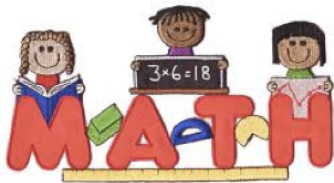




CLES Math Night!

January 12, 2015

Kindergarten Ten Frame Activities



Game 1: Show One Less/One More (from K-5 Math Teaching Resources)

Materials: Numeral cards 1-10, Blank ten frame, 20 counters

- Turn over the numeral card on the top of the stack.
- Put counters on the ten frame to show one less than the number on the card.
- Say a number sentence stating “___ is one less than ___.”
- Repeat with other numeral cards.

Also repeat with showing one more than the number on the card. Say a number sentence stating “___ is one more than ___.”

Game 2: Ten Frame Flash (Adapted from K-5 Math Teaching Resources)

Materials: 2 blank ten frames, Counters

- Partner A: Fill a ten frame with a certain about of counters. Then flash the ten frame to Partner B while counting “1, 2, 3” in your head. Hide the ten frame.
- Partner B: Put counters on your ten frame to make it look just like the one you saw flashed.
- Check to see if the ten frames match.

Game 3: Counters on a Ten Frame (Adapted from K-5 Math Teaching Resources)

Materials: Ten frame, Counters

- Count out 11 counters.
- Fill your ten frame.
- Answer: How many leftover counters do you have?
- Write a number sentence or equation to show what you did. ($10 + 1 = 11$)
- Repeat with the following numbers: 12, 13, 14, 15, 16, 17, 18, 19

Game 4: Making Apple Ten Boxes (Adapted from K-5 Math Teaching Resources)

Materials: Ten frames, Two groups of counters (two different colors)

- The apple farmer wants to fill a box with ten apples.
- Answer: How many different ways could the farmer make a ten box with some of each counter?
- Use the ten frame to fill with the two different kinds of counters. Talk about the different ways to represent the number 10

Game 5: I Wish I Had 10

Materials: Ten frames, Two groups of counters (two different colors)

- Flash a ten frame showing 9 or less of one color and say, “I wish I had 10”.
- The student responds with the part that is needed to make ten and adds the other color to the ten frame.
- Repeat with other numbers. The target number can also be adjusted.



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First Grade 120 Chart Activities

I	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
101	102	103	104	105	106	107	108	109	110
111	112	113	114	115	116	117	118	119	120

Game 1: Mystery Number

- Cover different numbers on the 120 chart and have students figure out what the number is.

Ex. I am more than 2. I am less than 7. I am more than 3. I am less than 5. What number am I?

Game 2: Bingo

Pull a number from a bag and have students find one more or one less, or 10 more, or 10 less on the 120 chart.

Game 3: Arrow Moves

- Students mentally maneuver around the 120 chart. They may need to see the chart at the beginning, but we want them to be able to do it without the chart in front of them.
- *Ex. 54* $\downarrow\downarrow \rightarrow\rightarrow$
This would mean: 54, 64, 75, 76
Transfer this understanding to
 $54 + 10 + 10 + 1 + 1 = 74$
Then $54 + 2 + 2$
Then $54 + 22$
- Also do subtraction with this idea using left pointing and up arrows.

Game 4: Money Activity

- Lay coins on the 120 chart and count their total value:
 - 1 quarter, 1 dime, and 1 penny
 - 2 quarters, 2 dimes. And 1 nickel
 - 1 quarter, 3 nickels, and 4 pennies
 - 4 dimes, 5 nickels, and 3 pennies
- Make up more to try

Game 5: 120 Chart Nim

Materials: 120 chart, Counters (Beans, pennies or tokens)

- Place the 120 Chart in the middle of the players with a small pile of tokens
- The First player chooses any number from 1 to 15 and places a token on that number on the 120 Chart.
- On each following turn, the player adds either 5, 10, or 15 to the most recently marked number and places a new token on the new sum.
- Players alternate until no more tokens can be placed.
- The player who places the last legal token (spaces 116 – 120) wins!

Variations:

Allow players to add any number from 1 – 20 to the last number. The first player to reach 120 wins.

Start at 120 and subtract 5, 10, or 15. The first player to reach 0 wins.