Plus 10

10 + 0 = 10 10 + 1 = 11 10 + 2 = 12 10 + 3 = 13 10 + 4 = 14 10 + 5 = 15 10 + 6 = 16 10 + 7 = 17 10 + 8 = 18 10 + 9 = 19 10 + 10 = 20

Plus 10 Instructional Songs and Videos:

DISCLAIMER ABOUT YOUTUBE:

Viewing the YouTube videos is optional as an enrichment opportunity. YouTube is a third party and has no contractual relationships with BPS. BPS cannot ensure that YouTube is safeguarding or protecting your child's privacy.

Ver os vídeos do YouTube é opcional como uma oportunidade de enriquecimento. YouTube é uma terceira pessoa e não tem nenhum relacionamento contratual com as BPS. As BPS não podem garantir que o YouTube está a salvaguardar ou a proteger a privacidade da sua criança.

https://www.youtube.com/watch?v=MmLMU8BqyKw

https://www.youtube.com/watch?v=A4p47KeUxW0

https://www.youtube.com/watch?v=1i7vmqGLjP4

https://www.youtube.com/watch?v=wp5P75SFA-8

Plus 10 Games:

Roll Plus 10

Fast 10 Oceans Bump

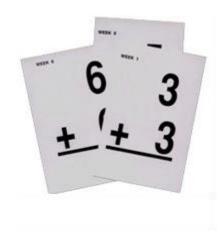
True or False Adding 10

Plus 10 Squares

Plus 10 Online Games:

https://www.sheppardsoftware.com/mathgames/mathlines/mathlinesAS2.htm

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

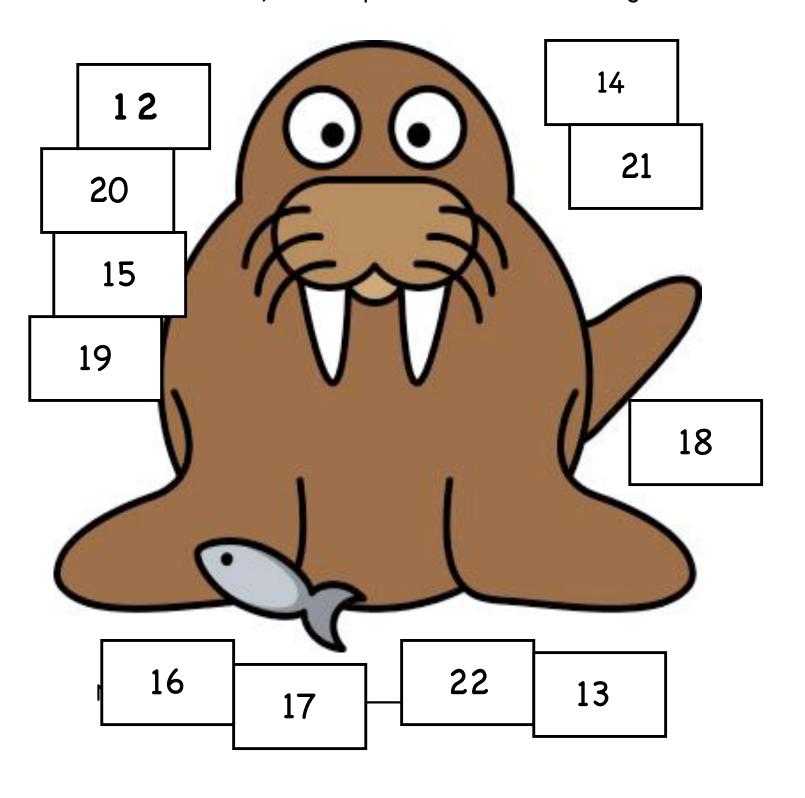
+	0	1	2	3	4	5	6	7	8	9	10
0	0+0	0+1	0+2	0+3	0+4	0+5	0+6	0+7	0+8	0+9	0+10
1	1+0	1+1	1+2	1+3	1+4	1+5	1+6	1+7	1+8	1+9	1+10
2	2+0	2+1	2+2	2+3	2+4	2+5	2+6	2+7	2+8	2+9	2+10
3	3+0	3+1	3+2	3+3	3+4	3+5	3+6	3+7	3+8	3+9	3+10
4	4+0	4+1	4+2	4+3	4+4	4+5	4+6	4+7	4+8	4+9	4+10
5	5+0	5+1	5+2	5+3	5+4	5+5	5+6	5+7	5+8	5+9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

.

