

Ten Frames

A1. Explore, Identify and Record place value 0-99

Ten frames help pupils to form mental images in their heads and to associate these images with the corresponding numbers. Below are listed some activities using ten frames:

Twenty

- Pupils take turns rolling a dice, and placing that number of counters onto a ten-frame.
- They announce the total number of counters on the frames.
- The winner is the first player to fill all twenty spaces.
- **Extension:** Each turn could include placing the correct numeral cards under the frames. Each player can also announce the number of counters needed to reach twenty. The exact number must be rolled to win the game

Guess What?

- One player secretly arranges some counters on a ten-frame.
- The other player asks questions that can be answered yes or no, trying to gain enough clues to work out the arrangement of counters, e.g. Is the top row full? Are there 8 counters? Is there an empty box in the bottom row?
- **Extension:** As players become more skilled the number of questions can be counted. The player who asks fewer questions wins.

Strand: Number

Strand unit: Place Value

Assessment: Teacher Observation, Pupil Learning Log, Pupil Portfolio, Teacher Questioning, KWL Chart

Skill: Applying and Problem Solving, Communicating and Expressing, Integrating and Connecting, Reasoning, Implementing



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Fill the tens

In this activity the pupils begin with the number word (that is 'twenty-three'), then they fill the ten frames with counters accordingly and identify the groups and ones.

Tens ___ Ones ___

- Resources: <https://nrich.maths.org/10742>
- <https://i-9490-directors.wikispaces.com/file/view/Early+Numeracy+Resources.pdf>
- PDST Place Value Manual p.32-33