

## Double Ten Frame Addition

**Focus:** Students develop strategies through the use of a visual and concrete model for rapidly adding two single digit numbers to a total of up to 20. This activity also helps students to understand the structure of teen numbers and provides practice in modelling and identifying them.

**How:** This game is designed for small groups of around four players.

*Steps for each turn:*

1. Player spins the spinner provided
2. They then add the indicated number of counters to a blank ten frame.
3. They then spin the spinner a second time
4. They add the indicated number of counters to a *second* ten frame.
5. The player then places their ten frames side by side
6. They move counters off the frame with the least number of counters to fill the frame with the most counters (make it up to 10)
7. Looking at the two ten frames, they determine the total number of counters
8. Once they have determined the total, they try to locate this number on a common game board.
9. If this number is present, and has no other counter on it, they place a counter of their agreed colour onto the number.

The first player to get three numbers in a row (horizontally, vertically or diagonally) wins.

### Language of delivery

Useful questions to help students when doing this activity are:

- ***How many more do you need to make 10?***
- ***What is left here, now that you've made 10 there?***
- ***What do 10 and this number make together?***
- ***Before you move the counters, what do you think the answer will be?***

### Variation

Students can work in teams of two, playing against another team, where each player spins once and adds counters to their own ten-frame before negotiating with their team mate about which counters to move and what the total is.