The Make Ten Game (or make 9, or 8, or 11??)

1. Student takes a deck of cards and if s/he is playing “Make Ten”, then s/he will need the aces through 10’s. (I usually just pull out all of the face cards right away, because most of the games I have deal with just A-10.)

If students are playing Make 9, then they would need to pull out the 10’s, and if they are playing Make 8, they would need to pull out 9’s and 10’s, etc…) Explain that there are no “0” cards, so if they have a 10, they only need to lay that “10” out with no partner needed for it.

1. If playing “Make 10” the student takes the cards and makes 10 small piles (5 laying across from each other and then the other 5 laying below the top five), if playing Make 9, she will make 9 small piles, etc…
2. Students should turn up the top card on each pile. They then begin putting two cards together that “Make 10”.
3. If a pile runs out of cards, the student can slide another card over, so that she always has 10 piles to work with.
4. The student continues combining two addends to make 10 until all of the cards are gone. If there are no cards lost, and the student made no combining errors, all of the cards should be paired up.

