

#### POP-IN MATH NIGHT



### 1ST GRADE AT-HOME GAMES



## Pyramid (Make 10, 10 frames)

# I can tell 2 numbers that go together to make 10.

KNP #S 2211.2 - Pyramid (Make 10.10 frames). Blue Fluency Standard: J. OA.6 Standard: 0-K.OA.3.

Materials: ten frame cards, 0 to 10 - 2 or 4 of each

#### Directions:

- 1. Get Four in a Row board, cubes and counters.
- 2. Players selects 1 color to use as a cover.
- 3. Player 1 rolls both cubes and places marker on board that is the sum of the two cubes.
- 4. Player 2 takes a turn.
- 5. Play continues until a player has 4 in a row in their color.

### **Snap 10 (Make 10)**

# I can tell 2 numbers that go together to make 10.

Materials: Six sets of Orange 10-frame cards and/or numeral cards 0-10

so keeps the cards. \*The element of speed that results from any player being able to be the first to yell "Snap" helps to end, wins. who takes the cards always states the number sentence such as "2 and 8 make 10." Whoever has the most cards at the dissuade students from counting. At first, you can play without this speed factor. In this version, instead of having any to any other card already turned over to make 10, a player yells, "Snap 10" and takes the two cards. The first player to do turns turning over their top card and putting it, face-up, in the middle of the table. When the card played can be matched How to Play: Divide the deck equally among two players. Players place their deck face down in a pile. Players take player shout "Snap 10" only the player who places a card should look for a match and can "snap" the match. The player

#### Variations:

- → Match two 10-frames that go together to make 10.
- + Match a numeral card and a 10-frame card that go together to make 10.
- + Match two numeral cards that go together to make 10.
- + Match a 10-frame with the numeral that represents it.
- → Match two 10-frames with equal quantities.
- +Substitute the 10-frame card with a spatial pattern card (regular or irregular), finger pattern card or bead rack card
- cards greater than the target number before playing +Vary the target number using any number between 5-10. (i.e. Match a numeral and a 10-frame card that go together to make 7). Remove any

1 one	1 one 0	0 zero 0	0 zero
1 one	1 one	zero	0 zero 0
1 one	1 one 0	0 zero 0	0 zero
1 one	1 one	0 zero 1	0 zero 0

two		2	two		2
2	•	two 2	2		two 2
two 2			two 2		
7	•	two 3	2	•	two 3
three 2		3	three 2		w
3	•	three 3	3	•	three
three 3	•	3	three		w
3	•	three	3	•	three

four	•	4	four	•	4
4	•	four 4	4	•	four 4
four 4		4	four 4		4
4	•	four 5	4	•	four 5
five 4	•	5	five 4	•	5
2	•	five	5	•	five
five 5	•	2	five	•	5
2	•	five	5	•	five

7	seven	7	9 uanas		six 6		Six
• •	•	• •	•		•	•	•
seven	7	seven	7	six 7	6	six 6	6
7	seven	7	9 ueves		SiX	9	Six
• •	•	• •	•	•		•	•
seven	7	seven	7	six 7	6	six 6	9

9 nine 9	9 nine 8	8 eight 8	8 eight
9 nine	9 nine 9	8 eight 9	8 eight 8
9 nine	9 nine <b>8</b>	8 eight 8	8 eight
9 nine	nine	8 eight 9	8 eight 8

10 ten	10 ten
10 ten	10 ten ]
10 ten	n 10 ten
10 ten	10 ten 1