

Addition Strategies: Add to 10

Work hard on remembering the pairs of numbers that add up to 10. Once you know these facts, you can use them to help you learn facts that add up to more than 10. Practicing with a 10-frame is a good way to learn the facts that add up to 10. What are all the pairs of numbers that add up to 10? You can use this 10-frame to help you figure it out.

What are all the pairs of numbers that make 10?	

The shaded pairs add to 10, learning them will make it easier to learn the other addition facts.

+	0	1	2	3	4	5	6	7	8	9	10
0	0 + 0 = 0	1 + 0 = 1	2 + 0 = 2	3 + 0 = 3	4 + 0 = 4	5 + 0 = 5	6 + 0 = 6	7 + 0 = 7	8 + 0 = 8	9 + 0 = 9	10 + 0 = 10
1	0 + 1 = 1	1 + 1 = 2	2 + 1 = 3	3 + 1 = 4	4 + 1 = 5	5 + 1 = 6	6 + 1 = 7	7 + 1 = 8	8 + 1 = 9	9 + 1 = 10	10 + 1 = 11
2	0 + 2 = 2	1 + 2 = 3	2 + 2 = 4	3 + 2 = 5	4 + 2 = 6	5 + 2 = 7	6 + 2 = 8	7 + 2 = 9	8 + 2 = 10	9 + 2 = 11	10 + 2 = 12
3	0 + 3 = 3	1 + 3 = 4	2 + 3 = 5	3 + 3 = 6	4 + 3 = 7	5 + 3 = 8	6 + 3 = 9	7 + 3 = 10	8 + 3 = 11	9 + 3 = 12	10 + 3 = 13
4	0 + 4 = 4	1 + 4 = 5	2 + 4 = 6	3 + 4 = 7	4 + 4 = 8	5 + 4 = 9	6 + 4 = 10	7 + 4 = 11	8 + 4 = 12	9 + 4 = 13	10 + 4 = 14
5	0 + 5 = 5	1 + 5 = 6	2 + 5 = 7	3 + 5 = 8	4 + 5 = 9	5 + 5 = 10	6 + 5 = 11	7 + 5 = 12	8 + 5 = 13	9 + 5 = 14	10 + 5 = 15
6	0 + 6 = 6	1 + 6 = 7	2 + 6 = 8	3 + 6 = 9	4 + 6 = 10	5 + 6 = 11	6 + 6 = 12	7 + 6 = 13	8 + 6 = 14	9 + 6 = 15	10 + 6 = 16
7	0 + 7 = 7	1 + 7 = 8	2 + 7 = 9	3 + 7 = 10	4 + 7 = 11	5 + 7 = 12	6 + 7 = 13	7 + 7 = 14	8 + 7 = 15	9 + 7 = 16	10 + 7 = 17
8	0 + 8 = 8	1 + 8 = 9	2 + 8 = 10	3 + 8 = 11	4 + 8 = 12	5 + 8 = 13	6 + 8 = 14	7 + 8 = 15	8 + 8 = 16	9 + 8 = 17	10 + 8 = 18
9	0 + 9 = 9	1 + 9 = 10	2 + 9 = 11	3 + 9 = 12	4 + 9 = 13	5 + 9 = 14	6 + 9 = 15	7 + 9 = 16	8 + 9 = 17	9 + 9 = 18	10 + 9 = 19
10	0 + 10 = 10	1 + 10 = 11	2 + 10 = 12	3 + 10 = 13	4 + 10 = 14	5 + 10 = 15	6 + 10 = 16	7 + 10 = 17	8 + 10 = 18	9 + 10 = 19	10 + 10 = 20

* Don't forget the commutative (turn around) property. For example: $2 + 5 = 7$ and $5 + 2 = 7$.

Here are a few practice questions. What number is missing in each problem to make 10? You can use the 10-frame if you need a little help until they are automatic.

