

TEN FRAME FLASH

- Material:** Ten-frames with dot arrangements
Counters
A blank ten-frame for each player
- Players:** four
- Rules:** The first player shows a ten-frame for a count of three, then hides it while the other players place counters in the same positions on their frames from memory. The 'flasher' shows the card again and helps each player check his/her display. After three cards the next player becomes the 'flasher' and so on, until everyone has had a turn.
- Variation 1:** Points can be awarded for each correct response. The player with the most points wins.
- Variation 2:** This game can be played as a whole class with one student using overhead versions of the filled ten frames to flash for the whole class
- Variation 3:** A more difficult, addition game can be played by flashing two ten frames at a time and having students show the sum of the two ten frames on one ten frame (or two if the sum is greater than 10)
- Variation 4:** A more difficult, subtraction game can be played by flashing two ten frames at a time and having students show the difference on one ten frame

This activity was adapted from:

<http://www.nrich.maths.org.uk/prime/may99/staff.htm>