

Fill in the missing numbers.

5 6 —

3 4 —

2 3 —

7 8 —

Fill in the missing numbers.

8 9 —

13 14 —

11 12 —

17 18 —

Fill in the missing numbers.

4 — 6

3 — 5

6 — 8

8 — 10

Fill in the missing numbers.

5 6 —

3 4 —

2 3 —

7 8 —

Fill in the missing numbers.

9 — 11

14 — 16

13 — 15

17 — 19

Fill in the missing numbers.

15 16 —

13 14 —

11 12 —

17 18 —

Fill in the missing numbers.

— 3 4

— 7 8

— 5 6

— 9 10

Fill in the missing numbers.

— 13 14

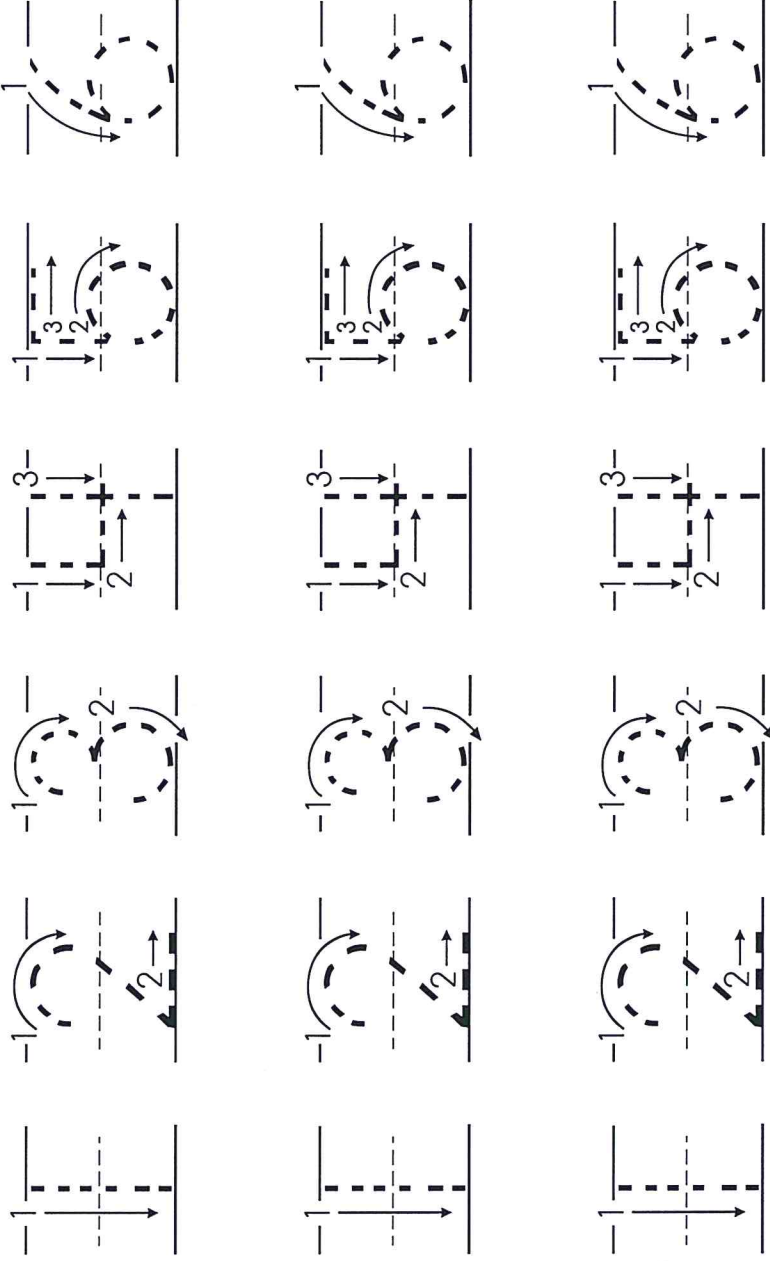
— 18 19

— 11 12

— 16 17

Race to Trace!

