

Make 10: A Card Game to Build Number Facts



Summary:

This is a great mini-lesson that allows students to have fun while learning in maths. The idea is simple... Teach them a card game and let them practice. With more and more practice, students will have an intricate knowledge of number and will easily calculate a variety of problems. The game can easily be adapted to make 21, make -5, etc... Have fun with it this week in your class or at home!

Make 10 - Rules:

- Remove all the picture cards and 10s from a deck of cards and shuffle.
- Once shuffled, layout 10 cards (facing upwards so you can see the numbers)
- Explain to the children that the idea of this game is to 'Make 10' any way they like using any mathematical operations like addition, subtraction, multiplication and division.
- Make a point that the 'Greedy' you are in this game, the better it is for you'
- However, when you take some cards from the lineup, you have to 'verbalise' what you're doing in your head (THIS IS GREAT FOR AUTOMATICITY!)
- The idea is to get as many cards as you can.
- The winner is the person with the most cards at the end of the game.
- You can play the game in pairs, but threes works as well.

Game Example:

After your 10 cards have been laid out, model how to take a turn by adding 2 cards together and verbalising what you did. E.g. "I know that double 5 is 10" or "I know that double 5 is 10, so if I add 6 and 5 that will be 12 and I take one more away to make 10".

Conclusion:

1. Conclude by asking students to discuss some of the ways that they made 10 and list these down on your board somewhere.
2. You could make a 'MAKE 10' wall if you want for other students to refer to.

Resources:

- 1 Pack of cards per pair of students
- Paper and pencils