

Numeracy Gr1 – Lesson 3 – Using 10 Frames

Curriculum: Numeracy

Learning Goals:

- Automaticity of visualization and representation of numbers

Materials:

- Playing cards (ace=1; 2 – 10) Take out jack, queen, king.
- 10 frame (use an egg carton with the last two shells cut off to show 10 spots) OR use the 10 Frame
- Beans, counters, buttons, lego bricks (anything that can be used as counters)

Activity:

Shuffle cards.

Draw a card. Fill the 10 Frame with that many objects. (eg. if you draw a 6, fill the 10 Frame with 6 items)

Fill the rest with a different counter.

Locate the card that says that total amount. In this example, 6 was filled in. You would need 4 to fill in. So you would locate the card that says 4.

Say 6 and 4 makes 10.

Empty the 10 Frame and continue multiple times.

The goal is to be able to automatically visualize how the 10 frame statements can be shown.

Try these numbers using two 10-Frames: 12, 14, 15, 17, 20

Extension: Odd or Even

Use the same cards and 10 Frame to say whether a number is odd or even. A number is even if it has a partner next to it in the 10 Frame. It is odd if it has no partner.

Shuffle the playing cards.

Pull a card from the top of the deck. Fill the 10 Frame with the number of objects.

State whether that number is odd or even.

Name: _____

Ten Frames

Teachers: This is an empty ten frame template for you to use in your own way. Students could collect items, write or draw objects to make a collection of 100 things.

