

Printables for "Pyramid (Make 10, 10 frames)"

KNPIG ID # S 2211.2 - BLUE

This file contains printables for two students.

For each additional pair of students print 1 new activity file.

- Ten Frame Cards Zero (0): 4 Cards.
- Ten Frame Cards One (1): 4 Cards.
- Ten Frame Cards Two (2): 4 Cards.
- Ten Frame Cards Three (3): 4 Cards.
- Ten Frame Cards Four (4): 4 Cards.
- Ten Frame Cards Five (5): 4 Cards.
- Ten Frame Cards Slx (6): 4 Cards.
- Ten Frame Cards Seven (7): 4 Cards.
- Ten Frame Cards Eight (8): 4 Cards.
- Ten Frame Cards Nine (9): 4 Cards.
- Ten Frame Cards Ten (10): 4 Cards.

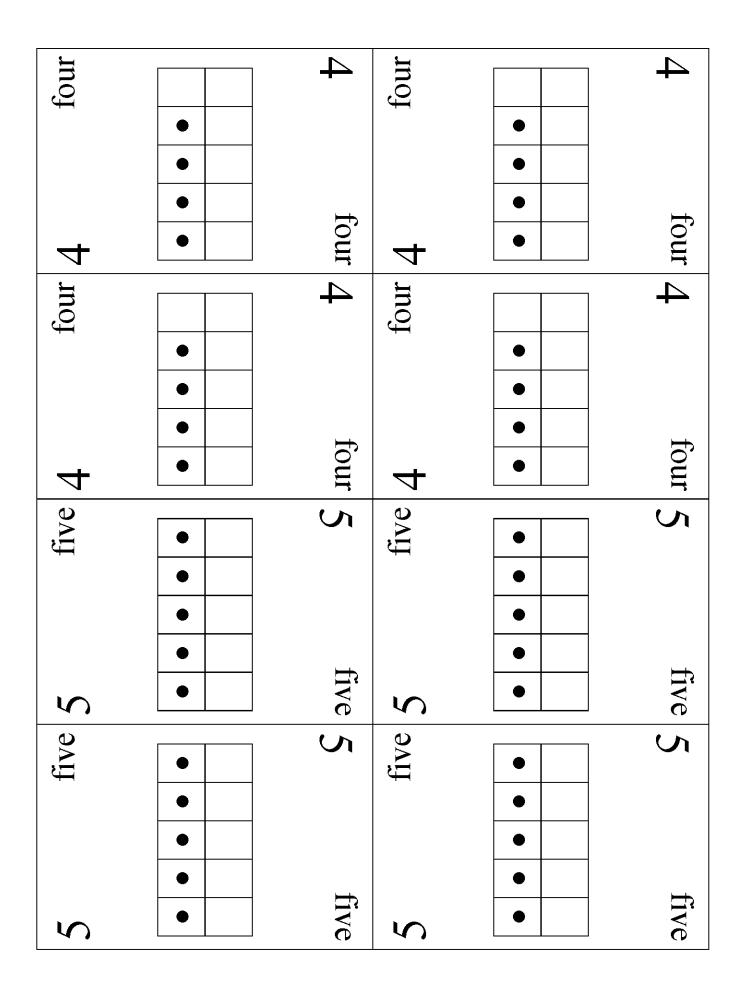
Teacher Notes: Pyramid Make 10: Shuffle the ten-frame cards. Take one card out of the deck and set aside as a "mystery card" (don't look at it). Place cards in a pyramid shape (5,4,3,2,1) face-up. Students choose 2 cards that together make 10. As students take cards, the open spaces in the pyramid are filled from the deck. When there are no more cards in the deck, play continues until only 1 card is remaining. Students should predict the number on the mystery card based on the card left in the pyramid. (Teacher could also use numeral cards 0-10)

1 01	one 1	one 0	0 zero 0	0	zero
one	one 1	_	0 zero	zero 0	0
1 01	one 1	one	0 zero 0	0	zero
	•				
one	one 1	1	0 zero	zero 0	0

