

**POP-IN MATH  
NIGHT**



**KINDERGARTEN  
AT-HOME GAMES**

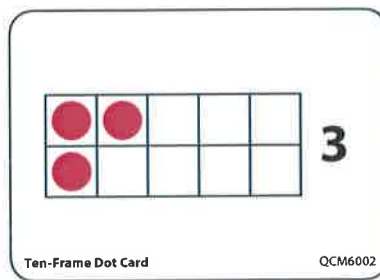
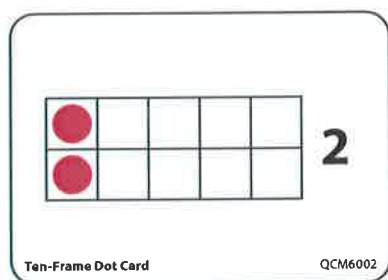




## Work Place Instructions 3F Fives Up

**Each pair of players needs:**

- 1 deck Ten-Frame Dot Cards and 1 deck Number Cards, mixed together
- 1 Players mix up the Ten-Frame Dot Cards and Number Cards and stack them face-down in a pile between them.
  - 2 The first player picks the top card, turns it over, and reports the number.
    - If it shows 5, the player keeps it.
    - Otherwise it stays on the playing surface.
  - 3 The second player picks the next card from the pile, places it beside the first one, and reports the number.
    - If it shows 5, the player keeps it.
    - If the player can match the drawn card with one or more other cards already showing to make 5, the player keeps them.



- 4 Partners keep playing until all of the cards are used.
- 5 Players check to see who has the most cards by laying them out in two columns next to each other and counting them.
- 6 The player with the most cards is the winner.

**Game Variations**

- A Players use only the Ten-Frame Dot Cards.
- B Players use only the Number Cards.
- C Players record their game results using the optional Fives Up Record Sheet. The sheet asks them to record the number of cards each partner won, circle “yes” or “no” in response to three questions, and show three different ways to make 5 by drawing pictures or recording combinations.
- D Players work with combinations to 6, 7, or 8, using just Ten-Frame Dot cards, just Number cards, or both.

NAME \_\_\_\_\_

DATE \_\_\_\_\_

**3F Fives Up Record Sheet**

I won \_\_\_\_\_ cards. My partner won \_\_\_\_\_ cards.

I won more cards than my partner. YES NO

I won fewer cards than my partner. YES NO

I won the same number of cards as my partner. YES NO

Here are three different ways to make 5:

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NAME \_\_\_\_\_

DATE \_\_\_\_\_

**3F Fives Up Record Sheet**

I won \_\_\_\_\_ cards. My partner won \_\_\_\_\_ cards.

I won more cards than my partner. YES NO

I won fewer cards than my partner. YES NO

I won the same number of cards as my partner. YES NO

Here are three different ways to make 5:

