

ACTIVITIES FOR PARTITIONING & BENCHMARKING TO 5 & 10

For each activity or game, students may have a 10 frame with them as a visual reference.

Counter Flip:

Students work in pairs and each pair receives 10 (or 20 for more advanced) double sided counters (like the red/yellow chips we use for integers). One person tosses the chips onto the desk. They count the number of red (not by ones) and then deduce the number of yellows by knowing their friends of 10 (or complements of 20). Their score is the number of yellows. Then the next player goes and records similarly. The first person to get to 50 (or 100) wins. You could ask if this is a game of skill, chance or both to incorporate probability concepts.

How Many:

Students either receive a row of 10 or 20 unifix cubes. They break apart their row into two pieces, hiding one piece behind their back. Their partner must identify the missing amount. Each correct answer gets a point and the first to 20 points wins. Again, encourage counting in other ways than one when they get to see their row.

Make 10 Go Fish:

This is played by removing all 10's and face cards and then just like Go Fish except they need to make 10 instead of finding pairs. So, if you had an 8, you would ask for a 2. Players continue playing until all the cards are used. They get to keep asking for cards until they are told to 'go fish'. If they run out of cards in their hand, they must pick up 5 cards.

Make 7 (or 8, 9, 10, 15, etc.):

You choose a number and then provide students with cards in a variety of numbers and students are then tasked with making the given number in as many ways as they can using the cards. For example: give them 3 aces, 3 twos, 3 threes, a 4, 5, and 6 and ask them to make 7 in as many ways as possible, writing number sentences for each.

Students who have unique equations get a point for each unique equation. The first person to 10 points wins. In this game $1+1+5$ would be the same as $1+5+1$ and $5+1+1$. You can play this with individuals or in pairs who compete against another pair.

Make with Money:

This is similar to the above game except uses fake money. This is practising partitioning and also has students becoming familiar with money. You can adjust the number you want them to make given their skill level and age but this is a nice way to differentiate. For some students you can focus on easier to obtain totals or even whole numbers but for others you can give them something more complex like \$53.87. Again, give them a certain amount of each coin and/or bills. Give them the target value and allow them to create the different solutions. One point per unique solution.

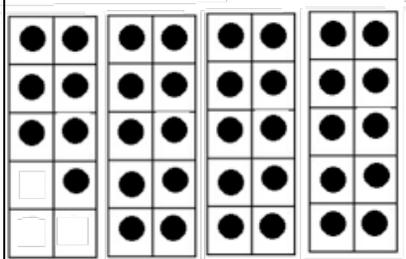
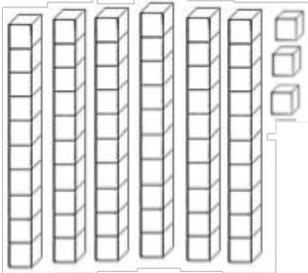
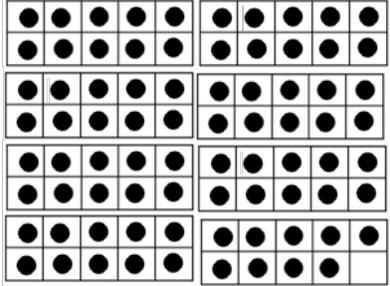
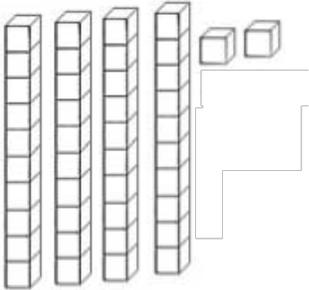
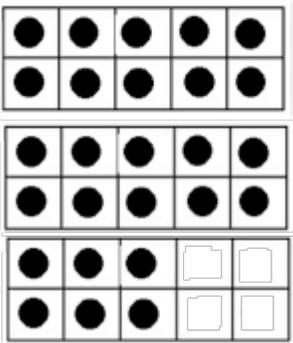
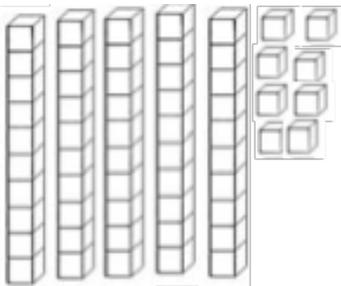
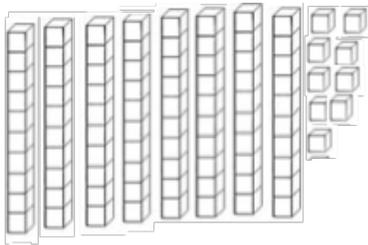
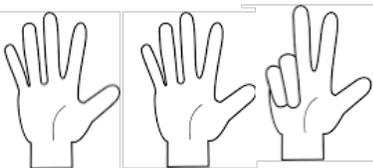
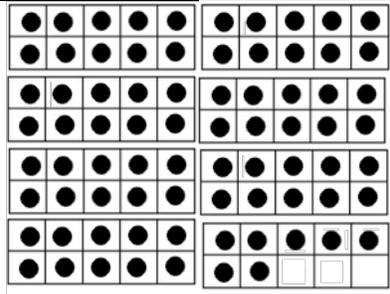
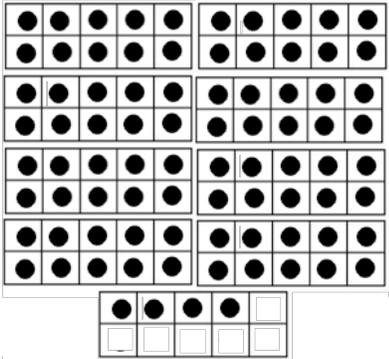
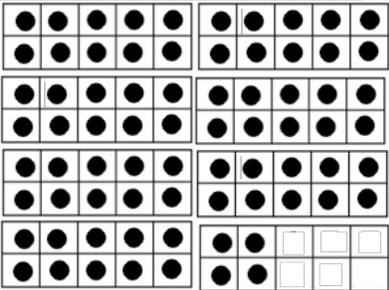
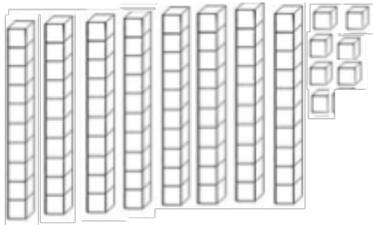
Splat:

