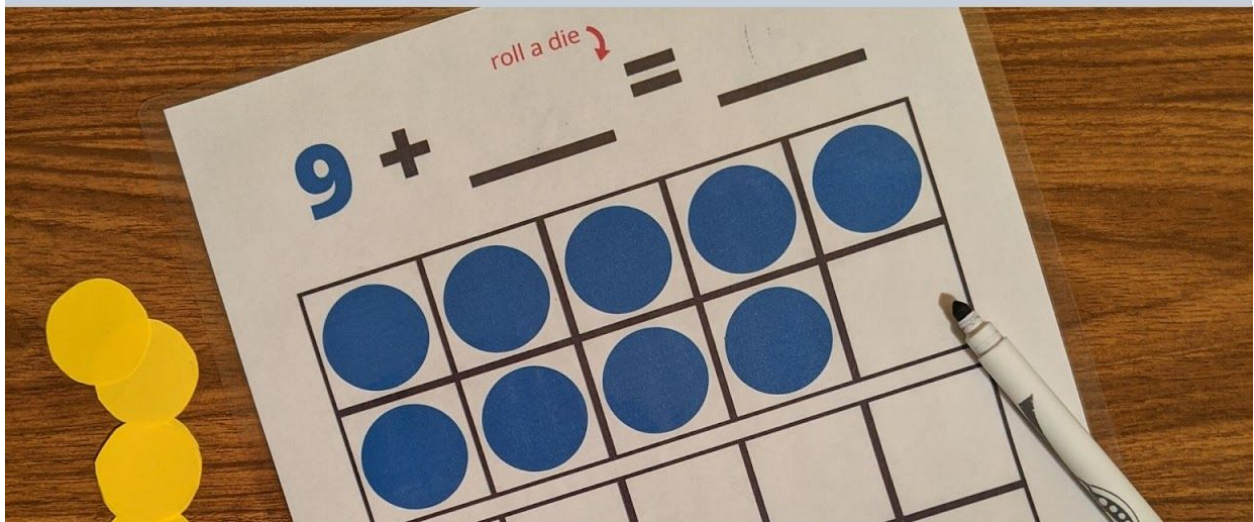


FREE Printable
TEN FRAME
Games & Activities



Thank you for downloading these Ten Frames and the fun activities and games that go along with them! These engaging games provides students with great practice at recognizing the number ten and all of its facets. These simple, no-prep games are a fantastic way to get your children excited about math and to help them think of numbers as friends and useful tools, not foes.

Like Bruce always says, “Math is a friend, not foe” or something like that!

These printables work best if you print them off then laminate them. That way you can use markers on them and use them over and over. Of course, you'll have access to this printable forever, too, if you ever need to print replacement parts.

Be sure to check my site for other fun games to play and creative ways to teach your kiddos!

Happy homeschooling!

