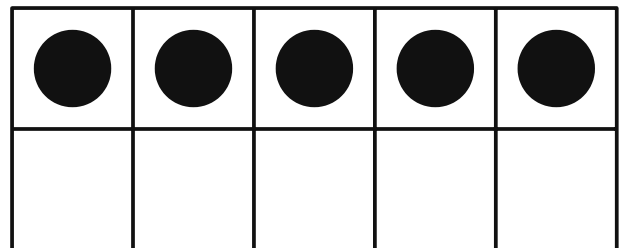
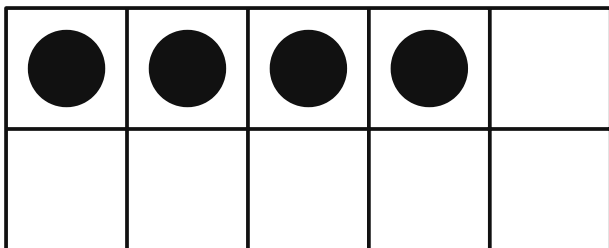
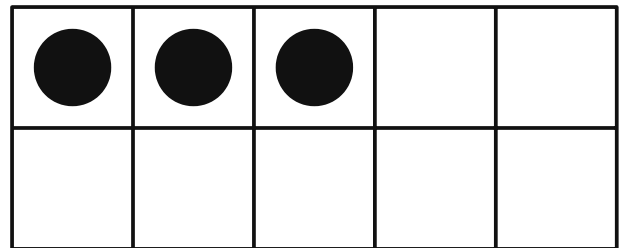
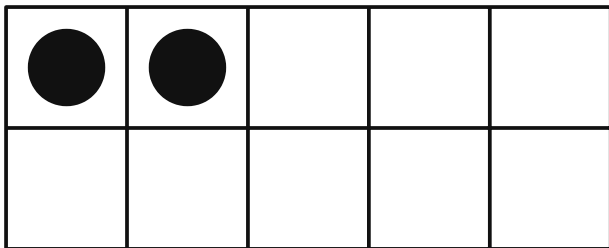


Ten Frame Cards

1 / 6

Cut out the cards. Show a card: how many? How many empty?



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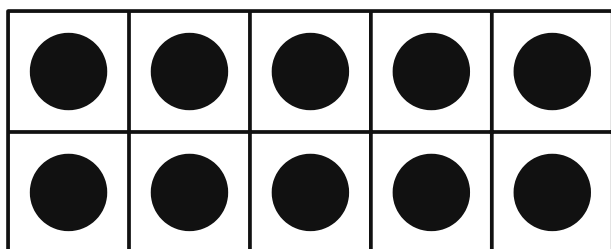
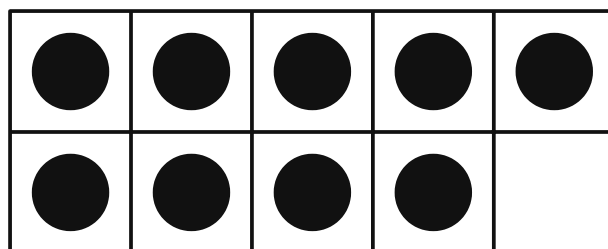
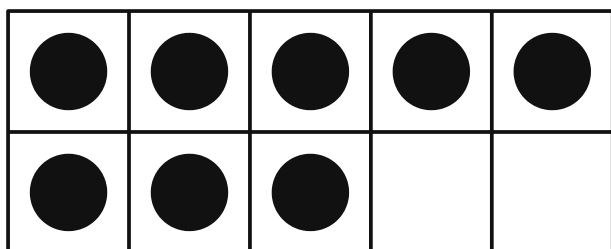
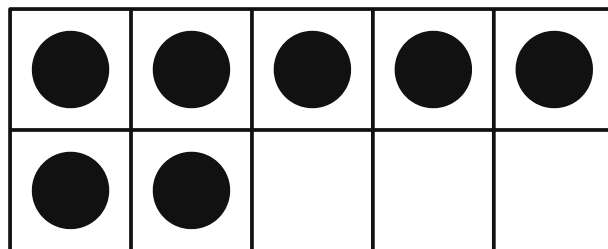
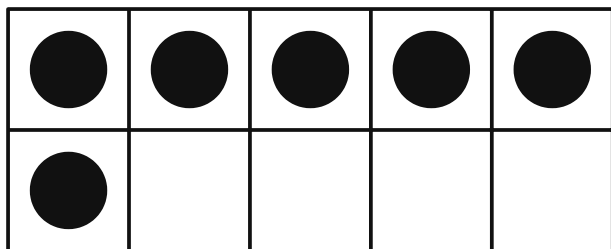
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Ten Frame Cards

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Ten Frame Cards: Number Cards

3 / 6

Cut out the cards. Match each number to its ten frame card.



0

1

2

3

4

5



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Ten Frame Cards: Number Cards

4 / 6

6

7

8

9

10



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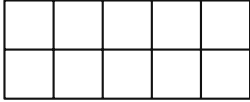


Ten Frame Cards: Answer Key

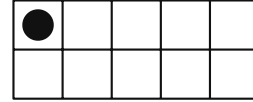
5 / 6

For the grown-up. Each card on pages 1 and 2, in the same place, with its number.

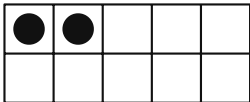
Page 1



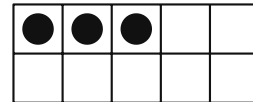
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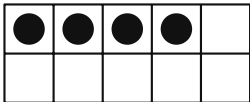
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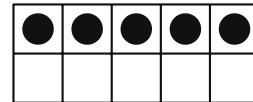
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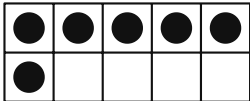


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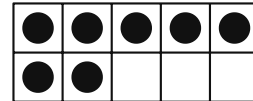


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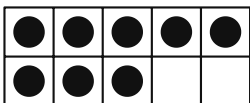
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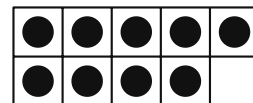
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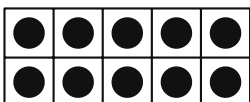
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8



9



10



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For Grown-Ups: How to Use These Cards

6 / 6

A few minutes of quick games, once your child can fill a ten frame mat.

Why use it

A frame card shows a number in dots with no numeral on it, so your child reads the dots. A full top row is 5 and the empty boxes are the partner that makes 10, so 8 reads as 5 and 3, with 2 empty.

What it is good for

- Seeing 0 to 10 at a glance, without counting each dot.
- Matching an amount to its numeral.
- The pairs that make 10, such as 7 and 3.

How to use it

1. Cut out the frame cards on pages 1 and 2 and the number cards on pages 3 and 4.
2. Flash and tell: show a frame card for 2 seconds, hide it, and ask how many.
3. Ask how many boxes are empty, and how many more make ten.
4. Match: frame cards face down, number cards face up. Turn over a frame card and find its number.
5. Make ten: play memory, where a pair is two frame cards that make 10.

Try saying: “How many dots? How many empty? So how many more make ten?”

Tip: Keep the 0 card in the deck: an empty frame is zero. The key gives every card's number.



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