

Number Bonds for 10 Activities 2

The aim of these activities is to:

- Improve verbal recall of the number bonds.
- Recognise and recall the related subtraction facts for 10.

Sorting activity 1

Spread out one of the sets of 10 frame cards face up. Ask the pupil to find pairs that total 10. Ask them to say the number sentence for each pair eg '6 add 4 equals 10'. Can they recognise the amounts shown in the 10 frames without always counting? How quickly can they match the pairs? Can they explain that the '5' card is left on its own because it would need to be paired with another 5? Repeat with the other sets of cards.

Sorting activity 2

Spread out one of the sets of 10 frame cards face up and place the other set in a pile, face down. Turn over the card on top of the pile and say, '10 take away ... *-the number shown on the card-*... equals?' Ask them to say the answer, (by counting the empty spaces on the 10 frame if needed) and find the appropriate card. Alternate between using the words 'take away' and 'subtract'. Once confident, the pupil may turn over the card themselves and say the number sentence. Encourage use of the term '**subtract**'. Replacing either/both of the 10 frame cards with the spot cards or number cards will add further challenge to this activity.

Pairs game 1

Shuffle together 2 sets of cards and deal 3 cards to each player. If a player has two cards which total 10, they may say the number sentence (eg. $6+4=10$), put that pair aside and take cards from the pile to replace them. The first player draws a card and checks if it can be paired with one in their hand to make 10. (Pairs do not have to be from the same set.) If it can, these cards are placed aside and a replacement drawn. If this can also make a pair, the process is repeated, until no pairs can be made. The player then chooses a card to place face up on a discard pile and ends their turn. On following turns, a player may choose to take a card from the discard pile instead of the one of the face down cards whenever they need to draw a card. When there are no cards left in the draw pile, shuffle the discard pile and place it face down to replace it. The winner is the player with the most pairs when there are no cards left to draw from.

Pairs game 2

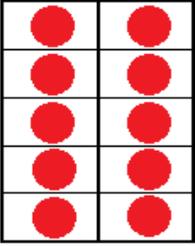
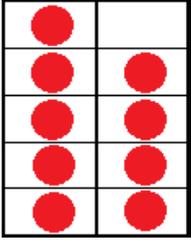
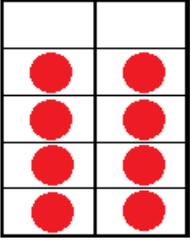
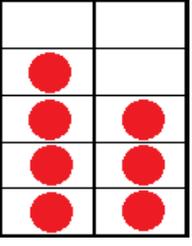
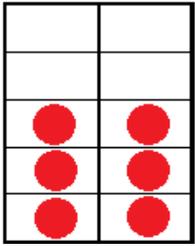
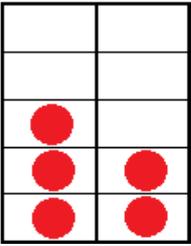
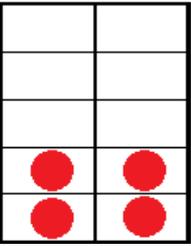
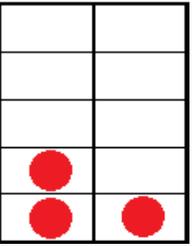
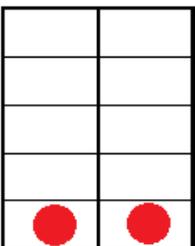
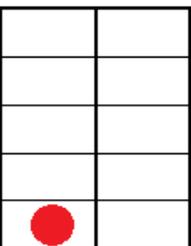
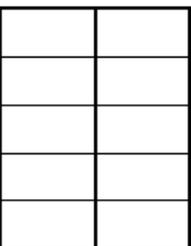
Spread out two set of cards face down. Players take turns to turn over two cards. If the cards have a total of 10, they may be kept. A pair doesn't need to be made of cards from the same set. The player with the most pairs at the end is the winner.

To practise subtraction facts, turn over a card and say, '10 subtract... *-the number shown on the card-*... equals?', then turn a second card to see if it is the correct answer. Keep the pair if it is.

To increase the challenge in both versions, include the extra sets of cards!

10 frames with spots

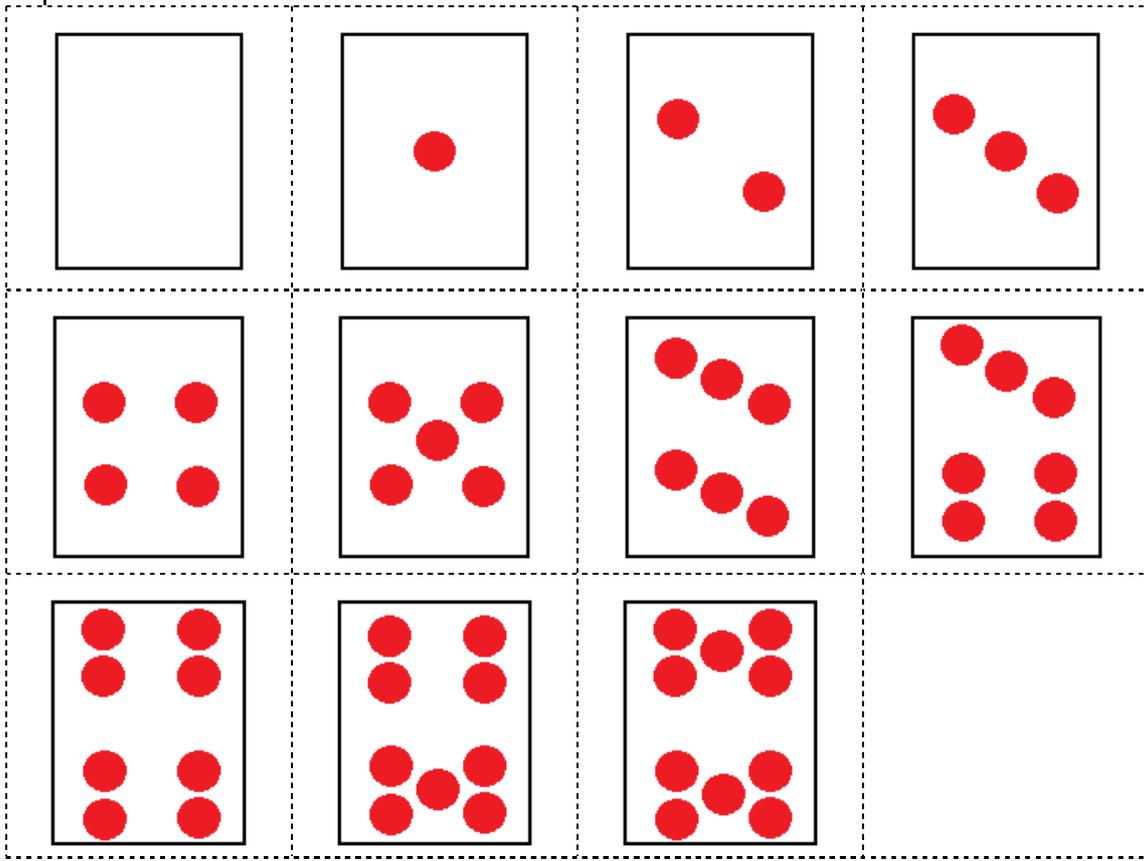
Cut along the dotted lines

			
			
			Bonds for 10 games

Number cards

0	1	2	3
4	5	6	7
8	9	10	

Spot cards



10 frames filled