$$6 + \underline{\quad} = 10$$

$$2 + \underline{\quad} = 10$$

$$5 + \underline{\quad} = 10$$

$$1 + \underline{\quad} = 10$$

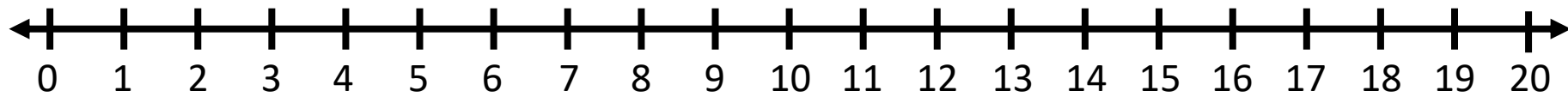
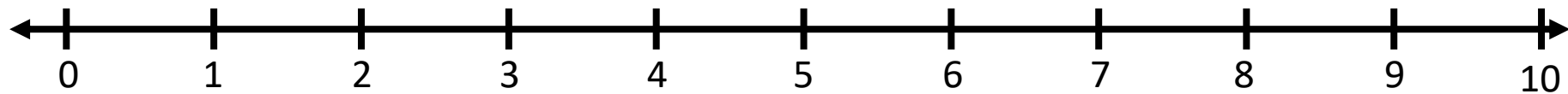
$$8 + \underline{\quad} = 10$$

$$\underline{\quad} + 0 = 10$$

$$\underline{\quad} + 3 = 10$$

$$4 + \underline{\quad} = 10$$

$$7 + \underline{\quad} = 10$$



Dominos: Add to 10 (Addition Facts – Part 1)

Materials needed: 1 set of 9 x 9 dominos

Object of the game: To be the first player to get rid of all your dominos

Prep: Turn all the dominos over and mix them up in a big “pool” where everyone can reach them. This is the boneyard. Leave a big open space between the players for the playing area. Each player draws 7 dominos and stands them up so they can see them, but no one else can.

To play: The player with the highest double domino plays that domino first in the middle of the playing area. If no player has a double, players take turns drawing until one player gets a double and plays that one in the middle. (Cannot be the double 0.)

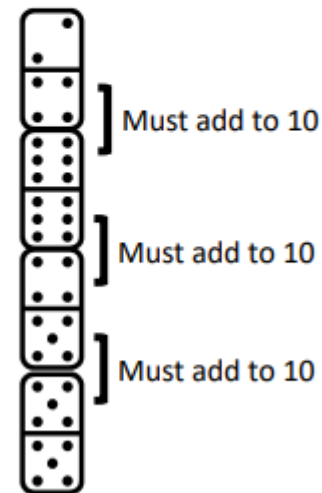
After that, players take turns laying dominos on either of the end of the chain of dominos. But you can only lay down a domino if the two dominos touching end to end add up to 10 (For example, you can play 4 dots against 6 dots.)

If you cannot make a play on either end, you must draw a domino from the boneyard. If you can play it, go ahead and play it. If you cannot, it's the other player's turn.

Play until one player runs out of dominos or there are no more dominos in the boneyard and no one can make a play.

To win: the first player to run out of dominos wins. If no one runs out of dominos, the player with the fewest dominos when the game ends wins. In case of a tie, add up the dots on the dominos remaining in each player's hand. The player with the fewest dots wins.

You can play a domino on either end of the chain of dominos, as long as the two ends of the dominos that are touching add to 10.



Queen of 10s: Add to 10 (Addition Facts – Part 1)

Materials:

Deck of cards, face cards removed except for Queens. Aces = 1. Be sure they are well-shuffled.

To Play:

Give 4 cards to each player.

The 4 cards are put in a row with numbers showing.

The rest of the cards are put in a draw pile where everyone can reach them.

First player finds 2 cards in their row that add up to 10, or they can choose a 10 card. Put these cards in your saved pile.

The Queen is wild. If you have a Queen, it can be used for any number, but you must say the number you are using it for out loud.

Play until you don't have any more pairs that add up to 10. That is the end of your turn, fill in your 4 cards with cards from the draw pile.

If you don't have anything that can add up to 10, take one card from your row of cards and put it at the bottom of the draw pile, then take the card from the top. Your turn is over.

To win: The game ends when the draw pile of cards is gone or when there are no more ways to make 10 for any of the players. At the end of the game, each player counts their own pile of saved cards. The player with the most saved cards wins.

5-in-a-Row

Materials needed:

- Deck of flashcards (Well shuffled)

Object of the game:

Be the first to get 10 cards whose answers make 5-in-a-Row in numerical order. For example, 0 to 4, 1 to 5, 2 to 6.

To Play:

- Make a stack of the flashcards – face down– and put it where everyone can reach it.
- Take turns drawing a card, saying the answer and putting it down in a row in front of you face up. If you get the answer wrong, put it back on the bottom of the deck and it's the other person's turn.
- You are building a row of cards that are in numerical order by answer. For example, $4 + 1$ (which equals 5), would come right before $3 + 3$ (which equals 6).
- When you get a card that has the same answer as another card you already have, put it on top.

To win:

The first person to have 5 cards (or stacks of cards) in a row wins.

