

## Flower Fluency

**I am learning to combine quantities, without counting, to equal a target number within 20.**

### **Materials:**

- Flower multiple digit cards to 20
- Flower numeral target cards to 20
- Record Sheet
- Multiple sets of ten frame cards in the range of 0-10, pair and five wise

### **Additional Materials for Bonus Round:**

- Recording sheet - with bonus rounds
- Flower bonus cards

### **Directions:**

#### **Set Up:**

1. **Shuffle and place target cards face down in the center of the table.**
2. **Shuffle and place multiple digit cards face down in a separate pile in the center of the table.**

#### **Game Play:**

1. **The teacher will turn over one target and one multiple digit cards to begin the round.**
2. **Players will select 10-frame cards that match the numbers on the multiple digit card.**
3. **Each player will use their selected 10-frame cards to create as many number combinations as they can that equal the target number.**
  - a. **Work to find as many combinations until the teacher says time is up.**
  - b. **Be ready to explain your combinations to the teacher and group.**
  - c. **If there are no possible solutions flip your 10-frame cards upside down.**
  - d. **The teacher will award one point for each correct and unique number combination.**
4. **Play will continue for nine rounds.**

#### **Student Instructions with bonus rounds:**

### **Set Up:**

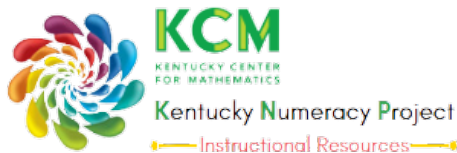
1. **Shuffle and place target cards face down in the center of the table.**
2. **Shuffle and place multiple digit cards face down in a separate pile in the center of the table.**

### **Game Play: Regular round:**

1. **The teacher will turn over one target and one multiple digit cards to begin the round.**
2. **Players will select 10-frame cards that match the numbers on the multiple digit card.**
3. **Each player will use their selected 10-frame cards to create as many number combinations as they can that equal the target number.**
  - **Work to find as many combinations until the teacher says time is up.**
  - **Be ready to explain your combinations to the teacher and group.**
  - **If there are no possible solutions flip your 10-frame cards upside down.**
  - **The teacher will award one point for each correct and unique number combination.**
4. **Play will continue for nine rounds.**

### **Game Play: Bonus round:**

1. **The teacher will turn over one bonus card and begin with the player to his/her left.**
2. **Teacher asks player the question on the bonus cards. The teacher will award one point for a correct answer.**
3. **Play will continue until each player has answered a bonus question.**



[www.kymath.org](http://www.kymath.org)  
[kcm@nku.edu](mailto:kcm@nku.edu)