Play with a partner. Take turns to roll the die. Trace the number the die lands on. Keep going until one of you has traced all of the numbers on your sheet.



Race to Trace!

Play with a partner. Take turns to roll the die. Trace the number the die lands on. Keep going until one of you has traced all of the numbers on your sheet.

1

2

3

4

5

6

1

2

3

4

5

6

1

2

3

4

5

6

Race to Trace! (2 - 12)

Play with a partner. Take turns to roll two dice. Count the total number of dots and trace that number below. Keep going until one of you has traced all of the numbers from 2-12.

2

3

4

5

6

7

8

9

10

11

12

Race to Trace! (11-22)

Play with a partner. Take turns to turn over a double ten frame card. Trace the matching number below. Keep going until one of you has traced all of the numbers from 11-22.

11

12

13

14

15

16

17

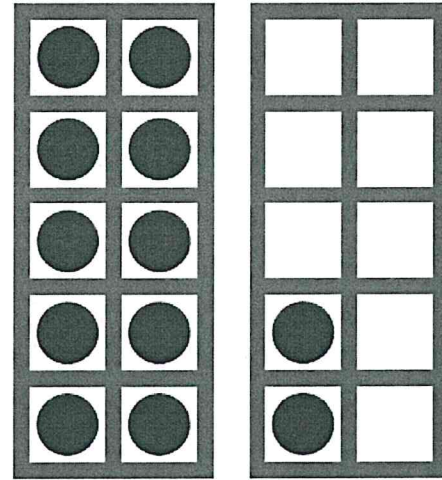
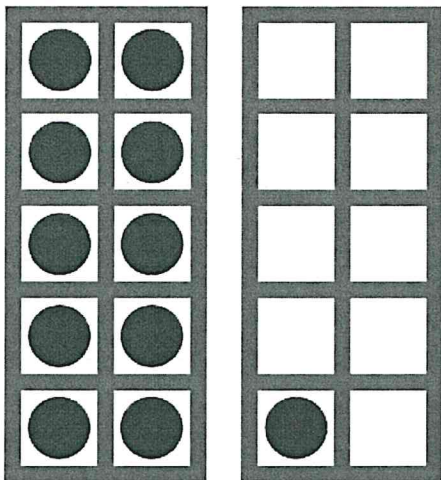
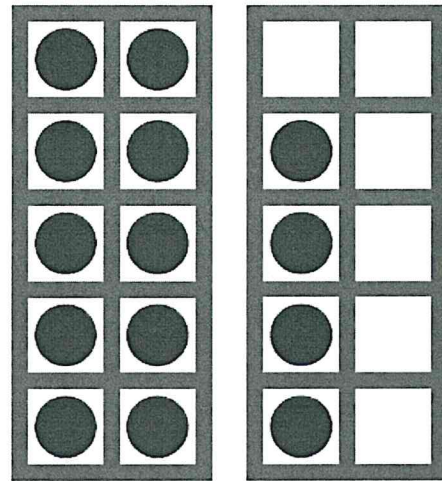
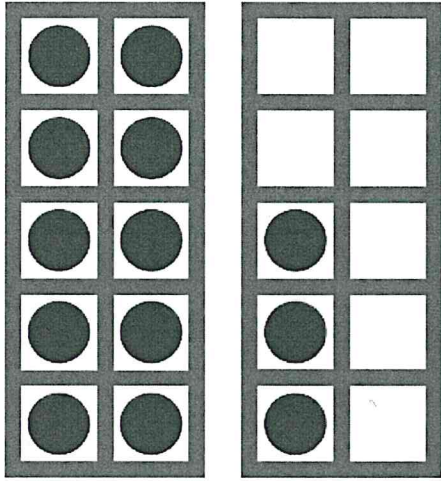
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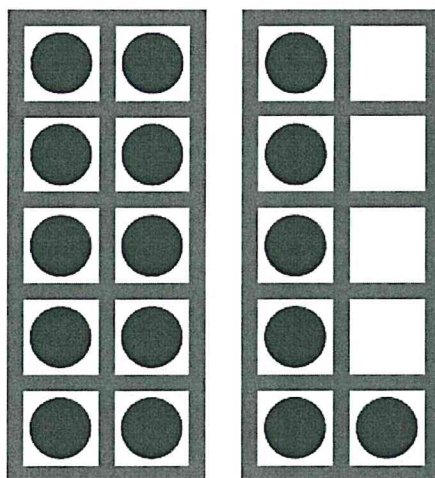
