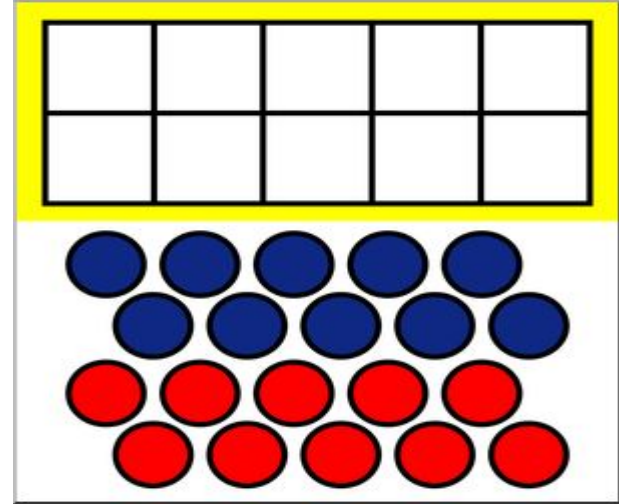
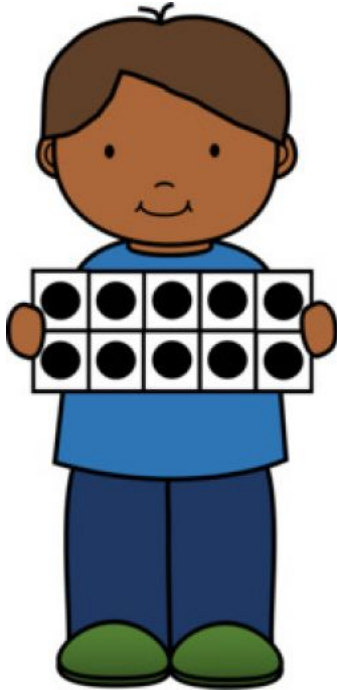


Ten Frames

A Quick Reference Guide for Families

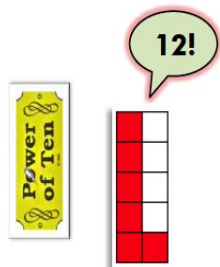


Double

Instructions

Set up one 20-card deck of Power of Ten cards, stacked in a face-down pile.

1. The dealer turns over the top card from the deck.
2. The first player to say the correct answer to '**double**' wins the card.
3. Another card is turned over and the process is repeated until all cards have been turned over.
4. The player with the most cards at the end wins.

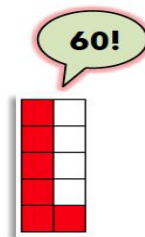


Tenner

Instructions

Set up one deck of 20 Power of Ten playing cards face down in a pile.

1. The dealer turns over the top card from the deck.
2. The first player to say the correct answer to '**10 groups of**' wins the card.
3. Another card is turned over and the process is repeated until all cards have been turned over.
4. The player with the most cards at the end wins.



Slap Jack

Instructions

1. Each player has one deck of 20 cards which he shuffles.
2. Both player #1 and player #2 turn over a card.
3. Both players are looking for two cards that have a difference of 1.

When this occurs, the players slap their hands on the table and say

“ONE!”

4. The player who slaps first (his or her hand will be on the bottom if both

players slap together) gets all the cards turned up in both players' piles.

If a player says “ONE” incorrectly, the other player gets the cards.

5. Once all the cards in the two decks have been played, reshuffle and

start again.

6. Play continues until one player has won all the cards or a time limit

(5 minutes) has been reached.

MODIFICATION

Once the child has mastered Slap Jack 1, you can make this game slightly more challenging by changing the objective to finding a difference of 2, 3, 4, etcetera.

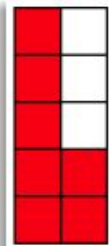
More, Less, Difference

Instructions

This game requires 2 decks of 20 Power of Ten cards. Each player gets one deck, which they shuffle and put in a face down pile.

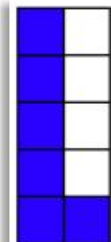
1. Each player shuffles one deck of 20 cards.
2. Both player #1 and player #2 turn over a card.
3. The player who tells the difference first wins both cards.
4. In the case of a tie, each player keeps a card.

Player #1



difference

Player #2



=

Double Double

Instructions

Set up one 20-card deck of Power of Ten cards, stacked in a face-down pile.

1. The dealer turns over the top card from the deck.
2. The first player to say the correct answer to 'double the double'

wins the card (this is the same as multiplying by four).