Amy @ Orison Orchards

Required Materials

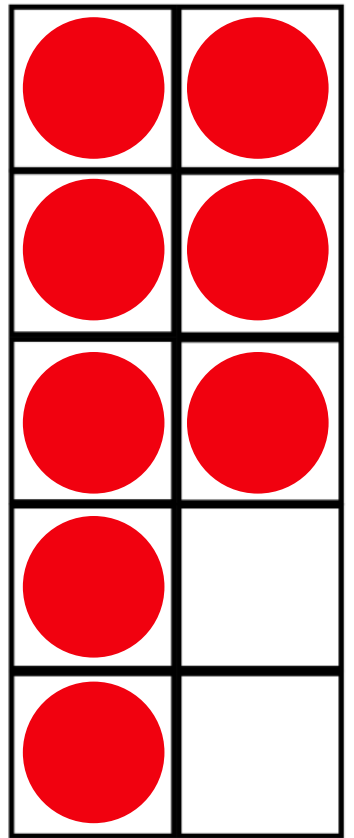
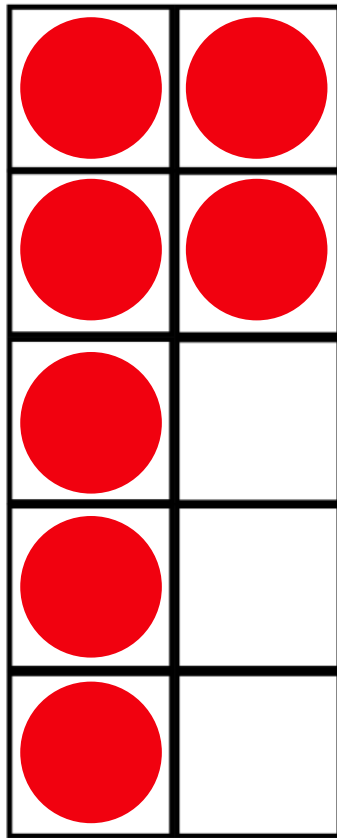
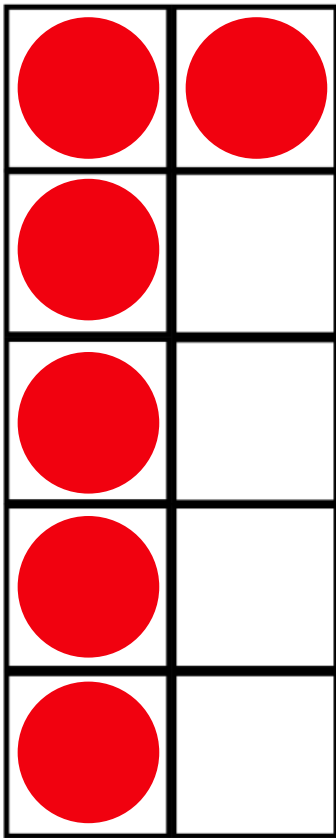
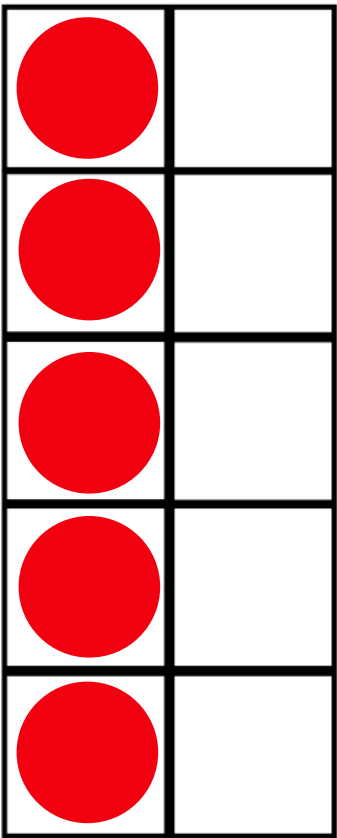
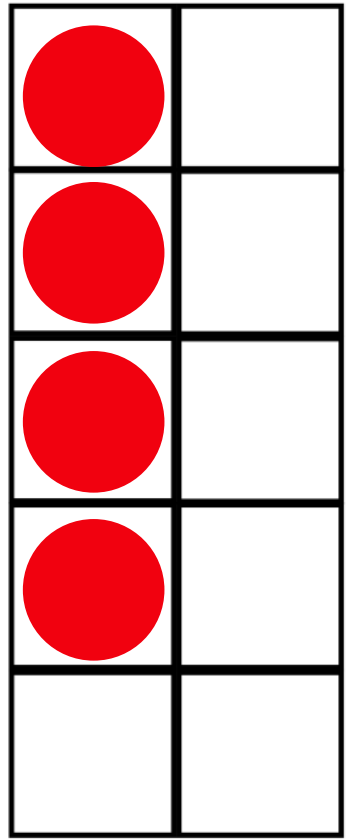
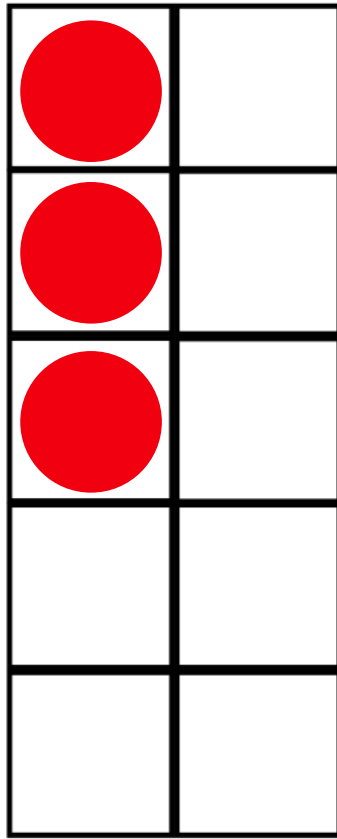
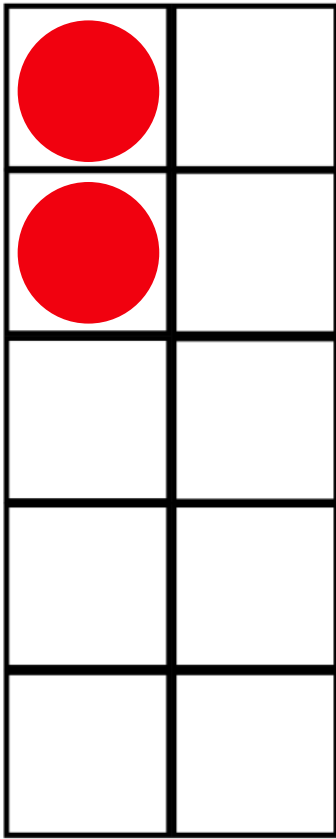
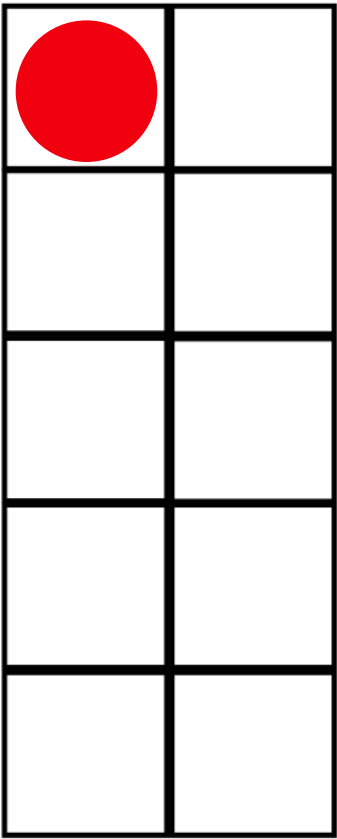
Materials will vary depending on which games you choose to use. If you choose to use all of them, you'll need a couple of regular dice, a ten-sided die, a plastic tablecloth from the dollar store, a sharpie, counters for the various games, and the printables.(I print the cards on cardstock but don't laminate them for easier handling while I do laminate the game boards and worksheets for durability and repeated use)