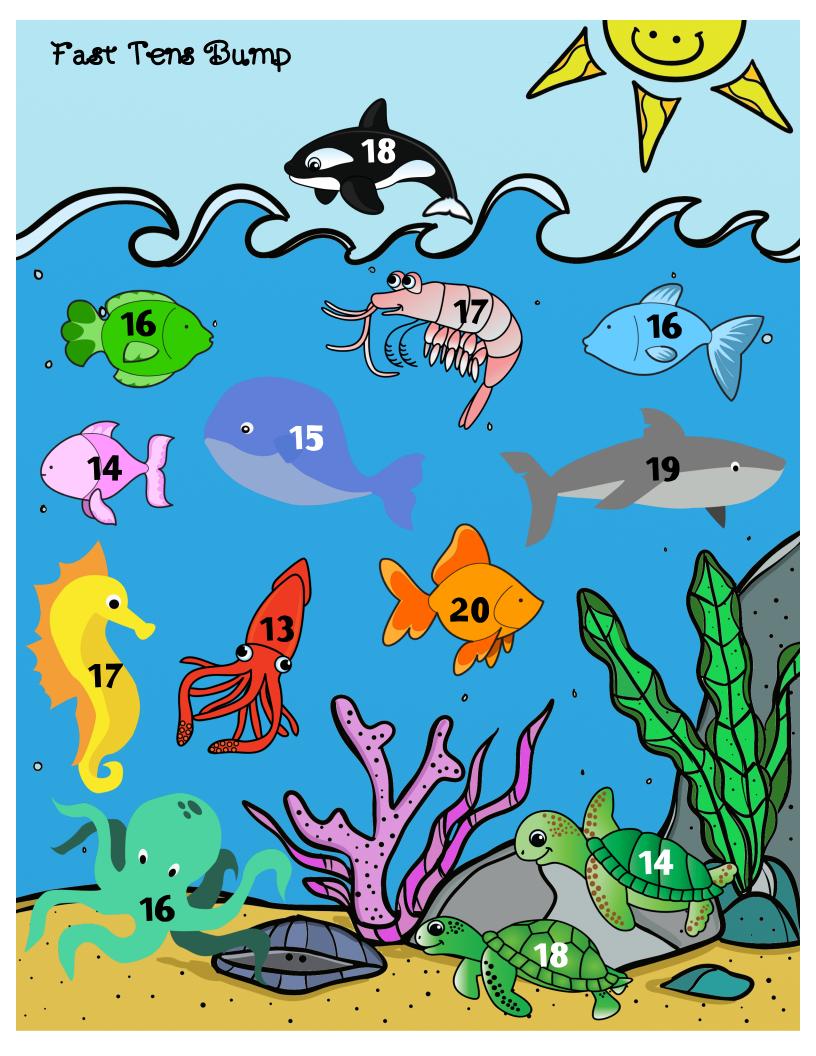
ROLL PLUS TEN

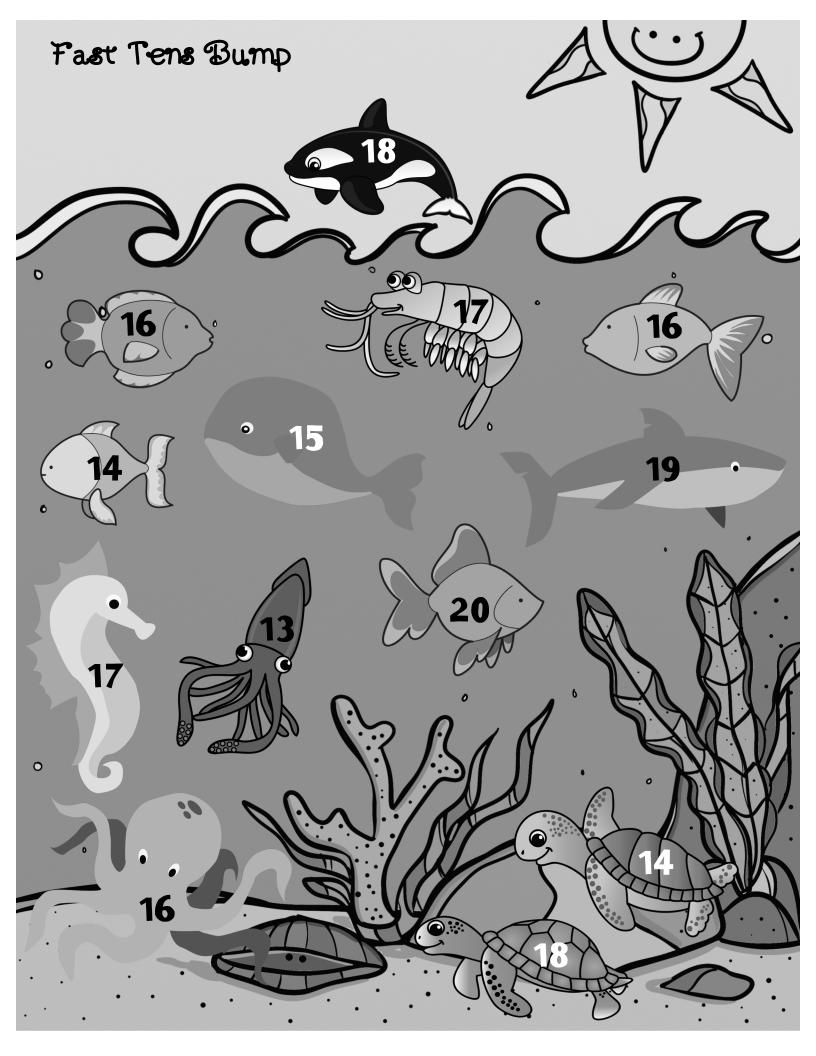
Roll two dice. Add ten to the number rolled. Cover the block of ice with your final sum. Write the addition sentence for your roll plus ten on the recording sheet.

