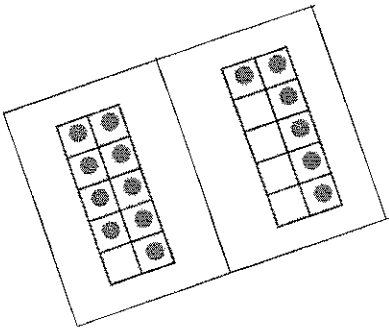


Use with Green
Make-a-Ten Cards.

Name _____



Make a Ten

Put the partners on a 10-frame mat using Red and Yellow counters.

Push some of the partners up to **Make a Ten**.

Write the equation as a TEN and extra ONES.

Write the TEEN total.

$$6 + 5 \quad \text{is the same as} \quad 10 + \underline{\quad} = \square$$

$$7 + 4 \quad \text{is the same as} \quad 10 + \underline{\quad} = \square$$

$$8 + 6 \quad \text{is the same as} \quad 10 + \underline{\quad} = \square$$

$$9 + 4 \quad \text{is the same as} \quad 10 + \underline{\quad} = \square$$

$$7 + 5 \quad \text{is the same as} \quad 10 + \underline{\quad} = \square$$

☆ On the back: Write **5 or more** addition equations with a TEEN total... **Make a Ten!**

2,4,5,8

PENNY-NICKEL-DIME EXCHANGE



Note

Coin Exchange Money Cube Game is a Core Activity in *Kindergarten Everyday Mathematics*. When children play it, they learn to exchange 5 pennies for 1 nickel and 2 nickels for one dime. Later, when children play *Coin Exchange Money Cube Game 2*, they learn the various coin combinations that add up to a quarter.

PENNY-NICKEL-DIME EXCHANGE

Materials: 1 die for each partnership; 40 pennies, 8 nickels, and 4 dimes for each partnership

Number of players: 2 or more

Directions: Partners make a bank of 40 pennies, 8 nickels, and 4 dimes using money from their tool-kit money holders. They take turns rolling a die and collecting the appropriate amount from the bank. As soon as players have 5 pennies, they exchange them for a nickel, and later exchange 2 nickels (or 5 pennies and 1 nickel) for a dime. At the end of any turn, each player should have fewer than 5 pennies and not more than 1 nickel.

The game ends when no more exchanges can be made.

Option: Children play with a larger bank and two dice. This allows children to exchange coins more rapidly. (Use play coins, if necessary.)

- Use just Nickels for Unit 2
- Add in dimes for Unit 4

Roll for 100 cents!

<p>10 dimes</p>	<p>5 nickels</p>	<p>1 pennies</p>

Name _____

Pesky Pairs

Don't get tricked by TEEN numbers and DECADE numbers!
Draw 10-sticks (TENS) and circles (ONES) to show the number.
Then write its pesky pair.

14	/ ○○○○	40	////
30		13	
15			
60			
17			
80			

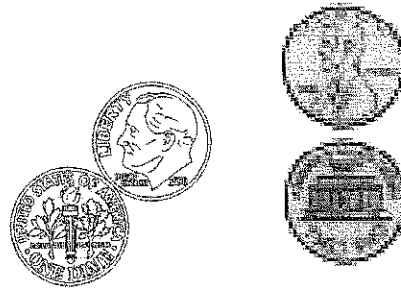
On the back: Write pesky pairs that are not shown on the front!

Pesky Pair Match Game

Cut. Mix. Flip over. Find the match!

13	30	14
40	15	50
16	60	17
70	18	80
19	90	Oops!

Name _____



Roll for Coins!

Roll the die. Draw or put down that many dimes

Roll the die again. Draw or put down that many pennies ①

Count by tens and then *count on* by ones to find the total.

Round 1



52¢

Round 2

¢

Round 3

¢

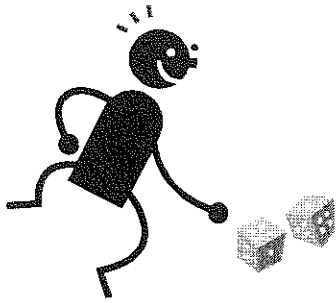
Round 4

¢

Round 5	<input style="width: 100px; height: 50px;" type="text"/> ¢
Round 6	<input style="width: 100px; height: 50px;" type="text"/> ¢
Round 7	<input style="width: 100px; height: 50px;" type="text"/> ¢
Round 8	<input style="width: 100px; height: 50px;" type="text"/> ¢

☆ Challenge: How many cents in all? ¢

HINT: Count *s/low/y*... the total will be more than 100, or maybe, the total will be more than 200!



Roll to 100!