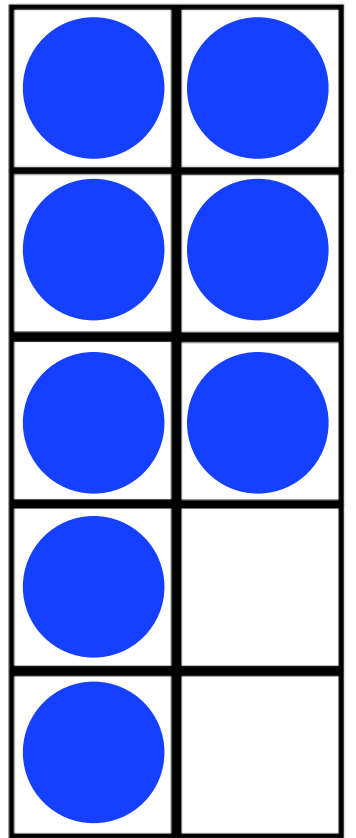
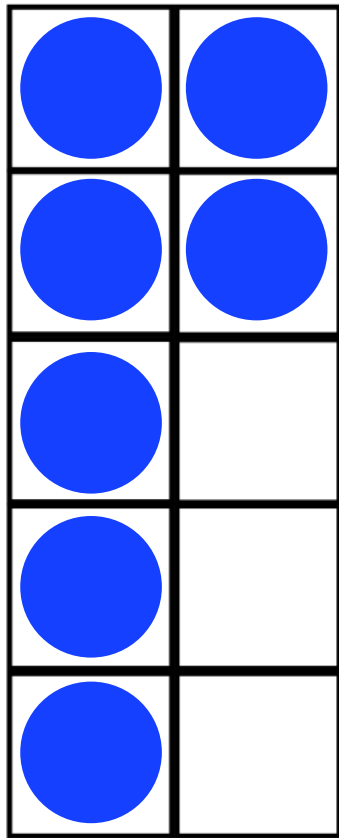
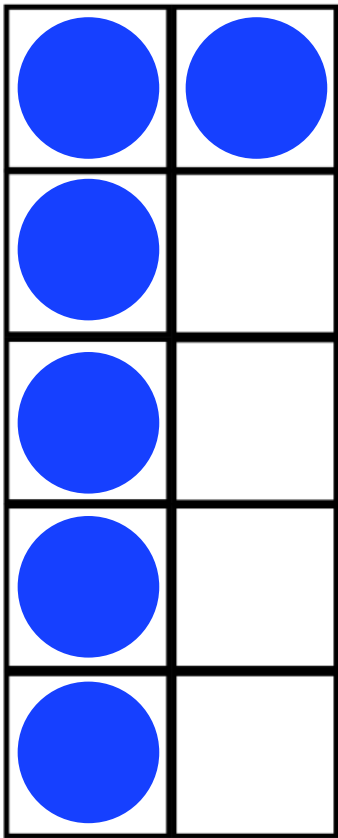
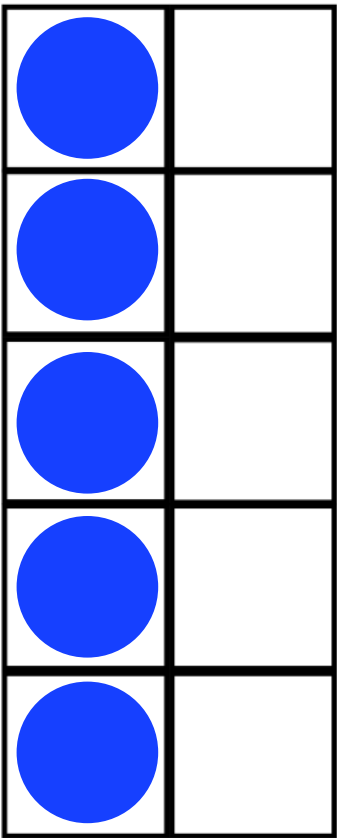
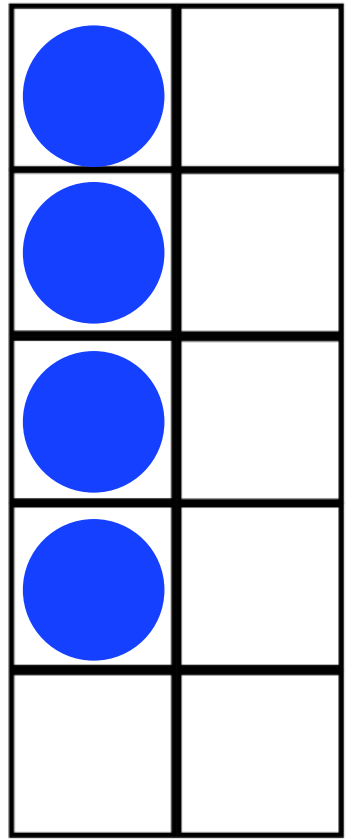
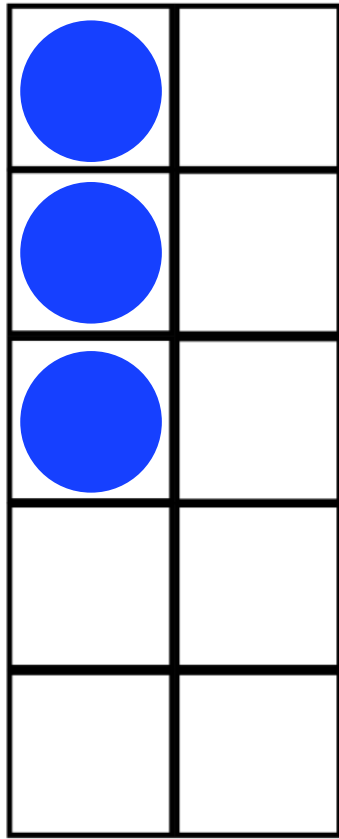
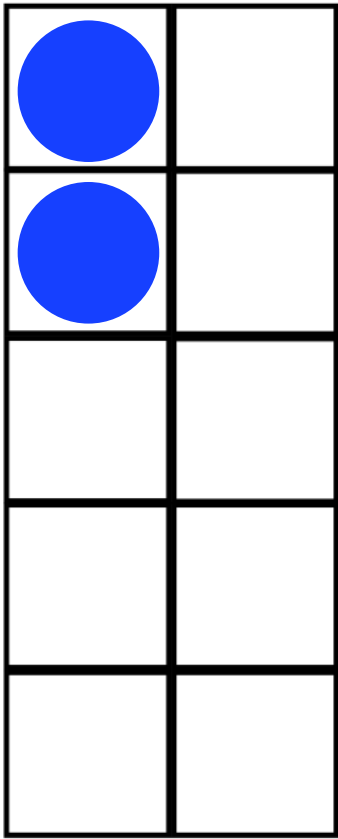
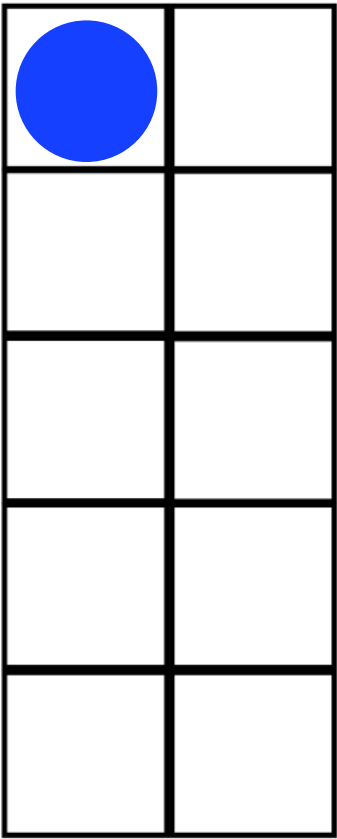
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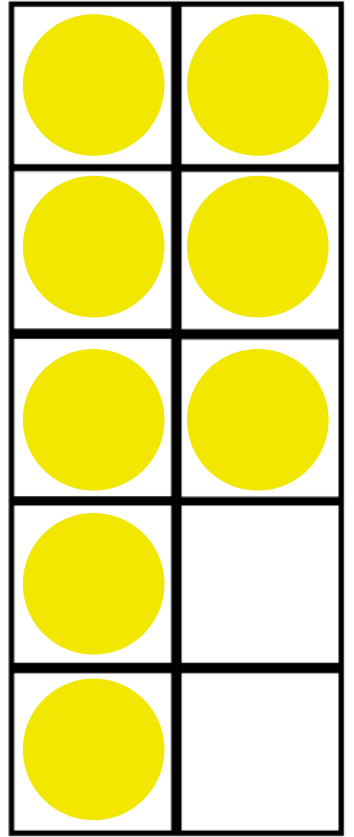
