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Meaningful Small Groups in Math, Grades K-5.

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ACTIVITY 8.1

Fishing for Tens

Focus on Math: In this activity, students connect composing and decomposing a 10 to your current grade-level content.

Identify Student Strengths: Prior to this activity, identify students' strengths and growth points by using the "Compose and Decompose 10" prompt (p. 146) or something similar. Use student strengths to connect to new learning.

Materials:

- *Decks of Cards* (Activity Sheet 8.1), cut out ahead of time.
- Ten frames
- Two-color counters

Create Pathways:

Launch

1. Use a ten frame to introduce the idea of number pairs that make 10.
2. Use two-color counters to guide students' thinking.
3. Use that information to teach the students the rules of the game.

Explore

1. Have students play the game in pairs using the following directions:
 - Place cards in a pile facedown.
 - Each student takes 5 cards and holds them so no one else can see them.
 - Students look at their cards and pull out any number pairs that add to 10. Then they draw cards from the pile to ensure they begin the game with 5 cards.
 - One student in the pair asks the other student for a number that pairs with a card in their hand to make a 10. If they are successful, they place the pair of cards in front of them and ask again. Once they ask for a card the other player does not have, their turn is over, and they take one card from the pile. If the card they drew makes a 10 with another card, they place the pair in front of them, and their turn is over.
 - Play continues until one person has placed all their cards in pairs.
 - The player with the most pairs wins the game.

Discuss

1. Lead a discussion with students using questions such as the following:
 - How many different ways are there to make a 10?
 - Did the same numbers always go together?
 - Can you find a pattern in the number pairs that add to 10?
 - What would be a good way to remember which numbers go together to make a 10?

Wrap Up

1. **Check for Understanding:** Ask students to list number pairs that add to 10.
2. **Connect to Grade-Level Content:** Explicitly connect composing and decomposing a 10 to your current grade-level content, during both small group and whole-class time.

Extension: This game can also be played as Fishing for Hundreds (using cards with numbers 10–90), Fishing for Thousands (using cards with numbers 100–900), or Fishing for Wholes (using cards with numbers 0.1–0.9).

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Activity Sheet 8.1 • Fishing for Tens

Cut out four sets of cards for each pair of students.

0	1	2
3	4	5
6	7	8
9	10	