

# Ten Frame Activities for K-2

**Building Sets** (Materials: blank ten frame mats, double ten frame mats, counters)

Call out a number from 1-10 and have students build that amount on their ten frames. Students fill the first row first. Call out a different number and have students build the new number. Observe to see which students can simply add or remove counters and those that must begin from 1. Continue with different amounts. Extend to a double ten frame building numbers to 20.

**Roll and Build** (Materials: ten frame cards, dice)

Students roll two dice and build that amount on their ten frame mat.

**Ten Frame Trains** (Materials: at least two sets of ten frame cards, showing 0-10 in each set)

Students sequence a random set of ten frame cards in order from 1 to 10 and then back to 1, etc. Students practice counting forwards and backwards out loud. Extend by turning over one card in the train and having students identify which number was turned over.

**Memory** (Materials: two sets of ten frame cards, showing 0-10 in each set)

Place the ten frame cards face down in an array. Students take turns turning over two cards. They identify the amount on each card. If they are the same they take both cards.

**Challenge** (Materials: two sets of ten frame cards, showing 0-10 in each set, perhaps each set in a different color)

Each student gets 1 set of cards. Each student turns over the top card of their pile and identifies the amount. The student with the greater amount takes both cards.

**Ten Frame Flash** (Materials: large ten frame cards)

Flash a ten frame card to your students and ask them to identify how many dots they saw. To challenge students ask them to identify one more or one less than the amount of dots. To extend, have them tell you how many empty spaces there are or how many more are needed to make 10.

**Flash: One More** (Materials: large ten frame cards)

Flash a ten frame card and ask students to name the number that is one more than the number flashed. Variation: ask students to give the number that is two more/one less/double/ten more than the number flashed.

**I Wish I Had 10** (Materials: large ten frame cards)

Flash a ten frame showing 9 or less and say, “I wish I had 10”. Students respond with the part that is needed to make ten. Variation: when working with teen numbers, flash a filled ten frame and say, “I wish I had 12, 13, etc”.

**I Wish I Had 12, 13,14, etc.** (Materials: large ten frame cards)

This activity is similar to “I Wish I Had 10”, but students respond with how many more are needed to make a number larger than 10. Students should be confident in facts of 10 before this is attempted. For example to go from 8 to 12, they should realize they need 2 more to get to 10, then 2 more to 12. 2 and 2 is 4.

**Make 10** (Materials: two sets of ten frame cards, showing 0-10 in each set)

Place the cards face up in an array. Students try to find two cards that together total 10. To challenge students turn the cards face down.

**Go Fish** (Materials: at least two sets of ten frames, showing 0-10 in each set)

Students play in groups of 2 to 4. Deal each player 4 cards. Spread the rest in the center like a fish pond. Students take turns asking another if they have a card with an amount that is the same as one of their cards. If they have the card they give it to the player. If they do not they draw a card from the pile. Play continues until one player gets rid of all their cards, or all the cards are matched.

**10s Go Fish** (Materials: two sets of ten frame cards, showing 0-10 in each set)

Play the game like “Go Fish” only the object of the game is to ask the other students for a card that will add to his/hers to make a sum of ten.

**Additional Resources:**

Winnipeg Numeracy Project

K-5 Math Teaching Resources