## Activity 1 (You Do)

$1^{\text {st }}$ Grade - Readiness Standard 3 - K.NBT. 1
Name
Date

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.

- If there is a match, say the ten-equation, pick up the card and place it under your number card.
- 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.
- If there is a match, say the ten-equation, pick up the card and place it under your number card.
- 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

$1^{\text {st }}$ Grade - Readiness Standard 3 - K.NBT. 1

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Teen-Equation Cards
$1^{\text {st }}$ Grade - Readiness Standard 3 - K.NBT. 1

| $11=10+1$ | $12=10+2$ |
| :---: | :---: |
| $13=10+3$ | $14=10+4$ |
| $15=10+5$ | $16=10+6$ |
| $17=10+7$ | $18=10+8$ |
| $19=10+9$ |  |

$1^{\text {st }}$ 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

$1^{\text {st }}$ Grade - Readiness Standard 3 - K.NBT. 1

## 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.

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