

MATH: Give Me 10! (Grade 2)

Learning Goals:

- Develop mental math strategies and abilities to make sense of quantities
- Represent mathematical ideas in concrete, pictorial, and symbolic forms

Materials

Deck of cards, face cards removed

Activities

Players: 1-2

How to Play:

Deal 10 cards face up.



Players take turns finding and removing combinations of 2 cards that add up to 10. Deal out cards so there are always 10 cards face up.

For 1 player: You may set a timer and see how long it takes to go through all 40 cards. Play again and try to beat your time.

Extension: To make it challenging find three cards that add up to 15.

Extension: To make it more challenging find three cards that add up to 20.