Directions: In this activity, you will roll a die and add the numbers together until you get to 100. How many rolls do you think it will take you to get to 100? Use the space below to keep track of your rolls and equations. If you need more spaces, use the back of this paper. Use 100-grid.

Example: Ted rolls a 4. He writes "4" on his paper.

Next, Ted rolls a 3. He adds the 3 to the 4, to make a sum of 7.

Next, Ted rolls a 6. He adds the 6 to the 7, to make a sum of 13.

He continues rolling until his sum reaches 100.

4

$$4 + 3 = 7$$

$$7 + 6 = 13$$

1. _____ + _____ = _____

11. _____ + _____ = _____

2. _____ + _____ = _____

12. _____ + _____ = _____

3. _____ + _____ = _____

13. _____ + _____ = _____

4. _____ + _____ = _____

14. _____ + _____ = _____

5. _____ + _____ = _____

15. _____ + _____ = _____

6. _____ + _____ = _____

16. _____ + _____ = _____

7. _____ + _____ = _____

17. _____ + _____ = _____

8. _____ + _____ = _____

18. _____ + _____ = _____

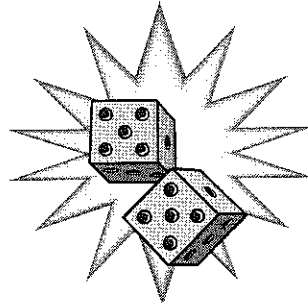
9. _____ + _____ = _____

19. _____ + _____ = _____

10. _____ + _____ = _____

20. _____ + _____ = _____

Keep Rolling to 100!



21. _____ + _____ = _____

31. _____ + _____ = _____

22. _____ + _____ = _____

32. _____ + _____ = _____

23. _____ + _____ = _____

33. _____ + _____ = _____

24. _____ + _____ = _____

34. _____ + _____ = _____

25. _____ + _____ = _____

35. _____ + _____ = _____

26. _____ + _____ = _____

36. _____ + _____ = _____

27. _____ + _____ = _____

37. _____ + _____ = _____

28. _____ + _____ = _____

38. _____ + _____ = _____

29. _____ + _____ = _____

39. _____ + _____ = _____

30. _____ + _____ = _____

40. _____ + _____ = _____

Name: _____

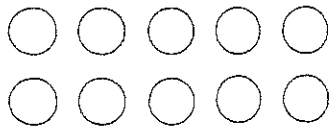
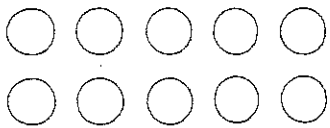
Pick a card 10-20

Write number on line.

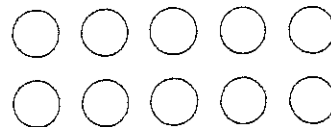
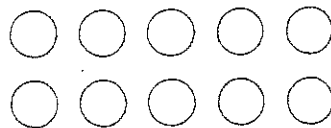
Show number as a ten and ones.

Show teen numbers

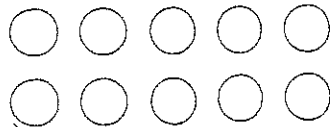
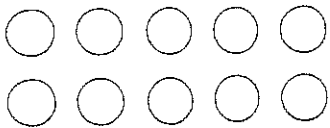
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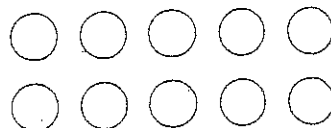
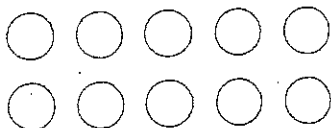
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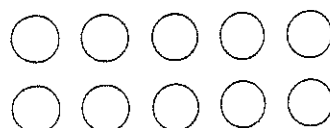
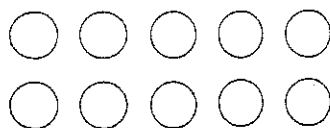
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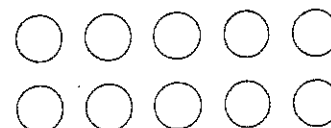
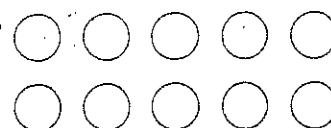
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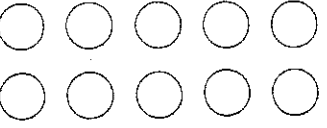
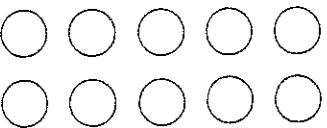
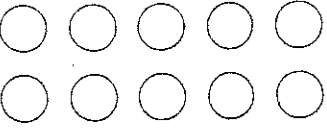
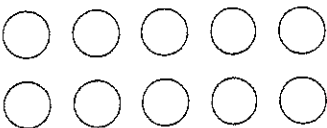


