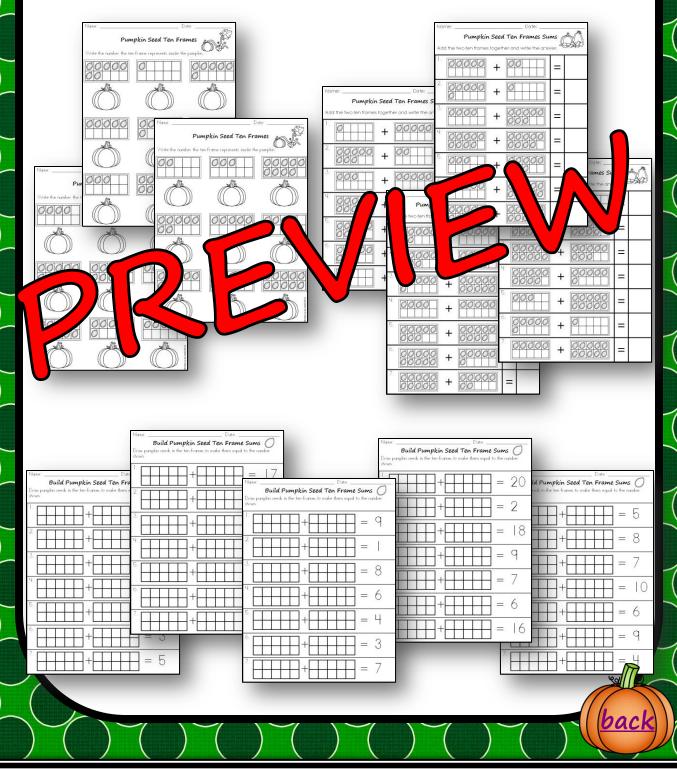
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Use the following 12 extension pages, to check for understanding, accountability, homework, etc.

Instructions

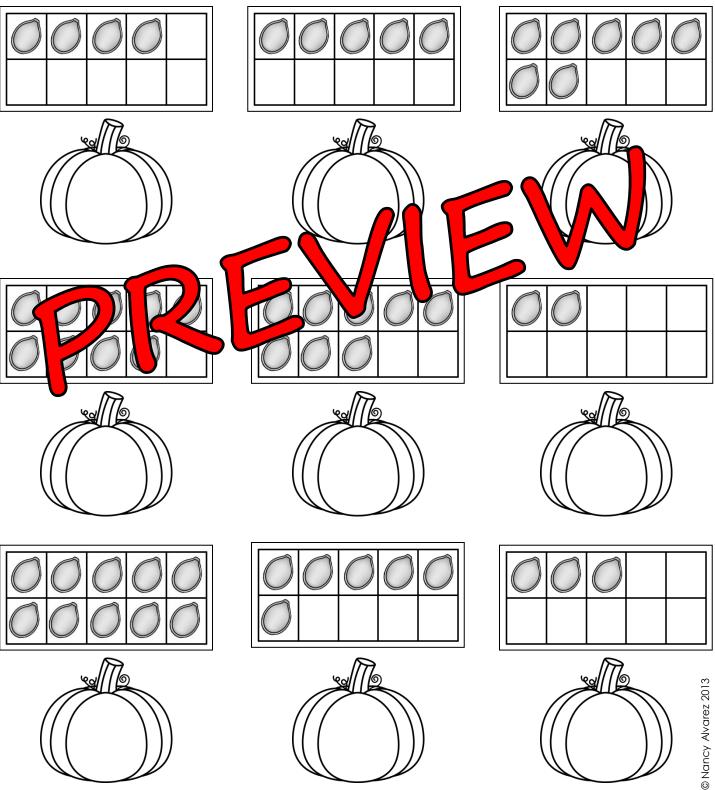


Name:

Date:

Pumpkin Seed Ten Frames

Write the number the ten frame represents inside the pumpkin.



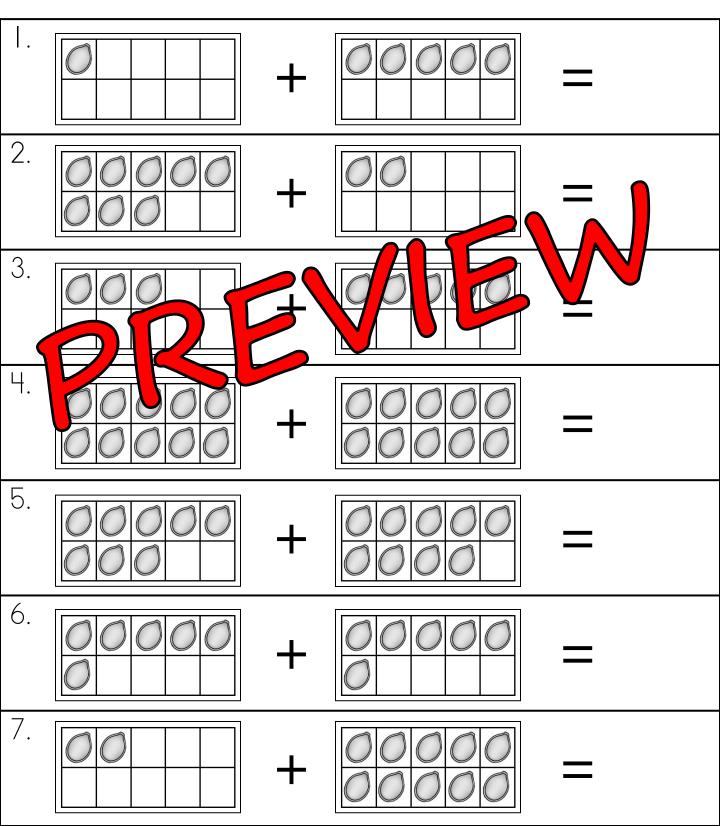
Name:

Date:

Pumpkin Seed Ten Frames Sums



Add the two ten frames together and write the answer.



Name:

Date:

Build Pumpkin Seed Ten Frame Sums

Draw pumpkin seeds in the ten frames to make them equal to the number shown.

