

TEN FRAME GAMES

- TURN ONE OVER, STATE THE NUMBER NEEDED TO MAKE 10
- PARTNERS EACH TURN OVER A TEN FRAME, COMPARE AND THE NUMBER HIGHER/LOWER WINS
- PARTNER EACH TURN OVER A CARD, COMBINE BOTH
- TURN OVER ONE, STATE NUMBER THAT IS 1 MORE/LESS
- TURN OVER ONE, STATE HOW THEY "SEE" THE DOTS
- "TEN AND SOME MORE" TURN OVER A TEN FRAME AND STATE 10 AND THAT CARD. (IE TURN OVER A 4...STATE 10 AND 4 MAKES 14)
- TEN FRAME MEMORY. LAY DOWN ALL THE CARDS FACE DOWN, TURN OVER TWO TO SEE IF THEY ARE EQUAL (OR TURN OVER TWO TO SEE IF THEY MAKE 5/10)
- TEN FRAME BAM! LAY ALL THE TEN FRAMES DOWN FACE UP 1-10. PARTNER B CALLS OUT A TEN FRAME AND PARTNER A GRABS THE CORRECT TEN FRAME AND SHOUTS BAM!
- TEN FRAME GO FISH! OPTION 1-MAKE 10: I HAVE A 4 DO YOU HAVE A 6?
- TEN FRAME GO FISH! OPTION 2- 1 MORE: I HAVE A 4 DO YOU HAVE A 5?