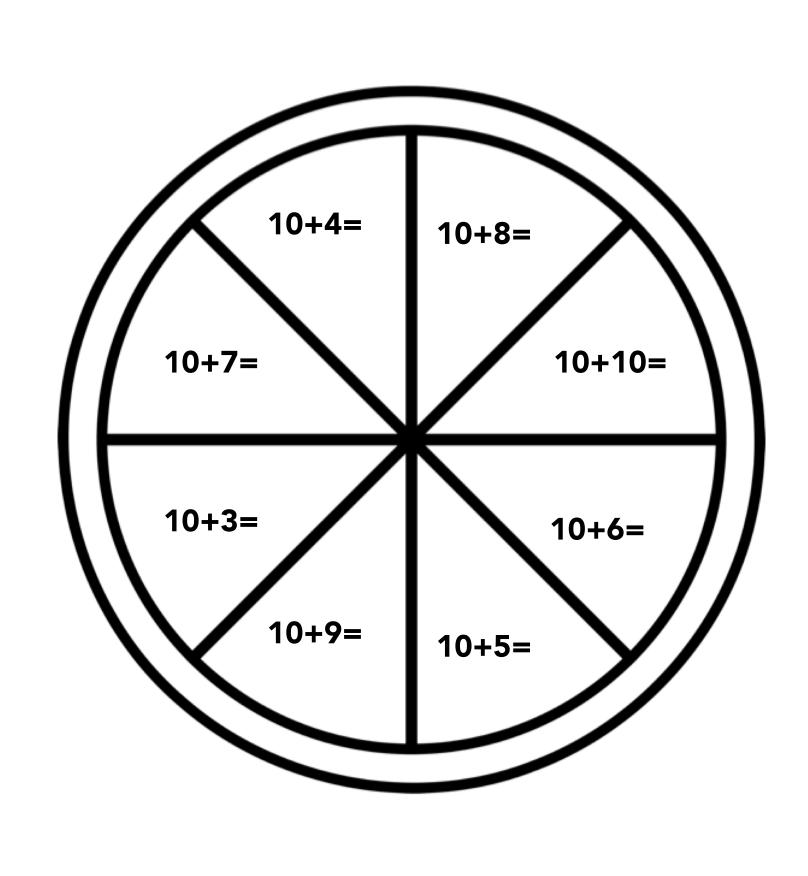


ROLL PLUS TEN RECORDING SHEET

Write an addition sentence for each roll plus ten. The first addend is the number you roll. The second addend is always 10.







Fast Tens Ocean Bump Directions:

Materials:

2 different colors of markers. (unifex or connecting cubes work well)

Paperclip for spinner

Directions:

Player 1 spins the spinner. Add the number that you land on to 10) Example 8+10=18. If the player answers correctly they play a marker on 18.

Player 2 spins and does the same.

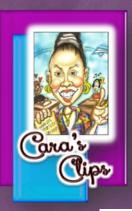
If a player needs to mark a spot that is already taken they may "BUMP" their opponent from the spot.

The winner has the most markers on the board at the end of the game.