Flashcard Garbage

Note: This is a lot like the card game Garbage, so if you already know how to play that, it helps. If you don't know how to play there are lots of examples on-line, just google "Garbage Card Game."

Materials Needed:

Deck of Flashcards (Well-Shuffled)

Object of the Game: To be the first one to have 10 cards in a row with the answers from 1 to 10.

To Play:

Lay out 10 cards face down in front of each player in two Rows of 5 . Make a stack of the rest of the cards (face down) and put them where everyone can reach them.

1st player pulls the top card and solves it. If the spot for that answer is available in his rows, he can put the card in that spot and look at the card that was already there. If the spot for the answer to that card is available, he can play that card, and so on until he either draws a garbage card or he gets a card that he doesn't need. When he gets a garbage card or a card he doesn't need, he puts that card face up in the discard pile next to the draw pile.

(For example: 1st player draws a card with an answer of 2. He puts that card in the 2-spot and looks at the card that's already there. The answer to that card is 4, so he puts that card in the 4 spot and looks at the card that is already there. That card also has an answer of 2, since he doesn't need a 2, he puts that card face up in the discard pile.)

The next player can either use the card from the top of the discard pile, if she needs it, or she can take a card from the draw pile.

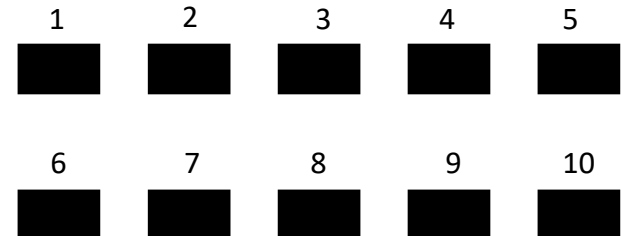
- "+ 0" addition facts are garbage – If you draw one, you cannot play it and it is the next player's turn.
- "+10" addition facts are wild – You can play them in any position where you need a card.

To win: First player to get all 10 cards in order wins.



Scan here for a video about how to play garbage.

Lay out 10 Cards in front of each player.
In two rows of five.



I Spy

Materials needed:

- Flash cards

Prep:

Lay out 9 flashcards in an array, face up. Put the rest of the cards in a stack face down where everyone can reach them.

To Play:

1st player draws a card and answers the problem. If he gets it right, he keeps the card and he looks at the array. He can pick up any other cards on the array that have the same answer as the card he drew. (Replace any picked up cards with cards from the draw stack.)

If he misses the problem, put the card back on the bottom of the draw pile.

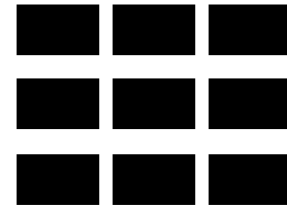
If he accidentally picks up a card that does not have the same answer as the card he drew, he must put any cards he picked up from the array back in the array.

Player 2 does the same and so on.

To win:

First player to get 20 cards wins. Or you can play to a certain time limit or until you run out of cards – then the person with the most cards wins.

Lay out 9 flashcards in an array, face up.



