

Activity 1 (You Do)

1st Grade - Readiness Standard 3 - K.NBT.1

Name	Date
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Learning Target: I will name numbers to 19 using ten ones and some more ones

Title of Game: "Teen Match-ups"

Number of Players: 2

Objective: To be the player with the most cards at the end of the game

Materials:

- > 1 set of double ten-frame cards (numbers 11 19)
- > 1 set of teen-equation cards (11-19)
- ➤ 1 Teen Match-ups recording sheet per student

Directions:

- Place the Double Ten-Frame cards face down in a row and deal the Ten-Equation cards underneath, 4 for you and 4 for the class. (There will be one card left over.)
- > Turn over a Double Ten-Frame card to see if it matches one of your Ten-Equation cards.
 - o If there is a match, say the ten-equation, pick up the card and place it under your number card.
 - o If there is not a match, then say "No-Match" and turn the card back over.
- Ask a student volunteer to choose a double ten-frame card and see if they have a match.
 - o If there is a match, say the ten-equation, pick up the card and place it under your number card.
 - o If there is not a match, then say "No-Match" and turn the card back over.
- Repeat until the first player has matched all 5 cards, or when time runs out.

Math Talk:

"I have a match...10 and 6 makes 16"



Double 10-Frame Cards

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Teen-Equation Cards

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$$| | = | 0 + |$$

$$12 = 10 + 2$$

$$13 = 10 + 3$$

$$14 = 10 + 4$$

$$15 = 10 + 5$$

$$16 = 10 + 6$$

$$17 = 10 + 7$$

$$18 = 10 + 8$$

$$19 = 10 + 9$$



Independent Practice Activity 2 (You Do)

1st Grade - Readiness Standard 3 - K.NBT.1

Name	Date

Learning Target: I will compare numbers to 10.

Title of Game: "Three-in-a-row"

Number of Players: 3 or more

Objective: To be the player with the most cards at the end of the game.

Materials:

- ➤ 1 set of double ten-frame cards (numbers 11- 19)
- > 1 Three-in-a-row mat per student
- > 9 counters per student

Directions:

- > One student plays the role of a leader and shows a double ten-frame card to the students.
- > The leader ask the all of the players to say the ten-equation that represents the total number of dots.
- Ask the players to find the number on their "Three-in-a-row mat" and cover it with a counter.
- Repeat the process until a player covers three-in-a-row.

Math Talk:

"10 and 7 makes 17"



Three-in-a-Row Mat

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Directions:

- ➤ Each student writes the numbers 11 19 into the boxes below. (Include 1 number per box.)
- > A student volunteer chooses a double ten-frame card and shows it to the group.
- **Each** student says the ten-equation in unison and covers the number on their mat.
- > The winner is the first student who covers three-in-a-row.