Numeracy Gr2 – Lesson 1 – 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.

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

Name: _____

Ten **Frames**