Make a Ten
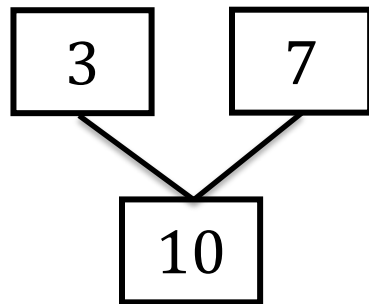
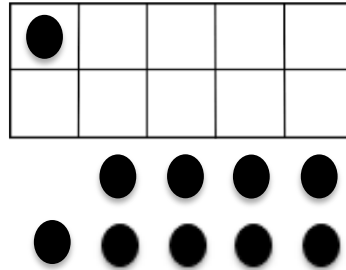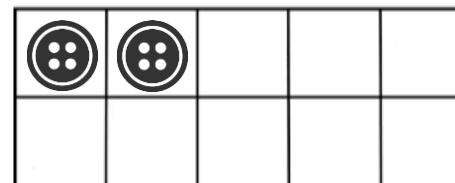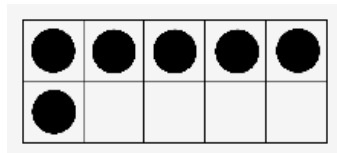| Overarching Student Learning Goals In this unit, your child will work to build an understanding of the following:	Resources/Tasks to support your child at home.
Students build toward fluency with addend pairs totaling ten. Example: 3 7 10 **10= 3 + 7** If I have 1 counter, and I add 9 more, I can make a ten.	• Play "Make a Ten" with a deck of cards. First remove all face cards from the deck. Leave the Aces; they will count as 1. Deal out nine cards arranged in three rows and three columns. Students make a ten but picking up two cards, when put together, equal 10 (Ace & 9, 2 & 8, 3 & 7 etc). Once no more ten matches can be made, fill in the empty spaces with more cards. This game can be played individually or as a race between children. For additional support, children can count the number of symbols in the center of each card to make a ten. • The Number Bonds game is an interactive way for students to practice making ten. https://www.mathplayground.com/number_bonds_10.html
Students justify why a missing addend fact can be used to solve a related subtraction fact. Example: **I know that 6 + 4 = 10, so 10 – 4 = 6**	• Use these tens frames or draw your own. Fill some spaces with beans, cheerios, or buttons. Have your child write subtraction equations to match. Example: 10 – 2 = 8 10 – 8 = 2
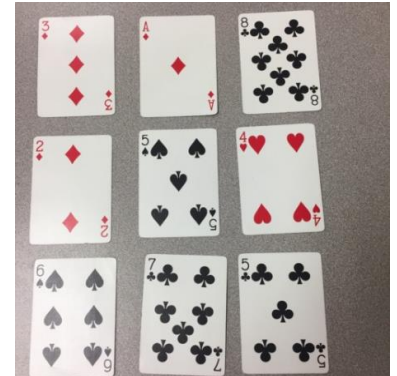
For more information on the learning goals and your child's progress, please contact your child's teacher.

Grade 1

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