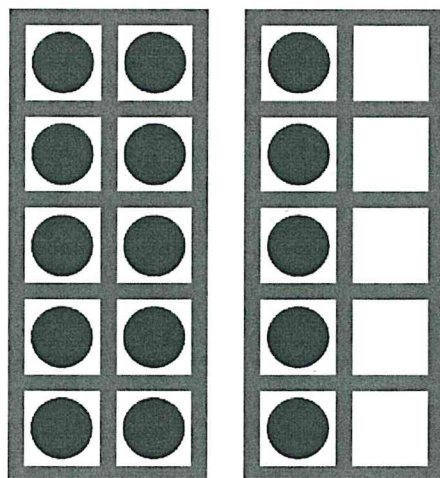
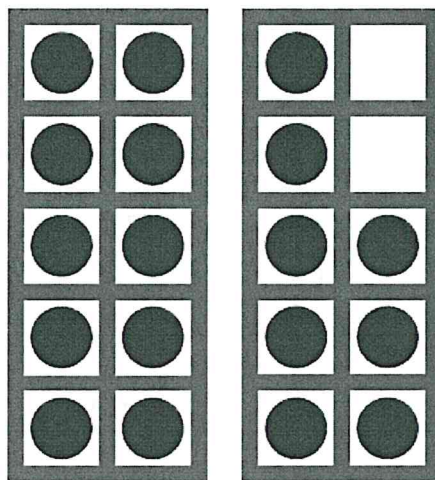
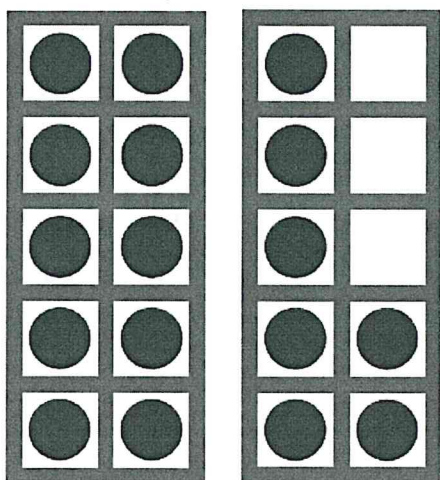
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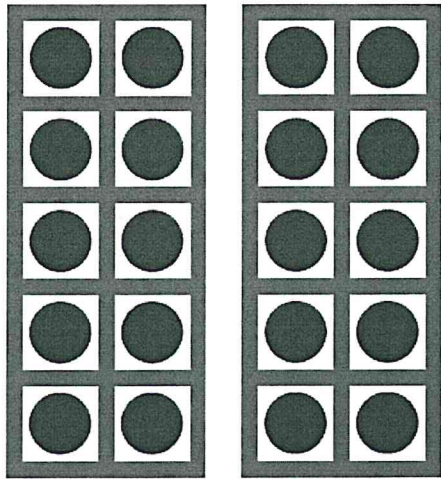
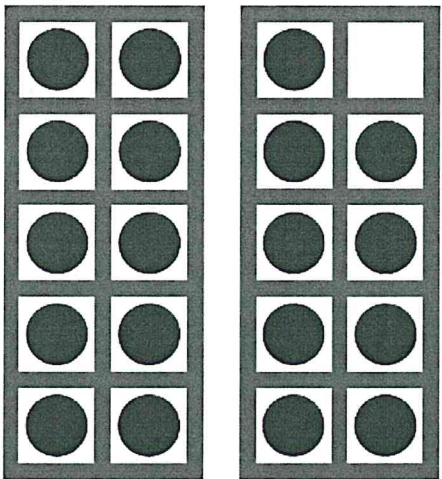
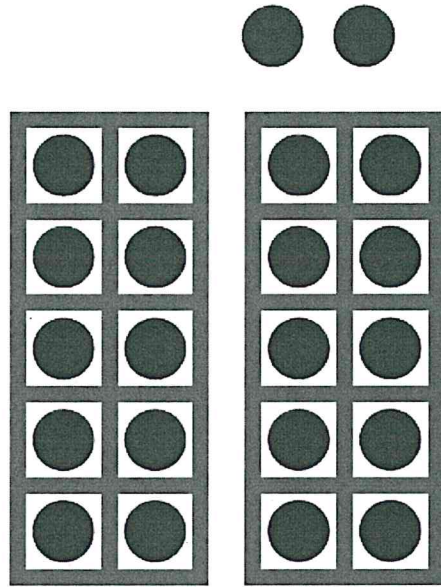
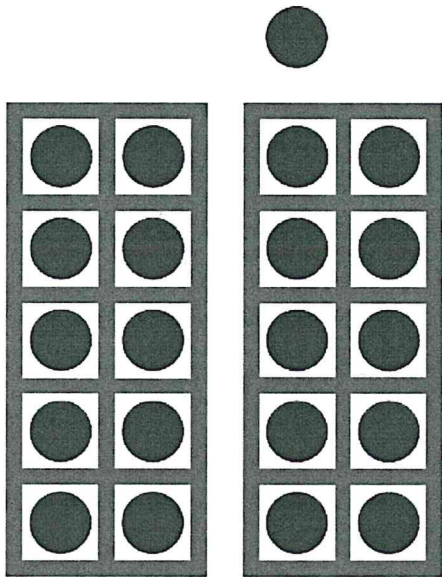
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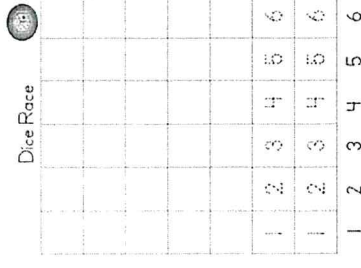
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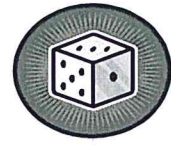