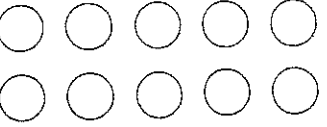
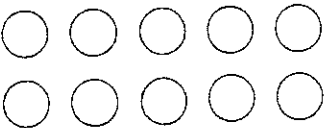
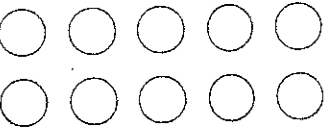
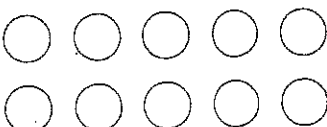
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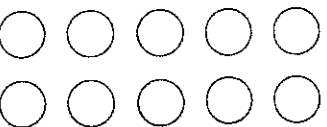
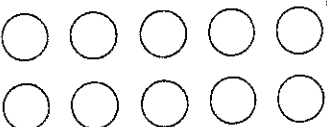
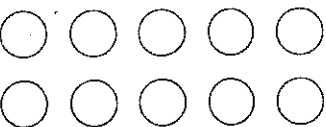
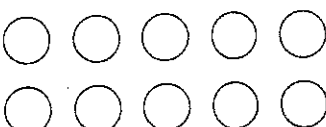


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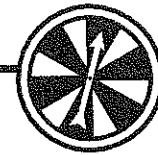
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Name _____

Date _____

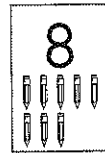



Twos, Fives, and Tens

Ten Plus

You need

- deck of Primary Number Cards (without Wild Cards)



- 20 cubes 
- recording sheet

Play with a partner.

- 1 Turn over the top two cards.
- 2 Make an equivalent expression, using the two numbers from the cards and 10.

$$5 + 8 = 10 + \square$$
- 3 Both players record $5 + 8$ in the correct column on the recording sheet.
- 4 Turn over the next 2 cards and repeat steps 2–3.
- 5 The game is over when one column of the recording sheet is filled.

Name _____ Date _____

Ten Plus Recording Sheet 1 (page 1 of 2)

< 10	10 + 0	10 + 1	10 + 2	10 + 3	10 + 4

cut here
Sessions 3.3, 3.4, 3.5

Name _____ Date _____

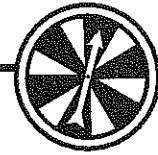
Ten Plus Recording Sheet 2 (page 2 of 2)

10 + 5	10 + 6	10 + 7	10 + 8	10 + 9	10 + 10

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Sessions 3.3, 3.4, 3.5

Name _____

Date _____



Twos, Fives, and Tens

Ten Plus Recording Sheet 1 (page 1 of 2)

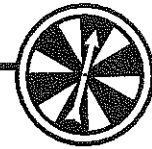
< 10	$10 + 0$	$10 + 1$	$10 + 2$	$10 + 3$	$10 + 4$

cut here

Name _____

Date _____

Twos, Fives, and Tens



Ten Plus Recording Sheet 2 (page 2 of 2)

	$10 + 5$	$10 + 6$	$10 + 7$	$10 + 8$	$10 + 9$	$10 + 10$

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Ten Turns

Materials: One number cube
Counters (50–60)
Ten Turns Game Sheet

Players: 2

Object: With a partner, collect as many counters as you can.

How to Play

1. Roll the number cube. What number did you roll? Take that many counters to start your collection. Write the number you rolled and the total number you have. (For the first turn, these numbers are the same.)
2. On each turn, roll the number cube and take that many counters. Find the total number of counters you and your partner have together.
3. After each turn, write the number you rolled and the new total.
4. Play for 10 turns.

Variations

- a. Play for fewer turns or more turns.
- b. Roll two number cubes on each turn.
- c. Instead of a number cube, use the Number Cards for 1 to 6. Mix them and turn up one at a time.

Note to Families

For counters, use buttons, pennies, paper clips, beans, or toothpicks. If you don't have a number cube or number cards, use slips of paper numbered 1–6. If you don't have the Ten Turns Game Sheet, keep track of the numbers for each turn and the new total on a blank sheet of paper.

Ten Turns Game Sheet

Turn 1. I rolled _____. Now we have _____.

Turn 2. I rolled _____. Now we have _____.

Turn 3. I rolled _____. Now we have _____.

Turn 4. I rolled _____. Now we have _____.

Turn 5. I rolled _____. Now we have _____.

Turn 6. I rolled _____. Now we have _____.

Turn 7. I rolled _____. Now we have _____.

Turn 8. I rolled _____. Now we have _____.

Turn 9. I rolled _____. Now we have _____.

Turn 10. I rolled _____. Now we have _____.