I "One"
By Angela Andrews

Grades: 2-5

Objective: To develop flexibility with operations and mental math

Materials: Ten Frame Cards

Number of Players: 2-4

Directions: Each player is dealt four cards. Each player may use one, two, three, or four cards in any combination with any operation to arrive at the result of 1. For instance, if these cards are dealt to a player
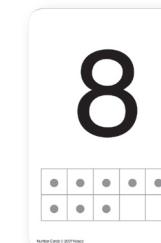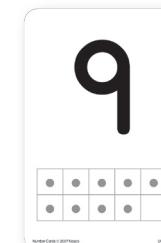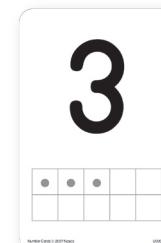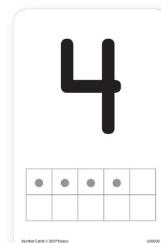
The player could use two cards: $(4 − 3)$ or $(9 − 8)$
The player could use three cards: $8 − (4 + 3)$
The player could use four cards: $(9 + 3) ÷ (8 + 4)$

Once each player has used their cards to equal 1, the cards used by each player are discarded, any remaining cards are put in each player's pile, four more are dealt to each player, and a new round begins. (The goal is to have as few cards in your pile as possible. At the end of the game, the winner will be the person who has the fewest cards in this pile.) Play ends when there are not enough cards to play another round.

Activities for Number Cards

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Turn Over
By Angela Andrews

Grade: 1-Adult

Objective: To practice math facts

Materials: Ten Frame Cards and two dice

Number of Players: 2-4

Directions: Each player gets the cards 1-10 and places them in a row faceup.
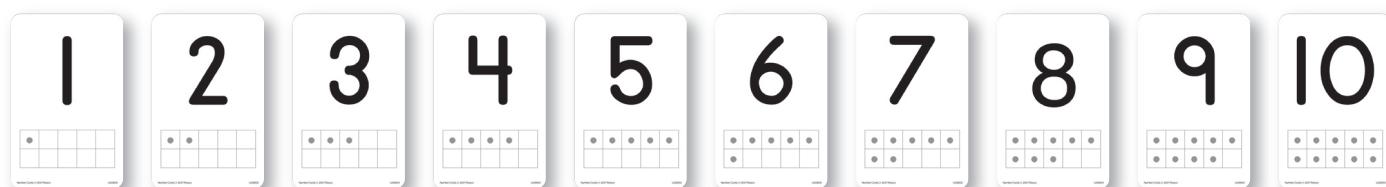
Players take turns rolling two dice and turning over cards that equal the total rolled. For example, for a total of 6, a player may turn over the 6 card, or any combination of cards equal to 6 (1 and 5; 4 and 2; or 1, 2, and 3 as shown below).
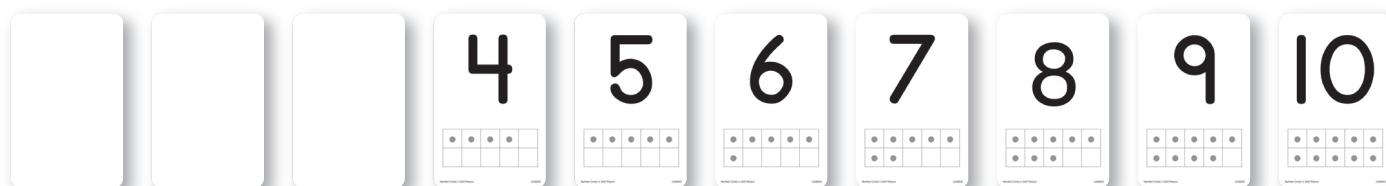
Once a card is turned over, it is out of play. When a player cannot turn over any more numbers, they are out. Play is continued until all players are out. The winner is determined by adding up the value of the cards that were not turned over. The winner is the player with the smallest total.

Extension: To make this game more challenging, players can decide, after rolling the dice, whether they want to add, or subtract the dice to produce their target number. For instance, a roll of 5 and 4 could give a sum of 9 or a difference of 1. Depending on their decision, the player can turn over 9 or any card combination equal to 9, or the player can turn over 1 or any card combination that would produce a difference of 1, such as 5-4 or 10-9. In this version, strategy really comes into play!

"Five in a Line"
By Angela Andrews

Grades: K-1

Objective: To order numbers from least to greatest

Materials: Ten Frame Cards

Number of Players: Partners

Directions: Remove all but the cards 1-5 from the deck of number cards. Shuffle and place these 1-5 cards facedown between you and your opponent. Take turns selecting a card from the pile and placing it in a line, attempting to get all the numbers between 1-5 in order from left to right. If you already have the card, you can choose to put it back in the deck or give it to your partner. The object of the game is to see how quickly you and your partner can get your numbers in a row, in the correct sequence. For instance, in the example below, if they draw a 2, they must put it between the 1 and the 3.
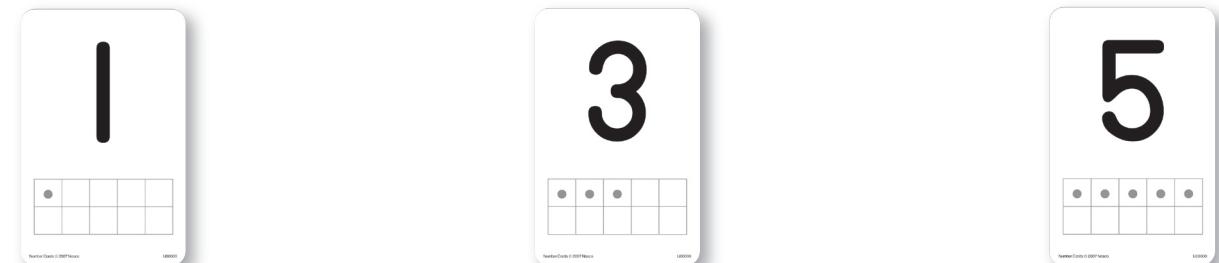
When the student becomes fluent in this task, use the cards 1-10, and they can sequence the cards, 1-10 in the same manner.

Modification: Add a 1-5 mat to the game to help the student match and sequence the cards, indicating a starting point on the left edge of the mat.