Check out these ready to use resources from Steve Wyborney. You need a projector and that's it – his PowerPoints are ready to use for making 10, 20 and more!

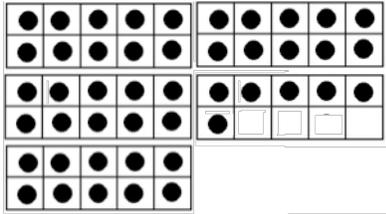
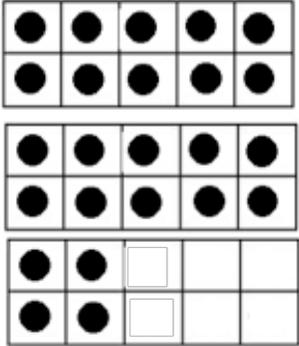
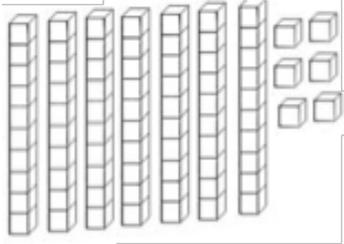
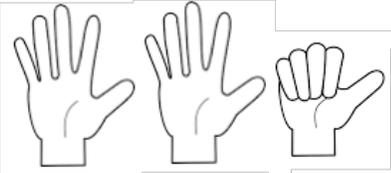
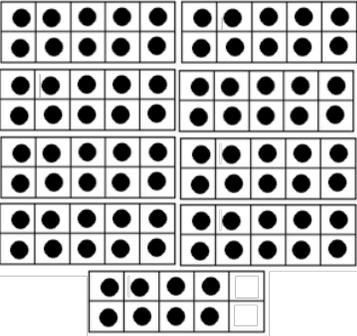
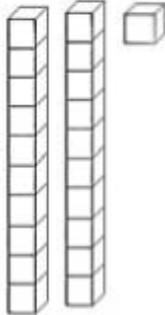
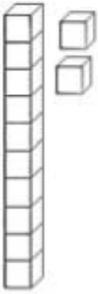
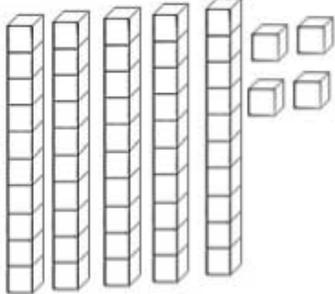
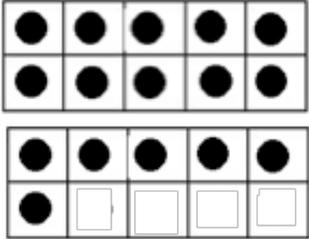
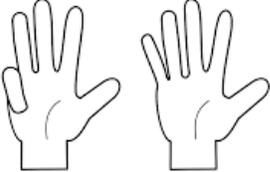
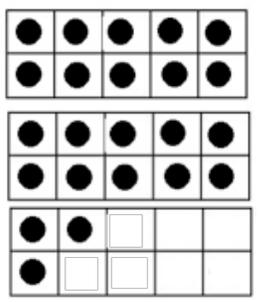
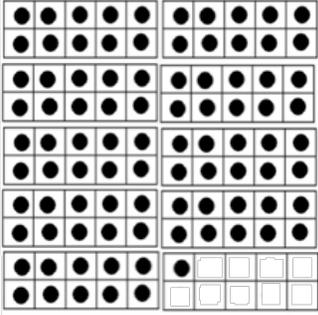
<http://www.stevewyborney.com/?p=893>

Partitioning Memory:

Use the cards below to match to a given target of 100. You can also play this with just numbered cards, just visual cards, or a mix of both (the visuals can be very helpful for many learners). Students keep their pairs of cards that make 100 and then play until all the cards are gone. The player with the most pairs wins. Students are allowed to play again if they get a match (they stay with their turn until they flip over two unmatched cards).





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