Make a 10

Directions: Use your cards to help you to solve all of the different ways to make a 10. Record your answers in the boxes below:

☐ + ☐ = 10	☐ + ☐ = 10	☐ + ☐ = 10
☐ + ☐ = 10	☐ + ☐ = 10	☐ + ☐ = 10
☐ + ☐ = 10	☐ + ☐ = 10	☐ + ☐ = 10

Really Good Stuff® **Activity Guide**

Digit Decks

Congratulations on your purchase of this Really Good Stuff® **Digits Decks**—a fun way to help your students improve their math thinking while playing games.

This Really Good Stuff® product includes:
- **12 Digits Decks,** each with 40 cards
- This Really Good Stuff® Activity Guide

Introducing the *Digits Deck*
Before using your **Digits Deck,** make copies of this Really Good Stuff® Activity Guide and file the pages for future use. Or, download another copy of it from our Web site at www.reallygoodstuff.com.

Show students one **Digits Deck** by lining up all of the cards in order from 0–9. Ask students what they notice about the *Cards* and if they notice any ways they might place the *Cards* in groups. Students will notice such things as some *Cards* have the same numbers on them (1s, 2s, 3s,); some *Cards* have the same color on them (green, purple, red, or blue); some *Cards* have the same shapes on them (circle, square, triangle, or hexagon); all are one-digit numbers; all *Cards* are the same size; all *Cards* have shapes in the center; all *Cards* have the numbers on the outside; all *Cards* look the same on the back side. Either have students simply say these similarities aloud or group the *Cards* together as they give their answers. Not only is this a helpful categorizing activity, but it also serves to familiarize the students with the *Cards* before they use them for the following math activities:

- ***Mystery Number Math Challenge Mat Reproducible***
  Copy; laminate, if possible; and distribute the *Mystery Number Math Challenge Mat Reproducible*. Hand out a **Digits Deck** to each participating student. Instruct students to use the *Cards* to find the different ways he or she can fill in the problems to make a true statement. Instruct students to record each of those ways in their journals. Consider making this a competition by setting a time limit and seeing which student can come up with the most different math statements that are true.

- ***Place Value Challenge Mat Reproducible***
  Copy and distribute the *Place Value Challenge Mat Reproducible* to each player. Divide players into pairs and give each pair a **Digits Deck**. Have each pair shuffle the *Cards* and place them in a stack between them. Tell pairs to use the *Cards* and make either the LEAST or the GREATEST number they can: Instruct students to take turns flipping over a *Card* and placing it on his or her place value mat in one of the places. Explain that they need to think carefully about where they want to place a *Card* before they do so because no *Card* can be moved once it has been put on the mat.

- ***Make a 10 Reproducible***
  Copy and distribute the *Make a 10 Reproducible* along with one **Digits Deck** to each player. Challenge the players to find the different ways to *Make a 10* with the *Cards*. Have the players place the *Cards* that go together on their desk to show the various combinations and to record the answers on the reproducible.

- **Make 12 Mental Math Challenge**
  Two to four students play this game. Tell players to shuffle one **Digits Deck,** to deal the *Cards*, and to flip over a *Card* until four *Cards* are face up in the center of the players. Explain that the goal is for the players to use addition, subtraction, and multiplication to reach the number 12. For example, if the 3, 7, 9, and 6 *Cards* were flipped over, a player might reach 12 by doing this mental math: 9 – 7 is 2; 2 x 3 is 6; 6 + 6 = 12. The order of the *Cards* does not matter for this game. Once someone gets 12, the players flip over four more *Cards* to try to make 12 again.

- **What's My Pattern?**
  Take *Cards* from one **Digits Deck** and display them showing a pattern of numbers, shapes, or colors. Ask students to guess the pattern. Vary this activity by inviting the student who identifies the correct pattern to create the next pattern to be guessed. To challenge students, leave some blanks in the pattern to make it more difficult.

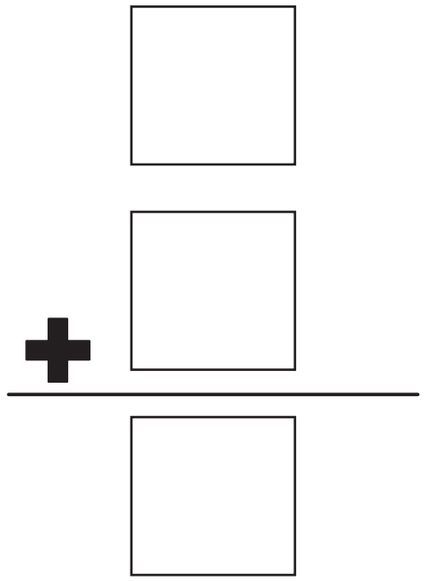
- **Card Flip**
  Two to four students play this game. Tell players to shuffle a **Digits Deck** and deal each player an equal number of *Cards*. Explain that each student flips over one of his or her *Cards* in the center and then uses mental math to add up the total of the digits on the *Cards*. The first player to either write down or call out the correct total gets a point. The first player to get 10 points wins. For example, if there are three players and they turn over a 3, 4, and 9, the first player to call out or write down the number 16 earns a point.

