

Ten Frame Activities

A ten-frame is an important model to help children understand the relationship between a given number and another number, specifically 5 and 10. It is a 2 X 5 array in which dots or counters are placed in the squares to represent numbers. *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.*

The following activities can be done at home to reinforce these relationships. You will need to print mini ten-frame cards (cut apart) or a large blank ten-frame for most of the activities (found on our website under Resources → Number Sense). You may also need dice or counters (buttons, pennies, or beans work well).

Ten-Frame Flash

Flash ten-frame cards to your child and see how fast the children can tell how many dots are shown. This activity is fast-paced, takes only a few minutes, can be done at any time, and is a lot of fun if you encourage speed.

Ten-Frame Trains

Make a long row of ten-frame cards from 0 up to 10, and then go back again to 1, then up, and so on.

Ten-Frame Pattern Trains

This is similar to Ten-Frame Trains, but begin with 0 or 1 and make a two-more/two-less train, etc.

I Wish I Had...

Hold up a ten frame card. Say, “I wish I had (*a number higher than the original*).” Student holds up or states the missing addend required to make that number.

Extension: Have the students do it in their heads without cards or have them find two or more cards that could be used to make the missing addend.

Fishin’ for Frames

You Need: at least 2 sets of ten frames

Directions:

1. Deal each player four cards and spread the rest in the center face down.
2. Students take turn asking one another if they have a card with an amount that is the same as one of their cards.
3. If the player asked has a card with that amount, they give it to the person who asked, but if they don’t then the person who asked draws from the ‘pond’.
4. When students get matches, they remove them from their hand.
5. The game is over when one player gets rid of all their cards or when all cards are matched.
6. The person with the most matches wins.

Extension:

- Have the students ask for a number that will pair with one of their numbers to make ten.
- Ask the students to add the pair together when they get it before they can remove it from their hand.

Make 10

Need: 2 sets of ten frame cards

Directions:

1. Place cards face up in an array.
2. Let the students take turns choosing two cards that together equal 10.
3. If his/her choice is correct then he/she gets to keep the pair.
4. The student with the most pairs at the end wins.

Extension: Turn the cards face down, so they have to pay attention to the other students and what cards they have flipped over.

Show Then Change

Make ten cards with the numbers 1 – 10. Shuffle these cards and place face down. Pick the top card. Have your child place that many counters on the blank ten-frame card, filling in left to right and top to bottom. Pick the next number card. Ask your child if that new amount is more or less than the original amount. Have your child change the ten-frame to show the new amount.

Example: The first card drawn is a “7”. Display 7 counters on the blank frame. You then choose the “3” card. “Is 3 more or less than 7?” “Less” Remove 4 counters to show 3 counters.

Ten-Frame/Dice Game

Roll a die or number cube. Students place counters (beans, pennies, etc) on the ten-frame to show the number rolled.

Ten-Frame Tell – About

Explain that only one counter is permitted in each section of the ten-frame. Have your child show 8 on their ten-frame. “What can you tell me about (the number shown) from looking at your mat?” Encourage your child to focus on the relationships between this number and 5 or ten. For example, “Eight is 5 and 3 more.” “Eight is 2 away from 10”, etc. Repeat with different numbers.

Clear the Board

Ask your child to show you a number. Then say “Oops, I meant to say (another number) If he/she clears the frame first, before showing the new number, this signals that they need more working with basic quantity.

Ten-Frame Challenge

Deal out the ten-frame cards to two players. On each play, the players both turn over one of their cards. The player with the greater number of dots wins both cards. The game is over when one player gets all the cards.

Difference Challenge

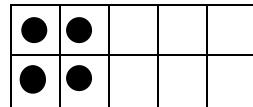
Besides dealing out the cards to the two players as in regular “Ten – Frame Challenge”, prepare a pile of about 50 counters. On each play, the players turn over their cards as usual. The player with the greater number of dots wins as many counters from the pile as the difference between the two cards. The players keep their cards. The game is over when the counter pile runs out. The player with the most counters wins the game.

Double Ten-Frame Challenge

This game is played similar to Ten-Frame Challenge, but on each play, both players turn up two cards instead of one. The winner is the one with the larger total number. Children playing the game can use many different number relationships to determine the winner without actually finding the total number of dots.

More/Less/Same

Write more, less, and same on three pieces of paper. Choose one ten-frame card and place above the three labels. Help your child sort the other cards into the three piles in relationship to the top card.



Less

Same

More

One More/One Less

Two More/Two Less

Show your child a ten-frame card. Have your child build one more on the blank ten-frame card with counters. Do it for one less, two more, two less, etc.