

Notes for *Ten With Nine Cards*

Level: Grades K-2

Recommended # of Players: 2-3

Materials: Deck of *Tens With Nine Cards* cards (4 each of numbers 1-9) or deck of standard playing cards (numbers 1-9 only); *Tens With Nine Cards* grid (optional)

Math Skills: Tens combinations, Missing addends

Mathematical benefits

Tens With Nine Cards helps children recognize the many combinations that can make up the number ten. Fluency in this area is particularly helpful when considering the base ten system of numbers. Students who are able to use the knowledge of tens combinations may have an easier time when learning about, and using the associative property of addition ($8+6+2 = (8+2)+6 = 10+6=16$). Students with this base knowledge are able to use effective strategies when solving problems mentally. Students also gain reinforcement with the part-whole relationships among numbers.

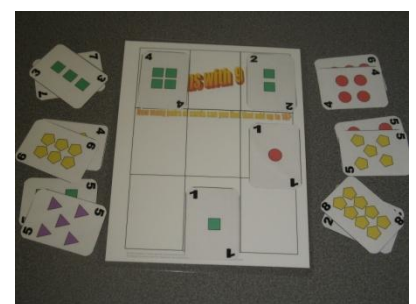
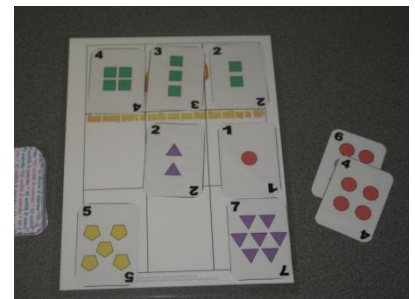
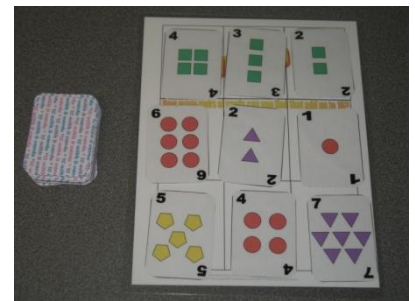
Tens With Nine Cards

Materials: Deck of *Tens With Nine Cards* cards or deck of standard playing cards (numbers 1-9 only), *Tens With Nine Cards* grid (optional)

Objective: To collect the most pairs of cards that equal 10.

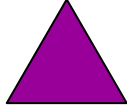
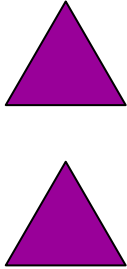
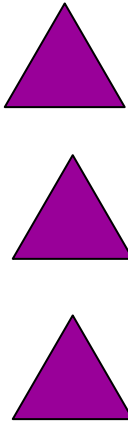
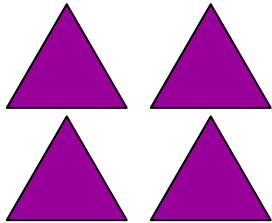
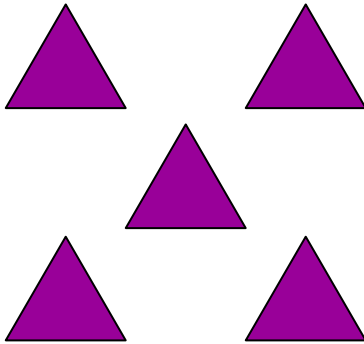
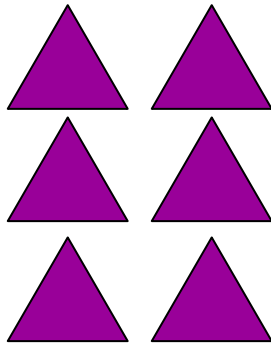
To Play:




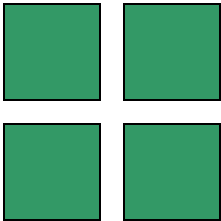
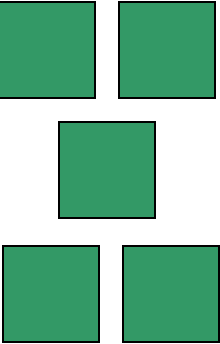
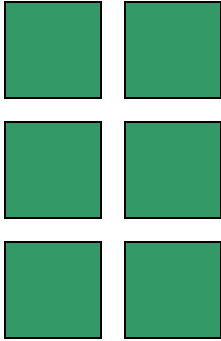
1. Players decide who will go first and who will be the dealer.
2. The dealer shuffles the cards and places them in a stack, face down. This is the DRAW pile. The dealer takes the top 9 cards from the DRAW pile and arranges them face up on the grid or arranges them in 3 rows of 3 cards each.
3. Players take turns finding pairs of cards that add up to 10. The first player finds all the pairs of cards that make 10, takes them off the board, and keeps them. After taking all possible pairs, the player fills up the empty spaces with cards from the DRAW pile, and the next player takes a turn.
4. If a player cannot find any pairs that add up to 10, other players are invited to find a pair, starting with the next player. If another player finds a pair, the player can keep the cards, but this does not count as that player's turn. The cards are replaced from the DRAW pile, and play continues. If no player can find a pair, the player whose turn it was returns the 9 cards to the bottom of the DRAW pile and replaces them with 9 new cards. Play then continues with the next player.
5. The game ends when all of the cards from the DRAW pile have been used and all of the possible pairs have been found. The player with the most cards at the end of the game wins.

