

Unifix® Ten-Frame Cards

Activity Suggestions

State and national (CCSS) standards recommend that manipulatives be faithful representations of the mathematical objects they represent. Younger students might rely on using concrete objects or pictures to help conceptualize and solve a problem. Activities with ten-frames help children to make sense of problems and persevere in solving them and to look for and make use of structure.

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How Many?

Common Core State Standard

K.CC.B.5: Count to answer “how many?” questions about as many as 20 things arranged in a line, a rectangular array, or a circle, or as many as 10 things in a scattered configuration; given a number from 1–20, count out that many objects.

1. Tell the students that you are going to show them some ten-frame cards and that they will need to figure out how many cubes they see. Tell them to look for groups of cubes to help their calculations. Show them each card for only three seconds.
2. Now put out a ten-frame card with 10 cubes and one with five cubes (same color). Turn them over after three seconds.
3. Now ask the students how many cubes they saw. Then ask them to explain their thinking. They may say they saw ten and counted on five more, or they saw ten and five and it is fifteen.
4. Repeat this with other combinations of two cards.

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Get to Twenty

Common Core State Standard

1.OA.A.2: Solve word problems that call for addition of three whole numbers whose sum is less than or equal to 20.

For two players or two teams. Remove blank frames from deck. Remind players that the colors are not important in this game.

1. Shuffle the cards and deal out five cards per player. Put the rest of the cards face down to make a deck.
2. Turn over two cards from the deck. The first player to put down a card that, added to the cards in middle, totals 20 cubes takes all three cards for his own pile. He then replenishes his hand from the deck and turns over two more cards for the middle. Play continues.
3. If it is not possible to make a total of 20 cubes by adding one card to the middle, the first player to say, "No twenty," gets both cards for his pile.
4. The player with the most cards in his pile when the deck is all dealt is the winner.

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Other Activity Ideas

Hold up a card with 10 green cubes and one with three green cubes. Ask, "How many if I add the cubes on the cards together?" Then hold up a card with 10 green cubes and a card with three orange cubes and ask, "How many left if I subtract the number of orange cubes from green?" Repeat with other cards.

Pass out four decks of cards to four groups. Each card in the decks has 0–10 cubes on it. Ask each group to make 20 as many ways as possible from any three cards and to record the results: $2 + 8 + 10$, $3 + 7 + 10$, etc.

Ask students to show how they used the ten-frame cards to solve problems such as: *I had 24 apples, but five have worms. How many will I want to eat?*