

Five-Frame Tell About

You need:

- Empty Five-Frame
- beans

1. Only one counter/bean is permitted in each section of the five-frame. No other counters are allowed on the five-frame mat.
2. Player One says a number from 1-10 and Player 2 shows that number on the five-frame, you may place your beans on the five-frame in any manner.
(Numbers greater than 5 are shown with a full five-frame and additional counters on the mat but not in the frame.)
3. Player Two tells Player One everything they can about the number by what they see on their Five-Frame Mat.
4. Focus attention on how many more counters are needed to make 5 or how far away from 5 a number is.
5. Continue with more numbers, switching back and forth between who calls out the number and who places the beans on the mat.

Ten-Frame Tell About

You need:

- Empty Ten-Frame
- beans

1. Only one counter/bean is permitted in each section of the ten-frame. No other counters are allowed on the ten-frame mat.
2. Player One says a number from 0-10 and Player 2 shows that number on the ten-frame. *Always fill the top row first, starting on the left, the same way you read. When the top row is full, counters can be placed in the bottom row, also from the left.*
3. Player Two tells Player One everything they can about the number by what they see on their Ten-Frame Mat.
4. Focus attention on how many more counters are needed to make 10 or how far away from 10 a number is.
5. Continue with more numbers, switching back and forth between who calls out the number and who places the beans on the mat.

Two out of Three

You need:

- List of three number sets
1. On each list the number at the top is the “whole” we want to make.
 2. In each set of three numbers, find the two numbers that make the whole.
 3. Explain how you know which two make the whole.

8

4---2---6

5---3---2

0---7---8

7---4---4

3---6---5

6---1---7

2---9---6

4---3---4

6

4---3---2

3---1---5

5---0---6

3---4---3

5---2---1

6---3---3

2---4---5

7---6---0

9

8---0---9

5---3---4

2---5---7

1---8---3

6---3---0

2---5---4

8---2---1

7---5---2

Roll and Record

You need:

- 2 dot cubes
- Recording sheet

1. Roll 2 cubes.
2. Add the numbers.
3. On the recording sheet, write the number sentences for each roll in the boxes above the sum.
4. The game is over when one column is full.

More ways to play:

- Play with 1 dot cube and 1 number cube.
- Play with 2 number cubes.

Roll and Record **change this page to landscape layout when*

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2	3	4	5	6	7	8	9	10	11	12

Which of these is not like the others?

You need:

- Dot pattern cards

1. Spread out the pattern cards that are together in the group.
2. One of the cards does not have the same number of dots as the other cards.
Find the one card that is different.
3. Discuss how you know that one is not like the others.
4. Put the cards back together in the group and look at another group of cards.

Missing-Part Cards

You need:

- Missing-Part Cards
1. Each card has a numeral for the whole and two dot sets for each part.
One set is covered by a flap.
 2. Say the missing part or the number sentence, i.e. "Five and three is eight"
for a card showing five dots and hiding three.
 3. Make sure to explain how you knew the missing part.

Make Ten Go Fish

You need:

- Deck of cards with only Ace-9

1. This game is played just like Go Fish but instead of matching cards, you want to make pairs that add up to ten. Deal 5 cards to each player.
2. On each player's turn they can lay down any Ten Pairs they have in their hand, then they ask any player for a number they need (example: I have an Ace so I ask another player if they have a nine).
3. If that player has the nine they give it to the player who asked and the player gets to go again. If not the other player says "Go Fish" and the player draws one from the leftover deck of cards. Then it is the next player's turn.
4. Play ends when one player has gotten rid of all the cards in their hand

In The Cup

You need:

- A paper cup
- number cards (1-7)
- die
- counters

1. First player turns over the top number card and places the indicated number of counters *in* the cup.
2. The card is placed next to the cup as a reminder of how many are there.
3. The second player rolls the die and places that many counters *next* to the cup.
4. Together decide how many counters in all.