

LET'S MAKE 10!

Level	0 (Age group 4 – 5)
Resources Required	Cards labeled with numbers from 1-10 for each group (either 20 or 30 cards in total for 2 or 3 groups respectively)
Alternate Options for the Resources	Adults are to make the cards from 1-10 by: <ol style="list-style-type: none"> Cutting 20 or 30 cards to the length of their finger and width of 4 fingers Writing a unique number from 1-10 on one set of cards and repeating this for the second and, if needed, the third set of cards
Strand Covered	Numbers and Operations
Targeted Skills	Practice number bond
Inspired by	We are the teachers
Time Required	15 minutes (for the game) 10 minutes (for adults to make the cards)
Previous Learning Required	Addition and Subtraction from 1-10 Numbers from 1-10
Support Required	Medium support

Rules of the Game:

Goal	Race the notecard that makes 10 to earn points. The team with the most points wins
Rules	Team members are allowed to discuss which number should be added to make 10 Once a player starts running, they are not allowed to switch out for another person or card.
Steps	<p>Step 1: Divide the group into 2 (or 3) groups with 2-3 members in each group</p> <p>Step 2: Give one set of notecards from 1-10 to each group and allocate specific notecards to each player. For example, player 1 has notecards 2, 3, 4, 6 and 8 and player 2 has notecards 1, 5, 7, 9 and 10.</p> <p>Step 3: The adult remains equidistant from each of the groups, at a running distance away. For example, (4-5m).</p> <p>Step 4: The adult calls out numbers from 1-9 and the student who is allocated the number that makes 10 when added to the number called out, runs to the middle. For example, if 3 is called out by the adult, the players who have the notecard 7 from each group run to the middle.</p> <p>Step 5: The player to reach the adult in the middle first, gets one point for their team.</p> <p>Step 6: The adult keeps calling out different numbers until every player has had a turn to run in or 10 numbers have been called out</p> <p>Step 7: The team with the most points at the end of the game, wins.</p>

Variations of the Game	This game can be played with subtraction to make 10, using the same notecards. The adult calls numbers between 11-20 and the students need to run in with notecards that, when subtracted from the number called out, makes 10.
Enrichment	The same game can be played to test doubling. The adult calls out answers to the 2 times table, for example 6. The student with the number that multiplies with 2 to get 6, which is the number 3, then runs in.
Simplification	This game can be repeated by allowing teams to discuss before a student runs in.