

# Make to Ten

## Australian Curriculum Links

Yr 1: ACMNA015: Represent and solve simple addition and subtraction problems using a range of strategies including counting on, partitioning and rearranging parts

Yr 2: ACMNA030: Solve simple addition and subtraction problems using a range of efficient mental and written strategies

## Teachers Notes

When teaching this game the part-part-whole aspect of the calculation should be emphasised.

Whole (10)	
Part (6)	Part (4)

Further combinations may be added to make ten. Students will notice that some combinations appear twice such as 9 and 1, 1 and 9, 8 and 2, 2 and 8, 7 and 3, 3 and 7, 6 and 4 and 4 and 6. Highlight this and explain the commutative property of addition, that is the order in which the addition takes place does not affect the total.

Consider missing parts.

Whole (10)	
Part (6)	

Ask the students to work out which part is missing and to explain how they did it. Some will say 'Six and what makes 10, six and four make ten. Others will make the link to subtraction, that is  $10 - 6 = 4$ , therefore the missing part is 4.

Ten Frames are a useful model to highlight the make to ten strategy.

●	●	●	●	●
●	●	●	●	

$$9 + 1 = 10$$

$$1 + 9 = 10$$

$$10 - 9 = 1$$

$$10 - 1 = 9$$

## Monitoring Game Play

One player takes on the role of Roller Coaster Ride controller and monitors all calculations.

(A Roller Coaster Ride Reckoner is provided)

**Recommended:** Printing this before play and allocating one student as a "Controller" (checker).

Roller Coaster Ride Reckoner	
SPIN	MOVE
4	6
5	5
6	4
7	3
8	2
9	1