KNP ID # S 2243.3, Green Fluency Benchmark: KY.1.OA.6

Task Group: Mystery Card

Kentucky Academic Standard(s): <u>KY.K.OA.4</u> Numeracy Target: Facile structures to 10

Mystery Card

I am learning to tell the pairs of numbers that go together to make 10, without counting.

Materials:

numeral cards 2 each of 0-10

Directions:

- 1. Get numeral cards, 0 to 10, 6 of each. Shuffle.
- 2. Place 4 cards in a row face up.
- 3. Player 1 removes the top card as the "mystery card" put the rest face down.
- 4. Player 1 draws a card from the deck to see if it can be combined with one of the cards on the table to make 10 (or select 2 of the face-up cards that combine to make 10)
- 5. Keep the pair that makes 10, or if the card drawn from the deck can't be used to make 10, then place it in the face-up row. If they can, they keep the set. Replace cards from deck, so there are at least 4 cards facing up. Pick up no more than one pair in a turn.
- 6. Continue to make combinations until all cards but one have been used.
- 7. The last card should match the "Mystery" card to make 10.



www.kymath.org kcm@nku.edu