Dice Race

Materials: die, Dice Race recording sheet

1. Roll a dot die.
2. Write the number you rolled in the matching column on your recording grid, starting at the bottom.
3. Keep rolling and writing numbers until you have filled all the spaces for one number to the top of the grid.
4. The first number to be filled is the winner.

Dice Race



1	2	3	4	5	6
1	2	3	4	5	6

1

2

3

4

5

6

Missing Number Grids

I				5
	7		9	
II		13		
	17		19	

Materials: laminated missing number grids, dry erase markers

1. Choose a missing number grid.
2. Fill in the missing numbers.
3. When you have filled in all the numbers check your work by counting from the beginning of your grid to the end.
4. Ask a partner to check your work.

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

1		3		5
	7		9	
11		13		15
	17		19	

	2		4	
6		8		10
	12		14	
16		18		20

1				5
	7		9	
11		13		
	17		19	

	2		4	
6				10
	12		14	
16		18		

	2				
				10	
				14	
					16

Greater Than

Materials: Deck of number cards

1. Work with a partner. Deal the same number of number cards to each player.
2. Each player turns over one number card.
3. The player with the larger number takes both cards and completes the math talk sentence.

8

5

__ is greater than __.

4. Keep going until there are no cards left in the deck.
5. Count your cards to see how many you each have.

Less Than

Materials: Deck of number cards

1. Work with a partner. Deal the same number of number cards to each player.
2. Each player turns over one number card.
3. The player with the smaller number takes both cards and completes the math talk sentence.

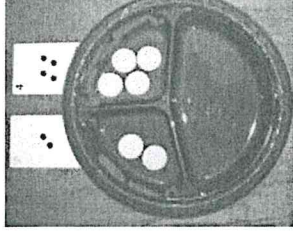
8

5

__ is less than __.

4. Keep going until there are no cards left in the deck.
5. Count your cards to see how many you each have.

Addition Plate

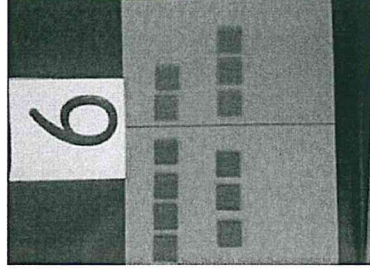


Materials: plastic plate divided into 3 sections, counters, numeral cards (0-5)

1. Turn over a numeral card. Put this many counters in one small section on the plate.
2. Turn over another numeral card. Put this many counters in the other small section on the plate.
3. Join your counters together in the larger section on the plate.
How many counters in all?
4. Use pictures and numbers to show your work with the addition plate.

Part-Whole Mats

Materials: Part-Whole Mats, numeral cards, counters



1. Choose a numeral card and place it above your Part-Whole Mat.
2. How many different pairs of numbers can you find to equal the number on your Part-Whole Mat?
3. Use pictures, numbers or words to record your work.

Part-Whole Mats

Mathematical Ideas: Part-whole relationships, Using counting strategies and number facts to solve problems, Commutativity. Communicating Mathematically

Math Vocabulary: different, equals, altogether, pairs

Materials: part-whole mats, numeral cards, counters, blank paper, pencils

Starting Point: Choose a numeral card. Place the number you have chosen above your Part-Whole mat. How many different pairs of numbers can you find to equal the number on your Part-Whole Mat? Use pictures, numbers or words to record your work.

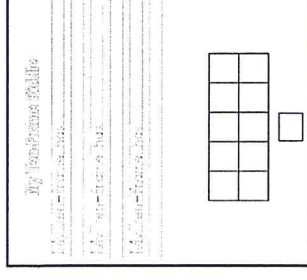
Possible questions to develop and extend students' thinking:

- How many different pairs of numbers have you found that equal (10)?
- Do you know any other pairs of numbers that equal (10)?
- Tell me about your recording.
- Can you order your number sentences? What do you notice when you put your number sentences in order?
- You recorded that (7) plus (3) equals (10) and (3) plus (7) equals (10). Why do (7) plus (3) and (3) plus (7) both equal (10)?

* Adjust numbers in () to match student's recording.

My Ten-Frame Riddle

Materials: ten frames, counters, My Ten-Frame Riddle recording sheet



1. Choose a number between 1 and 10. Draw that number of counters on the ten-frame.
2. Cover the ten-frame with an index card.
3. Write three clues to describe the number of counters that you drew on the ten-frame. Use the vocabulary in the word bank to help you.
4. Try your ten-frame riddle on a friend. After your friend gives an answer lift the flap so that she/he can check to see if the answer is correct.

