

# Notes for *Closest to Ten*

**Level:** Grades K-2

**Recommended # of Players:** 2-4

**Materials:** One set of *Closest to Ten* cards, cubes or counters and a pot to store them in.

**Math Skills:** Addition and Subtraction

## **Mathematical benefits:**

*Closest to 10* is a game that asks students to construct numbers and then compare them to 10. Students are given 3 cards, and asked to use only 2 of them to create a number closest to 10. In order to be successful, students must be able to create relationships among these cards that are as close as possible to the number 10.

This requires them to consider both addition and subtraction equations among all 3 of their cards. Students begin to evaluate their choices and choose carefully. Students begin to draw conclusions about numbers and learn, for example, that with numbers that are larger than 10, subtraction is most beneficial. Cardinal numbers are written on each of the numbers, asking students to think about place value. They cannot simply count objects but instead must make the leap to thinking about the representation of numbers.

# Closest to Ten

**Materials:** One set of *Closest to Ten* cards; 50-60 cubes or counters

**Objective:** To have the lowest cube total at the end of the game.

## Rules:

1. Players decide who will be the dealer.
2. The dealer deals out 3 cards to each player. The remaining cards make the DRAW PILE.
3. Players decide who will go first.
4. Players take turns selecting 2 cards from their hand that add or subtract to make a number as close as possible to 10.
5. The difference between the number the 2 cards make and 10 is the number of cubes (or counters) that player receives.
6. Players keep the card they did not use and draw 2 new cards from the DRAW PILE.
7. The game ends after every player has had 5 turns. The player with the lowest amount of cubes (or counters) wins.





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