# Pyramid (Make 5)

**I can tell 2 numbers that go together to make 5.**

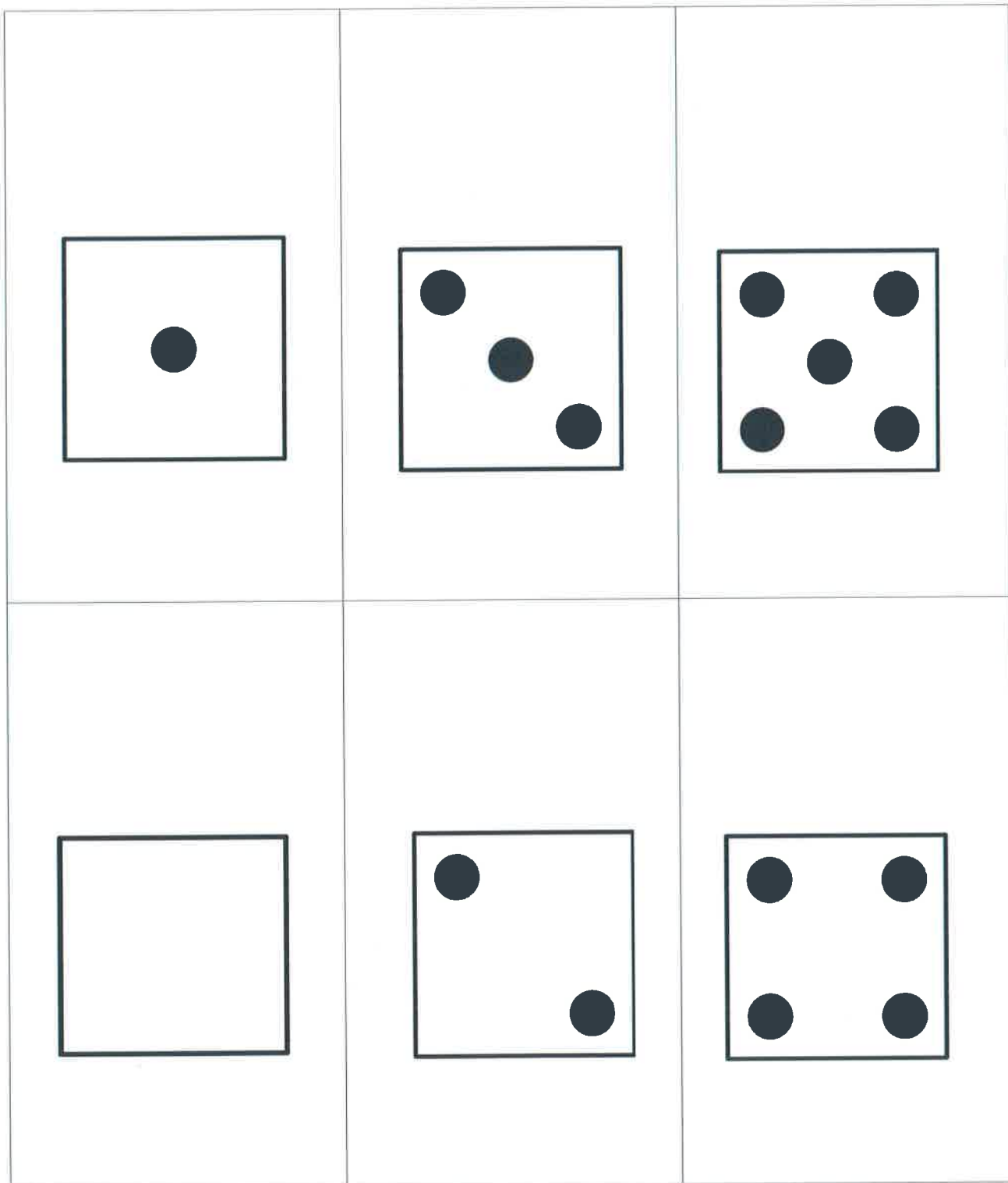
KNP # S 2211.1 - Pyramid (Make 5), Red  
Fluency Standard: 0-K.OA.5  
Standard: 0-K.OA.3.

**Materials:** five frame cards 0 to 5 - 4 of each

## **Directions:**

1. Shuffle cards.
2. Take one card from the deck. Set aside as a "mystery card" (don't look at it).
3. Place cards in a pyramid shape (5,4,3,2,1) face-up.
4. Player 1 selects 2 cards that together make 5.
5. Player 1 replaces the open spaces with cards from the deck.
6. Players take turns.
7. When there are no more cards in the deck, play continues until only 1 card is remaining.
8. Players should predict the number on the mystery card based on the card left in the pyramid.