Word Bank

more than	less than	greater than	counters	skip count
fewer than	odd number	even number	full row	

My Ten-Frame Riddle

My ten-frame has

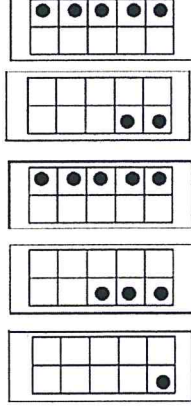
My ten-frame has

My ten-frame has

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Facts of Ten

Materials: 2 sets of ten frame cards (0- 10)

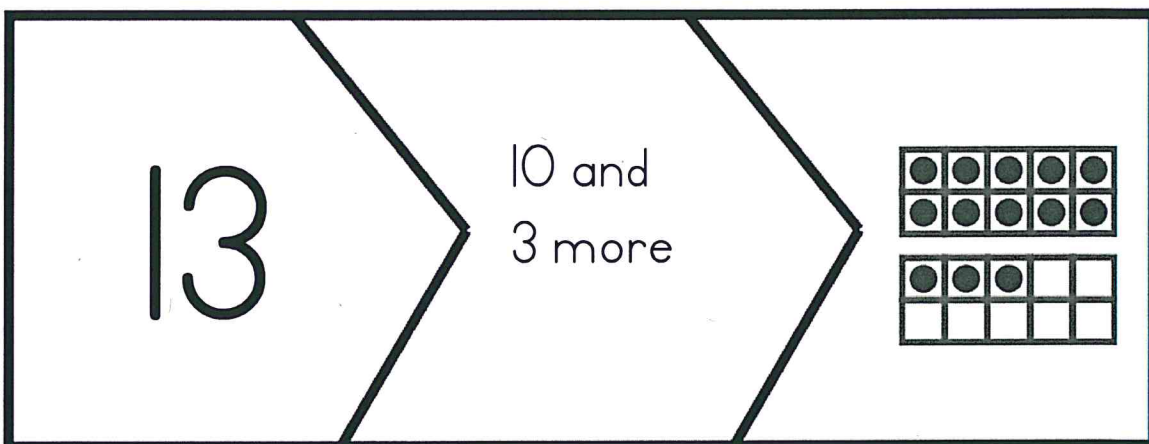
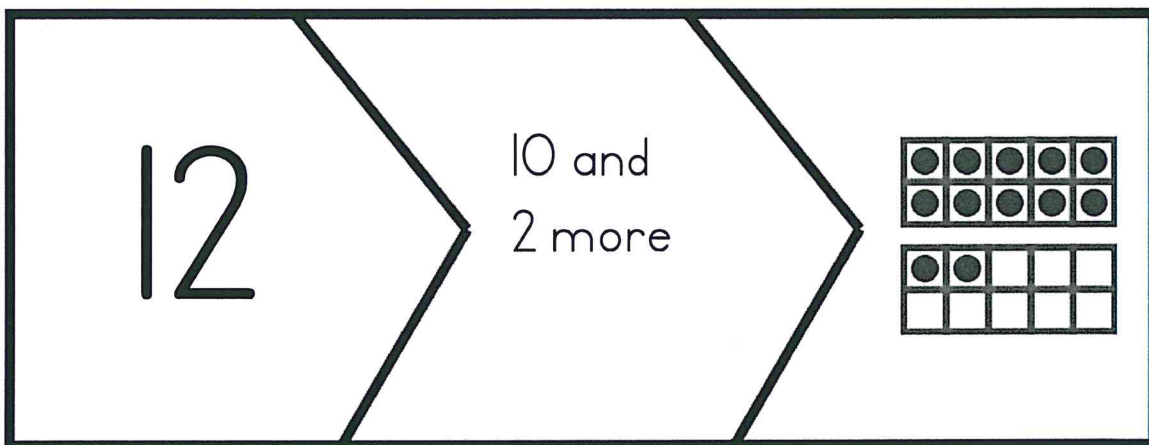
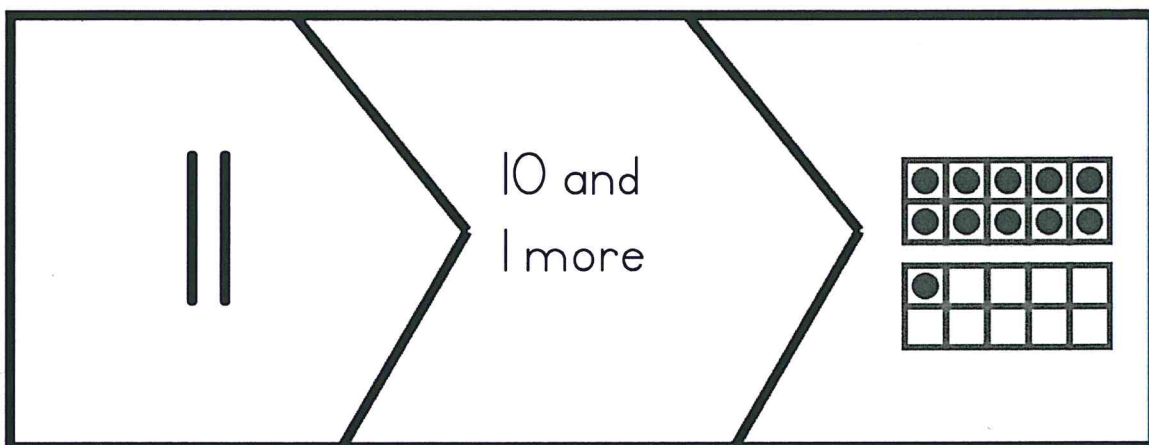


