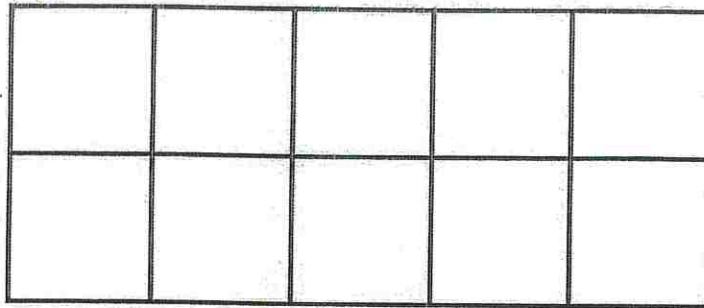
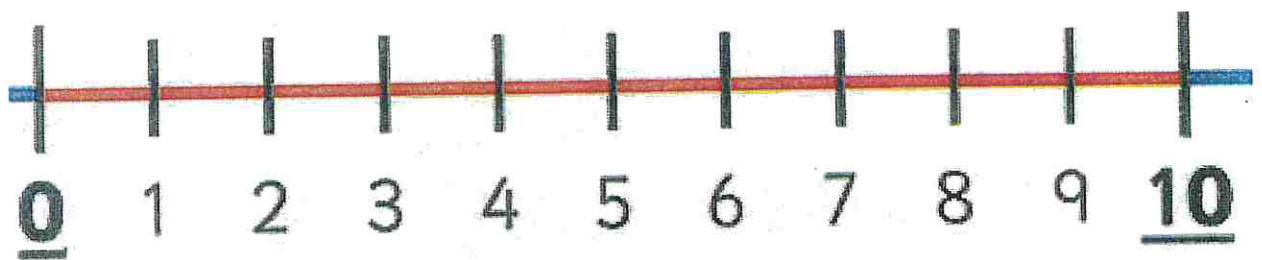
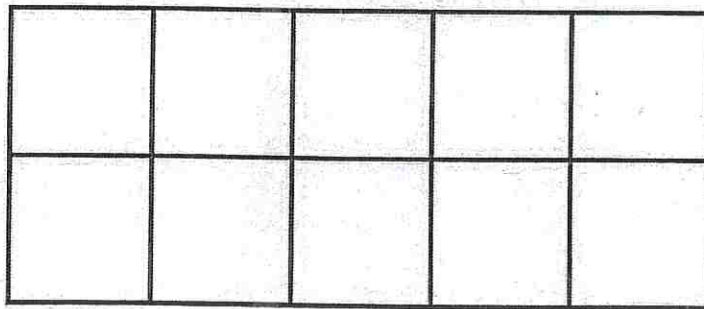


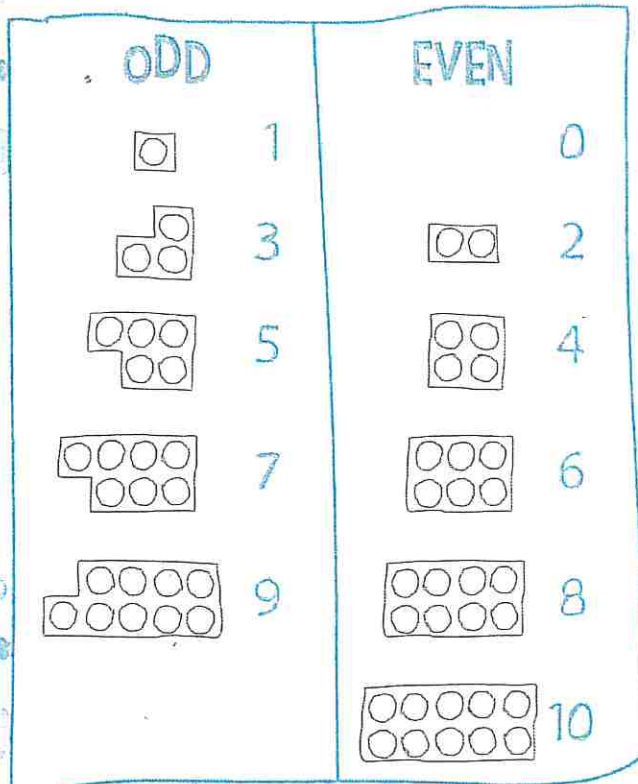
Ten Frame



Ten Frame



1	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



0

1

2

3

4

5

6

7

8

9

10

0

1

2

3

4

5

6

7

8

9

10



DON'T MAKE 10

This game, although it appears to be unhelpful (!) reinforces number bonds to 10

RESOURCES

- Simply draw out the game board or copy and use the one opposite;
- It can be played on the class whiteboard, on a handheld whiteboard or on a piece of paper.

