Cover the Difference within 10
(Ten-Frames)



Materials:

- Two different colored counters
- A set of ten-frame cards
- A playing chip (such as a penny, pebble, or cube)

Instructions:

- Players A and B pick colors.
- Players shuffle the ten-frame cards and place the deck face down.
- Player A draws three cards and chooses two to play, discarding the third.
- Player A compares the cards and figures out the difference between them.
- Player A chooses a square on the game board that represents the difference and covers it with a colored counter.
- Player A places the used card face up in a discard pile. When players run out of cards to draw, they shuffle the discard pile, place it face down, and continue playing.
- Players A and B alternate turns until one player gets four squares in a row (across, down, or diagonally).

Example Turn:

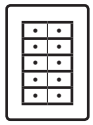
- Player A draws 2, 4, and 9, chooses to play 4 and 9, and puts the 2 in the discard pile.
- Player A compares the 4- and 9-cards and notices the 4-card has 5 fewer dots than the 9-card (or the 9-card has 5 more dots than the 4-card), so the difference between them is 5.
- Because 9 – 4 = 5, Player A chooses one of the 5s on the game board and covers it with a colored counter.
- Play passes to Player B.

(OPTIONAL) Example Recording:

A student might record the example turn as 9 – 4 = 5, 9 – 5 = 4, or 4 + 5 = 9. All are correct.

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7	8	3	6	5	4
3	2	5	9	0	3
9	0	4	7	5	5
4	8	3	2	1	1
5	2	6	4	7	9
2	1	7	5	6	8

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