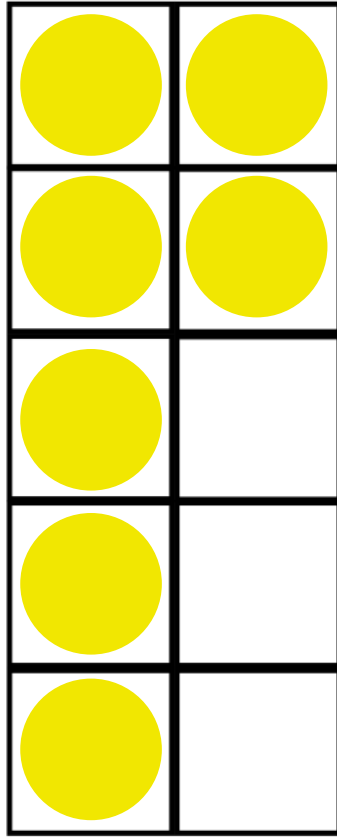
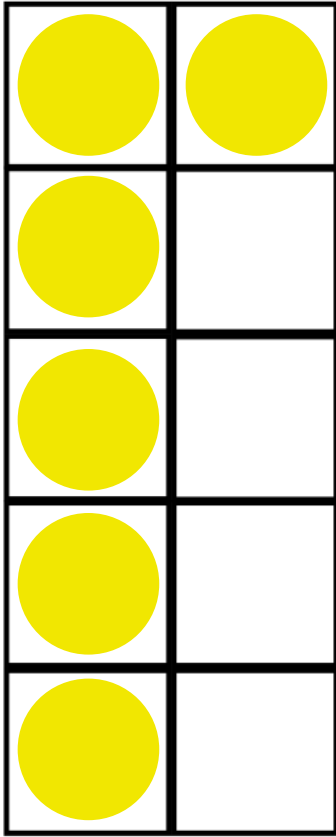
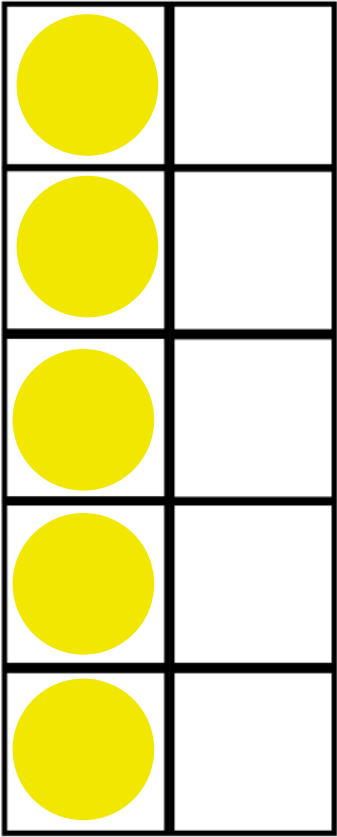
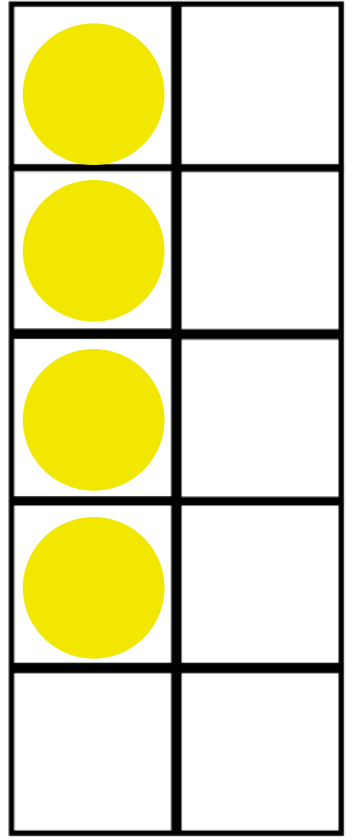
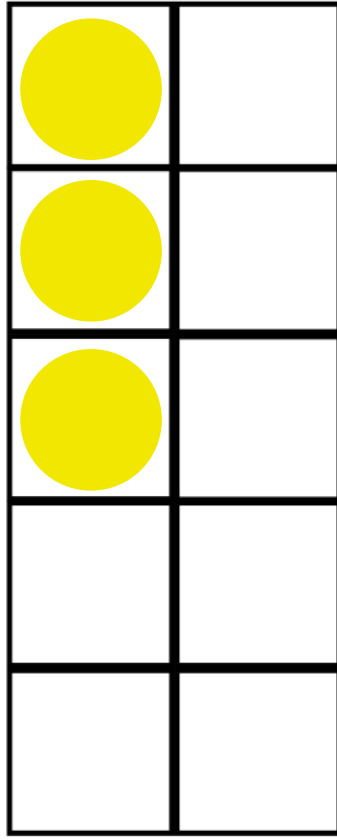
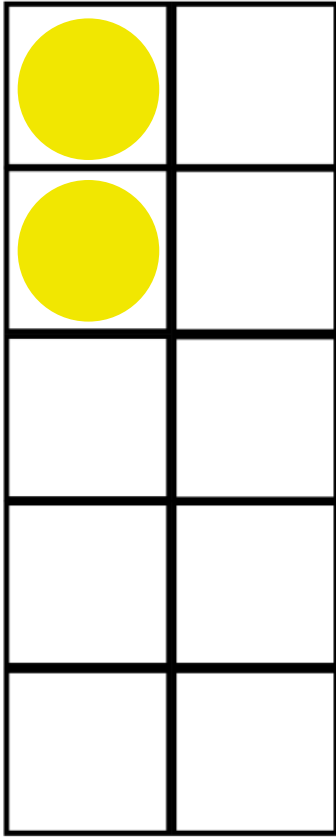
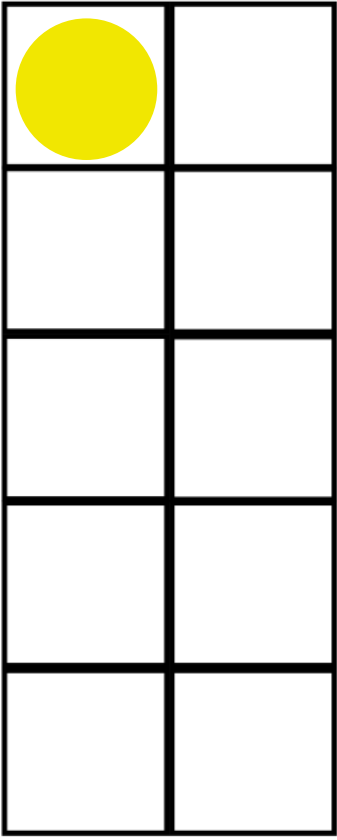
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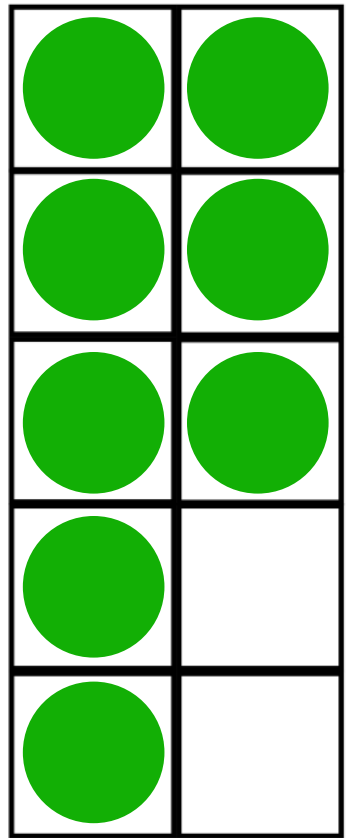
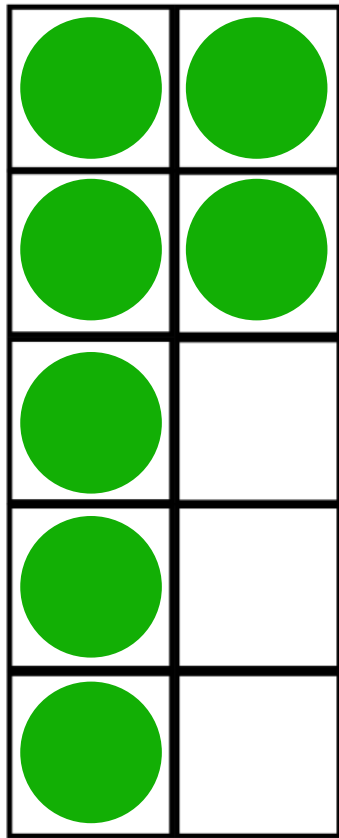
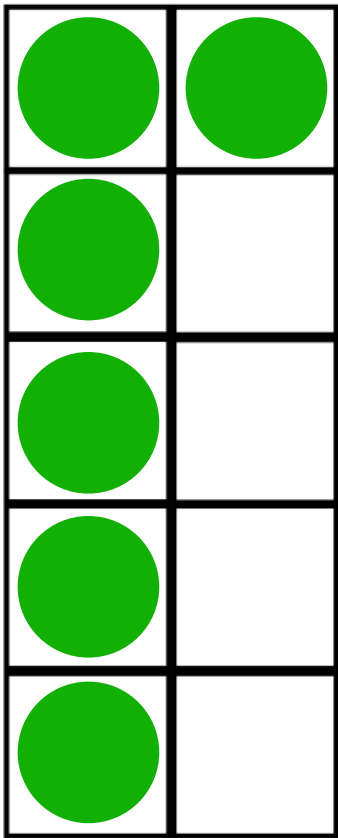
