Friends of Ten

0 + 10 = 10	Example:	A fact family for $4 + 6 = 10$
1+ 9 = 10		6 + 4 = 10
2 + 8 = 10		10 - 4 = 6
<i>3</i> + <i>7</i> = <i>10</i>		10 - 6 = 4
4 + 6 = 10		
5 + 5 = 10		

Friends of 10 Instructional Songs and Videos

Make Ten Coat Hanger activity- https://www.youtube.com/watch?v=qzydNEeHpQw

https://www.youtube.com/watch?v=QS5w8LRnnp0

https://www.youtube.com/watch?v=ch7Kzl3n2Zk

Friends of 10 Games

Making Tens Dice Roll

Make 10 BUMP

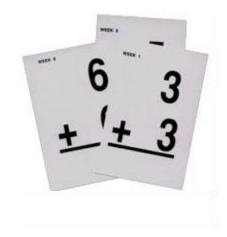
SQUARES- Combinations of 10

Friends of 10 Online Games

https://www.mathplayground.com/number bonds 10.html

https://pbskids.org/curiousgeorge/busyday/ten/

Fluency- Addition Tips



If you are unable to print out a game, copy the game onto a piece of paper.

Partners should check each other's answers using an addition chart (one is on the next page), or players can draw a picture. If you don't have dice, you can:

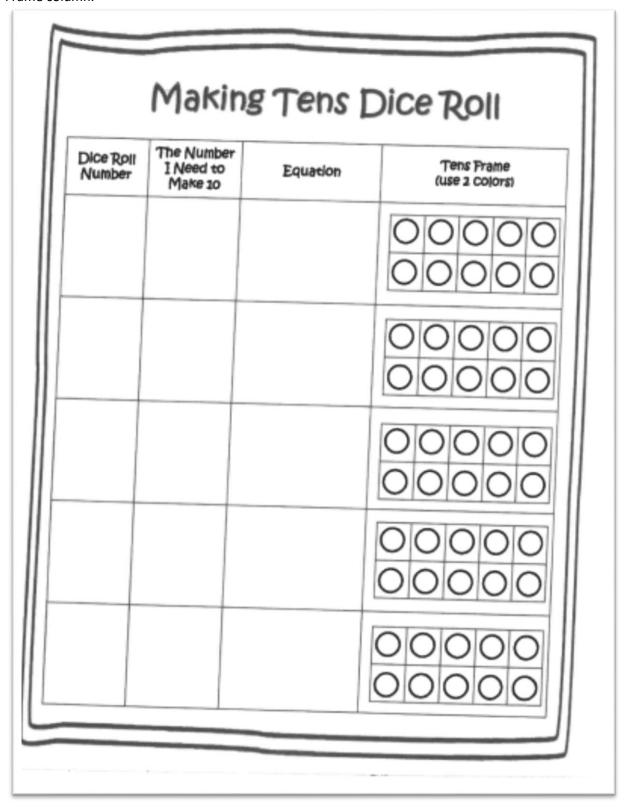
- Make and use numeral cards instead.
- Cut paper into squares and write one number (0-10) on each square
- Use virtual dice. https://dice.virtuworld.net/
- Many games call for game pieces called counters. Students can use coins, bottle caps, paper clips, or game pieces from games at home.
- For spinners, a pencil and a paper clip work well

Addition Table (Sums to 20) Color-Coded by Strategy

+	0	1	2	3	4	5	6	7	8	9	10
0	0+0	0+1	0+2	0+3	0+4	0+5	0+6	0+7	0+8	0+9	0+10
1	1+0	1+1	1+2	1+3	1+4	1+5	1+6	1+7	1+8	1+9	1+10
2	2+0	2+1	2+2	2+3	2+4	2+5	2+6	2+7	2+8	2+9	2+10
3	3+0	3+1	3+2	3+3	3+4	3+5	3+6	3+7	3+8	3+9	3+10
4	4+0	4+1	4+2	4+3	4+4	4+5	4+6	4+7	4+8	4+9	4+10
5	5+0	5+1	5+2	5+3	5+4	5+5	5+6	5+7	5+8	5+9	5+10
6	6+0	6+1	6+2	6+3	6+4	6+5	6+6	6+7	6+8	6+9	6+10
7	7+0	7+1	7+2	7+3	7+4	7+5	7+6	7+7	7+8	7+9	7+10
8	8+0	8+1	8+2	8+3	8+4	8+5	8+6	8+7	8+8	8+9	8+10
9	9+0	9+1	9+2	9+3	9+4	9+5	9+6	9+7	9+8	9+9	9+10
10	10+0	10+1	10+2	10+3	10+4	10+5	10+6	10+7	10+8	10+9	10+1
											0

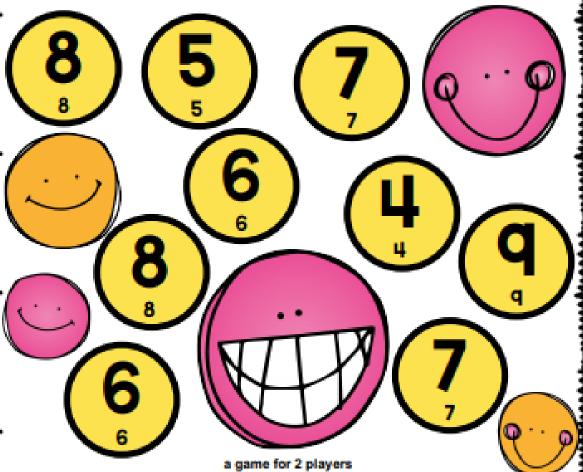
Addition Strategies	Doubles Plus Two		
Plus/Minus Zero	Making Ten		
Doubles	Plus Ten		
Doubles Plus One	Plus Nine (Plus 10 Minus 1)		

Directions: Roll one die. Record that number in the "Dice Roll Number" column. In the next column write the number you would need to add to make 10. Write the equation and show that equation in the Tens Frame column.



Make 10 Bump

Addition - Roll I and Make 10



Need: 1 dice and 8 counters per player – each player uses a different color

To Play: Players take turns to roll the dice then work out how much needs to be
added to this number to make 10. The player then covers this number. For Example:

If a player rolls 4, they would cover 6. If another player has covered that number, they
can 'bump' that counter off and put one of their own counters on it. If that number is
covered by one of the player's own counters, they can add another counter on top
and then they have won that space. You can only 'bump' when there is only one
counter on the number. The winner of the game is the first player to use all 8 of their
counters.

HOW TO PLAY

ADDITION SQUARES COMBINATIONS OF 10

STEP 1

Determine which player goes first. The player whose birthday is closest to January 1st goes first.

STEP 2

Choose a color crayon. Each player needs a different color.

STEP 3

Take turns drawing one line to connect the dots. You can draw only ONE line each turn.

STEP 4

The player who completes the square gets to color the square center and claim that square.

STEP 5

To earn a point you need to color in TWO squares that are next to each other AND add up to 10. Then you can circle the two squares with a black crayon.

STEP 6

Record your points on the scoreboard.

The player who has the most points when the board is filled is the winner.

