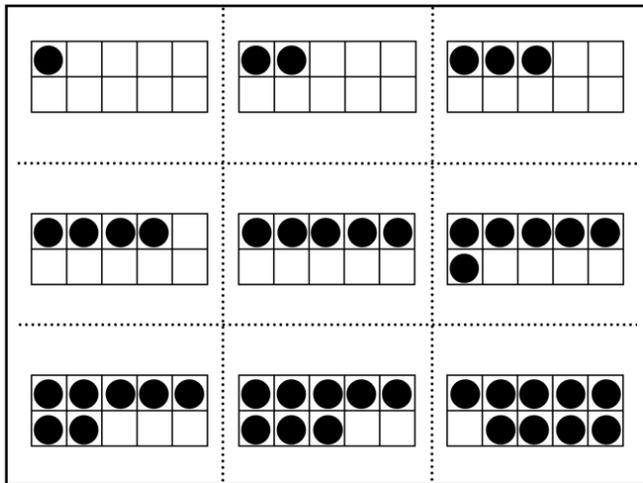


Fast 10 Battle



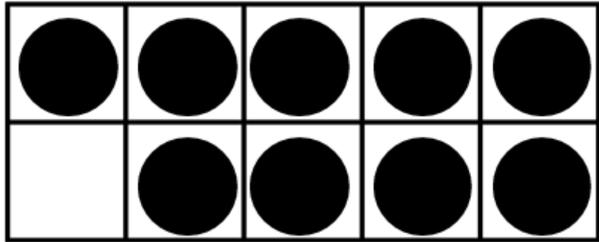
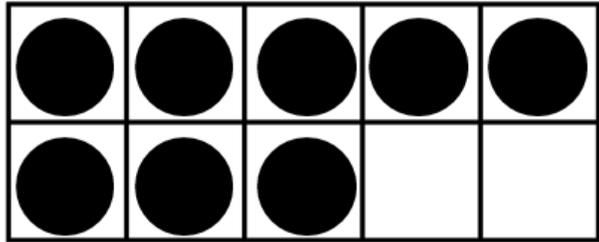
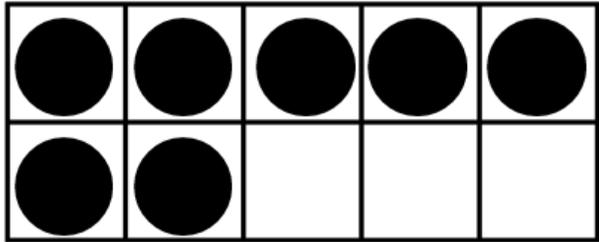
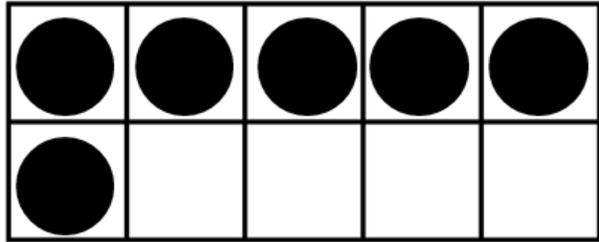
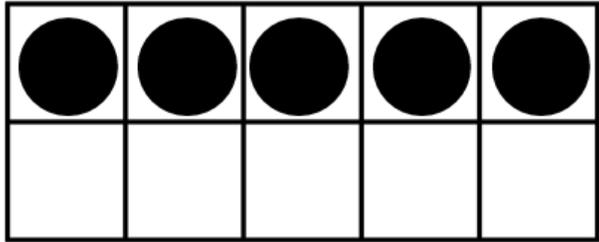
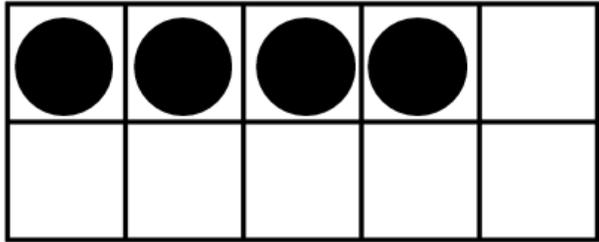
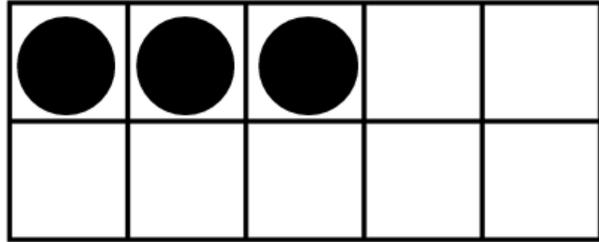
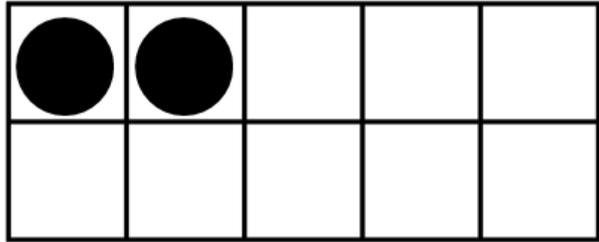
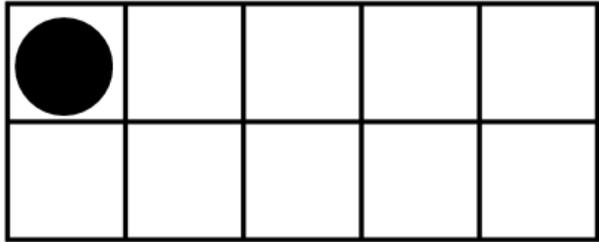
Fast 10 Battle

Materials:

- Ten frame cards (1-9) - Combine three or four sets to make a deck.

Directions:

- 1) The goal is to make a "fast 10" through decomposing and recombining.
- 2) Students choose two cards from the pile and add them, but this time they try to make a 10 while finding the sum. Ex. If a player turns over a 5 and a 7, he says, "I can make a fast 10 by moving 5 over to make 10. That leaves 2 dots on the other card, and 10 and 2 make 12." If the other child turns over 3 and 4, she says, "I can't make a fast 10. 3 and 4 make 7. That's not enough to make 10."
- 3) The child who makes a fast 10 gets all 4 cards from that turn. If both players make a sum under 10, the cards get inserted back into the deck. If both players make a fast 10, whoever has the larger sum wins the hand. Play continues until all cards are used.



I can make a fast 10 by moving _____ over to make 10. That leaves _____ dots on the other card, and 10 and _____ make _____.

I can't make a fast 10. _____ and _____ make _____. That's not enough to make 10.

Thank You

Thank you for downloading this file! I appreciate your business, and I hope you find this activity helpful in building your students' understanding of making a ten to solve an addition problem.

Terms of Use

- All pages in this file are copyrighted. You may not use them to create materials of your own that will be shared or sold.
- By downloading this file, you agree that you will use this file for your personal use. Please do not share it with your colleagues. You may share my TpT link with them, so they can download their own copy.
- You may share the cover image on social media or your blog as long as you link the image back to my blog or my TpT store.

Happy Teaching!

Denise

Graphics and Fonts

