Math Game: Number Rings

1. Flip through the number ring and have your student identify the number that is represented on each card. Students need to be able to say the name for the number cards and the ten frame cards.
2. Your child may need to count the black dots on the ten frame cards. That is ok at first. Eventually we want them to be able to quickly recognize the number that is represented by the ten frame without having to count the dots.
3. Once your child is able to recognize the numbers represented on the ten frame card without having to count each dot, try and beat the timer and say all the numbers before the timer runs out!
4. Make sure you mix up the number cards so order memorization does not occur.
5. After you play the game, have your child complete the "I Can Count and Write Page!"

I can count and write to 20

	2			5	6		8		
11			14			17			20

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Math Game: Number Match

1. To play number match, place all the cards face down on the playing surface.
2. The first player turns over two cards. If the cards match, they keep the cards. If the cards do not match, they turn them back over and player 2 takes a turn.
3. Play continues until all matches have been made.
4. After you play the game, have your child complete the "I Can Count and Write Page!"

I can count and write to 20

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Ten Frame Flash!

- Ten Frame Flashcards 1-20
- Memory, War, Matching Activities
- Pocket Chart Math Activities
- Subtilizing
- Calendar Math

Created By Krista Reid - Kidology

Included In This Download

Thank-you for downloading "Ten Frame Flash". This pack contains four sets of ten frame flash cards. Each set features ten frames that represent the numbers 0-20. Each set of cards is also a different color.

How To Assemble

Flashcards – To use these ten frames as flashcards, I recommend printing them onto cardstock and laminating them for durability. Once they are laminated, cut out each of the individual ten frames and the flashcards are ready for use.

Memory, Matching or Concentration Games – To use as a memory, matching or concentration activity, you will need to print two sets of the cards. I have also included a **"Let's Play"** back for the cards that you can either print and glue onto the backs of the flashcards prior to laminating or you can double sided print them onto the backs of the cards before you laminate the cards.

Teacher Notes

These flashcards are a great addition to your math center rotation. Try including several sets in your math centers and have students show each other the cards and challenge themselves to see how quickly they can say the number shown on each ten frame.

Students can also use them as sequencing cards.

To play memory, matching or concentration. Students place the cards face down on the playing surface. The first player turns over two cards. If the cards match they keep the cards, if they do not match they turn them back over and player two takes their turn. The player with the most cards at the end of the game wins.

Use these cards as part of your whole group instruction. They make great demonstration models to include during guided math or calendar time.

They are also a great pocket chart center. Students can sequence them or match them on the pocket chart.

They also make a great assessment tool. Show each card to your students and have the identify the number shown.

Thank You!

Thank-you for downloading this product. I hope that you find it to be a quality resources that is practical and useful for your classroom and teaching practice.

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I can count and write to 10

	2		4		6			9	

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I can count and write to 10

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I can count and write to 20

	2			5	6		8		
11			14			17			20

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I can count and write to 20

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I can count and write to 50

	2		4			7			10
11		13			16			19	
	22			25			28		30
	32				36			39	40
41				45		47		49	

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I can count and write to 50

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I can count and write to 120

	2	3			6				10
11			14			17		19	
	22				26				30
		33		35			38	39	
41			44		46	47			
51			54				58		60
	62	63			66			69	
	72			75		77	78		
81			84		86				90
	92		94				98		100
101				105		107		109	
	112		114		116		118		

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