HOW TO PLAY

- Players (it's best played with just two teams/players) simply take turns to choose a number from the list, cross it off and put it in the circle.
- Players may choose any number. It isn't 0-10 each.
- The aim of the game is to avoid adding a number to the circle that makes ten with **one other number** already there! e.g. $7+3$ or $6+4$
- If you do - you're bust and your opponent wins!

There is a way to win!
Go first and choose 5.
Thereafter, as subtly as you can, simply copy the numbers your opponent chooses. Eventually they will have to choose the other 5. But don't tell the children this!

If 2 and 3 are in the circle and you add 5, although this totals to 10, the game is based on pairs that add to 10 only

Some find it confusing to include the 10. If you don't want to, remember to exclude the zeros too.

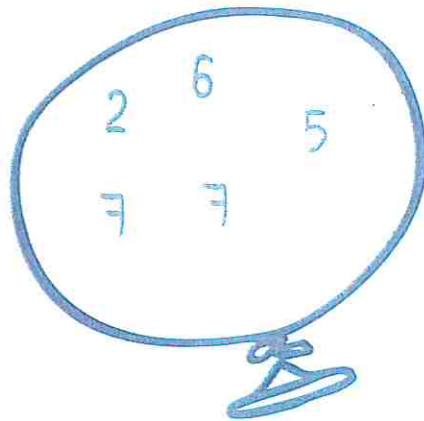
Variation:
Play, 'Don't Make 100' using 0 0 10 10 20 20 30 30 etc...

QUESTIONING

- What musn't you choose?
- It's fun to get the children to recite before each move, as you point to numbers already in the circle, 'so we musn't choose an 8 (as you point to 2) and we musn't choose a 4 (as you point to 6) and so on, this reinforces the pairs to 10.

