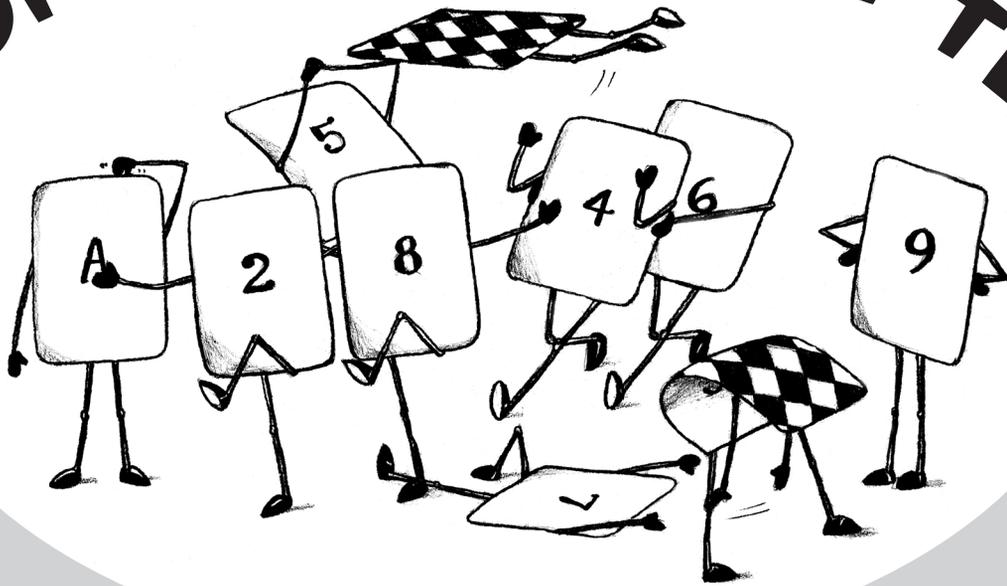


# CONCENTRATE ON TEN



## GAME SUMMARY

As in the game concentration, the players look for sets of cards. Instead of finding pairs of cards that are the same, the players find pairs that add up to ten.

**PLAYERS:** Grades 1–2, small groups of two, three, or four

## YOU'LL NEED

For each group of players:

*IN KIDS' KIT*

- 4 of each playing card, ace through nine (ace equals one)



## MATH SKILLS

- ▶ Find two numbers that add up to ten

### ***About the Math Skills***

Learning the combinations of smaller numbers that make larger numbers helps children learn to add. (For example, ten can be made by combining one and nine, two and eight, or three and seven.)

## TIPS

- ▶ You may want to pair older or more-skilled children with younger or less-skilled children and encourage them to help each other.
- ▶ If necessary, teach the children to shuffle cards or show them an alternative, such as spreading the cards on the table, mixing them up, and then making a new pile.

## SOCIAL SKILLS

- ▶ Work together toward a goal
- ▶ Ask for help when needed

### ***About the Social Skills***

There are no winners or losers in this game. In placing all pairs of cards that equal ten in one pile, the children cooperate rather than compete. Cooperating may be difficult for the children at first. Talking about how to work together toward a goal will help.

## GET READY

- 1** Read the game directions and pages 76–77, and play the game yourself before introducing it to the children.
- 2** If you are playing with more than four children, decide how to divide them into groups of two to four to play the game.

# GAME DIRECTIONS

**GOAL:** Find all the pairs of cards that equal ten when added together

- 1 The players decide fairly who deals and who goes first, second, and so on.



- 2 The dealer shuffles the cards and places nine cards face down in three rows of three. The dealer places the extra cards face down in a pile.



- 3 The first player turns over two cards, trying to find a pair that when added together equals ten (ace equals one).



If the two cards together equal ten, the player removes the cards and puts them face up in a pile. (All the players will add their sets to this pile.) If the cards do not equal ten, the player puts the cards face down and takes another turn until two cards that equal ten are found.

- 4 The dealer replaces the cards that have been removed, using the pile of extra cards.
- 5 The players take turns until no more pairs can be found.



## BEFORE THE GAME

1 Explain the game while playing it with a child as your partner.

### TALK ABOUT

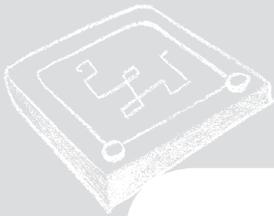
- What numbers are on these two cards? Do they add up to ten? How do you know?
- How can you ask for help if you need it?



2 The children might decide on a way to ask for help that they all will use (such as signaling “thumbs up”). Role-play ways to give help when asked, such as giving hints and asking questions. (For example, “You turned over a three. What card do you need to add to three to make ten?”)

### TALK ABOUT

- How can you stay involved while waiting for a turn?



3 Explain that the children are working together to find all the pairs, not competing against each other. This keeps the game fun.

## DURING THE GAME

1 Help the children as they play.

### TALK ABOUT

- What is the second card you need to turn over to make ten? How do you know? Do you know where that card is?
- Why is it important to pay attention even when it isn't your turn? How can this help you play the game better?



2 If the children have difficulty finding the number they need to make ten, encourage them to ask other players for help.

3 If a player or group suggests a change in the rules while they are playing, allow them to discuss the change. Before changing the rule, make sure the change is fair to all players, everyone in the group agrees, and the math is still appropriate.



# AFTER THE GAME

Help the children think about the math and how they played together.

## TALK ABOUT

- After you turned over the first card, how did you know the other card you needed to make ten?
- Did you like being able to ask for help? What type of help was most useful to you?
- What are all the ways to make ten in this game?

## Changing the Game

- 1 To make the game less challenging:
  - Have the children find two cards that make five using eight of each card, ace through four. (You will need two decks of playing cards.)
  - Have the children find two cards that match (for example, two aces).
- 2 To make the game more challenging:
  - Have the players choose whether to use two or three cards on each turn to make ten.
- 3 Ask the children how to play the game differently and try their ideas.