3. Another card is turned over and the process is repeated until all cards have been turned over.

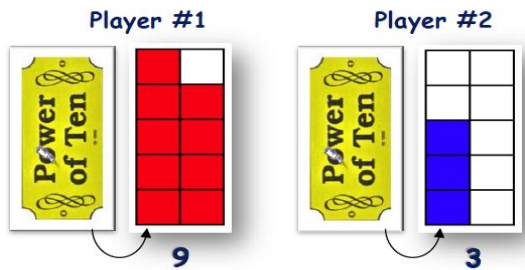
4. The player with the most cards at the end wins.



16!

Face Off Instructions

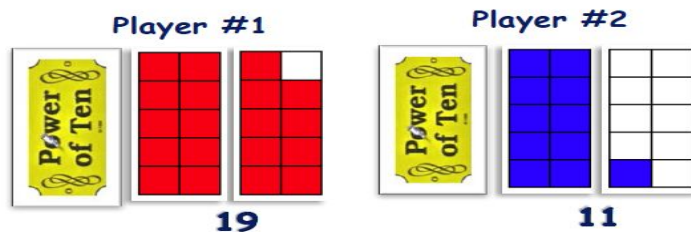
1. Each player has a deck of 20 cards. Each deck is shuffled and placed face down.
2. Player 1 and 2 simultaneously flip over the cards, and state the values of each. The player with the card showing the greatest number of coloured squares (the largest number) wins that round.
3. The Player who wins each round takes the cards and puts them in his/her own stash of winnings.
4. Very young children may be able to play this game without being able to say the numbers on the cards. However, by age 5 or 6, it's important for the child to be able to say the number out loud.
5. The winner is the person who has the most cards at the end of the game.



Power of 10 Face Off

Instructions

1. Each person plays with their own deck (one gets red, one blue). Each player places a 10-card face up on the floor or table beside them, leaving the remaining cards in a pile face down. The players simultaneously turn over another card from the downturned pile and place beside the 10-card.
2. Each player states the total value of the two cards. The player with the highest total takes the two non-ten cards and retains them. In the event of a tie, players take another turn, and the winner of that round takes all of the non-ten cards.
3. The game carries on until all the cards are used up. The winner is the person with the most cards in their pile.

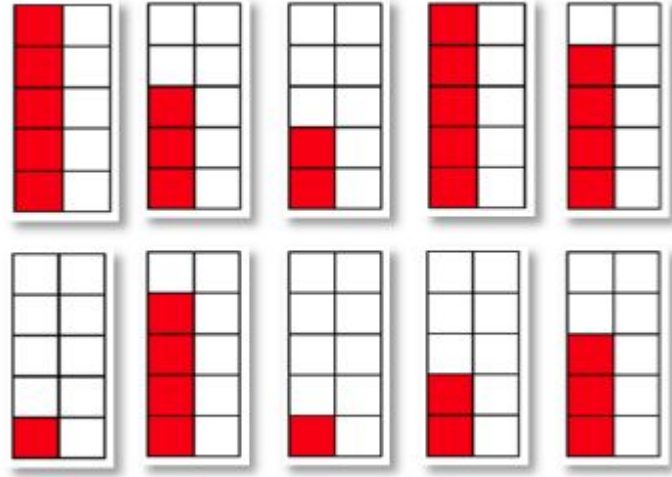


Match It

Instructions

Note: For very young children (3-4 years) who have never used Power of Ten cards before, play Match It with the numbers 1-5. Once they're able to play with 1-5, play the game with all of the cards.

1. Arrange the cards face up in a 2×5 (or 2×10 if playing with full deck) array.
 2. **Player 1** picks a card that he knows the same of, then finds the other card with the same number. If the player does not know the name, he may count. It's important that the parent or teacher watch to see if the child counts systematically (ie: row of five, then row of four to get nine, or counts by pointing at two in the same row such as the bottom two, next two, etc).
 3. **Player 2** then does the same. If Player Two is a parent, then the parent should choose one card, and then prompt the child by asking, "Can you help me find the other three?".
- Take turns until there are no more cards left.



Concentration

Instructions

Note: This game is usually played with one deck of Power of Ten playing cards. With younger children, you may wish to use half a deck (numbers 1-5 only). Begin by using all the cards to number 5, and then add 10, 9, 8, 7, in that order.

1. Shuffle the cards and spread them face down on a table or on the floor. Arrange the cards in equal rows (2×10, or 4×5).
2. Player 1 flips over two cards, one at a time, while pronouncing the value of each. If the two cards are the same, the player retains both cards and continues to take another turn. If the two cards upturned are dissimilar, the cards are then returned face down to the spread of cards.
3. Player 2 then takes his turn, and flips over two cards, stating the value of each.
4. The game continues until all cards have been claimed.
5. The winner is the person who has the most cards at the end of the game.