1. Work with a partner. Shuffle the cards. Turn 5 cards over from the top of the deck and place them in a straight line.
2. Player A: Look for two cards with a sum of ten. Pick up the cards and say the number sentence aloud. Replace the cards you pick up with new cards from the deck. If you cannot make a fact of ten place a card from the deck on top of one of the cards in the line.
3. Player B: Look at the new line of cards and follow Step 2.
4. Keep taking turns until all the facts of ten have been picked up.
5. At the end of the game record the facts of ten that you collected.

Copy 2 sets

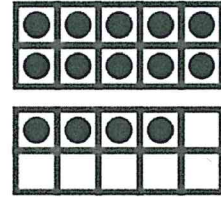
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Teen puzzles - print on cardstock and cut out



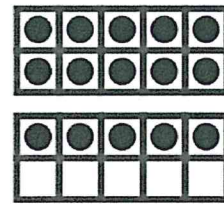
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10 and
4 more



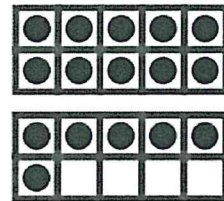
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10 and
5 more



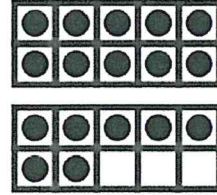
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10 and
6 more



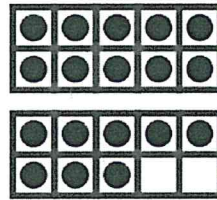
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10 and
7 more



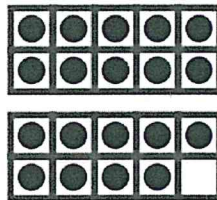
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10 and
8 more



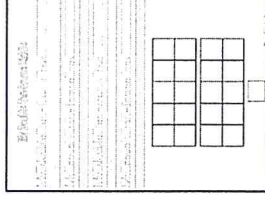
19

10 and
9 more



My Double Ten-Frame Riddle

Materials: double ten frames, counters, My Double Ten-Frame Riddle recording sheet



1. Choose a number between 10 and 20. Draw that number of counters on the double ten-frame.
2. Cover the double ten-frame with an index card.
3. Write four clues to describe the number of counters that you drew on the double ten-frame. Use the vocabulary in the word bank to help you.

Word Bank			
more than	less than	greater than	counters
fewer than	odd number	even number	full row
			skip count

4. Try your double ten-frame riddle on a friend. After your friend gives an answer lift the flap so that she/he can check to see if the answer is correct.

My Double Ten-Frame Riddle

My double ten-frame has

My double ten-frame has

My double ten-frame has

My double ten-frame has

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