$$0 + 10 =$$

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$$10 + 0 =$$

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$$10 + _ = 10$$

Addition Strategies: Adding to 10

$$0 + _ = 10$$

Addition Strategies: Adding to 10

$$1 + 9 =$$

Addition Strategies: Adding to 10

$$9 + 1 =$$

Addition Strategies: Adding to 10

$$9 + _ = 10$$

Addition Strategies: Adding to 10

$$1 + _ = 10$$

Addition Strategies: Adding to 10

$$2 + 8 =$$

Addition Strategies: Adding to 10

$$8 + 2 =$$

Addition Strategies: Adding to 10

$$2 + _ = 10$$

Addition Strategies: Adding to 10

$$8 + _ = 10$$

Addition Strategies: Adding to 10

$$3 + 7 =$$

Addition Strategies: Adding to 10

$$7 + 3 =$$

Addition Strategies: Adding to 10

$$3 + _ = 10$$

Addition Strategies: Adding to 10

$$7 + _ = 10$$

Addition Strategies: Adding to 10

$$4 + 6 =$$

Addition Strategies: Adding to 10

$$6 + 4 =$$

Addition Strategies: Adding to 10

$$4 + _ = 10$$

Addition Strategies: Adding to 10

$$6 + _ = 10$$

Addition Strategies: Adding to 10

$$5 + 5 =$$

Addition Strategies: Adding to 10

$$5 + _ = 10$$

Addition Strategies: Adding to 10

$$10 - 1 =$$

Addition Strategies: Adding to 10

$$10 - 2 =$$

Addition Strategies: Adding to 10

$$10 - 3 =$$

Addition Strategies: Adding to 10

$$10 - 4 =$$

Addition Strategies: Adding to 10

$$10 - 5 =$$

Addition Strategies: Adding to 10

$$10 - 6 =$$

$$10 - 7 =$$

$$10 - 8 =$$

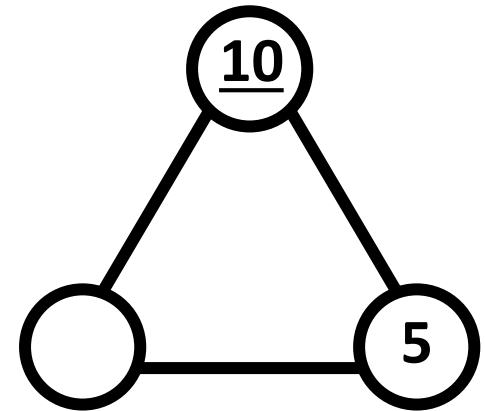
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$$10 - 9 =$$

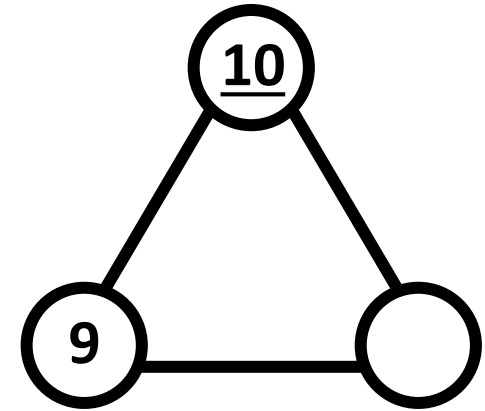
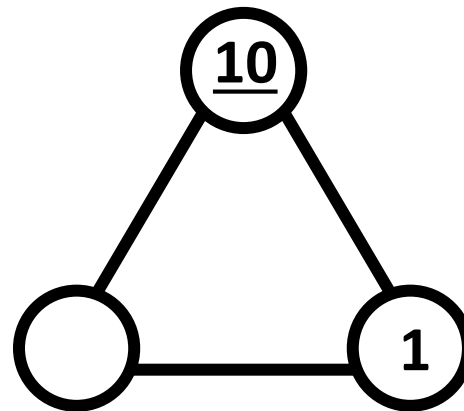
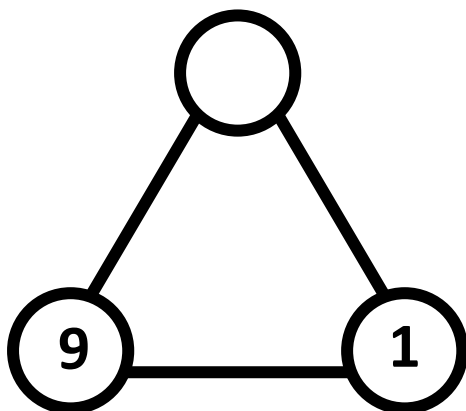
$$10 - 10 =$$



