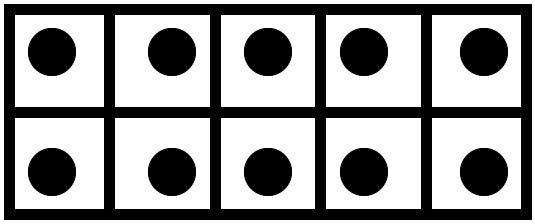
Five-Frame/Ten-Frame Activities



Introduction

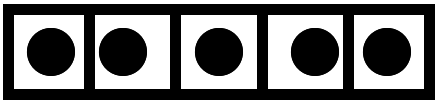
Five frames and ten frames are one of the most important models to help students anchor to 5 and 10.

Five frames are a 1x5 array and ten frames are a 2x5 array in which counters or dots can be placed to illustrate numbers.

The five frame helps students learn the combinations that make 5. The ten-frame helps students learn the combinations that make 10. Ten-frames immediately model all of the facts from 5+1 to 5+5 and the respective turnarounds. Even 5+6, 5+7 and 5+8 are quickly seen as two fives and some more when depicted with these powerful models.

For students in kindergarten or early first grade who have not yet explored a ten frame, a good idea is to anchor to five by beginning with a five frame.

Starting with Five-Frames:



Activities:

1. **Building Sets** (Materials: blank five frame mat, counters)
   Call out a number to the students, such as 4, and have them show that amount on their mat. They may place the counters in any manner. Ask if they can place the 4 counters down in a different way. Try other numbers from 0-5. Have your students make observations about their placement of counters.
   - *It has a space in the middle.*
   -It's two and two.

   Numbers greater than 5 are shown with a full five-frame and additional counters on the mat but not on the frame.

2. **Roll and Build** (Materials: five frame cards, dice)
   Students roll one die or two dice and build that amount on their five frame mat.

3. **Memory** (Materials: two sets of five frame cards)
   Place the five frame cards face down in an array. Students take turns turning over two cards. They identify the amount on each card. If they are the same they take both cards. Play goes to the next players.

4. **Challenge** (Materials: two sets of five frame cards in 2 colours)
   Each student gets 1 set of cards. Each student turns over the top card of their pile and identifies the amount. The student with the greater amount takes both cards.

5. **Five Frame Flash** (Materials: large five frame cards)
   Flash a five frame card to your students and ask them to identify how many dots they saw. To challenge students ask them to identify one more or one less than the amount of dots. To extend, have them tell you how many empty spaces there are or how many more are needed to make 5.

6. **Five Frame Trains** (Materials: at least two sets of five frame cards)
   Students sequence a random set of five frame cards in order from 1 to 5 and then back to 1, etc. Students practice counting forwards and backwards out loud. Extend by turning over one card in the train and have students identify which number was turned over.

7. **Make 5** (Materials: two sets of five frame cards)
   Place the cards face up in an array. Students try to find two cards that together total 5. To challenge students turn the cards face down.

8. **Dice Match** (Materials: die, five frame cards)
   Roll the die and have students find the five frame card that has the same amount. If they roll a 6, they roll again.

Starting with Ten Frames:

Activities:

1. **Building Sets** (Materials: blank ten frame mats, double ten frame mats, counters)
   Call out a number from 1-10 and have students build that amount on their ten frame. Students fill the first row first. Call out a different number and have students build the new number. Observe to see which students can simply add or remove counters and those that must begin from 1. Continue with different amounts. Extend to a double ten frame building numbers to 20.

2. **Roll and Build** (Materials: ten frame cards, dice)
   Students roll two dice and build that amount on their ten frame mat.

3. **Memory** (Materials: two sets of ten frame cards)
   Place the ten frame cards face down in an array. Students take turns turning over two cards. They identify the amount on each card. If they are the same they take both cards.

4. **Challenge** (Materials: two sets of ten frame cards in 2 colours)
   Each student gets 1 set of cards. Each student turns over the top card of their pile and identifies the amount. The student with the greater amount takes both cards.

5. **Ten Frame Flash** (Materials: large ten frame cards)
   Flash a ten frame card to your students and ask them to identify how many dots they saw. To challenge students ask them to identify one more or one less than the amount of dots. To extend, have them tell you how many empty spaces there are or how many more are needed to make 10.

6. **Ten Frame Trains** (Materials: at least two sets of ten frame cards)
   Students sequence a random set of ten frame cards in order from 1 to 10 and then back to 1, etc. Students practice counting forwards and backwards out loud. Extend by turning over one card in the train and having students identify which number was turned over.

7. **Make 10** (Materials: two sets of ten frame cards)
   Place the cards face up in an array. Students try to find two cards that together total 10. To challenge students turn the cards face down.

8. **Dice Match** (Materials: dice and ten frame cards)
   Roll the dice and have students find the ten frame card that has the same amount. If they roll 11 or 12, they roll again.

9. **What's the Difference?** (Materials: at least three sets of ten frames, 50 counters)
   5 cards are spread out face down and the rest are placed in a pile face down. The students take turns turning over the top card in the pile as well as one of the spread cards. They then determine the difference between the two cards and take that amount of counter. The card that was turned over from the spread pile is flipped over again. Play continues until all of the cards from the pile have been used. The player with the most counters wins. Observe to see what strategies students are using to find the difference and to get the most counters.

10. **Ten Frame Difference Challenge** (Materials: two sets of ten frame cards in 2 colours, 50 counters)
    Students play the game like the traditional "War" game. Each student turns over the top card from their pile. Each identifies their amount. The student with the largest takes as many counters from the pile as the difference between the two cards. Play continues until all the counters are gone. The winner is the player with the most counters.

11. **Fish** (Materials: at least two sets of ten frames)
    Students play in groups of 2 to 4. Deal each player 4 cards. Spread the rest in the center like a fish pond. Students take turns asking another if they have a card with an amount that is the same as one of their cards. If they have the card they give it to the player. If they do not they draw a card from the pile. Play continues until one player gets rid of all their cards, or all the cards are matched.

12. **10 Fish** (Materials: ten frame cards)
    Play the game like "Fish" only the object of the game is to ask the other students for a card that will add to yours to make a sum of ten.

13. **Ten Plus/Nine Plus** (Materials: 2 sets of ten frames in 2 colours)
    Place one 10 ten frame card face up in the center. Place the other cards in a pile face down. Students take turns turning over the top card and adding it to "10". Play the game "Nine Plus" like ten plus only use the nine card as the card to add the other numbers to.

14. **0-20 Numeral/Ten Frame Match** (Materials: two sets of ten frame cards, 0-20 numeral cards)
    Spread the 0-20 numeral cards face up in order. Students take turns turning over two ten frame cards and finding the total. If the numeral card match is there, they take the card. The winner is the player with the most numeral cards.