

Name: _____

Due On: _____

Making Ten and Using Tens

Pick three activities from the ones listed below. Color the box as you complete each activity. Families, you are encouraged to help your child, as needed, to make homework a positive experience! Have fun playing and learning.

Fish for Tens - Materials needed: A deck of cards with tens and face cards removed. This is played like the traditional card game of Go Fish with a making-ten twist. Seven cards are dealt to each player. Remaining cards are stacked face down as a 'draw pile'. On a turn, a player asks for a specific card the need to make a 10. For example, Jack has a 3 and asks Jill for a 7. If Jill has a 7, she must give it to him. If not, she says, "Go Fish". Jack then takes a card from the draw pile. If Jack happens to draw a 7, he shows the card, and places the ten match in a pile in front of him. Now Jill makes her request for a card that will make a ten match for her. Play continues until either someone has no more cards or the draw pile runs out. The winner is the player who has the most matches for 10.

Egg Carton Tens - Materials needed: an egg carton with two end sections and the top removed. (leaving ten egg cup sections), a set of Using Ten Fact Cards (provided by the teacher), and 18 counters (beans, etc.) To begin the game the fact cards are shuffled and placed face down in a pile. Player One turns over a fact card and places the top number of counters in the egg carton sections and then places the bottom number of counters on the table. That player then uses the counters on the table to 'fill' the empty egg sections and states the sum. For example, if the fact card drawn was $8+3$, then 8 counters go inside the carton and 3 on the table. Student then picks up two counters off the table, fills the egg sections leaving one on the table. Student would say, " $8+3$ is the same as $10+1$ ". The sum is 11. Player two would empty the carton, draw the next fact card and do the same. After both have had a turn, the player with the higher sum takes both cards. Play continues until all fact cards are gone. Winner is the player with the most cards. Note: Making a ten is the skill being practiced. It is important to restate each card as a combination of $10 + ?$. As soon as the student has automaticity of the Using Ten Fact Cards, this game can be played as a simple game of "Battle", with both players drawing a card, stating the sum, and the player with the higher sums takes both cards.

Halves Race -

Materials needed: Spinner and gameboard (provided by the teacher), two different kinds of markers, pencil and paper clip.

Object of the game: To be the first player to reach the Finish Line. Players take turns spinning, finding the difference, and moving to the next space containing that digit on the board. Two players may land on the same space. First one to the finish wins!

Technology Application

Aquatic Speedway

The faster you answer the subtraction facts, the faster your player swims.

<http://www.fun4thebrain.com/subtraction/subaquatic.html>

APPy Time

WeeKids Math- \$1.99



The app provides practice of mathematical skills through a wide range of graphic and innovative math exercises that develop in exciting and uniquely animated games.

Parent Signature: _____