



# Making 10

## And the Point Is ...

This game provides students with additional opportunities to practise composing 10.

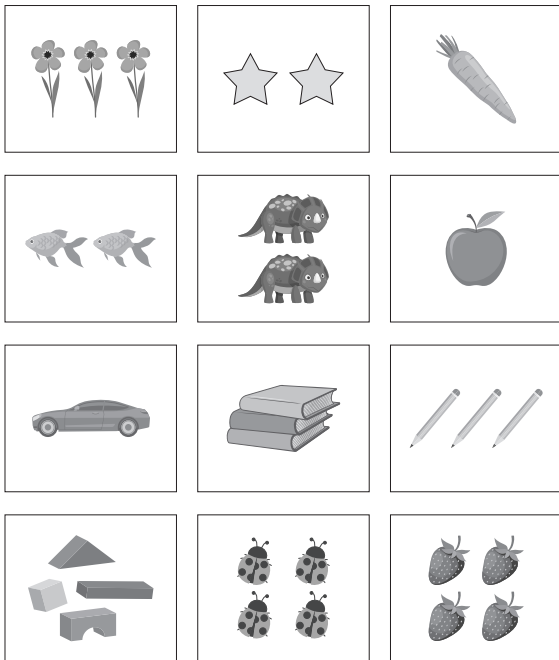
## What You Need

- Making 10 cards

## How to Play

Students can play in pairs. The goal is to be the first player to choose a combination of cards that make 10.

1. Place one set of Making 10 cards face up in front of the players.



2. Each player chooses one card and places it in front of him or her, facing up.
3. Players take turns choosing a new card and counting the total amount on all of their cards.
4. The first player to make a total of exactly 10 wins! If a student makes more than 10, he or she needs to put back one card and choose a different one on his or her next turn.
5. Students can play again, switching who goes first.

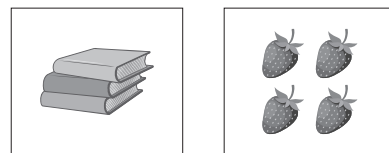
## Example

Alex chooses a Making 10 card showing 3 and places it down in front of her.

Benji chooses a card showing 1 and places it down in front of him.

When it's Alex's turn again, she chooses a card showing 4. She counts the items on her two cards and states there are 7 all together.

Alex's Cards



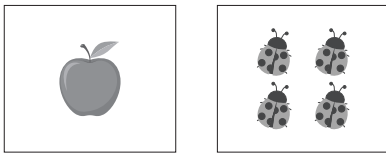


# Making 10 (continued)

## Example (continued)

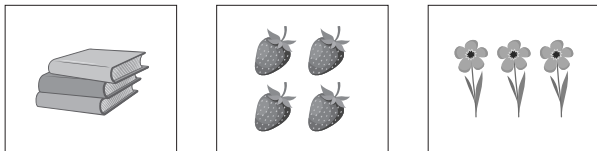
When it's Benji's turn again, he chooses a card showing 4. He counts the items on his two cards and states there are 5 all together.

Benji's Cards



When it's Alex's turn again, she chooses a card showing 3. She counts the items on all of her cards and states there are 10 all together. She made 10 exactly, so she wins!

Alex's Cards



## Another Way to Play

Provide students with Making 10 cards showing 1, 2, and 3 only. Students can try to compose smaller numbers such as 5 or 7.



# Making 10 cards