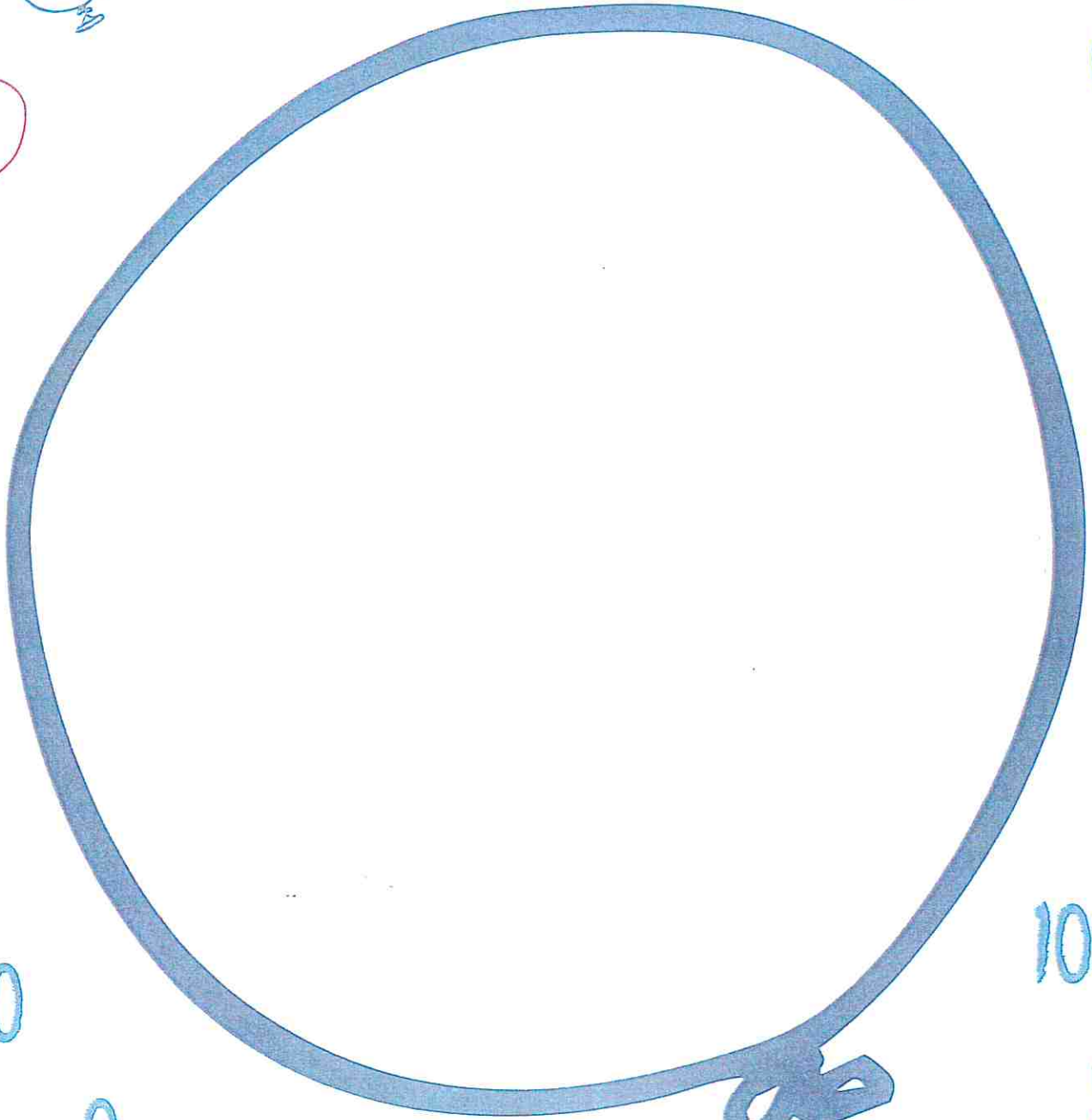
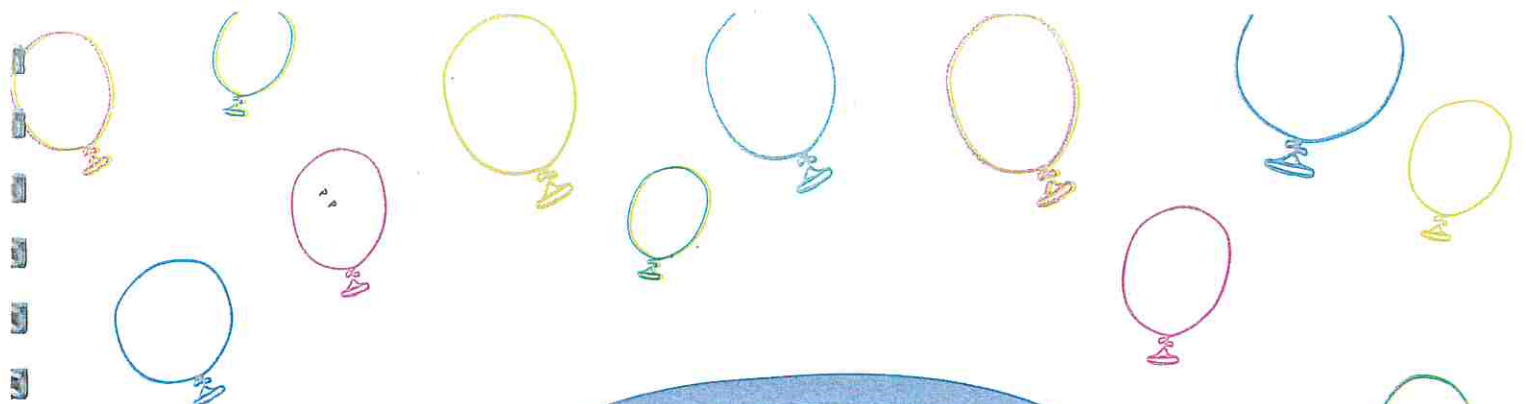
WHAT TO LOOK OUT FOR AND PRAISE!

- Strategic thinking . . . does anyone see that 5 is the exception?
- Making moves without any prompts.



'so I musn't choose 8 or 4 or 5 or 3 I'm going to choose 10'

0 0 1 1 2 2 3 3 4 4 5 5 6 6 7 7 8 8 9 9 10 10



0 10
0 9
1 10
2 8
3 9
4 8
5 7
6 9
7 8
8 7
9 7