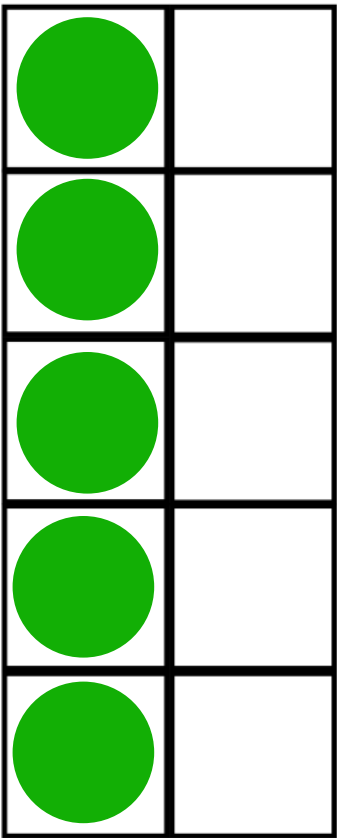
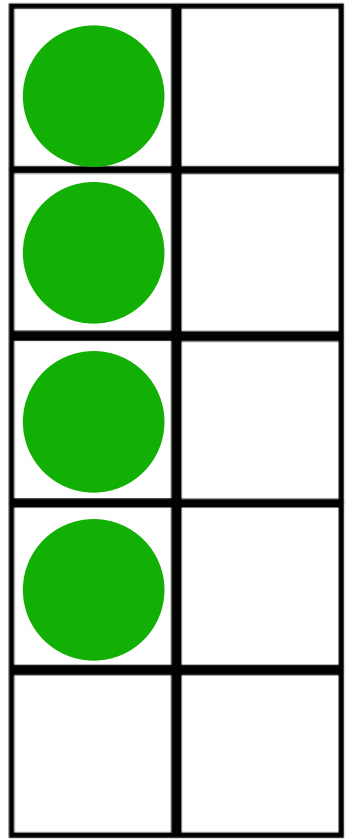
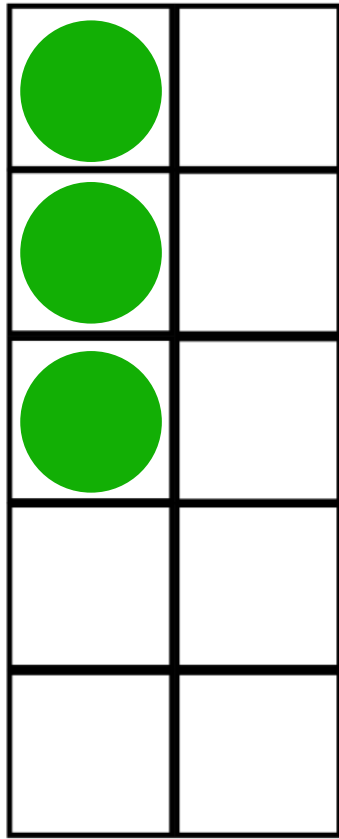
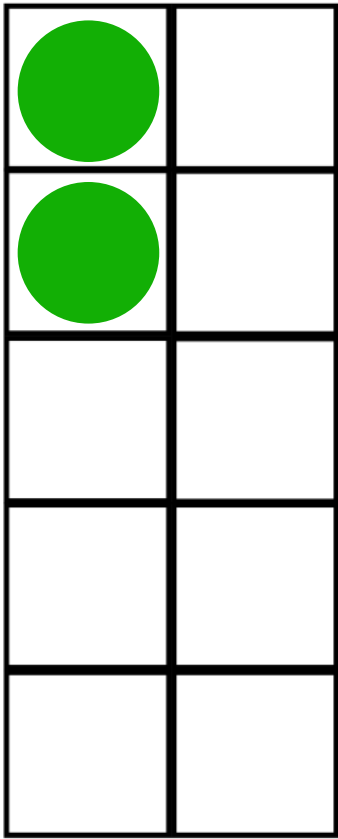
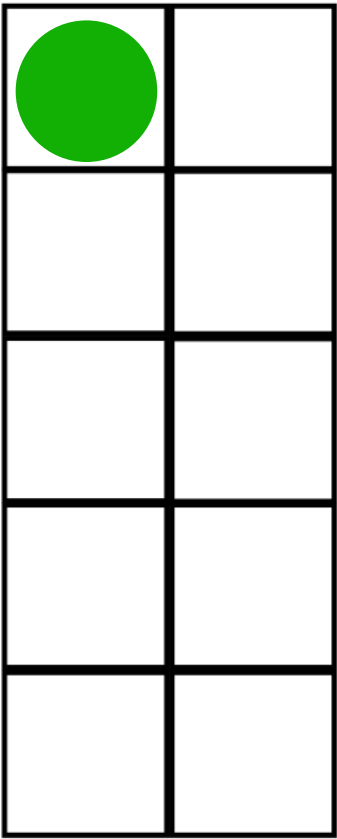
If you have any questions concerning this product, please don't hesitate to email me at amy@orisonorchards.com! Check out my [blog store](#) at orisonorchards.com for more engaging math games and resources!