Credits for Clip Art and Fonts:



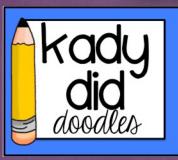


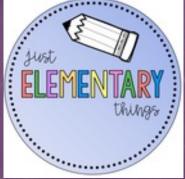
















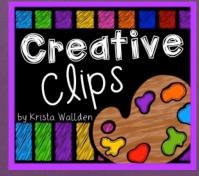














https://www.teacherspayteachers.com/Store/Courtney-Keimer



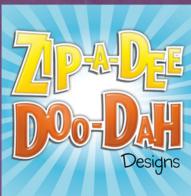
https://www.teacherspayteachers.com/tore/Teacher-Dollar-Store



































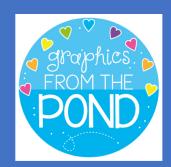


Fun Classroom Creations

http://www.teacherspayteachers.com/ Store/Revidevi)





















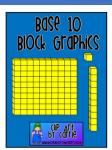














True or false-Adding 10

TRUE	FALSE
i i i	i i i
<u> </u>	ļi
i i i	i i i

Directions: Sort the equations into TRUE or FALSE based on the answer you find

Cut and paste or laminate and use on True/ False Board

36+10= 46	32+10=52	11+10=31	70+10=80
25+10=45	27+10=57	25+10=35	43+10=53
55+10=65	63+10=93	90+10=100	61+10=91
68+10=78	16+10=26	80+10=70	40+10=60

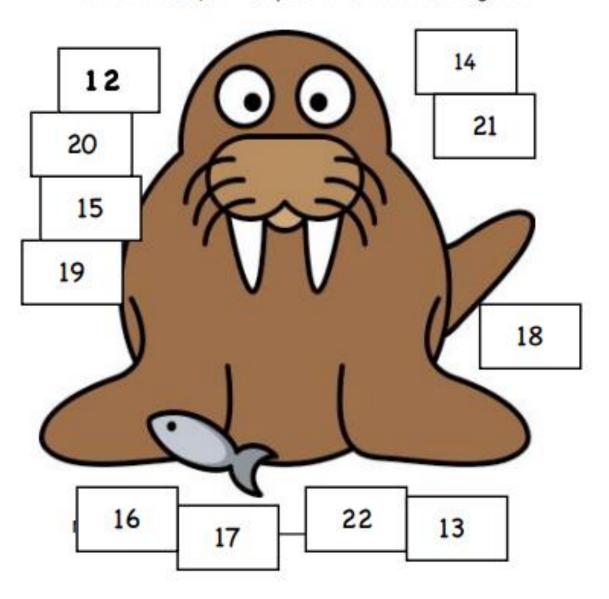
True or False-Adding 10

FALSE TRUE

Name: Directions: Record your answers from the TRUE FALSE card sort

ROLL PLUS TEN

Roll two dice. Add ten to the number rolled. Cover the block of ice with your final sum. Write the addition sentence for your roll plus ten on the recording sheet.



ROLL PLUS TEN RECORDING SHEET

Write an addition sentence for each roll plus ten. The first addend is the number you roll. The second addend is always 10.

Fast Tens Ocean Bump Directions:

Materials:

2 different colors of markers. (unifex or connecting cubes work well)

Paperclip for spinner

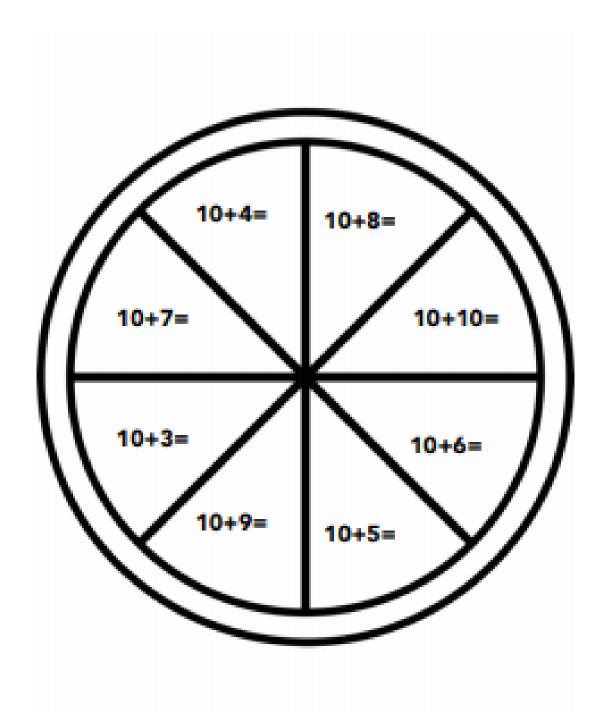
Directions:

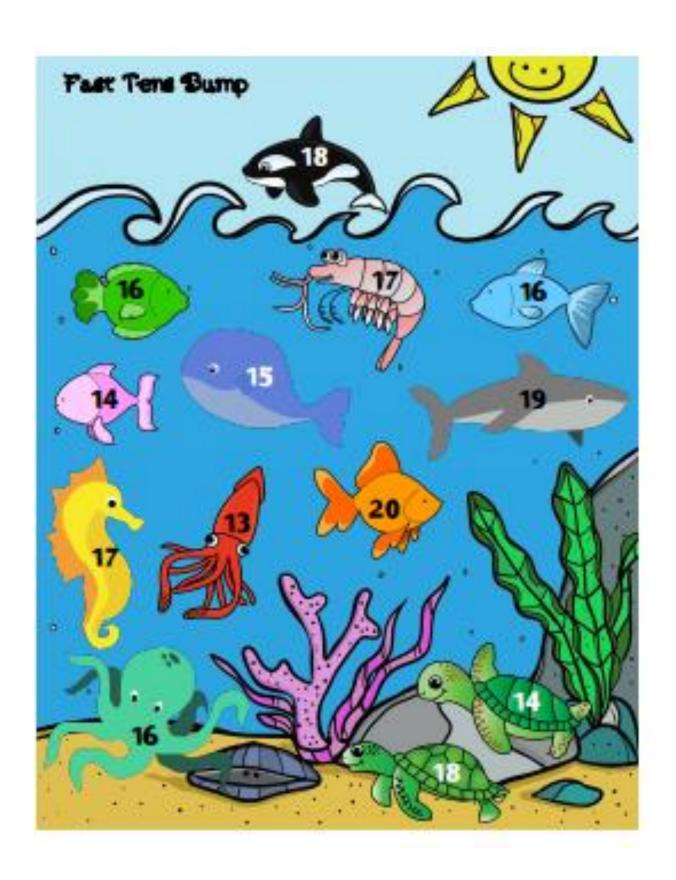
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Player 2 spins and does the same.

If a player needs to mark a spot that is already taken they may "BUMP" their opponent from the spot.

The winner has the most markers on the board at the end of the game.





Truc	e or I	alse	-AQ	lding	1(
F	TRUE	1	F	FALSE	1
			1	1	
ļ 	 !				
			1	1	1
	·		 		
	 		1	1	1
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ame:		Directions: Rec	ord your answe	ers from the TRUE FA	ALSE card

True or False		10
TRUE	FALSE	
		1 1
		1
		i I
		1
l L	L	

Directions: Sort the equations into TRUE or FALSE based on the answer you find

Cut and paste or laminate and use on True/ False Board

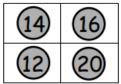
36+10= 46	32+10=52	11+10=31	70+10=80
25+10=45	27+10=57	25+10=35	43+10=53
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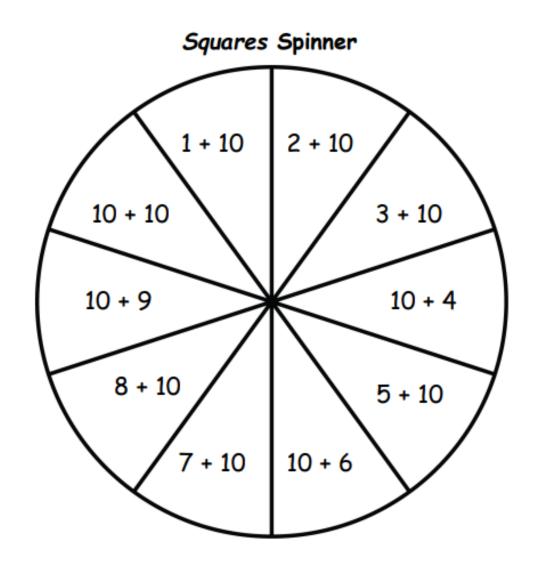
Squares

20	12	11	14	16	13
16	11	17	19	12	18
20	12	14	16	13	14
18	15	12	20	18	20
14	16	13	12	18	17
17	12	19	14	15	18

Directions:

- The player who spins the highest number goes first.
- 2. Take turns spinning the spinner and adding.
- 3. Find a space on the board with that sum and place your counter or chip on it.
- The first player to make a square (see below) wins.





Squares

20	12	11	14	16	13
16	11	17	19	12	18
20	12	14	16	13	14
18	15	12	20	18	20
14	16	13	12	18	17
17	12	19	14	15	18

Directions:

- 1. The player who spins the highest number goes first.
- Take turns spinning the spinner and adding.
- 3. Find a space on the board with that sum and place your counter or chip on it.
- 4. The first player to make a square (see below) wins.