Dots 0 to 5



Numerals 0 to 5

1

3

5

0

2

4

Numerals 0 to 5

2

4

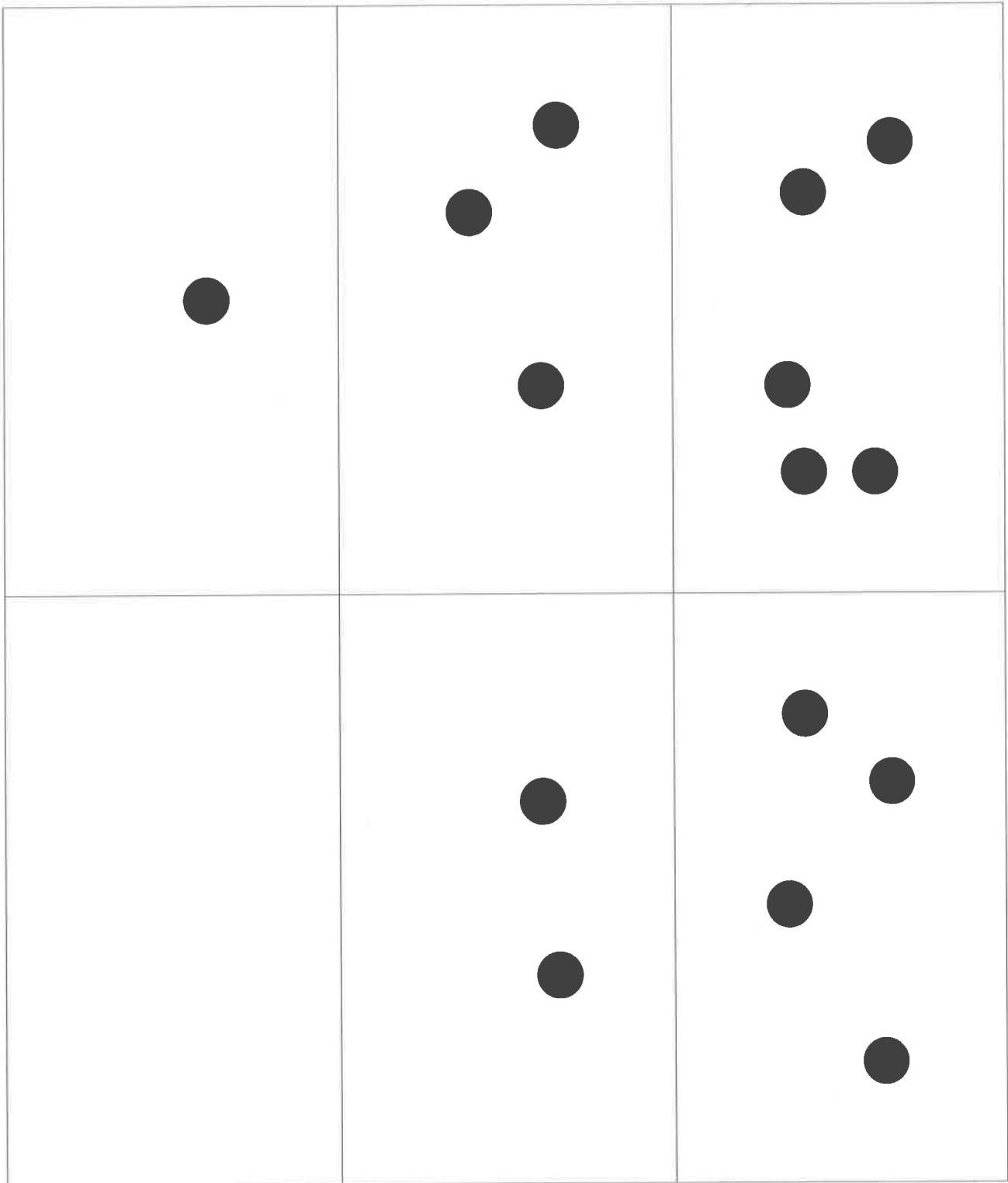
0

1

3

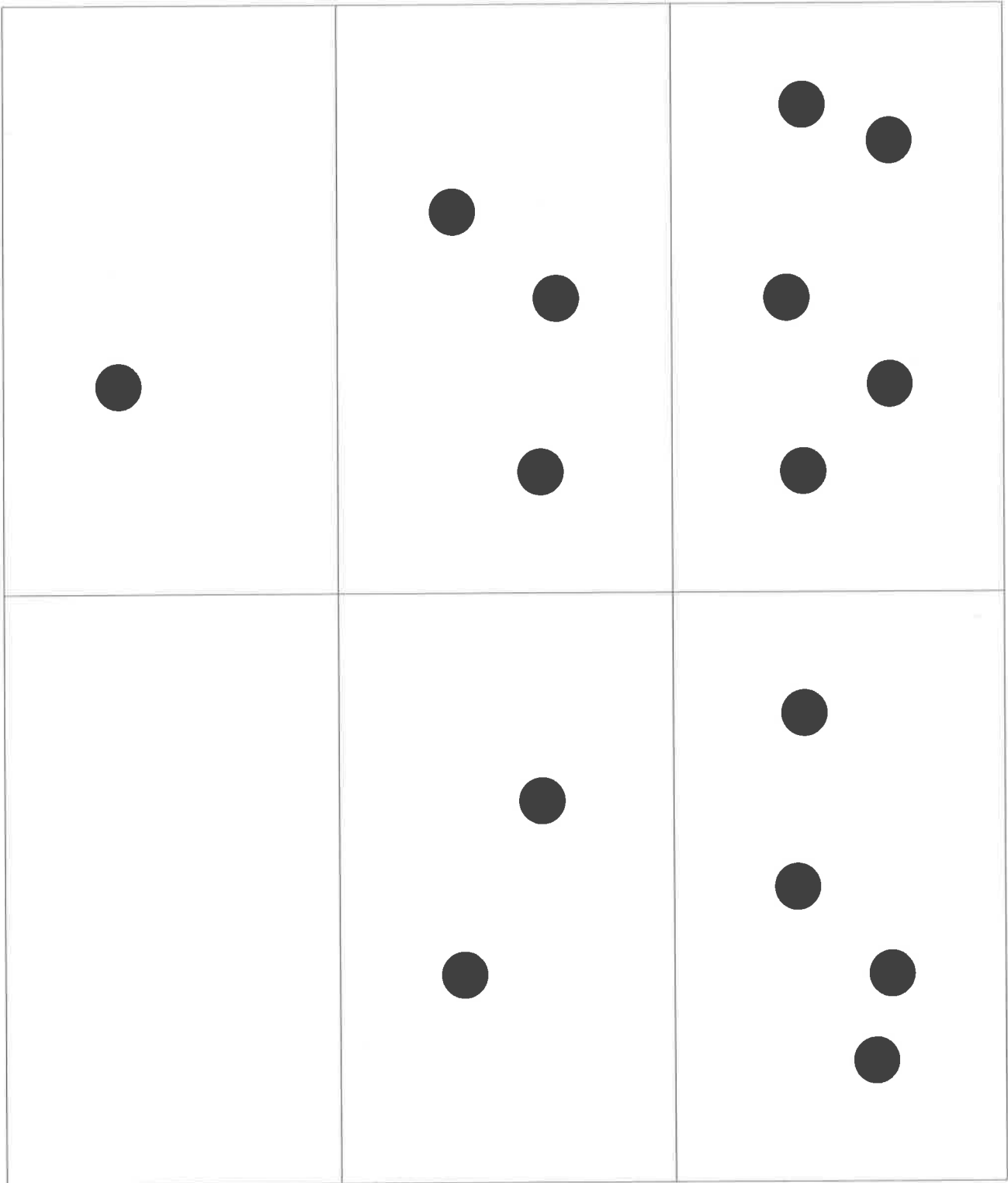
5

irreg 0 to 5




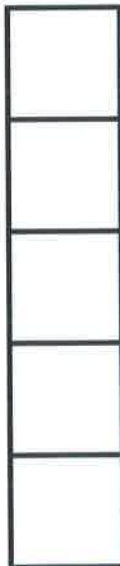






irreg 0 to 5








5 frames frames 0 to 5

Finger patterns 0 to 5



Tallies 0 to 5

10 frames 0 to 5