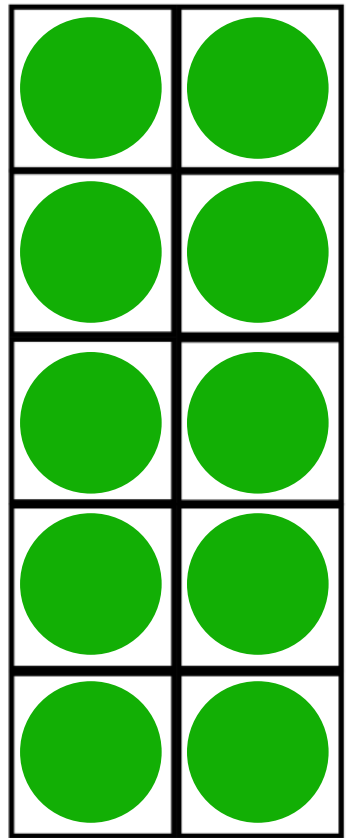
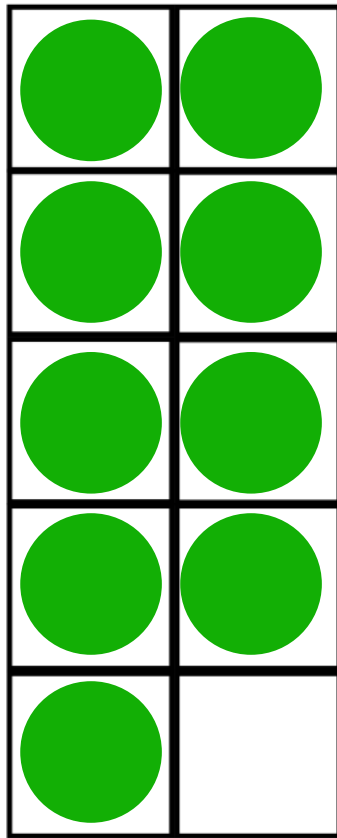
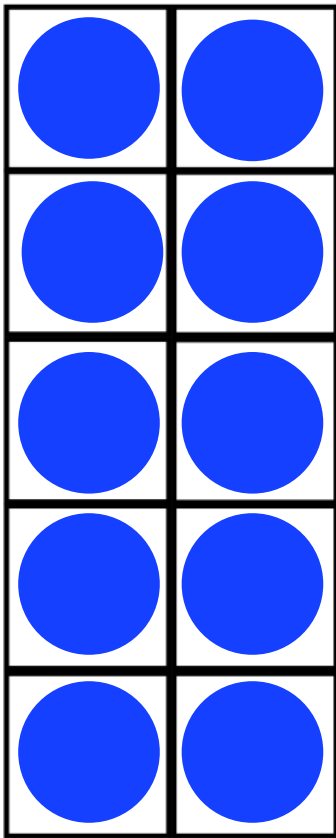
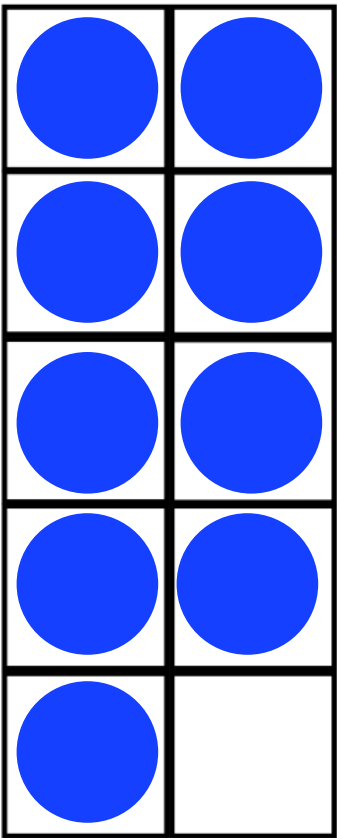
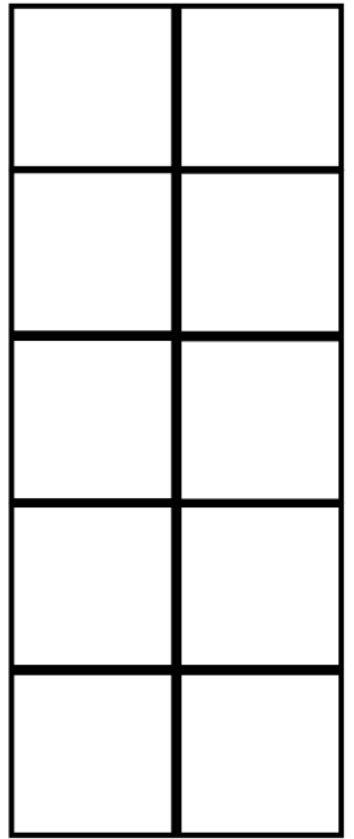
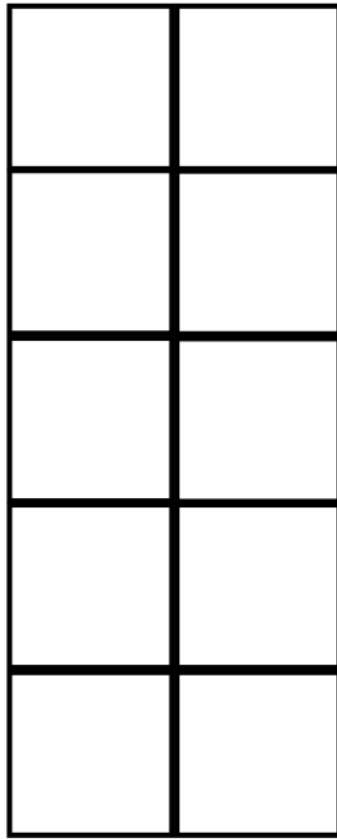
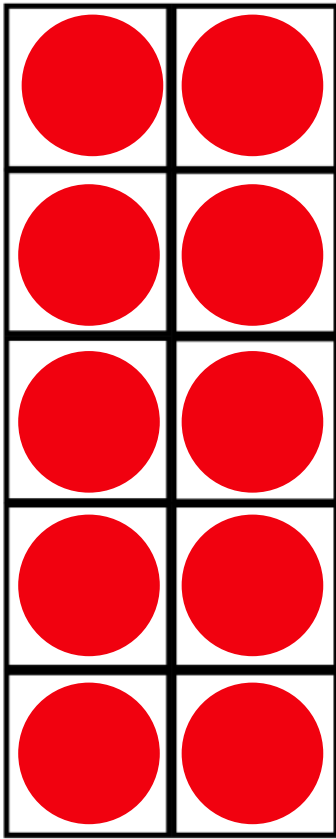