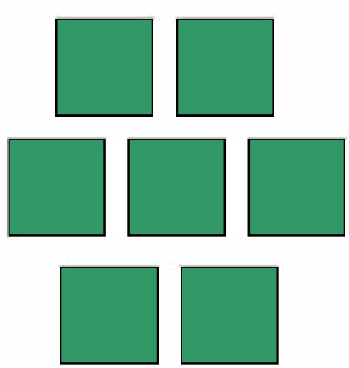
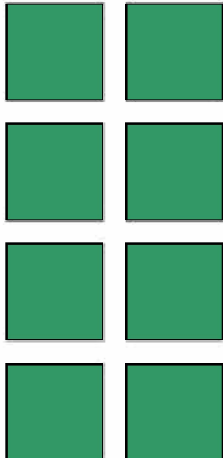
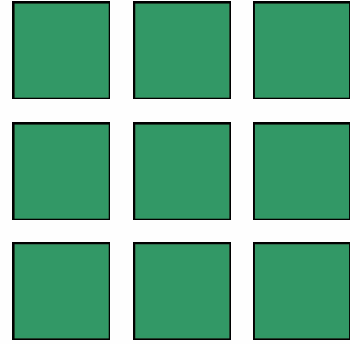
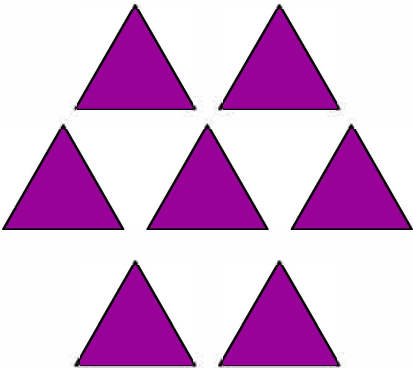
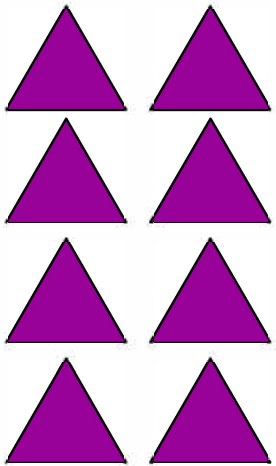
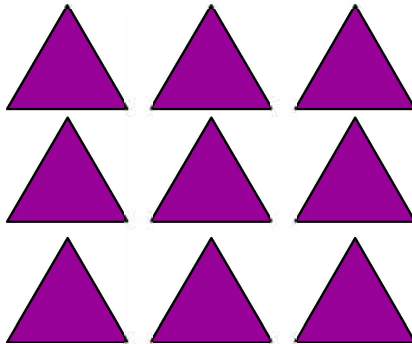


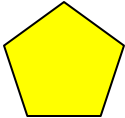
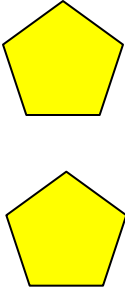
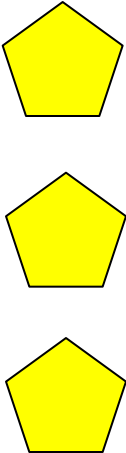
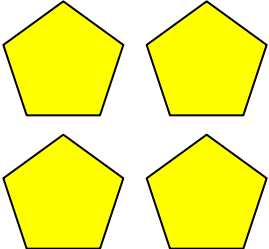
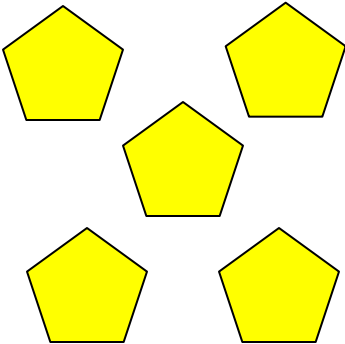
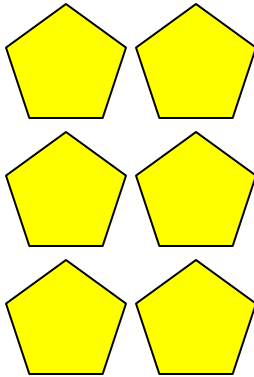
Make Tens with 9 Cards

