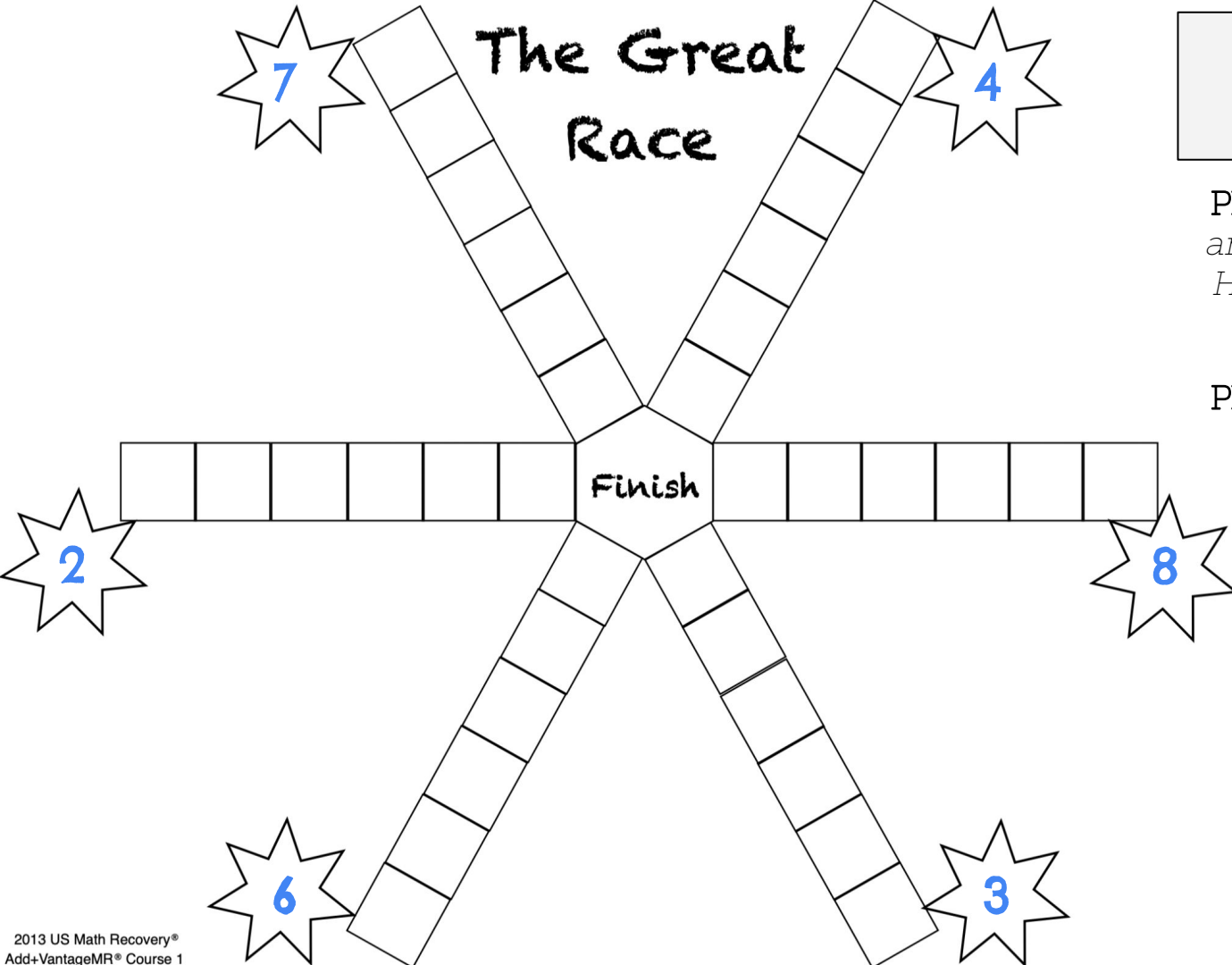
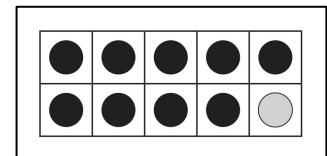
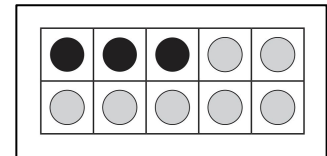
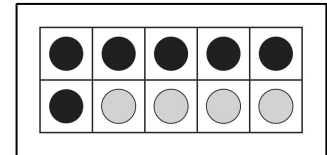