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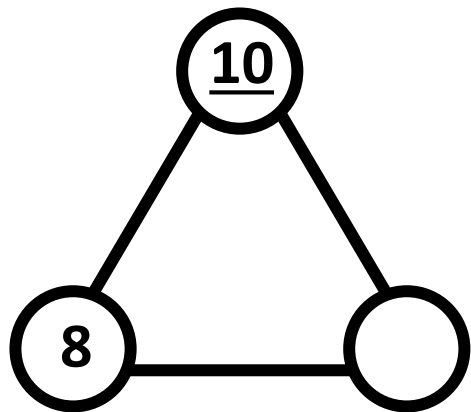
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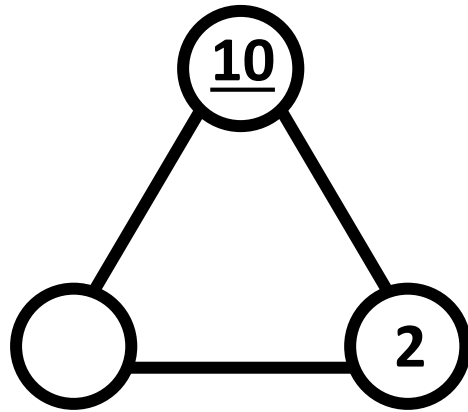
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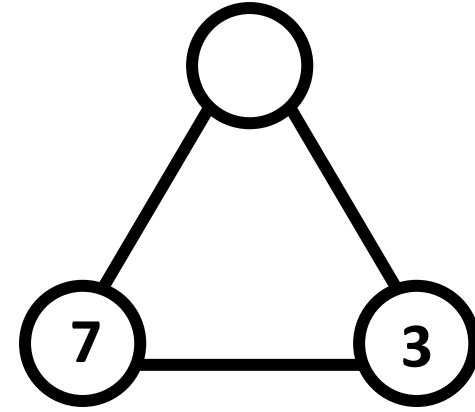
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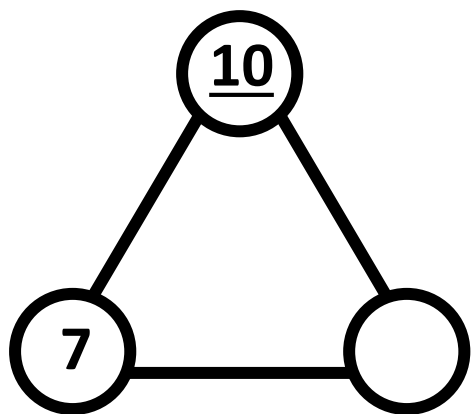
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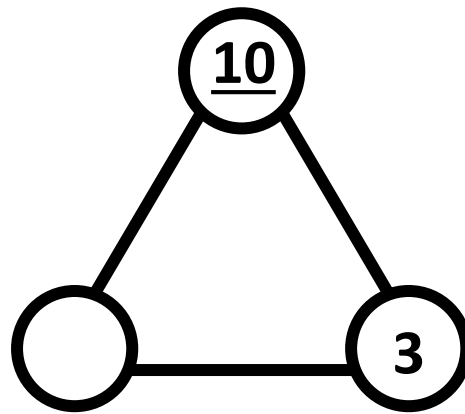
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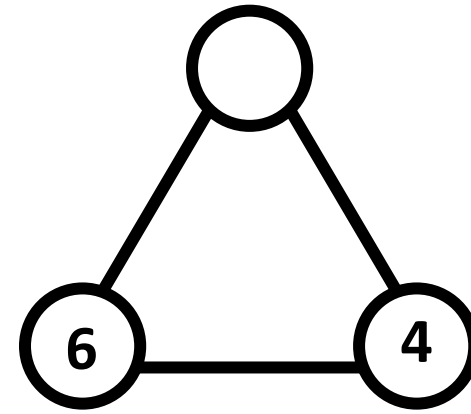
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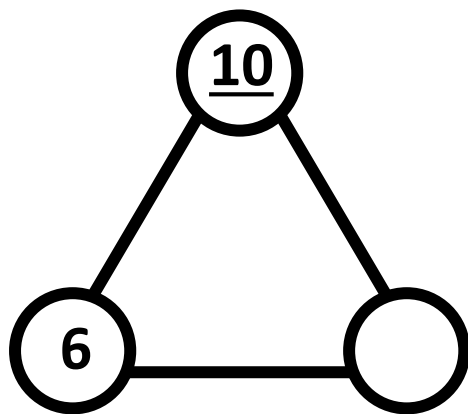
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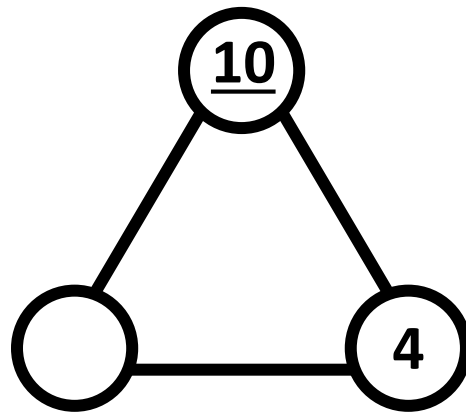
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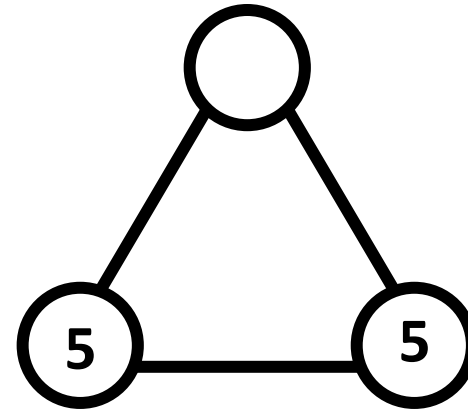
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