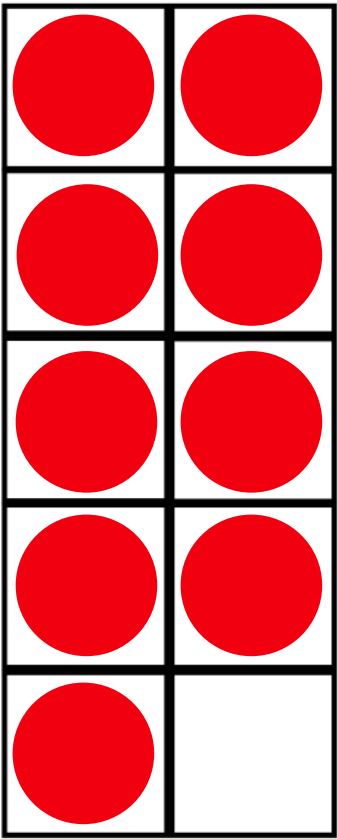
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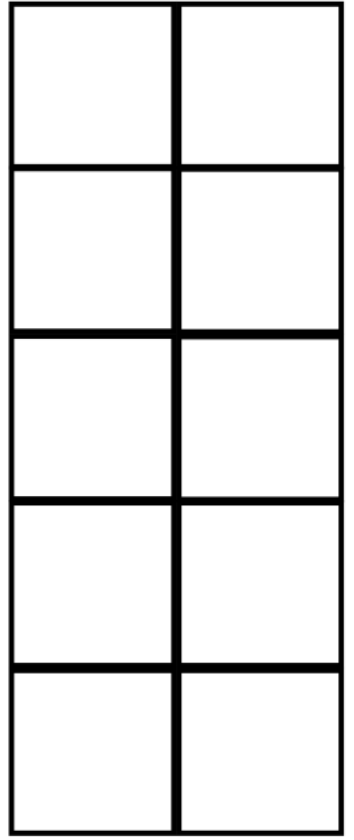
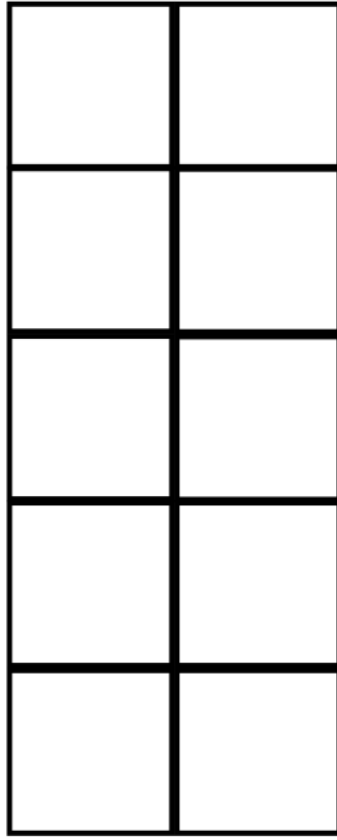
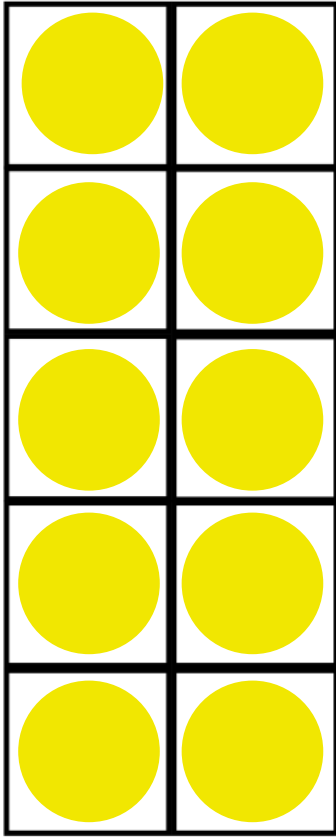
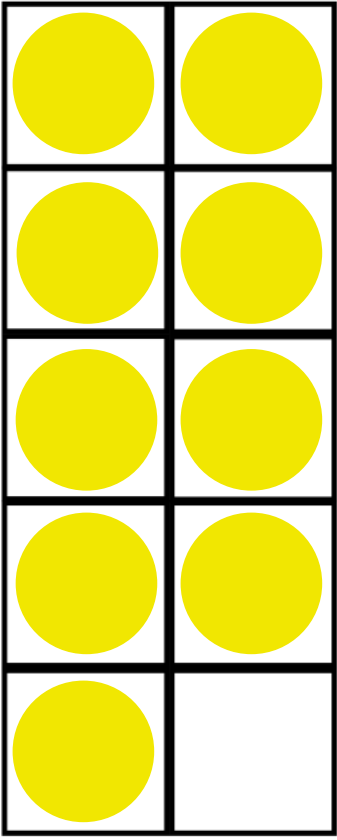