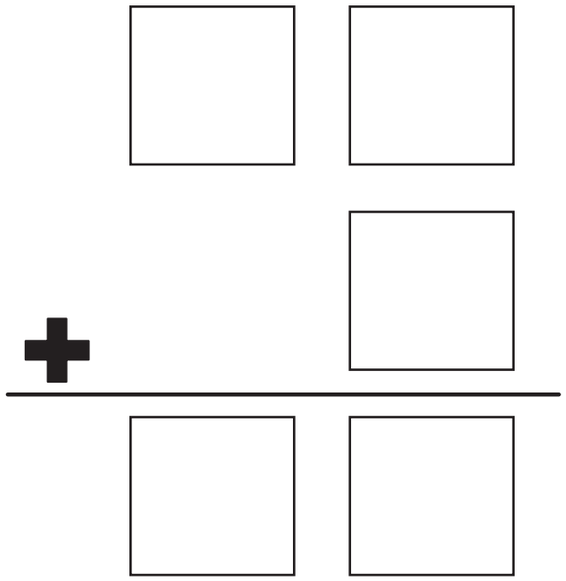
- **Digit Drop**
  Two students play this game, which is played like the card game called War: Tell players to sit facing each other, shuffle one or two **Digits Deck** and deal the *Cards*. Explain that each player flips over one *Card* in front of him or her, each starting a pile. Whoever has the *Card* with the greatest number value keeps both *Cards*.

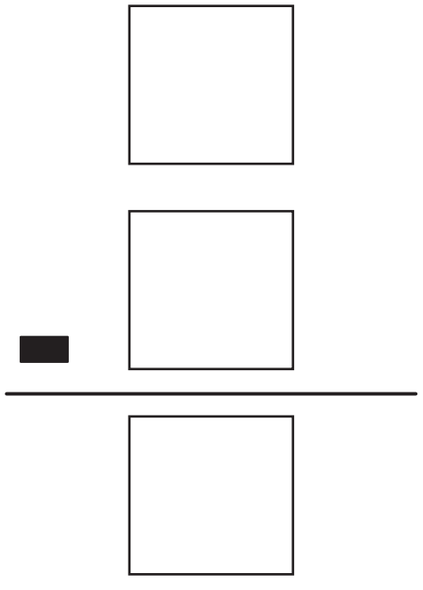
  If the numbers on the *Cards* have the same value, then the players say, "Digit Drop." They put two more *Cards* facedown next to the *Cards* with the same value and then place another *Card* face up on top of the two that are facedown. The player who has the card with the greatest value keeps all of the *Cards* that were just played. Play continues until one player has all the *Cards*.

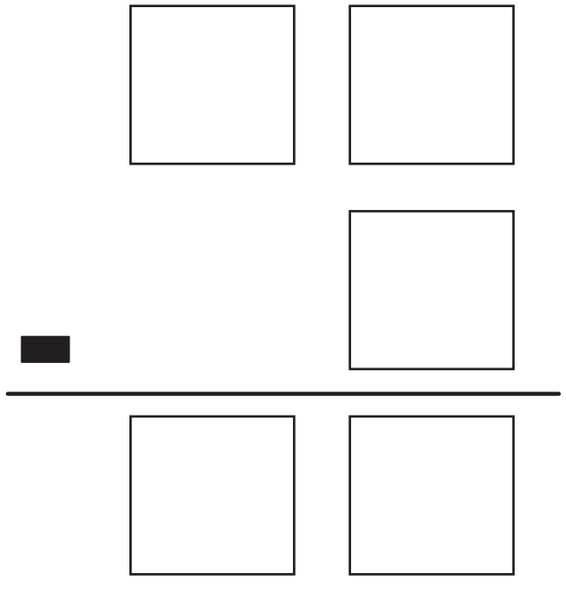
All activity guides can be found online:

Mystery Number Math Challenge Mat Reproducible









Place Value Challenge Mat Reproducible

	Ones
	Tens
	Hundreds
	Thousands
	Ten thousands