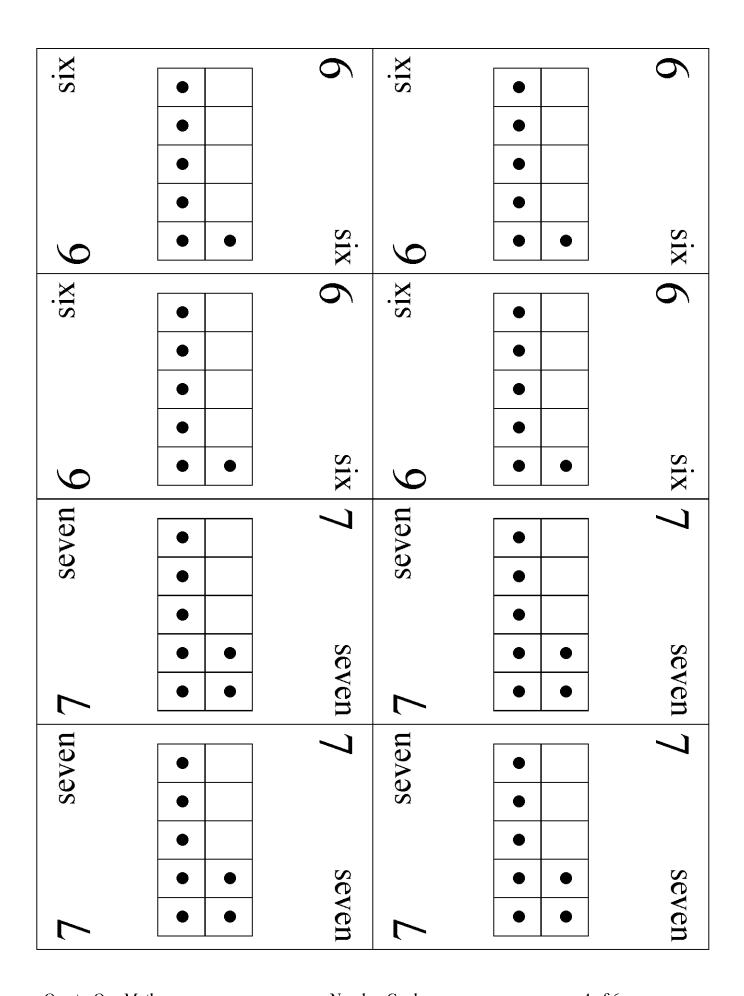
One-to-One Math Number Cards page 1 of 6

3	three	3	three 2		two 2	2	two
•		•				•	
three	\mathcal{S}	three 3	\mathcal{S}	two 3	2	two 2	2
∞	three 3		three 2		two 2		two
•		•		•		•	
three	S	three 3	ω	two 3	7	two	2

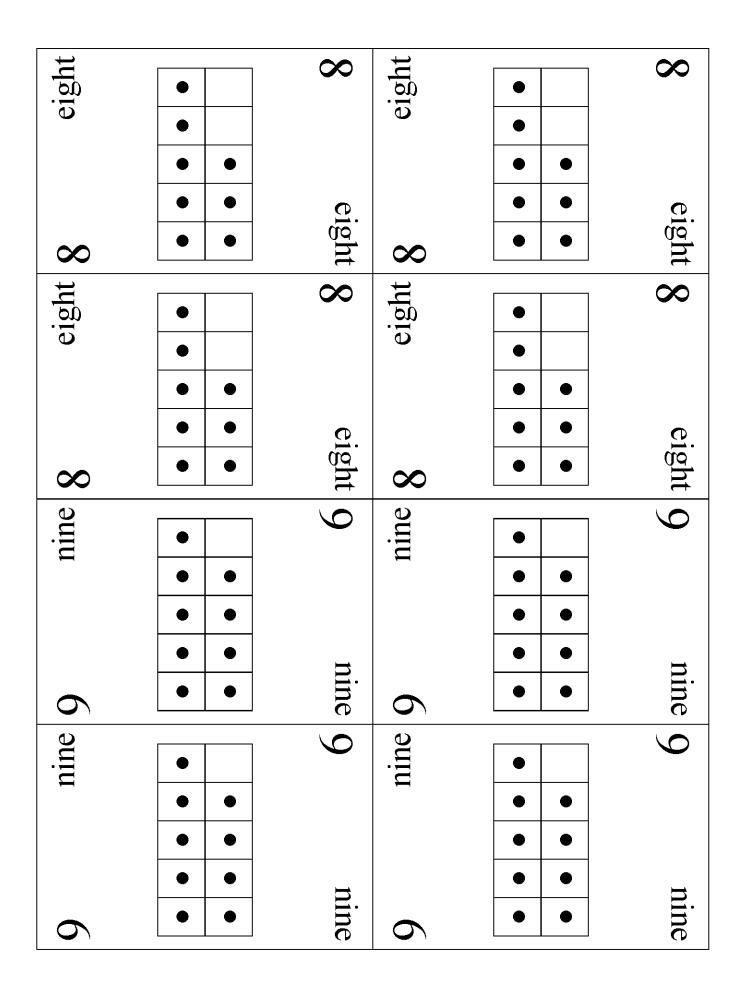
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One-to-One Math Number Cards page 4 of 6



One-to-One Math Number Cards page 5 of 6

10 ten	10 ten
10 ten	10 ten
10 ten	10 ten

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