Parts of 10

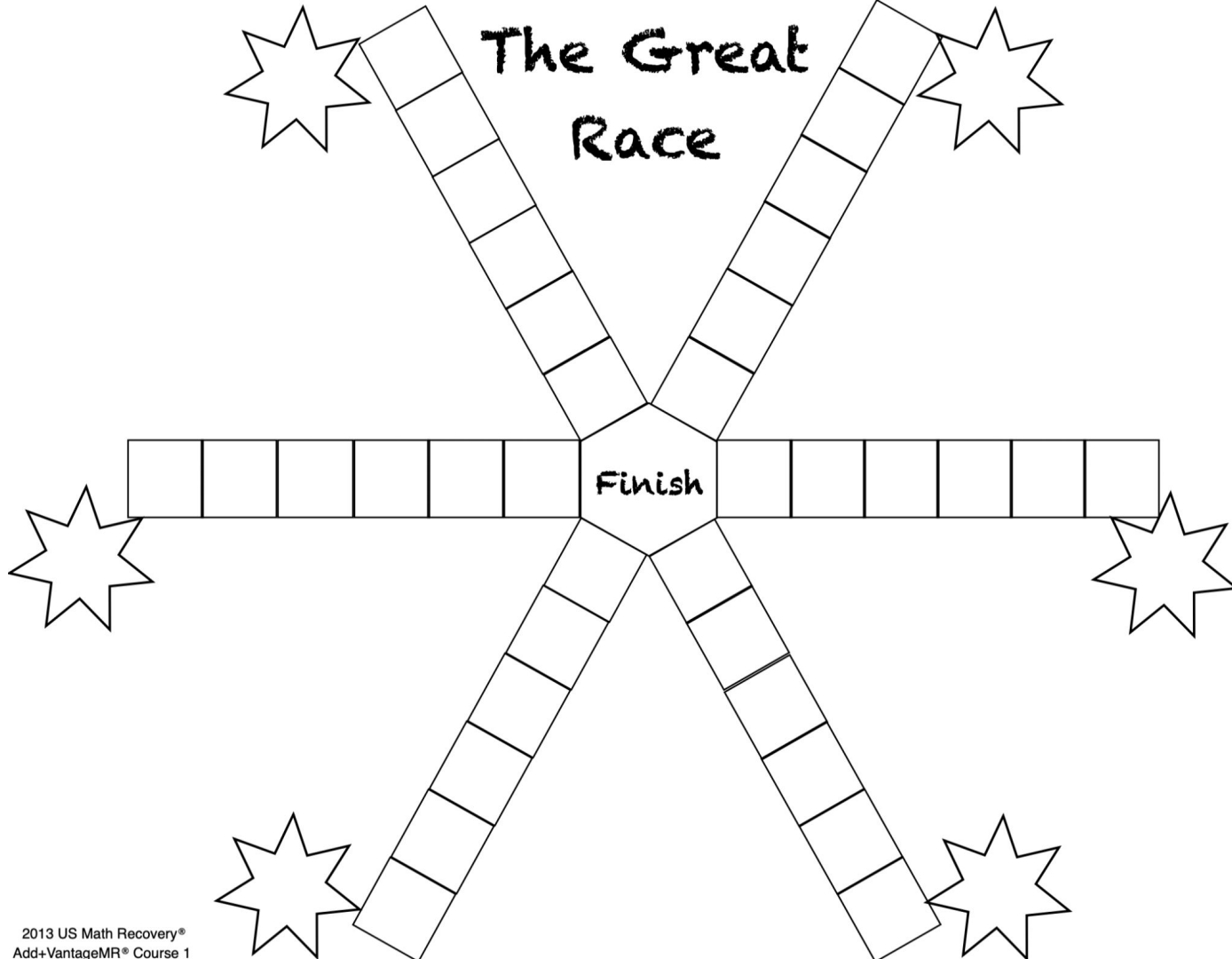
Ten-Frame Cards

Player 1 to Player 2 : “There are 6 black dots on my card. How many gray dots would there be?”

Player 2 to Player 1 : “There would be 4 gray dots. 6 and 4 make 10.”



The Great Race



The Great Race Directions

Intended learning: To ascribe number to regular spatial patterns and match to a numeral in the range 1 to 6.

Materials: Great Race game board, 1 to 6 dot die, six game markers to represent the racers (such as plastic bears).

Description: A racer is placed in each starting position. A 1 to 6 dot die is rolled to indicate which racer advances. For example, if the five-pattern is rolled, the racer in the lane with the numeral 5 advances one space. Continue rolling in succession until one of the racers reaches the finish.

Notes:

- Initially children might need to count the spots on the die, but the goal is for children to recognize the pattern without counting.
- To promote visualization and subitizing, have one child roll the die and another child use a cup to cover the die after it is rolled.
- This game can be played individually or with partners taking turns rolling and advancing the indicated racer.
- Having all markers identical will help to ensure that the focus is on the numeral rather than other attributes such as color or size.