


Ten-Frame Game

Module 7-Numbers to 30

Your child is learning about the numbers to 30 and how to show them on a ten-frame. You can use a ten-frame to show numbers less than ten. 

You can use a ten-frame to show ten. 

You can use ten-frames to show numbers greater than ten. 

As your child becomes familiar with using ten-frames, he or she gains experience with concrete representation of larger numbers, which builds number sense. This helps lay the groundwork for understanding place value.

Materials:

- Ten Frame Gameboard
- Number Cards
- Counters (ex: coins, buttons, Cheerios, paper clips, beans)

Directions:

1. Cut out the Number Cards.
2. Shuffle the Number Cards and place them face down in a pile.
3. The first player picks a Number Card and says the number. The player then places that many counters on the ten-frame.
4. Player 2 picks another Number Card and has to decide whether the new amount is more or less than the original amount.
5. He or she changes the ten-frame to match the new number,
6. Players switch roles and play again.

Questions to ask your child while playing:

- How many do you need to make a ten?
- Are you going to need to get some more or put some back?

Grade K

Ten-Frame Game

Module 7-Numbers to 30

Number Cards

0	1	2	3
4	5	<u>6</u>	7
8	<u>9</u>	10	11
12	13	14	15

Grade K

Ten-Frame Game

Module 7-Numbers to 30

Number Cards

15	16	17	18
19	20	21	22
23	24	25	26
27	28	29	30

Grade K

Ten-Frame Game

Module 7-Numbers to 30

Ten-Frame Gameboard