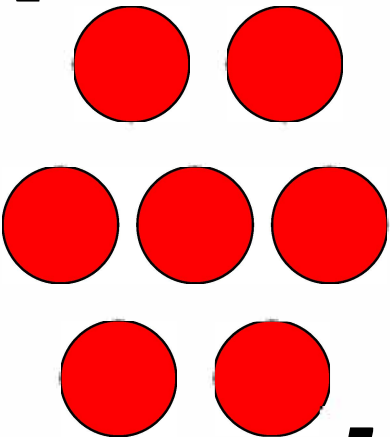
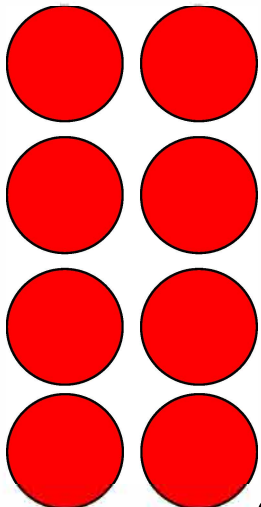
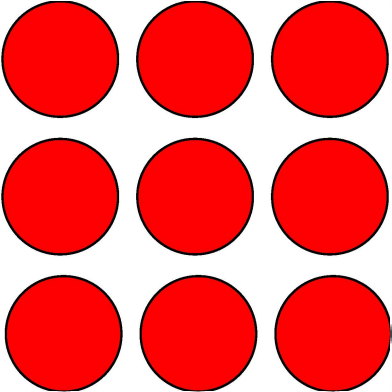
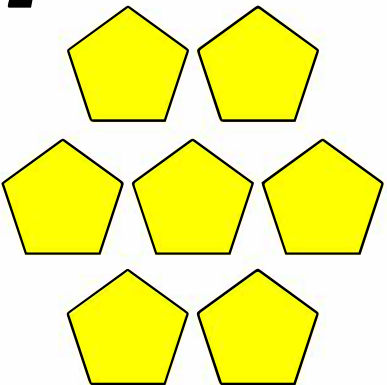
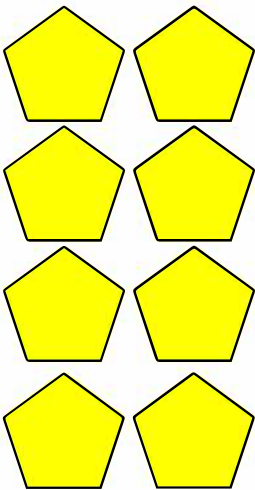
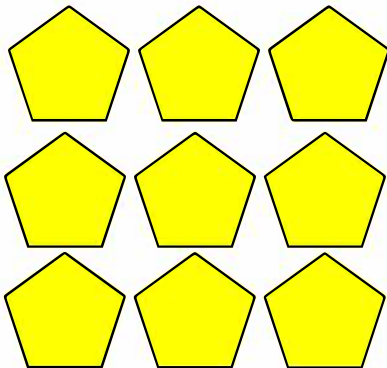
How many pairs of cards can you find that add up to 10?

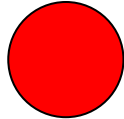
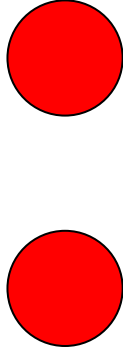
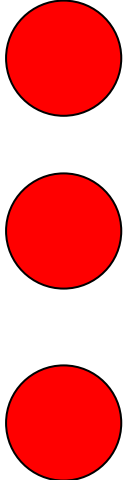
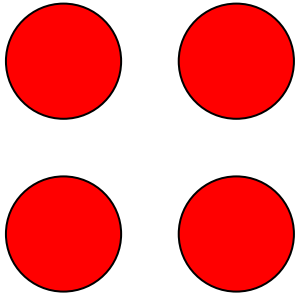
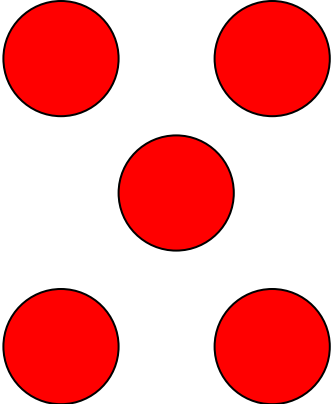
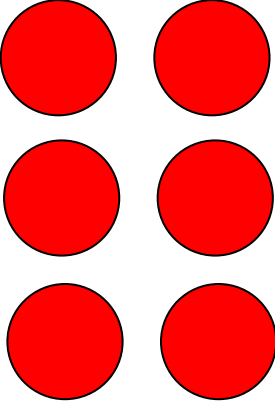
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<p>4</p>  <p>4</p>	<p>5</p>  <p>5</p>	<p>6</p>  <p>6</p>

<p>1</p>  <p>1</p>	<p>2</p>  <p>2</p>	<p>3</p>  <p>3</p>
<p>4</p>  <p>4</p>	<p>5</p>  <p>5</p>	<p>6</p>  <p>6</p>

<p>7</p>  <p>7</p>	<p>8</p>  <p>8</p>	<p>9</p>  <p>6</p>
<p>7</p>  <p>7</p>	<p>8</p>  <p>8</p>	<p>9</p>  <p>6</p>

<p>1</p>  <p>1</p>	<p>2</p>  <p>2</p>	<p>3</p>  <p>3</p>
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<p>7</p>  <p>7</p>	<p>8</p>  <p>8</p>	<p>9</p>  <p>6</p>
<p>7</p>  <p>7</p>	<p>8</p>  <p>8</p>	<p>9</p>  <p>6</p>

<p>1</p>  <p>1</p>	<p>2</p>  <p>2</p>	<p>3</p>  <p>3</p>
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