To watch the video to see a game of Concentration follow the link:

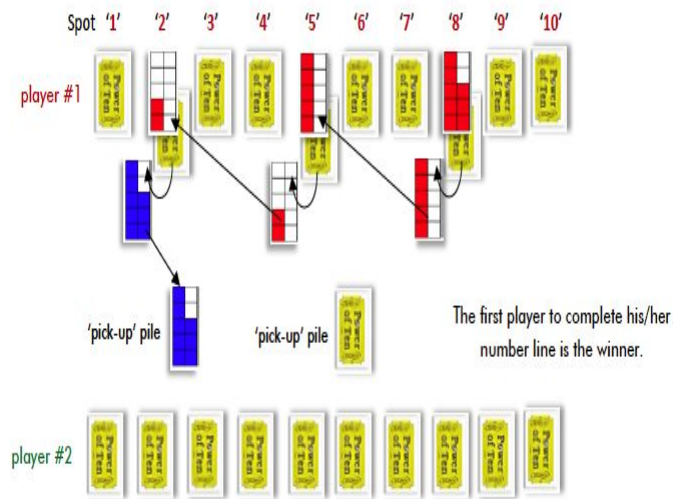
<https://vimeo.com/72431199>

Ten Up

Instructions

Shuffle 2 decks of **Power of Ten** cards together. Deal 10 cards to each player, face down in a line. Place the remaining cards face down in a 'pick-up' pile in the centre.

1. **Player 1** chooses a card from the 'pick-up' pile in the centre.
2. The card is placed face up in the appropriate 'spot'.
3. She turns over the card that was face down in that 'spot' and sees if it fits in a remaining 'spot' (whatever is not face up in the number line).
4. She continues until the card turned over cannot be used in the number line, either because it is already there or it does not fit in the number line.
5. If the card cannot be used, she places it in a 'discard' pile (face up).
6. **Player 2** takes a turn and can draw from the 'pick-up' pile or the 'discard' pile.

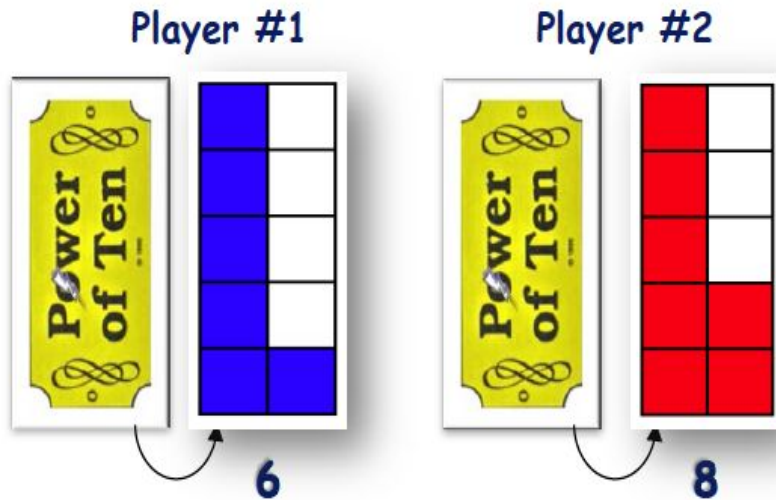


- **Player #1** picks an 8-card from the 'pick-up' pile and places it in the '8' spot, and then turns over a 5-card.
- The 5-card is placed face up in the '5' spot and then a 2-card is turned up.
- The 2-card is placed in the '2' spot and an 8-card is turned up which cannot be used as it is already in the number line.
- This 8-card is then placed in the 'discard' pile and **player #2** now takes a turn and selects a card from either the 'pick-up' pile or the 'discard' pile.

Face Off Challenge

Instructions

1. Each player has a deck of twenty cards. Each deck is shuffled and placed face down.
2. **Player 1 and Player 2 simultaneously turn over a card. The first player to say the SUM wins.**
3. A player may challenge if she thinks the sum is incorrect. The player who is actually correct wins the cards. When a student wins a round, she collects her winnings and creates a blue pile and a red pile of winnings.
4. Ties are settled by each person winning their own card OR both players turn over another card and the winner of that round takes everything.
5. The winner is **the person who holds the most cards.**



<https://www.youtube.com/watch?v=p6RaMGDPfJg>

<https://www.youtube.com/watch?v=PxGPPgTRY0M>

<https://mathgeekmama.com/ten-frames-game/>

Ten Ways to Use Ten Frames

<http://theelementarymathmaniac.blogspot.com/2014/10/10-activities-for-pumpkin-10-frames.html>

Bibliography:

Trevor Calkins Power of Ten <https://poweroften.ca/category/games/>

Clipart:

<https://webstockreview.net/explore/may-clipart-boy/>

<https://www.abcteach.com/documents/clip-art-ten-frame-w-markers-color-i-abcteachcom-34760>