9

10

0

1

2

3

4

5

6

7

8

Ten Frames provide a visual, increasing your child's ability to subitize, or "see" numbers. They make abstract problems concrete and provide concrete understanding. They give children the chance to work with and play with numbers.

They turn drill into play. They provide conversations about numbers. No worksheets and no boring drills.

8 Games To Play With Ten Frames

1. Ten Frame Flash

Briefly flash a ten frame (from the printable). Have your child build the number you flashed on his own ten frame, or hold up that many fingers, or say the number or write the number, or all of the above.

2. Ten Frame Memory Match

Lay your ten frame cards out on the table, face down. Take turns turning over two cards per turn, trying to find 10-frame cards that add up to ten. For example, match a card with 6 dots with a card that contains 4 dots. Alternately, match the ten frame showing 6 to the card with the number 6. The printable includes plenty of cards so you can play it either way.

3. Ten Frame War

Give each child a stack of 11 ten frame cards (zero through ten) to turn face down (pages 4-10 of the free printable ten frame contains all the cards in 4 different colors) on the table in front of them, in a single stack. They each turn over the top card on their stack at once; the student with the highest card wins the round and takes all the cards. You might want to print multiples of each set of cards so the game lasts a little longer. The child with the most cards at the end of the game wins.

5. Kinesthetic Ten Frames

Create a life-sized ten frame with a plastic tablecloth from the dollar store and a sharpie. Use colored paper plates as your counters to play the games listed here. Younger children could just place the counters, but you could have older children toss them from a certain point, trying to land his counter in a particular square.

6. Subitization Stomp

Whole-body, active learning is often a welcome change, especially if you have a kinesthetic learner. Use the life-sized ten frame you created in #5. Flash a ten frame card (use the single color ten frames, pages 4-9 of the printable) and have your kiddos stomp the pattern of the dots shown.

7. Ten Card Draw

Using pages 9 and 10 of the free ten frame printable, the numbered cards, place a single stack of cards on the table, face down. Draw a card and mark off the number on a 10 frame with a single color of counters. Then work out how many are needed to make 10 and write out the number sentence on a separate paper.

8. Ten Frame Addition

Roll a die. Add that number of counters to the squares, one counter per square (page 1 of the ten frame printable). Fill the remaining squares with counters of a different color. For example, if I roll a 3, I would place one green counter in each in 3 squares. I would then fill the remaining 7 squares with red counters and write the equation $3 + 7 = 10$ below. You could play the same thing, but start with 10 counters, roll a die, and subtract the number that comes up.